

0 Shadows Within the Walls 5

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.

*It is said the 'Old Man on the Mountain' lives within the city's walls, his name only another veil to hide his purpose from prying eyes.*

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1 The Fields of Rolling Grain 5

7

**Advanced City**  
**Battle:** Pay one water from this City to send one opposing unit home from this battle without unbowing.

*Every season, when the river rises, the wheat grows green and fresh. Then, we reap the harvest, but we always leave enough behind for Lady Sun and her children.*

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1 The Merchant Quarter 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.

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1 The River Quarter 5

5

**Advanced City**  
**Day:** Bow River Quarter and pay 3 copper to produce one water token on this City.

*Once every ten years, the waters of the river rage against Lady Sun's madness. But then, as the prophet says, all must pass away.*

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1 Thieves Quarter 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.

*"You cling to your possessions when you should cling to your freedom." - Ra Shari saying*

Illus. © 1998 Dave Letz

A Dying Sahir's Tale

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.

*He was proud and powerful, but no-one can evade the Khadi forever.*

4

Illus. © 1998 Val Mayerik

The Tale of Selqet's Capture

2 Points • **Tale Reaction:** Play when you produce 5 different Night actions in one 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.

*The Prophet said, "There is nothing more dangerous than a man driven by revenge."  
She's going to show them how right he was.*

4

Illus. © 1998 Rob Alexander

The Tale of the Last Raid

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 Moto returned to their hidden oasis to find their wells poisoned. A sign was nailed to a tree beside the pool. It read, "Dead men don't need water," and was signed with the Seal of the Senpet.*

4

Illus. © 1998 Paul (Pon) Herbert

The Tale of the Moto and the Senpet

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 current battle.

*Their first engagement was indecisive, but the Senpet learned much of the Moto's methods and tactics. The next time they meet will have a much bloodier resolution.*

4

Illus. © 1998 Susan Van Camp

**The Tale of the Stolen Heart**

1 Point • **Tale Reaction:** Play when immediately after produce the third jinn effect in the same turn.  
**Reward Reaction:** Bow this card to redirect one spell effect to another legal target.

*A sahir's heart sparks like lightning, spreads like plague, burns like fire. It shines like the first moment of the cosmos. To steal a man's heart is to steal a piece of the universe.*

4

**Auction Block**

0 2

Bow the Auction Block and discard any item. Follow 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.

*"We thought the foreign woman would bring a high price, but when we recognized what she was, we knew she was priceless." - Ramoniet*

1

**Belly Dancer**

1 3

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.

*I know her, and I've seen her type before. Stay away from her, my son, or we'll be burying you beneath the city before morning.*

2

**Burning Oil**

0 3

**Fortification**  
**Battle:** Bow Burning Oil to engage for 4 damage.

*"From water comes fire. It's a strange world we live in, but I've seen stranger." - Abd al-Zhayn, the Wanderer*

3

**Copper Mine**

1 2

Bow to produce 2 copper.

**Day:** Bow and destroy Copper Mine to reduce the Strength of a Hero by 2 until the end of the turn.

*The strangers from the foreign land do not speak our language, but when they taste the sting of Senpet whips, we understand one another quite clearly.*

1

**Den of Iniquity**

0 3

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.

*"Abdul-Rafi's place is the best place in the city. Of course, once I went to Abdul-Rafi's, I couldn't remember much else." - Unknown patron*

2

**Doctor**

0 1

**Advisor**  
 Bow to produce 1 copper.  
**Reaction:** Bow and pay 1 copper to reduce the damage of a thrust to zero.

*"Ora. Ora, ora. Ora ora ora!"  
 "I told you not to move."*

4

**Harem**

1 2

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 the same number of cards from your deck.

*They thought to put Selget in the harem of some rich noble, but the hatred in her eyes could shrivel any man's desire.*

3

**Library**

1 3

Bow to produce 2 copper.

**Day:** Bow to draw 2 cards. Discard 2 cards.

*There was once a time when the library was filled with pages of knowledge, wisdom and truth. Since the coming of the Khadi, it is only filled with lies.*

2

**Safiyya's Sweetwater**

1 0

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.

*Safiyya's sweetwater fetches quite a price, and there are many who wonder where her secret well is hidden.*

1

**Spices**

1 2

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.

*They came to sell their spices, and stayed to buy our lives.*

3

**The Prophet's Wall**

0 2

**Fortification**  
 This City Section gains 3 Strength.

*The walls had fallen long ago, but Mekhem touched them and spoke a single word. Suddenly, they were whole, and it is our duty to see they never fall again.*  
 -Kabadar Fassal

1

**Trade Route**

1 2

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.

*Weaving its way through the Ivory Kingdoms and other lands, the smooth roads built three hundred years ago by the Senpet still serve as a lifeline for their Empire.*

3

**Watchtower**

0 3

**Fortification**  
 All Raid attempts are at -2 Fate at this City Section  
**Reaction:** Immediately after a Battle action is played from a player's hand at this battle, destroy Watch tower and pay one water from this City to cancel that action.

*They were built to watch for threats from the desert. They never considered threats from within.*

2

**Wheat Fields**

0 0

Bow to produce 1 copper.  
**Reaction:** Bow and destroy Wheat Fields immediately after an opposing card engages to reduce the inflicted damage by one.

*The city walls are like a veil. From the outside, all you see are towers and minarets, but once inside, nothing seems to shine as bright.*

1

**Wijdan's Fabulous Carpet Shop**

1 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.

*"Pretty rugs. It's a shame he has to tie them down every night." -Nim*

2

1 **Mendi-Duad** 2

1 5 3

**Ashalan Priest • Sahir**  
*He stumbled across the wounded Senpet Sahir in a deserted part of the city, clutching a broken ivory case. He did not ask what had befallen the youth, or what was so precious about his burden, only carried him across the dunes, back to his people.*  
 -Keseth's Tale, Part Three

1

1 **Chandra** 2

0 5 2

**Assassin Bearer of the Black Star**  
**Reaction:** Immediately after one of your Heroes win a duel, you may draw a card from your deck. Chandra may only do this once per turn.

*"When all you hate is a hammer, everything starts looking like a nail." -The Forty-Seven Sayings of Mekhem*

1

1 **Faida** 3

1 5 1

**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.  
*Her first kill was her brother, a traitor to the Old Man. She killed him in his bed, but she woke him first to savor his fear.*

2

illus. © 1998 Scott James

2 **Fatima** 2

1 5 4

**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 to or moved into any attacks as long as Fatima remains bowed.  
*The Old Man trusted only his eldest daughter, to do the deed. "Strike at the heart of the serpent," he commanded, "and his fangs cannot strike you." She nodded and vanished away. -Fatima's Tale, Part One*

2

illus. © 1998 Eric Anderson

4 **Haroun** 5

2 9 3

**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.  
*Not many of the Old Man's sons show the talent for The Calling, but they all bear the mark of the curse. Only Haroun seems untouched by the magic cast against his family so long ago.*

2

illus. © 1998 Mark Nelson

2 **Marishka** 3

1 6 3

**Assassin Midwife**  
**Day:** Bow Marishka and randomly select and look at one card from 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.  
*"Hush, little one. They'll never miss you."*

3

illus. © 1998 Ramon Perez

3 **Old Man of the Mountain** 5

2 10 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.  
*An eternal curse deserves eternal revenge.*

5

illus. © 1998 William O'Connor

3 **Sabina** 4

1 7 4

**Assassin Lady of the Seven Oaths • May only attach Assassin Followers. • Will not initiate a duel with another Assassin Hero.**  
*Her first love betrayed her to the Senpet. Although her body has healed from the wounds, her soul never will.*

1

illus. © 1998 Andy Gorman

2 **Shala** 3

1 6 1

**Assassin Second-Born • May enter play for 3 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.  
*She looks at Fatima with a jealous eye, watching how her father favors her elder sister. She would pay any price to have that favor, even the price of blood.*

2

illus. © 1998 Paul Bernick

1 **Takiyah** 2

1 8 5

**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.  
*Her name means pious, but her dark eyes could ruin a man's faith forever.*

2

illus. © 1998 William O'Connor

3 **Kabdar Fassal** 5

2 8 3

**Ebonite Defender of the Faithful • Templar**  
 Kabdar gains Raid +2 while defending against a Raid.  
*They say they worship the Sun, but their palms are stained black as the darkest night, the gift of the Stone they guard.*

2

illus. © 1998 Thomas Grimm

1 **Monkey Man** 2

1 5 4

**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.  
*I can give you the secrets you seek, but you must trade first.*

3

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2 **Argoun** 3

0 6 1

**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.  
*The maps he sells tell the caravans how to avoid the desert's dangers, but not its predators.*

2

Illus. © 1998 Ben Peck

5 **Gaheris** 6

3 13 6

**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.  
*"From the East come the tiger-men. From the West, those who worship Death. I hunt tigers for my dinner, and I'll help the Senpet on the way to their god."*

5

Illus. © 1998 Dave Lett

1 **Jangir** 4

1 6 1

**Moto Clan Shugenja • Sahir**  
**Reaction:** Bow Jangir immediately after Fate values are revealed in a Raid. Switch any two of your Raiding Fate values.  
*"I know nothing of jinn or demons. My way is the way of my ancestors, taught to me by father. The dance of the elements is my way."*

2

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2 **Kara** 3

3 9 0

**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 total Raiding Value.  
*The Senpet were returning from their victory over the Scorpion when the Moto descended upon them. But a sudden sandstorm swept up around them, and the will of the Lady washed them away into the sand. -Kara's Tale, Part One*

3

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0 **Khaidu** 1

1 5 3

**Moto Clan Trader**  
 Destroy a holding you control if Khaidu dies.  
**Day:** Bow Khaidu and pay 1 water to straighten a holding.  
*The Khan's brother knows that Gaheris must do something soon, or the whispers will turn into knives.*

3

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3 **Khitai** 2

1 8 3

**Moto Clan Dunerunner • Archery**  
 Khitai may target Heroes with attached followers while using Archery.  
*"She is the best archer in our tribe, her skill rivaled only by the lovely Senpet who guards the winter caravan." -Yesugai*

2

Illus. © 1998 Audrey Gorman

3 **Kiyoshi** 3

2 7 0

**Moto Clan Tar-khan • Carry +1**  
*"In his blood lies the fury of the berserker, a gift from his ancestors." -Gaheris*

3

Illus. © 1998 L.A. Williams

1 **Shu-kai** 2

1 4 1

**Moto Scout**  
 If Shu-kai ties in a Raid, Shu-kai wins.  
*"His father lost his hand to one of those heartless mages. Now, he has to fend for his family any way he can." -Argoun*

1

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2 **Yesugai** 2

1 5 1

**Moto Clan Guide • Archery •**  
 Yesugai may not challenge a Senpet Hero to a duel.  
*"His eyes light up like stars whenever she arrives with the winter caravan and he looks like a weepy little girl. It's disgraceful!" -Khutai*

2

illus. © 1998 CH Bennett

2 **Shalimar** 4

1 7 5

**Ra'Shari Dancer • Archery**  
*"We know so little of her people, only what she has told us. And if we believe everything she says, we would believe they are gods!" -Inam, Regent of the River Valley*

2

illus. © 1998 Mike Beahm & Diana W...

4 **Abresax** 3

2 9 3

**Unique • Senpet Fist of the Pharaoh**  
 Abresax's Followers gain 2S while attached to Abresax.  
*He does not see Hensatti as a woman. She is the Pharaoh, the child of the Ten Thousand, and Light of the Senpet. He may not agree with her, but he would die at her command.*

3

illus. © 1998 Doug Shuler

1 **Asori** 2

1 5 4

**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.  
*Abresax thinks little of his new "acquisition," but Asori looks at the glare in the woman's eyes and knows better.*

2

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2 **Bekhten** 1

1 5 3

**Senpet Shield of the Empire**  
 Bowed Heroes may not be used to absorb damage engaged by Bekhten.  
 Reaction: Bow Bekhten to replace any Senpet in a duel instead of thrusting.  
*"Each drop of his blood exists to serve his Pharaoh. It will be a pity to see such loyalty spilled on dry desert sand." -Takyah*

2

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4 **Hensatti** 5

3 13 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.  
*Her Empire is crumbling, so she has found another to rule.*

5

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1 **Keseth** 2

0 5 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.  
*His skill with sorcery captured Chiyah's attention. It was a matter of child's play to capture the youth, but keeping him was not as simple as the Master thought it would be. -Keseth's Tale, Part One*

3

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2 **Nekhebet** 3

1 7 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.  
*Her extensive journeys have brought her many fabulous artifacts, including that strange ivory bow...*

2

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0 **Nepherus** 2

1 4 3

**Senpet Astrologer • Sahir**  
 Battle: Bow Nepherus and draw the top 3 cards of your deck. You may play one of those cards immediately if possible. Discard the other cards.  
 Battle: Bow Nepherus to destroy any Omen currently in play.  
*He fears the return of Selget signals the beginning of dark times, and he watches the stars for an omen of the future.*

2

illus. © 1998 Doug Shuler

3 **Qer Apet** 2

1 7 1

**Senpet Brother of the Black Shield**  
Qer Apet gains +1S when Attacking.

*"Those who voluntarily put themselves under the heel of a tyrant get exactly what they deserve."  
—The Forty-Seven Sayings of Mekhem*

2

2 **Ramontet** 4

1 7 2

**Senpet Strategist • Archery +1**  
Day: Bow Ramontet to give a 1S bonus to another Senpet Hero you control until the end of the turn.

*"Hensatti knows nothing of warfare and tactics, but Ramontet does. Remove Ramontet, and you remove the Pharaoh's left hand." —Hekau*

3

3 **Abd al-Zhain** 3

1 7 4

**Unaligned Wanderer**

*I have traveled the world, and I have seen more than you could ever imagine. I have seen men with the heads of tigers, corpses wearing porcelain masks and women whose arms were great rainbow colored wings. The one thing I don't know is where I'll be tomorrow.*

3

0 **Adnan** 1

0 0 0

**Tomb Raider • Raid-1 • Unaligned**  
You may not bring Adnan into play unless you control another Hero.

*"And how many marvels have you seen in your days, my boy?"  
"At least a thousand, my lady."  
He smiled, and the Caliph laughed.*

1

1 **al-Hazaad** 3

1 7 3

**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.

*al-Hazaad, the Twice-Exalted, has returned from Rokugan with foreign magic, but he has not returned alone.*

2

2 **Bonepicker** 2

0 6 0

**Undead Ghul • Unaligned • May only attach Undead Followers.**

Night: Target a card in your opponent's Saved pile. Bow Bonepicker to destroy that card.

*"What do you do with the bodies of your dead?" asked the Scorpion of his captor. "We bury them under the city and leave them to dream of the stories they will never see."*

2

3 **Eyeslicer** 2

0 3 0

**Undead Ghul • Unaligned**  
Destroy any one Hero or Follower you control to bring Eyeslicer into play.

*Even the Assassins know better than to use the sewers.*

2

4 **Ghiyath** 3

2 9 1

**Khadi Sculptor of Hearts • Sahir • Unique • Unaligned**  
Other Heroes may not be moved out of a battle Ghiyath is assigned to.

*It is not always easy to find someone willing to join our ranks, but once Ghiyath has properly tutored them, they are glad to do anything he wishes.*

4

3 **Indira** 4

2 10 1

**Khadi Mistress of Pain • Sahir • Unaligned • Unique**  
Cards in this unit may not be targeted by spell effects.

*"The Senpet who escaped us will be mine, my Caliph. I will hunt him, and I will find him, and I will break his heart in two."*

4



2 Janan Barakah 2

1 7 2

Sand Pirate Captain • Raid +1 • Unaligned  
 All Heroes and Followers with less than 3 Strength in this army may engage simultaneously with Janan Barakah as one single unit.

*Your horses are fast, my friend, but nothing is faster than the wind.*

3

2 Nim 2

0 7 0

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 that card.

*999 jinn and a thousand cats. Whenever a jinn draws his last breath, there is one less cat in the city.*

3

3 Roc 1

1 7 0

Flying • Unaligned • May not attach items or Followers.  
 Battle: Bow to destroy a Follower in the opposing army.

*"It's big and it eats elephants. That's all I need to know to leave it alone." -Adnan the Wily*

3

4 The Eye of Night 5

0 13 0

Unique • Ronin • Archery • Duelist • Unaligned  
 The Eye of Night always thrusts first in a duel.

*They came across the mountains on a carpet of flame and wind. The stranger at al-Fizaad's side speaks little, and his language is strange, but he has a deadly purpose in his one good eye.*

3

Ancestral Sword of the Kirin +1

1 9

Weapon • Unique  
 When controlled by a Moto Hero, Sword gains a 1S/1K bonus for every Moto Hero you control.

*Our Lady bore this sword. One day, she will wield it again. Until that day, we must keep it safe for her.*

4

+0 Book of the Dead +1

0 9

Unique • May only be attached to a Senpet Hero.  
 This Hero gains the Sahir trait.

Night: Bow this Sahir and pay 2 water to bring a Hero that was just destroyed this turn back into play. Targeted Hero gains the Undead trait. This may only be done once per turn.

*"It holds the secret names of the Ten Thousand Gods. One day, someone will speak them all, and the world will be unmade." -Nepherus*

4

+0 Camel +0

1 0

This Hero does not bow after a battle.

*They spit, they howl, and they bite. But in the desert, a camel is worth its weight in water.*

1

+0 Crossbow +0

0 2

Weapon  
 Hero gains the Archery Trait.

*We find Abd al-Zhayn's innovation... highly disturbing. Doubtful it will survive longer than its inventor.*  
 -The Caliph, Guiding Light of His Excellence, Yusef al Rassulit, Master of the Golden Orb

4

+1 Dhul Fiqar Knife +2

0 4

Weapon

*"It is forbidden to all but the noble family to use the Sultan's Steel, my friend. But if the price is right, I can see a family resemblance in anyone's features." -Wijdan*

2

**+0 Flying Carpet +0**

**1 8**

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.  
*"Flying isn't the hard part. Finding the earth again, that's the hard part." -al-Hazaad*

**3**

**+0 Shielded Armor +1**

**0 1**

**Armor • Cards in this unit may not be targeted by Archery.**  
*It's heavy and makes an awful noise, but it sure makes the Senpet angry.*

**4**

**+0 The Wicked Moon +0**

**1 6**

**Weapon • Unique •**  
 May only be attached to an Assassin Hero.  
 All successful thrusts from this Hero cause 1 additional point of damage.  
*Handed down from mother to daughter, it has shed enough blood to turn the desert into a red sea.*

**4**

**0 Advanced Scout +0**

**0 1**

No Omens may be played at a battle when the Advanced Scout is in the attacking or defending army at that battle.  
*"Fortunes and visions are for those who would rather trust the stars than their own eyes." -Arhoun*

**1**

**0 al-Zhayn's Trained Peacocks +0**

**0 2**

This Hero gains an additional Carry +1.  
*"It's as if the thing could smell water a mile away." -al-Hazad*

**2**

**1 Archers +0**

**0 3**

**Archery +2**  
*"I have seen what they have done to other nations, other peoples, and there is no way to stand against their might. We must find another way." -Hekau*

**1**

**2 City Guard +0**

**0 3**

*Rumors of war have spread through the city, and the city's guard have their hands full putting down the riots. Medinat al-Salaam is not always the City of Peace.*

**2**

**1 Desert Warriors +0**

**0 5**

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.  
*"Our armies would move much faster if we were not carrying our gods, your majesty." Abresax said, trying to hide the anger in his words. Hensatti only smiled.*

**2**

**4 Elephant +0**

**2 6**

All cards in this unit gain the **Berserk** trait.  
*"In all our preparations of war, we have forgotten the Ivory Kingdoms to the east, and one day they will ride their monstrous beasts through the gates of our city. Who can stand when the mountain moves against you?"*

**3**

3 Heavy Cavalry +0



1 8

Heavy Cavalry gains 2S while attacking.

The Moto came down from the mountains, lances flashing and swords aloft. They did not know that the greatest enemy was not the Senpet, but the sandstorm that took them all by surprise.

3

Illus. © 1998 Ben Peck

1 Moto Steeds +0



0 3

This Hero gains an additional Raid +1.

I once knew a Moto who, on a dark and windy night, brought his horse into his tent to keep it safe from the desert's unforgetting storm. I only hope the horse appreciated the fine rugs. -Nekhebet

2

Illus. © 1998 LA Williams

3 Yodaitai Legions +0



0 8


Yodaitai Legions gain 2S when Defending.

A wandering tribe of brigands from the far north were enjoying the Sultan's hospitality when the troubles started. They called themselves the "Yodaitai," and while they too feared the anger of Lady Sun, they called her by a different name.

2

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A Commander's Courage



0 0

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.

"I ask you now, will you stand still, or will you stand and fight?" -Zinaida

2

Illus. © 1998 Liz Danforth

A Handful of Sand



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.

If I'm the only one alive at the end to tell the tale, who can question my skill and daring?

0

Illus. © 1998 Paul Conrick

A Vision of Doom



0 0

Open Omen: All Raiding Heroes gain a Raid -1 penalty. This is in addition to any other modifiers.

"They will be in that valley, my lord. We must strike soon, or the barbarians will move out of position." Abresax nodded and turned his army toward the army of thirsty and dying Scorpions. -Abresax's Tale, Part One

1

Illus. © 1998 Paul Proff Harbert

Adim's Charm of Protection



0 0


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.

"He forged it from some unknown metal and a jinn's tears. Such knowledge has long been lost to us, my brother." -Adil

3

Illus. © 1998 Nicha Leonard

Ambush



1 0

Buried Night: One of your unbowed units begins a battle with one target unit. No other units may join this battle, and no City can be destroyed. Battle actions may be played as normal. Units may not be moved to other City Sections from this battle. This additional Attack Phase does not count as your one Attack for this Turn.

2

Illus. © 1998 Mark Rubin

Army of Cihuls



0 0

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.

As they charged the Senpet army, the sand beneath them opened and writhed, twisted fingers reached up at their horses' legs. Kara watched the Khan slip into the sand, followed by the screaming Senpet. -Kara's Tale, Part Two

3

Illus. © 1998 Dave Leri

### Attack at Dawn



**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.

*"The city is a lovely place, filled with spires and ornaments. It will make a magnificent jewel in our Pharaoh's crown." -Keseth*

2

Illus. © 1998 Thomas Gianni

### Bad Dates



**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.

2

Illus. © 1998 Val Mayerik

### Badr al Din's Chains of Binding



**Buried Day:** Bow a Sahrir you control and target a Sahrir you do not control. Discard the top card of your deck. Target Sahrir may not cast spells or use innate abilities for a number of turns equal to the Fate Value of the discarded card.

*"They say there is a secret cabal of Sahrir who oppose the Calif's Khadi, but if they do exist, where are they? I would stand behind them if they would only show themselves."*

4

Illus. © 1998 Val Mayerik

### Baha al Din's Brass Lamp



**Day:** Destroy target jinn in play.

*All of Lady Sun's creatures must obey her laws. Some laws are less forgiving than others.*

2

Illus. © 1998 Bryan Wickowitz

### Belly of the Desert



**Battle Omen:** No actions may be played, unless the action destroys or replaces this Omen.

*"Slipsand is what you get when you don't employ a scout." -Argoun*

2

Illus. © 1998 William O'Connor

### Blind Luck



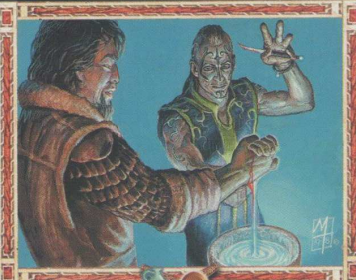
**Reaction:** Play immediately after a Fate value is revealed. Discard that card. Draw and discard your top card on your deck, replacing the revealed Fate value with the Fate value of your discard.

*"Women are charmed by bold, audacious men. Lady Fortune is no different." -The Forty-Seven Sayings of Mekhem*

3

Illus. © 1998 Jason Muddocks

### Blood Oath



**Day:** All Heroes challenged to a duel gain a 1K bonus until the end of the turn.

*"It is an oath made over blood and water, the two most precious resources in the desert." -Mendi-Duad*

2

Illus. © 1998 Mark Udum

### Broken Weapon



**Reaction:** Play immediately after the printed Fate value of your parry card that you just played, matches exactly to 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.

*Nothing can protect you from Fate, not even your precious steel.*

3

Illus. © 1998 Thomas Gianni

### Ceremony of the Hidden Heart



**Night:** Bow any Sahrir you control. This Sahrir gains 1S/1K and the Khadi trait permanently.

*Keseth woke in the heart of an inferno. He opened his swollen eyes and saw Khadi chasing a white cat through the spilled embers. Keseth ran. His legs could barely hold him, but before he knew it, the cold night air was on his face. As he fell, he suddenly realized his bloody hands held a broken ivory box. -Keseth's Tale, Part Two*

3

Illus. © 1998 Bryan Wickowitz

### Contest of Wills

**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 this City were undefended. If the Defending Hero wins, the Raid is unsuccessful.

2

Illus. © 1998 Carl Frank

### Desert Spring

**Buried Reaction:** Play immediately before you bring a Hero or Follower into play, reduce the water cost of that card to zero.

*The Scorpions found the oasis a little too late. As they prepared to rest their weary bodies, the roar of charging chariots and screaming warriors came over the dunes. -Abresax's Tale, Part Two*

2

Illus. © 1998 Heather Brunton

### Desperate Reserves

**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.

*"Never attack an 'undefended' camp, for the desert can hide one hundred men." -Abresax, High Commander of the Armies of the Senpet*

3

Illus. © 1998 Thomas Gianni

### Divided We Fall

**Open Omen:** All Defending Heroes gain a 1S bonus while this Omen is in play.

*"Our city is designed for wonder, not defense, my Lord. We must remedy that if we are to protect her from her enemies." -Shessim*

1

Illus. © 1998 William O'Connor

### Divination

**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.

*She found a black-glass mirror in the desert, and even though it is cracked, who knows what powers it may hold?*

3

Illus. © 1998 Pamela Shantaram

### Diving Through the Crowd

When you play this card as a parry during a duel, until the end of this duel, instead of thrusting, your Hero may bow to cancel the duel.

*"I had him in my grasp, I tell you!" The Caliph shook her head. "That's not good enough," she whispered, black light pouring from her fingers. Then, the screams began.*

3

Illus. © 1998 April Lee

### Faith

**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.

*"Fear and respect are the same. Lady Sun provides for those who understand this truth." -The Forty-Seven Sayings of Mekhem*

2

Illus. © 1998 Cliff Hammett

### Haggling

**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.

4

Illus. © 1998 Liz Daunt

### Hisham's Healing Shop

**Reaction:** Play immediately before a Hero you control is destroyed. Return him to your home, bowed. All attached cards and tokens are destroyed.

*Hisham is a well-known carpet merchant, but a lesser known practitioner of forbidden arts.*

2

Illus. © 1998 April Lee

### Khadi Justice

**Night:** Play this card if a Kadhi is in play. Target a Sahr in play without the Khadi trait. Destroy target Sahr.

*"Be warned, if you raise a hand against the Khadi, you may very well lose it!" -Indira*

4

Illus. © 1998 Christina Wald

### Knife Fight

**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.

*Perched in the darkness, she watched the fat Senpet walk from the Sultan's casbah. But before she could move, a one-eyed man touched her shoulder. "Your fight is with me tonight, woman," he said. -Fatima's Tale, Part Two*

2

Illus. © 1998 William O'Connor

### Know Your Weakness

**Reaction:** Play immediately before you engage one of your Heroes. Bowed Heroes may not absorb any of the damage.

*Standing outside the city, looking at her walls, Fassal said, "We must be ready. Soon, the Senpet armies will come knocking on our doors."*

1

Illus. © 1998 William O'Connor

### Let Him Bleed

If this card is played as a parry card, your Hero takes no damage from the thrust.

*If you have wounded your enemy but he has not wounded you, you have done enough. Let him bleed and he will die. -The Forty-Seven Sayings of Mekhem*

1

Illus. © 1998 CJ Birnsett

### Lost to the Sands

**Battle:** Remove one attacking unit from this battle. It returns to its Home bowed.

*They looked to the dark desert in vain. Gaheri and Kiyoshi were gone. "It was if the desert swallowed them up," Shu-hai said. "Or took them away." Kara looked back at the swirling desert. "As if she had a test in store for them." -Kara's Tale, Part Three*

3

Illus. © 1998 Craig Bahner

### Lurking Shadows

**Buried Night:** Target a holding. Pay copper equal to twice the printed copper cost of the targeted holding to destroy it.

*As the assassin's blade sunk into the merchant's throat, she saw two figures slipping into a secret passage. One of them was a Senpet and the other carried a glassteel sword.*

2

Illus. © 1998 Carl Frank

### Martyr

**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.

*"His children follow his every word as if his voice was the voice of Lady Sun. The Daughters of the Mountain are a danger to any who oppose them, my Pharaoh." -Hekau*

3

Illus. © 1998 Thomas Gianni

### Moonless Night

**Reaction:** Play immediately before a Night action takes effect. The action is cancelled and the effects are negated.

*Holding her twisted steel tight, Fatima smiled under her veil. "Do what you will," she whispered. The figure matched her smile, opened a small vial and smoke blacker than the moonless night reached toward her, stealing her breath and her vision. -Fatima's Tale, Part Three*

3

Illus. © 1998 Liz Danforth

### No Escape

**Reaction:** Immediately before revealing Fate values in a Raid, play this card to create a Battle between the opposing Heroes. The Defender of this Raid becomes the Defender of the Battle and the Attacker of this Raid becomes the Attacker of the battle. No water is Raided if the Attacking Hero is destroyed.

2

Illus. © 1998 Dave Lett

### Nowhere to Run

**Reaction:** Play 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 damaged inflicted to negate that damage.

*"You think to escape me? If you leave my city, where will you go?"*  
*—Yusef al Kedar al Rassuli, the Magnificent Sultan of the Jewel of the Desert, Protector of the Faithful, Servant of Lady Sun*

3

Illus. © 1998 Rob Alexander

### One Dinari

**Reaction:** Play whenever you are paying a copper cost to produce one copper.

*One copper to a man who has thirty is just another copper. But to a man who has nothing, it is all the world.*  
*—The Forty-Seven Sayings of Mekhem*

1

Illus. © 1998 Christina Wald

### One Water

**Day:** Produce one Water token on any of your City Sections.

*"Rich men, powerful men, crafty men, wise men, witty men, handsome men and cunning men. Without water, they are all dead men."*  
*—The Forty-Seven Sayings of Mekhem*

1

Illus. © 1998 Keith Frazier

### Position is Power

**Day:** If you have the Caliph's blessing, switch the Strength and Influence of one Hero you control until the end of the turn.

*"Because they have the Caliph's favor, the Senpet have no fear of the Sultan's laas. If the Sultan's son was on the throne, things would be different."*  
*—Adnan the Ever-Evasive*

3

Illus. © 1998 Mark Hehn

### Qolai Assassin

**Buried Night:** Destroy target Hero with Ka less than 4.  
**Buried Night:** Destroy any one Advisor.

*"A burning sun only makes the shadows darker."*  
*—Selget, Punisher of the Dead, Friend to the Faithful, Goddess and Keeper of Lies*

3

Illus. © 1998 Mark Nelson

### Qolai Master

**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 Qolai Trait.

*"No. We are not ready. Just a little longer, and everything will fall into place."*  
*—The Master of the Blood Red Tiger*

1

Illus. © 1998 Mark Hehn

### Sabotage

**Reaction:** Target a Hero immediately after he successfully raided one of your City Sections. Water on this Hero may not be distributed at the end of this turn, and the Hero may not straighten next turn.

*"If you can't sabotage your enemy's plans, sabotage his men."*  
*—The Forty-Seven Sayings of Mekhem*

3

Illus. © 1998 Cris Thomass

### Sandstorm

**Open Omen:** Flying units are assigned before Ground units in all battles.

*"It is difficult to fly when the ground is swirling up around you."*  
*—al-Hazaad*

3

Illus. © 1998 Jennifer Muhr

### Seduction


**Day:** Bow one of your Heroes to bow another Hero in play with a lower Influence.

*"I don't know how she does it, and I don't want to know."*  
*—Fatima*

2

Illus. © 1998 Mike Rabeck & Diana Vignone

### Sound Planning



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.

*"Forethought is the father of victory." —Abresax*

3

Illus. © 1998 Scott James

### Sudden Strike



**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 cards from his or her hand.

*"The Moto fight with speed and daring, like men who have nothing to lose. We have everything to lose, and still we do nothing but quibble!"*

2

Illus. © 1998 William O'Connor

### Sun's Anger



**Open Omen:** All cards have their water costs doubled.

*She sends down her anger in red-hot waves, as if she was trying to turn the sand into glass. Perhaps it is so she can look at her own beauty for the rest of eternity.*

2

Illus. © 1998 Jim Pauley

### Swift Revenge




**Reaction:** Play immediately after an attack phase, where 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 just attacked you.

*"Let the Senpet pray to their eighty-five gods of war. By the time they're done naming them all, their bones will be crushed and dry in the desert." —Kiyoshi*

4

Illus. © 1998 Mark Feldin

### The Arrow's Bite




**Buried Reaction:** Play immediately before one of your Heroes engages. Your Hero gains the Archery trait until the end of the battle.

*"And what is your duty, pretty lady?" the Senpet asked. Khitai sneered. "To put an arrow in your face the moment before my brother cuts you down."*

3

Illus. © 1998 RC Lancaster

### The Heart of the Common Man




**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.

*"A hero has the wisdom to awaken the courage that sleeps in the heart of the common man."  
—The Forty-Seven Sayings of Mekhem*

1

Illus. © 1998 Michael Suttin

### The Sultan's Tithe



**Buried Day:** Target player must pay 1 water.

*"It is Mekhem's Third Law, and Mekhem is Lady Sun's Prophet. You do not question the will of the Lady, do you?"  
—Yusef the Mighty, Son of Kedar the Bold, Son of Rassuliti, the Chosen of the Prophets*

2

Illus. © 1998 Bryan Wacknitz

### The Weight of Dreams



**Open Omen:** During the end phase, each player may take 1 card from their Saved discard pile and reshuffle it into their deck.

*Abdul-Malik looked down upon the sleeping city and took a deep breath. "I have the weight of dreams," he said, his voice shaking. Then, he let go of the spire and let himself fall.*

0

Illus. © 1998 Aaron Muldoon

### Trials of Desperation



**Battle Omen:** For every unit that engages, that player must send home one of his or her unbowed units from that battle (if that player has an unbowed unit to send). These units are sent home bowed.

*"For every day we rest, the Senpet prepare. We must strike them now before the stars shift their favor from our sky to theirs." —Jangir*

3

Illus. © 1998 Thomas Gianni



### Umar's Mirror

**Reaction:** Play immediately after a spell effect or Jinn effect targets one of your cards. Redirect that effect to any other legal target.

*"It was Umar who taught us the secret gestures that protect us from the Khadi's sorcery, and we owe him much for it."  
-al-Hazaad*

3

Illus. © 1998 Val Mayerik

### Voice of the Ten Thousand Gods

**Battle Omen:** The strength of all Followers in this battle is reduced to 0.

*They listen to the voices of ten thousand gods, believing that ignoring even one will bring misfortune. With the Caliph showing them such favor, it is no wonder Lady Sun despises us.*

1

Illus. © 1998 Byron Wakwiz

### Water From a Mirage

**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.

*In the scrolls of Ghaliyah, she says such a potion can be made if you can capture the water from a mirage. A pity the scrolls lie in the dust-covered libraries of the Khadi.*

2

Illus. © 1998 Anson Maddocks

### Wisdom of the Stars

**Reaction:** Play immediately after you engage a Hero. Increase the damage inflicted by the Hero by 2. Reduce this Hero's Ka by 1 permanently.

*"There is wisdom in the stars. If you obey them, they will reward you."  
-Kabdar Fassal*

1

Illus. © 1998 William O'Connor

### With My Brother Beside Me

**Battle Omen:** The Attacker or Defender in this battle may, as a battle action, move a unit into this battle.

*Each morning, their army consumes more of the horizon. While we wait, they are multiplying.*

1

Illus. © 1998 Heather Braith

### With the Sun At Our Back

**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.

*"The Moto know how a smaller force can destroy a greater one. They make the land and the heavens their allies."  
-Nepherus*

1

Illus. © 1998 Eric Anderson

### Curse of the Rot Within

**Curse Day:** Bow a Sahir you control to bow a Hero.

*"You should be careful what you eat," the Ra'Shari whispered.*

1

Illus. © 1998 Chris Dornaus

### Dream Magic

**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.

*"You may think the night is your ally, but you are wrong. It is mine."  
-Indira*

3

Illus. © 1998 Liz Dantforth

### Dust to Dust

**Spell**

**Buried Curse Day:** Bow a Sahir you control and target an opposing Hero. This Sahir and targeted Hero gain a -2 Ka token.

*There is no injustice in the world. Lady Sun only gives us what we so rightfully deserve.*

1

Illus. © 1998 Paul Proff Harbert

