

**Blacksmith**

1 5

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.  
*I don't need magic to kill a man. Steel is good enough for me.*

3

**Burning Marketplace**

0 4

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.  
*The Serpet and Qabal sahir traded magical volleys, but the marketplace suffered. -Amru's Tale, Part Three*

1

**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-Zhuyn, 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 Serpet whips, we understand one another quite clearly.*

1

**Gold Merchant**

1 3

Bow to produce 3 Copper.  
 Bow to produce 5 Copper when bringing an Experienced Hero into play.  
*"Jasmin will tell you that my gold will tarnish. But what she will forget to tell you is that her silver is fake." -Qarajah*

1

**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

**Lady Sun's Temple**

0 4

**Fortification**  
 Every Non-Human Hero in a battle at this City Section suffers a -2K penalty while in the battle.  
*"I do not understand these people," Abresax said flatly. "They build temples in honor of the zaho destroyed their world." "They are atoning," Nephers replied. "They believe that they are at fault for the Day of Wrath."*

3

**Mubarak**

0 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.  
*Duaqaq wanders the alleys and quarters of the city, preaching of things etched in the heavens and the spaces beyond.*

4

**Mulah's Coffee House**

1 1

Bow and pay 1 water token to produce 3 copper.  
**Open:** Destroy Mulah's Coffee House to put a Story Card into play. This Story Card does not count towards the Story Victory. At the end of the turn, the Story Card is discarded.  
*No one really goes to Mulah's for the coffee, they all want to hear about his grandfather and that rascally mule.*

1

**Noble House of al-Haffit**

1 6

**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.

3

**Public Execution Grounds**

1 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.  
*Tickets for sale. Tickets!*

2

**Silver Merchant**

1 2

Bow to produce 2 Copper.  
**Day:** Bow and destroy the Silver Merchant to attach a +1S/+1K Silver token to any Weapon in play.  
*"If my silver is fake, then so are the Sultan's coffers." -Jasmin*

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 Circle of Three**

0 6

**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.  
*Twelve challenged the gods and dared to change the world. Only three remain.*

3

**The City of Orphans**

1 6

**Unique • Noble House**  
Bow to produce 4 Copper.  
Your hand size is increased by one while you have this card in play.  
*Ever since the Fall, the Qanon have gathered the ignored children of mankind and raised them in a dreamless void. After every great conflict, the city grows more full.*

3

**The House of the Heavens**

1 2

Bow to produce 2 Copper  
Bow to produce 3 Copper if you put the current Omen in play.  
**Reaction:** If the House of the Heavens is controlled by an Ebonite Player, bow and destroy the House of the Heavens to absorb 4 damage from an engagement from the opposing army.

2

**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

**Traitorous Advisor**

0 4

**Advisor**  
While this card is in play, draw one less card at the end of your End Phase.  
**Open:** Bow and target a Holding in play. Reduce that Holding's 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.

3

**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

2 **Chandra** 2

1 8 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.  
*"When you cannot seduce your enemy, seduce the one he loves."  
 —from The Forty-Seven Sayings of Mekhem*

3

2 **Fatima** 3

1 7 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.  
*"What am I becoming...?"*

3

2 **Ashalla** 5

1 7 2

Ebonite Sorceress • Sahir  
**Spirit Day:** Bow Ashalla and discard one Jinn card from your hand. Target one Hero you control, who gains +2S/+2K until the end of the turn.  
*"In every man, there is a monster. Draw it out, and it may be expunged."*

2

1 **Balance** 3

1 6 4

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 straighten next turn.

2

1 **Enigma** 2

1 6 3

Ebonite  
**Reaction:** Immediately after one of your Heroes wins a duel or 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.  
*"To destroy the enemy, we must understand him. To do that, we must become him."*

3

3 **Jubal the Knife** 3

1 8 1

Ebonite  
**Reaction:** Immediately before engaging, Jubal gains +2S. Attach a -1K token to Jubal after the battle.  
*"His ferocity will make an excellent addition to our growing forces. His temper will ensure that he is never judged by the Stone."*

2

4 **Judgment** 5

3 13 4

Ebonite Crusader • Champion • Duelist • Unique  
 Judgment will only join an Ebonite player.  
**Battle:** If you are the Defender, you can bow Judgment to engage an attacking army. You may do this even if Judgment is not in the defending army or assigned to any battles. Followers in his unit cannot engage in this manner. You must have a unit in the battle to use this action.

5

3 **Kabdar Faisal** 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

3 Kalib al-Asim 2

1 8 1

**Ebonite Wolf-Master**  
**Reaction:** Immediately after an opposing Hero with a lower Strength than Kalib leaves the battle, bow Kalib to destroy that Hero.

*There is always the chance that we can lose control, that the primal natures within us can consume our humanity. Kalib is one who flirts with the beast within.*

2

© 1998 Margaret Orman-Klein

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

© 1998 KC Lancaster

2 Pashal 2

0 5 0

**Ebonite Squire**  
**Pashal** cannot refuse a duel.  
**Battle:** Bow Pashal to bow an opposing Follower.

*"What is this? It is the Awakening. It is the future." -Judgment*

1

© 1998 Susan Van Camp

0 Templar Master of Stars 3

1 6 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.

*Nepherus once trained her in the cycles of Ra, but now she has found a new purpose...*

2

© 1998 Michael Phillipini

2 The Twins Jahan 3

1 7 2

**Ebonite**  
**Day:** Bow the Twins to draw two cards from the top of your deck. Take one card, show it to your opponents, and put it in your hand. Discard the other card to your Buried discard pile.

*"Beg us both for mercy and see which one gives it."*

2

© 1998 Craig Mahr

4 Yodajin Templar 4

1 9 3

**Ebonite**  
 Undead cards cannot absorb damage from engagements of Yodajin unless Undead cards are the only cards in the opposing army.

*He shares his people's fury, but not their prejudice.*

3

© 1998 Rob Alexander

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

© 1998 Paul Garrick

0 Asadhel Jumah 2

1 3 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.

*The only soul he cannot steal is the one he desires most.*

1

© 1998 Craig Mahr

5 Enala 3

2 12 3

**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.

5

© 1998 Ramon Perez

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

© 1998 Paul Carrick

2 Seff Seven-Fingers 4

1 7 1

**Jackal**  
**Seff** gains 2S if this army has at least one other Hero and all other Heroes in the army are Jackals.  
*Seff is very much like his old friend, Janan. They both love adventure, wine, and women. Many scandalous affairs began as a result of their competitive nature—until Seff took a liking to the Caliph. Now the Caliph has four trophies of their time together.*

3

© 1998 Essame Lake

2 Sibirah 2

1 6 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.  
*"No one pays attention to the Khesir. They are pitiless, wretched, lost souls. We have given them a home and a purpose."  
 —Wardah the Urchin-Mistress*

2

© 1998 Heather Brunton

2 Wardah the Urchin-Mistress 2

0 5 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.  
*"Every lost soul has a story to tell. I simply wait for them to come to me and collect them."*

1

© 1998 Theresa Brandon

3 Yaminah 4

2 7 2

**Jackal**  
**Battle:** Bow Yaminah to move an unbowed Hero you control from another battle to this battle.  
*She would just as soon capture a man's heart as his soul. She is the worst kind of villain—beautiful, exotic, and completely aware of her charms.*

2

© 1998 April Lee

2 Jangir 4

2 8 1

**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.  
*"We know of your prophecy, and now we know how to prevent it."  
 —Monkey Man*

3

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4 Kiyoshi 4

3 13 2

**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.  
*"Kara, your beloved Gaheris is dead, and soon all of Medinat al-Salaam will follow."*

4

© 1998 Liz Danforth

3 Labib al Hatim 3

1 8 1

**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.  
*"More have learned our secret. How much death will the Star demand?"*

3

© 1998 Margaret Organ-Keen

3 Qer Apet 3

2 9 2

**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.

4

© 1998 Eric Anderson

3 Ramonet 4

1 9 3

Jackal • Senpet Strategist • Unique • Experienced  
**Battle:** Bow Ramonet and target a Hero in the opposing army with a Ka lower than Ramonet's. Cards in that unit cannot engage in this battle.  
*"Thank you for the advice, Hekau. Soon, we shall have both hands." -Enala*

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

3 Bayushi Tengen 3

1 7 1

Scorpion Clan Martyr • Unaligned • Unique • Experienced  
**Reaction:** Immediately before Tengen is destroyed, bow him and draw the top card of your deck. If the Fate value of that card matches Tengen's Fate value, he goes Home bowed instead of being destroyed.  
*"These foreigners reek of disaster and sin."*

3

1 Felah Hassan 1

0 5 0

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.  
*It is not certain if he was mad before he bit Tashima, but his words have grown wild and mysterious all at once.*

1

2 Gullet 3

0 8 0

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.  
*"Mine? Miiine..."*

2

3 Haythum Za'nul 3

1 8 0

Unaligned  
**Battle:** Once per turn, send one opposing Flying unit Home from this battle, bowed.  
*He hunts Janan for copper and glory. His collection of priceless treasures will be complete with the head of Janan and the hand of Julianna. -The Tale of the Last Pirate, Part One*

2

3 Hitomi Tashima 5

2 11 1

Dragon Tattooed Man • Experienced • Unaligned • Unique  
 Tashima can attach the Obsidian Mirror without cost. This unit cannot be sent Home from a battle or raid by another player's 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.

4

2 Matishiya 4

1 7 3

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.  
*"I am a free sahir, but I am not Qabal. Summoning jinn is dangerous business, far more so than anyone yet realizes..."*

2

2 Rohshem 2

2 7 0

**Unaligned Panther • Flying • Nonhuman**  
 Rohshem cannot attach Followers.  
 Rohshem gains +2S/+2K during the Night Phase.  
*"We have remained hidden from man for centuries. Some of us hide in plain sight, others, beyond the veil of darkness." -Rahjid*

3

0 The Ferryman 1

0 6 2

**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.

1

+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

+2 Scimitar +1

0 5

**Weapon**  
*"She is ours, slavelord!" the Moto cried at the Senpet as he moved to intercede. "You have taken enough prisoners today." "Aside, thief," the rider bellowed. "Your place is at the side of your poisoned family!" She vanished into the sands, but she would be easy enough for the Moto to find. -The Tale of the Fourth Avatar, Part Two*

1

+1 Shard of the Ancients +1

1 9

**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.  
*When the world was young, Abdul-Khaliq ventured into the Stone. This shard was all that returned.*

4

+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 Obsidian Mirror +0

0 9

**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 Mirror retained its awesome power, but it would work only if brought together again.*

4

+0 The Soul of the Slayer +1

1 9

**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 is returned to your Home, bowed and with the Undead trait, and all Followers attached to that Hero are destroyed.

4

+0 Words of Glass +0

1 6

**Unique**  
 This Hero cannot be targeted by another player's cards.  
*The First Scribe's timeless hand was steady even after thousands of illegible pages. With every word, another child was born, and another tale was told...*

3



**+0** Words of Sand **+0**

**1** **6**

**Unique**  
 Words of Sand can only be attached to a Sahir. This Hero can 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 it can be cast only once per turn.  
*Working backward, every scrawled word was another lost memory of the future...*

**3**

Illustration by Jim Paehler, © 1998

**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**

Illustration by Susan Van Camp, © 1998

**5** Brotherhood of the Black Hand **+0**

**1** **10** **+1**

This Hero gains an additional Raid +1.  
*"Why do you fight the jackals?"  
 "Because we are responsible for them. They... are our mistake."  
 "Why do you fight the rest?"  
 "Because they are responsible for us."*

**3**

Illustration by Luciana Falk, © 1998

**4** Beasts Below **0**

**0** **7**

**Undead • Ghul**  
 This Hero's Influence is 0 while Beasts Below are attached. Attach a -1K token to this Hero whenever Beasts Below straighten.  
*"They can be broken, domesticated, but the price to be paid is high." -Silver Tongue*

**2**

Illustration by Prof. Herbert, © 1998

**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**

Illustration by Susan Van Camp, © 1998

**0** Courtesan **0**

**0** **4** **+2**

Every Harem in play produces 1 additional Copper.  
*Some of the newcomers were not equipped to toil in the slave mines, but their talents could serve the city in other ways.*

**2**

Illustration by April Lee, © 1998

**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," Abesax said, trying to hide the anger in his words. Hensatti only smiled.*

**2**

Illustration by Thomas Gianni, © 1998

**2** Jinn Retainer **+0**

**0** **4**

**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.

**3**

Illustration by Mark Hehn, © 1998

**1** Nagah Abominations **0**

**0** **3**

**Nagah • Non-Human**  
 Every Nagah Abominations gains 1 Strength for each other card with the Nagah trait in this army.  
*Cast out by their southern brethren, these aberrations are without identity. But they remember something a prophet once said: "A man with nothing has infinite potential."*

**2**

Illustration by Ben Beck, © 1998

**1** Shadow Horde **+0**

**0** **2**

**Non-Human • Shadowlands**  
 The Shadow Horde gains 2 Strength when attacking a City Section without any attached Water tokens.

*The newcomers call them ogres. They arrived long ago from the south, wandering across the dunes looking for food. No one challenged them, but they were not so charitable.*

**1**

Illustration by Bryan Waskwitz, 1998

**2** Thugs **+0**

**0** **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.

*They converged on him in the Maze, brandishing daggers and waving clenched fists. "Do not tempt me," the Monkey Man sneered. "I'll swallow your soul!"*

**1**

Illustration by Paul Carrick, 1998

**A Dangerous Gift**

**0** **3**

**Open:** Target Hero you control gains Carry +2 until the end of the turn.

*Hekau cradled the cube gently, always careful not to disturb its fragile contents. Amru would be pleased with it, he thought, and then she would lead him to others. Together, they would change the world.*

**2**

Illustration by CH Barnett, 1998

**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**

Illustration by Geoff Hebert, 1998

**Bad Dates**

**0** **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.

**2**

Illustration by Val Mayerik, 1998

**Baha al Din's Brass Lamp**

**0** **0**

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

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

**2**

Illustration by Bryan Waskwitz, 1998

**Blessing of a Thousand Dreams**

**0** **0**

**Reaction:** Play immediately after you reveal the Fate values in a raid involving one of your Heroes. Increase your Hero's raiding Fate value by 2.

*The dreaming Qahal was still, as he had been for three years, but the time was drawing near for him to wake. The cats who stood vigil over him would know when it was time...*

**1**

Illustration by Heather Braun, 1998

**Blessing of Lady Sun's Mercy**

**0** **5**

**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.

*"That man was singled out by the Sun, Khaidu. He may be worth his weight in water." -Khitai*

**2**

Illustration by Anthony Grabski, 1998

**Blood Oath**

**0** **0**

**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**

Illustration by Mark Tealin, 1998

### 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

Illustration by © 1998 Carl Frank

### Defending the Innocent

**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 of his or her Water. Only one Defending the Innocent can be played per battle.

3

Illustration by © 1998 Essam Lake

### 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

Illustration by © 1998 Heather Brunton

### Dhar-Hama

**Event Reaction:** Play immediately after one of your Heroes is destroyed in a battle. Any player wishing to perform an engagement must pay 1 Water to perform the engagement while this card is in play. This card remains in play until any City Section is destroyed.

*The Children of the Mountain think Fatima is lost. One cannot believe that and would risk her claims to save her.*

2

Illustration by © 1998 Theodore Black

### 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

Illustration by © 1998 William O'Connor

### Dry Well

**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 player's hand.

*"The Khadi suppress us. The Moto rob us. The sun punishes us."*

2

Illustration by © 1998 David Monette

### Eclipse

**Day Omen:** At the beginning of each Dawn Phase, each player must pay 1 Water for each card with the Undead trait they control or they must destroy that card.

*"The arrival of Selget and her people was only the first sign. There will be others." —Nepherus*

1

Illustration by © 1998 Heather Brunton

### 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

Illustration by © 1998 CH Burnett

### Feast for the Ghuls

**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.

*Abresax prepared his troops for the latest offensive. "It will be a difficult battle," said Bekhten. "And he will be a feast for the ghuls," Qer Apet sneered.*

2

Illustration by © 1998 Tommy Bous

### Genocide




**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 player's City Section is destroyed.

3

Illustration by Anthony Grabski, 1998.

### Goods From the East



**Open Omen:** Once per turn, each player can pay 1 Water to produce 3 Copper for bringing a card into play.

*"They say that this caravan is but one of many," claimed the Silver Tongue.*  
*"But it is three miles long!" said another.*

1

Illustration by Family Aspinall Faith, 1998.

### Hekau Captured



**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.

*When the fighting was done, the Qabal had captured their prey but lost their leader. Amru silently wept as Hekau was dragged away. -Amru's Tale, Part Four*

2

Illustration by CJ Barnett, 1998.

### Hole in the Sky



**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.

*"There was a hole in the sky, as if I were looking into a cold, absent mirror and nothing was looking back" - from A Tale of the Quest, a play by Harik the Mad*

1

Illustration by KC Paneser, 1998.

### 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

Illustration by William O'Connor, 1998.

### Leap of Faith



**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.

*"He's escaping!" the Khadi cried.*  
*Saria smiled. "Not to worry... I already read his mind."*

1

Illustration by Tommy Duns, 1998.

### 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. Gaheris 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

Illustration by Craig Maher, 1998.

### Madness




**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.

*Heheh... ehehheh...*

1

Illustration by Paul (Paul) Harbert, 1998.

### Meeting Your Destiny



**Battle:** Until the end of the battle, a target Hero gains a Strength bonus equal to his or her printed Strength.

*"Today is the day I meet my god."*

1

Illustration by Chris Amerson, 1998.

### Moving the Constellations

**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.

*"Nepherus would have us believe that we are slaves to the stars. I would not yield so easily." -Trexex of the House of Baxat*

3

Illustration by Theodore Black

### Night of the Burning Sky

**Open Omen:** No Hero with a printed Water cost less than 1 can straighten in the Dawn Phase.

*"...and the Moon will flee, and the stars will scream, and the world will brace for another beginning..."*  
-from The Book of the Dead

2

Illustration by Frank Gerbeck Jr.

### Night of the Seven Stars

**Open Omen:** Any player wishing to cast a Spell must pay 3 additional Copper to do so.

*"This is our time. Tonight, we walk among the Young Races with abandon, unafraid of their foul creations. Seven stars for seven hours of freedom and strength, and then we shall retire... until the end." -Katani*

1

Illustration by Pam Cornick

### Nim Visits the Stranger

**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.

2

Illustration by Susan Van Camp

### No Way Out

**Battle Omen:** All Heroes in your army have a minimum of 1 Strength regardless of modifiers or printed Strength.

*"Even the dead seek to kill me. Which god have I angered today?" -Adnan the Unfortunate*

1

Illustration by Tommy Pons

### 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

Illustration by Kaji Foglio

### 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

Illustration by Jennifer Mahr

### Plague of Cobras

**Battle:** A target Hero loses 3 Strength until the end of the battle.

*When the Nagah arrived, they brought something with them...*

1

Illustration by Arson Middlebrooks

### Political Manuever

**Council Day:** Bow at least 10 Influence you control. Until the end of the turn, all Heroes bowing to engage cannot straighten next turn.

*"The Khadi and the Sempet are military allies, but their civic positions are widely removed. This is where we must strike if we are to drive them apart." -Enigma*

4

Illustration by Lassime Lake

### Raising the Dead

**Night Buried:** Take one card from your Buried discard pile and place it in your Saved discard pile.

*The Qabal blew heavily upon the offering, willing her soul forth from the vile prison to which the lackals had consigned it. Smooth streams of living smoke poured over her still, ashen form. Raya would wake or he would die trying.*

3

Illus. © 1998 Paul Carrick

### Redemption's Court

**Battle:** Each Hero you control in this battle with 0 Influence gains +1S/+1K until the end of this battle.

*Those who wander through its dark lanes are judged by the guilt of those who have come before.*

3

Illus. © 1998 Michael Philipp

### Rogue's Fortune

**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.

*"She is Deceit's lover, the blind betrayer of Fate," Faida told the Old Man. "She is as lost to us as your own daughter. We must end her renegade activity... now!"*

2

Illus. © 1998 Michael Philipp

### Searching the Streets

**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.

*"We must hide, little one. The Khadi have little pity for the likes of us." -Hekau*

2

Illus. © 1998 Thomas Gianni

### 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

### Stealing From the Dead

**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.

*"Now she walks between this world and the next. We have her memories, and soon they will have her soul." -Fatima's Tale, Part Four*

4

Illus. © 1998 Paul Carrick

### Stealing Horses

**Reaction:** Play immediately after successfully raiding a City Section against a Hero with an attached Item or Follower. Instead of taking the Defender's 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.

2

Illus. © 1998 Rob Alexander

### Taking You With Me

**Reaction:** Play immediately after one of your Heroes is destroyed in a duel to attach a -2K token to the opposing Hero.

*"A dreaming mind is exposed, unprotected... May you never sleep zell again, sahir!"*

3

Illus. © 1998 Anson Mauldecks

### Test of the Stone

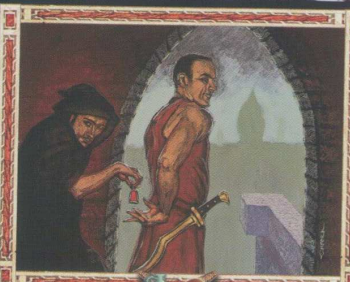
**Day:** Target a Hero you control and randomly cut your deck. If the Fate value of the cut card is equal to the Fate value of the Hero, the Hero gains a +2S/+2K token permanently; otherwise, discard that Hero to your Saved discard pile and reshuffle your deck.

*All Ebonites must be judged by the Stone. Those unworthy are consumed.*

4

Illus. © 1998 Susan Van Camp

### 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

Illustration © 1998 Paul Carrick

### The City of Bronze



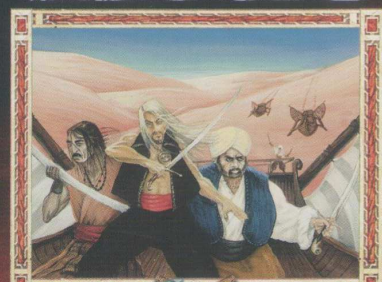
**Open Omen:** Every Sahir gains a -1S/-1K penalty and every jinn gains +1S. Jinn cannot be summoned or brought into play.

*It glides across the dunes, and all within its magnificent shadow are struck dumb. Those who tarry too long beneath its boiling cloud suffer the wrath of one hundred angry jinn.*

1

Illustration © 1998 Theresa Brandon

### The Great Hunt



**Buried Day:** Bow a Hero you control to bow any Holding in play with a 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.

2

Illustration © 1998 Ken Peck

### The Kindness of Strangers



**Council Battle:** Bow at least 10 Influence you control. Ebonite Heroes produce 1 additional Influence when bowing to bring 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.

2

Illustration © 1998 Thomas Gianni

### The Last Oasis



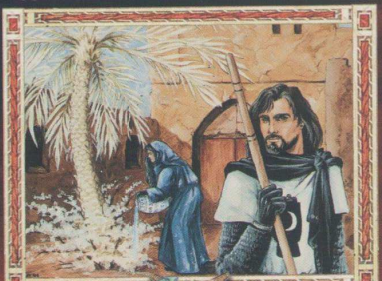
**Day Omen:** At the beginning of the Dawn Phase, any City Sections without attached Water tokens are destroyed.

*A thousand years ago, this place was an ocean. Relics of those days linger still...*

1

Illustration © 1998 Ken Peck

### The White Palm



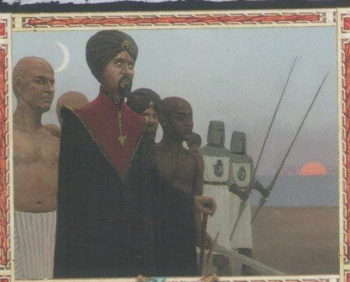
**Open:** Target a Hero with an Influence greater than 2. Until the end of the turn, this Hero can, as a Battle action, bow to send one opposing unit home from the battle, bowed.

*Al-Ameer, the first Ebonite, was buried behind the House of Enour. Years later, a strange white palm arose from the site.*

3

Illustration © 1998 Heather Britton

### The Moto Attack



**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.

*"To remain in the streets of the city, certain sacrifices must be made..." -Judgment*

4

Illustration © 1998 Eric Anderson

### The Wrath of the Khadi



**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.

3

Illustration © 1998 Eric Volak

### True Name



**Reaction:** Play immediately after a Hero you control destroys another Hero a duel. Your Hero permanently gains all the abilities of the Hero just destroyed.

*"I know your name. I know your face. I know your weaknesses and your worst fears. Would you like to see them?" -Enala*

3

Illustration © 1998 Tim Gussnar

### We Must Prepare

**Reaction:** Play this card 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.

*"Long ago, we were a different people. Our spirits danced freely. Then the riders came, and everything changed. We must prepare for change again." -Jangir*

2

Illustration by Craig Mahler, 1998

### What Remains

**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.

*"The body may wither and die, but the memory and rage live on."*

4

Illustration by Bryan Waskelitz, 1998

### 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

Illustration by William O'Connor, 1998

### 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

Illustration by Heather Braun, 1998

### You Don't Get Away That Easy

**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.

*She was wined to the strength of the foreign steed and fought to remain in the saddle. Above her, the Senpet archer took aim. -The Tale of the Fourth Avatar, Part One*

1

Illustration by Paul (Poo) Herbert, 1998

### Curse of Lost Youth

**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.

*With every lost year, the remaining grow sharper, until a man can cut another down in old, bitter rage.*

2

Illustration by Randy Asplund-Faith, 1998

### 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

Illustration by Cris Dorman, 1998

### 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

Illustration by Paul (Poo) Herbert, 1998

### Jinn of a Thousand Midnights

**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.

*Fatin the Clever bound this jinn into his cloak. Since then, it has passed from sahir to sahir, but who knows who possesses it now.*

2

Illustration by Alison Maddocks, 1998



