

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

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2 Manala Shessim 1



0 6 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 in this Raid by her Ka as the card is revealed.
Even his most trusted advisors cannot understand why the Sultan retains an Ebonite to guard the Nine Rooms of Golden Wonder.

2

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2 Afshan Jarr 3



1 6 0

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.
"Trust me," the dirty little man said. "Thirty copper pieces is a fair price."

1

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0 Kalesha Sesh 2



0 5 3

Jackal • Unique
Reaction: Bow Kalesha and 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 many, he or she must destroy all of his or her water tokens.
She has a thousand faces for a thousand friends.

4

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2 Moto Marik 1



2 8 3

Moto Raid Master • Unique • Carry +2
 Marik may assign to Raid a City Section after the Defender assigns his or her defending units.
The dust clouds parted to reveal two figures. One of them was Marik. The other... -Kara's Tale, Part Five

3

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2 Yesugai 2



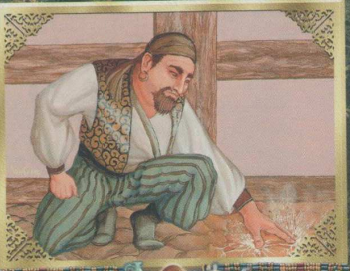
1 5 1

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!" -Khitai

2

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1 Adil 3



0 6 1

Qabal Earthshaker
 Adil gains +1S for every Sahir in this army.
"He knows little of sorcery, but what he does know serves us well." -Tabari

3

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0 Amru 2



1 7 1

Qabal Avatar • Sahir • Unique
 Amru gains a permanent +1S/+1K Avatar token every time she casts a spell.
We must keep her safe, brothers, for the Caliph hungers for what slumbers inside her soul.

2

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2 Barda the Hawk 2

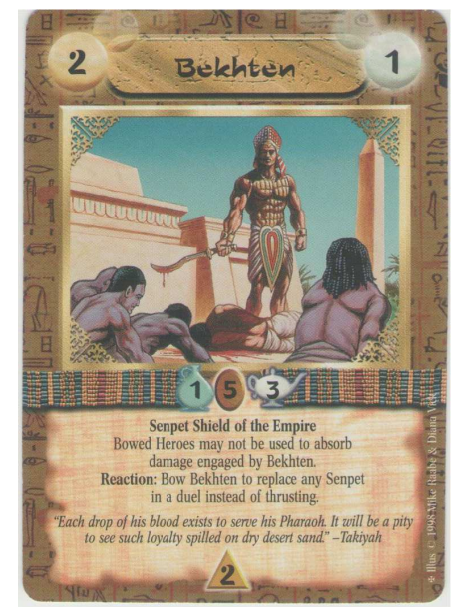
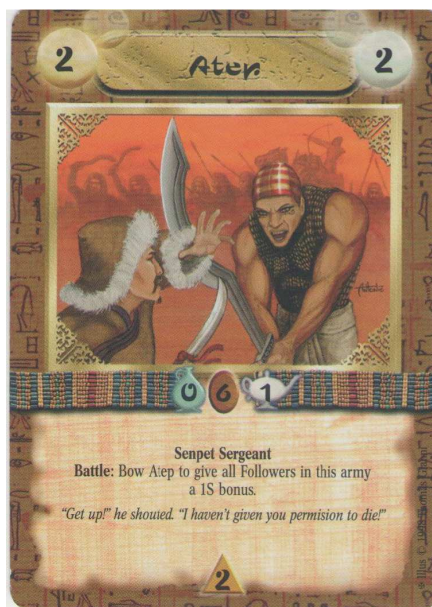
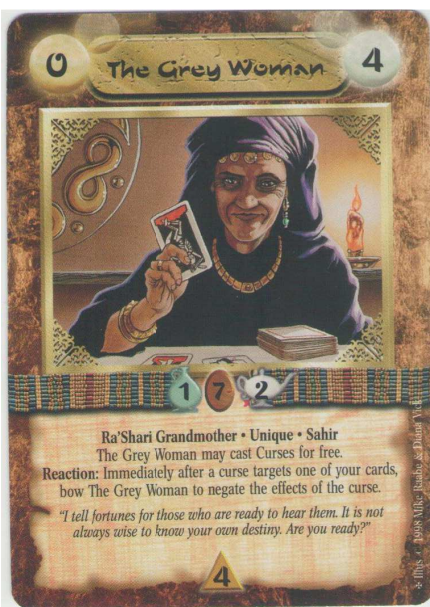
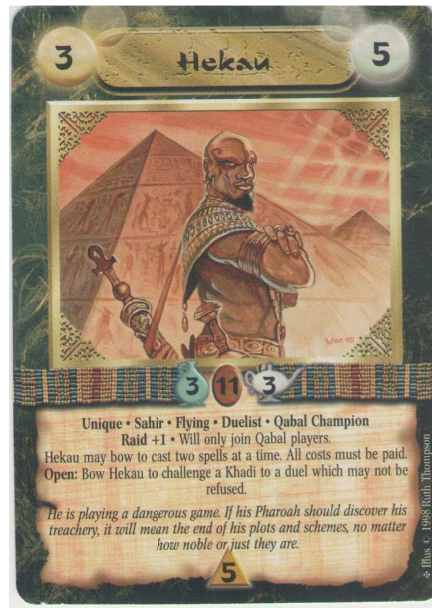


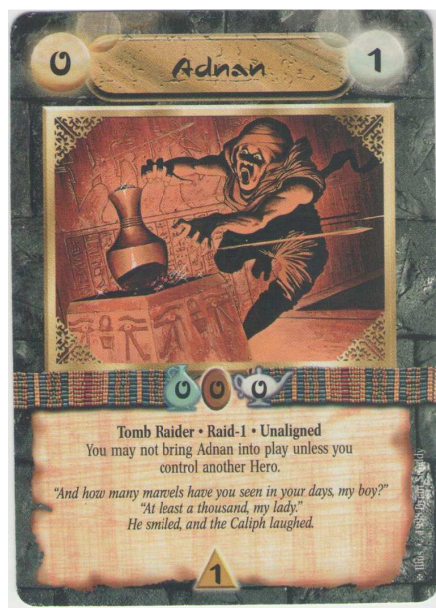
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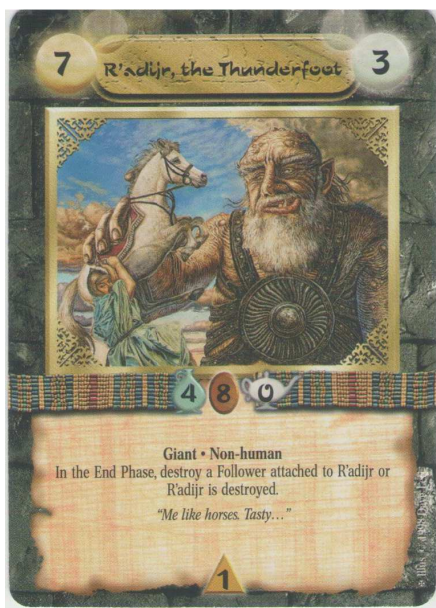
Qabal Sky Shepherd • Sahir • Flying • Carry +1
"Carpets are for the cowardly. How can you call it flying when there is fabric beneath your feet?"

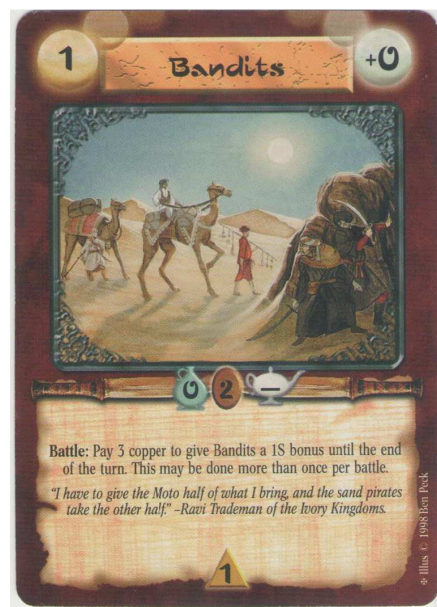
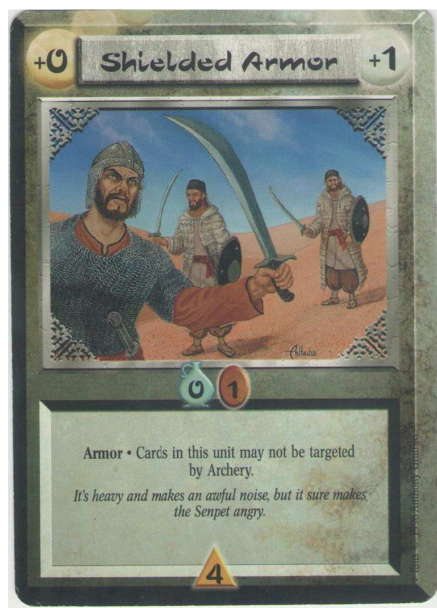
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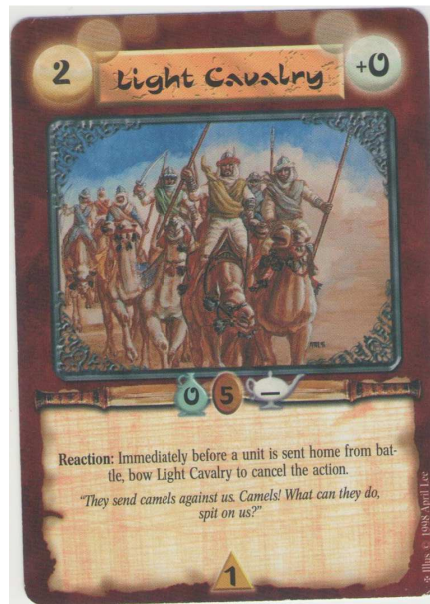
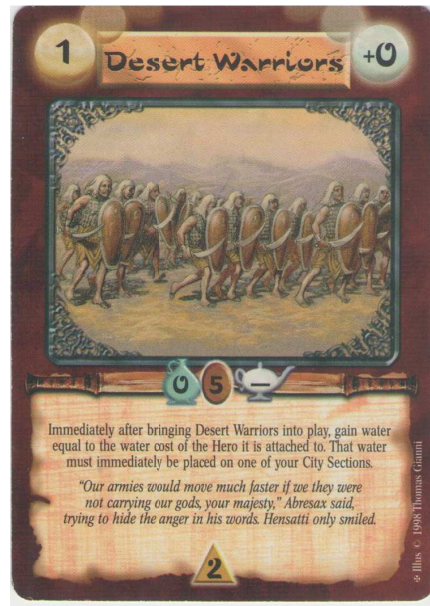
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A Sahir's Doom

Reaction: Play immediately after a Sahir summons a Jinn into play. That Sahir is bowed and remains bowed until that Jinn leaves play.

"And you will never know, little Khadi, who betrayed you. But soon, very soon, all the world will know why!" -Tahir

4

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A Vision of Doom

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

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Across the Desert at Midnight

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.

"The night is our ally," the Old Man said. Fatima shook her head. "But it does not have to be our only ally."

1

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Allies in the Crowd

Night: Play this card to bring a Hero into play from your hand. All costs must be paid.

The carnival will draw an audience, and from the audience we will find the men we need.

1

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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

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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

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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

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Dark Alley

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.

The Ra'Shari stopped, his heart pounding. He looked at the shadowy figure and the flash of the blade. "Did you think you could hide forever?" the shadow whispered just before it fell on him, smothering his scream with darkness.

1

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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

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Dharr's Vow

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.

He watched from the safety of the basket as they tore his master apart and silently, vowed revenge...

3

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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

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Duel of Wits

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.

2

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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

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Jackal Ambush

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.

"I am not after your life," the thug said through rotten teeth. "I am after something entirely more valuable."

4

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Kara's Last Stand

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.

The Senpet riders came from the west and Senpet chariots charged from the east. She turned the horde about, but there was nowhere left to run. - Kara's Tale, Part Four

2

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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

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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-kai 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

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Offensive Terrain


Battle Omen: All Ground Heroes in this battle engage for an additional 2 damage.

The Yodatai bore the lost banner of the Ki-Rin, hoping to make peace with the Moto guardians of the oasis.

1

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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

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Patience




Open: Play this card as your action. This action produces no effects and does not count as passing your turn.

"A man who cannot watch and wait sees beauty in nothing..." -The Forty-Seven Sayings of Mekhem

2

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Poison



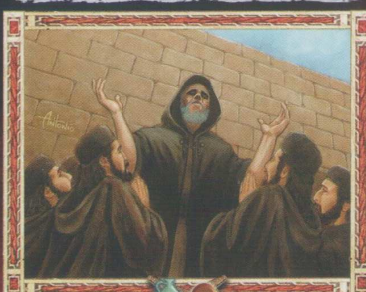
Reaction: Immediately upon a successful thrust, play this card to double the damage of that thrust.

"It's not what you see that hurts you. And what you don't see can kill you." -Fatima

3

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Praying at the Wall




Open Omen: All Fate values greater than 3 are reduced to 1.

"There are more points of light within the sky than we have the vision to see... yet." -Duqaq

2

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Run for your Life



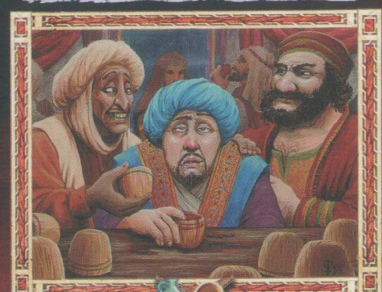
Reaction: Play immediately after one of your Heroes engages to return him home bowed.

"Yodatai knights, Senpet spearmen, and Moto raiders. As if the Khadi weren't bad enough." -Adnan

1

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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."

3

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Sewer Expedition



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.

"There are treasures down there, I tell you! There must be!" Adnan shook his head. "What treasure is worth your neck?" -The Tale of Aziz and the Ghuls, Part One

2

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Shadow Ambush



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.

Their souls were stolen long ago, but their hunger never died.

3

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Slaves of the Senpet Temple



Day Omen: As a Day action, each player may pay 2 copper to attach a 1S Slave Follower token on a Hero they control.

An army does not move on food alone; it requires the blood of slaves to cleanse its joints.

1

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Small Betrayals



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.

"I saw the courtesan talking to Fatima," the guardman said. "No, you didn't," Haroun replied."

2

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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

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Stand Together



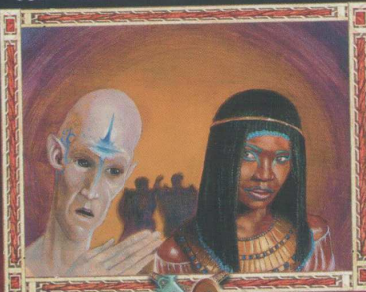
Battle: All allies in your army gain 2S.

"We all pay homage to Lady Sun, my dear Ambassador, even if we pray to her with a different name."
-The Caliph, Protector of the Golden Amulet, Seeker of Truth, and Advisor to the Ever-Faithful

3

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Strange Bedfellows



Open Omen: All Heroes not aligned to their controlling player's Faction gain +1S/+2K.

When Mendi-Duad returned Keseth to his people, the Senpet sahir owed them a great debt of thanks. The Ashalon had ideas for the method of their payment...
-Keseth's Tale, Part Four

1

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Taja's Lesson



Battle: Target opposing Hero must absorb 2 damage.

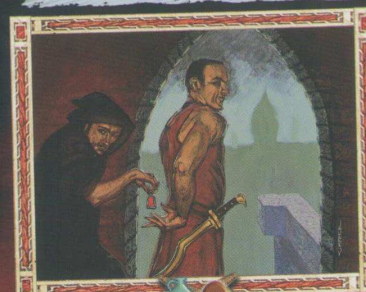
Reaction: Play immediately after one of your Heroes uses Archery to engage. You may split the damage inflicted between two different units.

The man who strikes from a distance is the man who wishes to end the conflict decisively.

3

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The Blood of a Jinn




Reaction: Play immediately after one of your Heroes is destroyed by engaging damage. Any leftover damage is negated.

It can heal any wound, but the soul suffers in the body's place.

1

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The Blood of the Prophet




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.

They say that if your soul is a holy soul, you can drink it and live. Apparently there are many wicked souls in the city...

3

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The Fist of the Scarab



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.

"If you will not listen to my words, perhaps I will use a language that is easier to understand." -Qer Apet

2

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The Heart of the Common Man



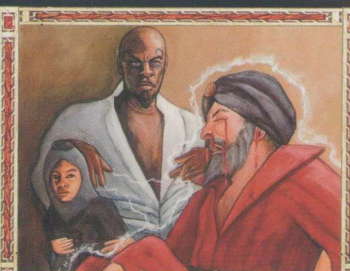
Buried Day: All Heroes in play lose 1S until the end of the turn. All Followers gain a 1S bonus until the end of the turn.

"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

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The Sahir and the Goddess



Open Omen: All players must pay one water for each Jinn they assign to attack in a battle.

Hekau's sorcery smashed the Khadi until his heartless blood oozed from his ears. He knelt beside the little girl. "Is there anything I can do?" he asked.

She nodded and pointed at the bleeding mess in the corner. "Teach me to do that," she said. -Amru's Tale, Part One

4

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The Wrath of the Black Stone



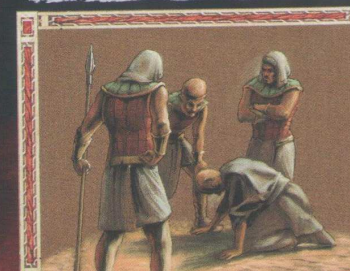
Reaction: Play immediately after a player plays an omen. That player must pay 2 water. If that player does not or is unable to pay the water cost, that player's rightmost City Section is destroyed.

"Those who are worthy are brought into the circle. Those who are unworthy pay the ultimate price for false pride." -Manala Shessim

4

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To Avenge the Fallen



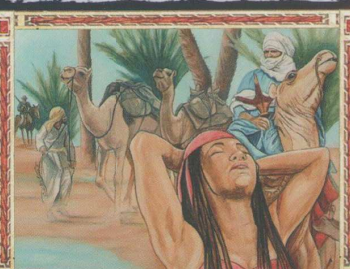
Battle: Target Hero you control gains 1S for every Hero in your Buried Discard pile.

"The Moto speak of their ancestors, and not dishonoring the names of those who fell before them. We could learn much from such a philosophy." -Abresax

1

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Visions of Solace



Battle: Water tokens absorb an additional point of damage at this battle.

The oases of the Burning Sands can tempt a man with dreams... then break him with truth.

3

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We Have One Chance...



Reaction: Play immediately before one of your Heroes is destroyed in a duel. Another Hero you control is destroyed instead.

The sahir looked at me, then looked at the open doorway where we could hear the sounds of guards rushing up the stairs. "We have one chance," he said, his face shifting to look like mine. "Good luck, effendi!" he shouted and he leapt out the window. I heard the guards chase after him, and wondered why the Qabal had taken such an interest in my welfare. -Adnan's Tale

3

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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

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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

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Afshin



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.

"Share?"

3

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Ashim's Rainbow Shield



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 any number of attached Rainbow tokens to reduce the damage by one per token destroyed.

3

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