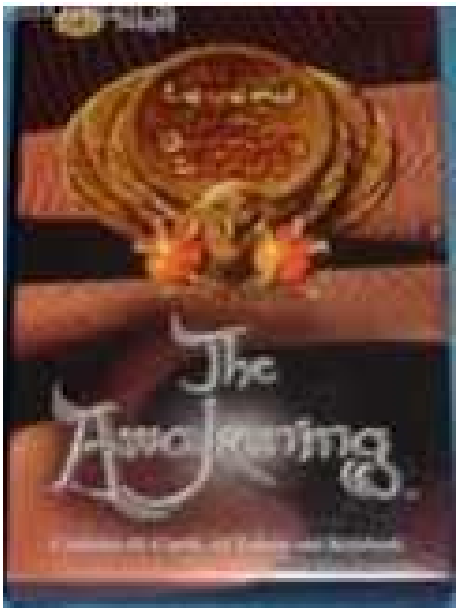
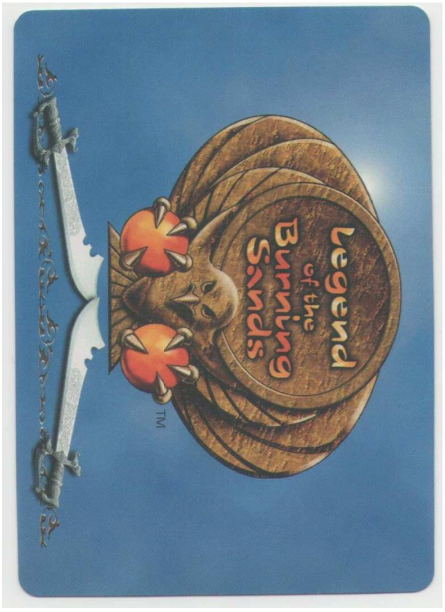

The Awakening


Legend of the Burning Sands

Doomed City of Laramun
23 4 5
Faction restrictions do not apply to you when playing City Sections.
We have hidden in your cities for millennia, waiting. We came here seeking purity and strength, but found neither. We have studied your flaws and the way the Darkness exploits them, ashamed. Today we cower no longer. Today the silent war takes new shape, and chaos suffers.
2

Ebonite Temple of the Black Stone
21 3 7
Open: Bow the Temple of the Black Stone. Until the end of the turn, while you are the defender, each Water token you discard from your City Sections can absorb 2 points of damage.
"The temple was erected in honor of our gods and to protect our world from theirs." –Balance
1

Jackal City of Bones
19 4 4
If the City of Bones is unbowed when you destroy one or more opposing Heroes in a duel or battle, attach a 1S Undead Ghul Follower to one of your Heroes.
They wage a desparate double-cross to exact the will of their lords within the Stone.
3

Qabal Stronghold
21 3 4
If you control any Khadi Heroes, you must pay 1 additional Water for each Hero you bring into play. Jinn that you bring into play each cost 1 less Water, to a minimum of 1.
Their best hope for victory lies in the heart of the enemy.
4

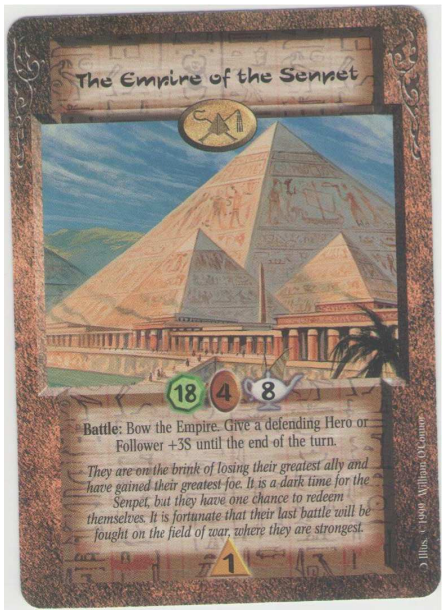
Ra'Shari Caravan
19 3 5
Your maximum hand size is increased by one.
If you have more than three Ra'Shari Heroes in play, draw an additional card in the End Phase.
The gypsies' self-imposed exile at the sands' edge has finally come to an end, and they have returned to the city they abandoned three hundred years ago. They bring knowledge of the old ways and one last, ancient mission.
4

Spirit-Keep of the Yodatai
14 4 3
Your Sahir cannot summon Jinn.
Reaction: When one of your armies destroys a City Section in battle, bow the Spirit-Keep. Add a "Colony" City Section with 1 Base Strength, 2 Water, and Water Capacity of 2 to the left of your leftmost City Section.
1

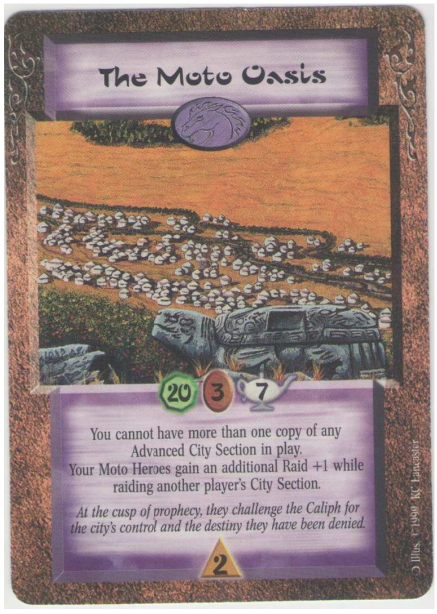
Temple of Kali-Ma
18 4 1
Open: Bow the Temple. Target one of your Heroes. The Hero gains the Archery trait until the end of the turn.
Reaction: When you engage one of your Heroes, bow the Temple. Increase the engagement's Strength by 1.
There are places older than anyone or anything alive. Dark, bloody secrets are hidden in these places, should the bold be prepared to face them.
2

The Celestial Alliance
0
19 3 4
You are not eliminated from the game if you end a turn without Water. Unaligned Heroes each cost 1 less Copper. Another Faction's Heroes each cost 3 additional Copper instead of 2.
Shortly after the Goddess soared into the sky above the city, the moon was eclipsed, replaced by a ring of fire beneath a dazzling city of light.
4
Illus. ©1999 Chris Appleton

The City of the Seventh Star
20 4 6
Day: Bow the City of the Seventh Star. Redistribute any amount of Water among your City Sections.
Night: Bow the City of the Seventh Star. Create an Attack Phase against your opponents. Pay 1 Water for each unit you commit.
They have a final part to play in the grand design, before they are released from their ancient duty.
2
Illus. ©1999 Eric David Anderson


The Empire of the Sennet
18 4 8
Battle: Bow the Empire. Give a defending Hero or Follower +3S until the end of the turn.
They are on the brink of losing their greatest ally and have gained their greatest foe. It is a dark time for the Senpet, but they have one chance to redeem themselves. It is fortunate that their last battle will be fought on the field of war, where they are strongest.
1
Illus. ©1999 William O'Connor

The Hidden Keep of the Assassins
20 3 6
Battle: Bow the Hidden Keep of the Assassins. Send home one of your Assassin Heroes bowed.
Reaction: When one of your Assassin Heroes is in a duel, instead of playing a thrust or a parry, bow the Hidden Keep. Send the Hero home bowed.
They are in a civil war spawned by the hatred of two sisters and fought in the darkness between moments.
3
Illus. ©1999 William O'Connor


The Moto Oasis
20 3 7
You cannot have more than one copy of any Advanced City Section in play.
Your Moto Heroes gain an additional Raid +1 while raiding another player's City Section.
At the cusp of prophecy, they challenge the Caliph for the city's control and the destiny they have been denied.
2
Illus. ©1999 JC Fanessis

1
Ancient Pillars of Qaharaba
6
5
Curses cast or played in a battle at the Ancient Pillars of Qaharaba return to their owner's hand. Only one copy of each Curse can be cast or played during a battle at the Pillars.
They were here before the Day of Wrath, found hundreds of years later by the first builders, and became the foundation for what is now called The Last Stop. Many say that the odd marks upon them are keys to enormous magical power.
Illus. ©1999 Pamela Shanteau

1
Desert Outpost
4
5
Advanced City
Water tokens on the Desert Outpost each absorb 2 points of damage.
Flying Heroes attacking the Desert Outpost gain +1S during the battle.
"We must be ready," the Templar warned. He would be sure that every precaution was taken. The coming battles would be fierce and decisive.
Illus. ©1999 Thomas Gianni

1
Duqaq's School of Astronomy
5
4
Reaction: Immediately after a Sahir at this battle casts a Spell, the Sahir's controller may draw a card.
They have noticed many things in the heavens that you and I would miss–including the location of the lost Seventh Star.
Illus. ©1999 Christina Wald

1
Jewel of the Desert
6
5
The Jewel of the Desert can hold any number of Water tokens.
She is Medinaat al Salaam, the City of Peace. She is Kala Jahir, the City of One Thousand Stories. She is Aliqet-Ra, the Jewel of the Horizon. She is the oasis of life in a land of death, and she is our home.
Illus. ©1999 Nicole Leonard

1
Tent City of the Yodatai
4
4
Only a Yodatai player can bring the Tent City into play. You cannot control more than one Tent City.
Day: Bow the Tent City and pay 4 Copper. Put a 2S Yodatai Follower token on one of your unbowed Yodatai Heroes.
They arrived from the north and pitched camp just outside the city walls. No one knows how they survived across miles of desert, and many fear they are not as benign as they seem.
Illus. ©1999 Rob Alexander

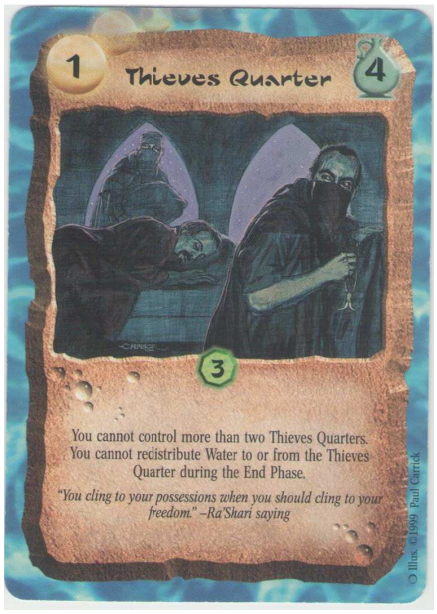
3
The Eleventh Tribe
5
7
Water tokens attached to The Eleventh Tribe can each absorb 1 additional point of damage for each Fortification attached to The Eleventh Tribe.
"Many hundreds of years ago, the silent prophet helped us escape the cruel and unaccepting yoke of the Yodatai Empire, guiding us back here to the Great Desert. When the Senpet attacked, we broke into fourteen tribes, only one of which went with the small wise man. Today we are free from our second masters and set out to find our lost brethren."
Illus. ©1999 Jim Pavelec

1
The Halls of Reflection
9
5
Bow one of your Holdings for each Water you move from the Halls, or use from the Halls to pay for a card.
Adira walked the halls of the royal palace, scanning the beautiful works of art, masonry, and glassware. She wondered if anyone would remember the remarkable events that had happened this day. –"The End of Age," Part One
Illus. ©1999 Christina Wald

1
The Last Stop
4
3
No player can control more than one Last Stop. Draw one less card during your End Phase.
"It is the oldest part of the city, where villains and thieves, miscreants and murderers all gather. It is the worst of all of us, thrust together without care or compassion. It is our greatest mistake and our worst shame." –Yusef al Kedar al Rassulii on The Last Stop, just before ordering the city guard to erect a high wall around it.
Illus. ©1999 Bryan Wackwitz

1
The Sewers
5
4
All Heroes without the Undead Trait have -1S/-1K while at a battle in the Sewers.
Kara asked about the terrible figures lurking in the sewers above. The Ashalan answered, "They are ghuls, harvested from humankind's worst atrocity. But they have their uses."
Illus. ©1999 Michael Phillippi

1
The Thoroughfare
5
6
Before the Battle Action Segment of a battle at The Thoroughfare, destroy a random card from each army, along with any attached cards and tokens.
Adnan and the Believer barreled down the thoroughfare, trying to evade the monstrous Ruhmal goddess. The robber was beginning to regret ever having walked into that stable. –"Puja's Tale," Part Three
Illus. ©1999 William O'Connor


1
Thieves Quarter
4
3
You cannot control more than two Thieves Quarters. You cannot recistribute Water to or from the Thieves Quarter during the End Phase.
"You cling to your possessions when you should cling to your freedom." –Ra'Shari saying
Illus. ©1999 Paul Carrick

Dark Journey Home
0 Story Points
Tale Reaction: Play this card immediately before you lose your last City Section.
Reward Open: You remain in the game until the end of the turn. If any other players are also eliminated from the game at the end of the turn, the Blessed player is eliminated first.
4
Illus. ©1999 Jeff Reitz

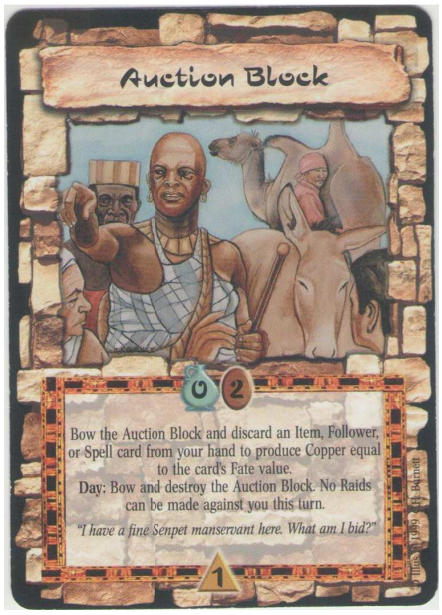
The Tale of the Fourth Avatar
1 Story Point
Tale Reaction: Play this card when every other player has zero cards in his or her hand and this is the last card in your hand.
Day: Pay 2 Copper and bow this Story. Get any card from your deck and add it to your hand. Reshuffle the deck.
Shosuro Tage looked up into the light of the Fallen Star and wept for the rebirth of her lost ancestor.
4
Illus. ©1999 Jason Beniche

The Tale of the Fourth Avatar
1 Story Point
Tale Reaction: Play this card immediately after you destroy more than one City Section in battle in the same turn.
Reward Open: Bow this Story. A Hero in play gains +2S/+2K until the end of the turn.
She had little strength left, but–he thought–just enough to save the world.
4

Vendetta
1 Story Point
Tale Reaction: Play this card when one of your Heroes raids the last Water token on a City Section.
Reward Battle: Bow this Story. Bow an opposing card.
…The bitter tragedy and tremendous loss that had spared so very few…. –"The End of Age," Part Three
4

A Hole in the World
1 2
Bow A Hole in the World to produce 2 Copper.
Open: If you are a Celestial Alliance player, bow and destroy A Hole in the World. Permanently remove the Flying trait from a card.
"Go, child," the Quest spoke, "warn them of us. Tell them that soon the brothers of Kaleel will be reunited." The Quest smiled as the pirate vessel was ripped apart in the funnel of sand below.
2

Abdul-Rafi's
1 3
Bow Abdul-Rafi's to produce 1 Copper for each 0-Influence Hero you have in play.
Reaction: When one of your Heroes engages, bow and destroy Abdul-Rafi's. Increase the engagement's Strength by 1.
"The secret to a stable mind is recreation." –Abdul-Rafi
2


Auction Block
0 2
Bow the Auction Block and discard an Item, Follower, or Spell card from your hand to produce Copper equal to the card's Fate value.
Day: Bow and destroy the Auction Block. No Raids can be made against you this turn.
"I have a fine Senpet manservant here. What am I bid?"
1

Bazaar
1 7
Bow the Bazaar to produce 4 Copper.
Battle: If you have the highest number of Copper-producing Holdings in play, bow and destroy the Bazaar. Send home one opposing unit.
Anything your heart desires can be found in the bazaar–for a price.
3

Belly Dancer
1 3
Bow the Belly Dancer to produce 2 Copper, plus 1 Copper for every Den of Iniquity in play.
Night: Bow and destroy the Belly Dancer. Target one of your unbowed Heroes. The Hero challenges another player's Hero of your choice. The other player's Hero can refuse the duel by paying 3 Water.
2

Blacksmith
1 5
Bow the Blacksmith to produce 2 Copper.
Open: Bow the Blacksmith and pay 1 Copper. Put a +2S/+2K Weapon token on one of your Heroes.
I don't need magic to kill a man. Steel is good enough for me.
3

Burning Oil
0 3
Fortification
Battle: Bow Burning Oil to create an engagement for 4 points of damage.
"From water comes fire. It's a strange world we live in, but I've seen stranger." –Abd al Zhayn the Wanderer
3

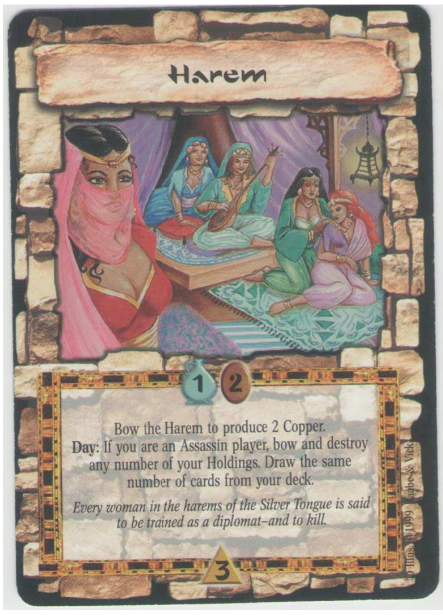
City Gates
0
3
Fortification
Battle: Bow and destroy the City Gates. This battle ends. All units return home unbowed.
2

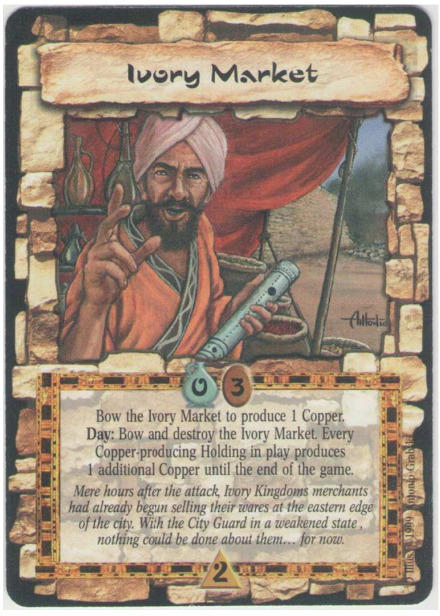
Copper Mine
1
2
Bow the Copper Mine to produce 2 Copper.
Day: Bow and destroy the Copper Mine. Reduce a Hero's Strength by 2 until the end of the turn.
The Scorpion fell in with the fleeing Hanit, happy to be free of the mines, and while the Senpet hunted the others, they vanished out into the sands.
1

Den of Iniquity
0
3
Bow the Den of Iniquity to produce 2 Copper, plus 1 Copper for each Spices you have in play.
Open: Bow and destroy the Den of Iniquity. Bow a Hero with 0 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

Festival Grounds
0
4
Bow the Festival Grounds to produce 2 Copper. Bow the Festival Grounds to produce 3 Copper if an Omen is in play.
Open: Bow and destroy the Festival Grounds. Destroy an Omen in play.
"When the festivals arrive, even bitter enemies mingle together." –Jasmin
2

Gold Merchant
1
3
Bow the Gold Merchant to produce 3 Copper. Bow the Gold Merchant to produce 4 Copper when bringing an Experienced Hero into play.
"Shala 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 the Harem to produce 2 Copper.
Day: If you are an Assassin player, bow and destroy any number of your Holdings. Draw the same number of cards from your deck.
Every woman in the harems of the Silver Tongue is said to be trained as a diplomat–and to kill.
3


Ivory Market
0
3
Bow the Ivory Market to produce 1 Copper.
Day: Bow and destroy the Ivory Market. Every Copper-producing Holding in play produces 1 additional Copper until the end of the game.
Mere hours after the attack, Ivory Kingdoms merchants had already begun selling their wares at the eastern edge of the city. With the City Guard in a weakened state, nothing could be done about them… for now.
2

Jackals' Hall of Souls
1
2
Bow the Jackals' Hall of Souls to produce 2 Copper.
Open: If you are a Jackal player, bow and destroy the Hall of Souls. All Heroes in play have –1K until the end of the turn.
Before slipping out of history, the Ra'Shari and the Ashalan swept through the Hall with violence shaped by contempt for the Jackals' vile practices. Though many soul-stealers escaped, still more have joined their victims.
2

Jandaq Slave Caverns
2
0
Bow the Jandaq Slave Caverns to produce 2 Copper.
At the beginning of each Night Phase, draw and discard a card. If the card's Fate value exceeds that of the Slave Caverns, destroy the Slave Caverns and one other randomly chosen Holding you control.
"The Hidden Shame" they called it in the age that followed, the greatest atrocity the Senpet ever committed.
2

Jenna's Shop of Wonders

1 2

Bow the Shop of Wonders to produce 2 Copper.
Battle: If you are a Qabal player, bow and destroy the Shop of Wonders. Destroy an Omen in play.

Only one thief has ever tried to steal from little Jenna's shop, and if you look very closely, you can still see him screaming in her blue crystal ball.

3

Library

1 3

Bow the Library to produce 2 Copper.
Day: Bow the Library. Draw two cards. Discard two cards from your hand.

Without ceremony the new Caliph stepped into the rebuilt edifice and placed the first book upon a shelf. Many more followed.

2

Mulah's Coffee House

1 1

Bow the Coffee House and pay 1 Water to produce 3 Copper.
Open: Destroy the Coffee House. Put a Story into play. The Story does not count toward a Story Victory. Discard the Story at the end of the turn.

No one really goes to Mulah's for the coffee; they all want to hear about his grandfather and that rascally mule.

1

Olive Groves of Menhir

1 2

Bow the Olive Groves to produce 2 Copper. Every Bazaar in play produces 1 additional Copper.
Open: Bow and destroy the Olive Groves. The Copper cost of every Hero and Follower increases by 2 until the end of the turn.

…And the struggles the survivors had overcome.
–"The End of Age," Part Four

1

Peddler's Row

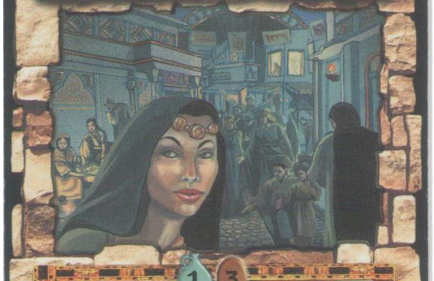
0 1

Bow Peddler's Row to produce 1 Copper
Bow Peddler's Row to produce 3 Copper for bringing an Item into play.
Curse Open: If you are a Ra'Shari player, bow and destroy Peddler's Row. Reduce another Holding's Copper Production to 0 until the end of the turn.

Since the Bazaar was taken over by the Houses of Dahab, less-wealthy merchants have only the alleys of the Maze in which to sell their wares.

2

Portals of Delight and Fancy



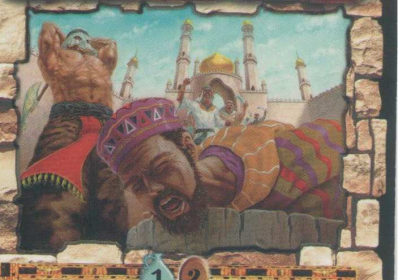
1 3

Den of Iniquity
Bow the Portals to produce 2 Copper.
Day: If you are a Dahab player, bow and destroy the Portals. Bow two other Holdings in play.

…The many simple pleasures and joyful times they had all had…. –"The End of Age," Part Two

0

Public Execution Grounds



1 2

Bow the Public Execution Grounds to produce 1 Copper.
Reaction: If you are a Jackal player, when a Stronghold bows to use its ability, bow and destroy the Public Execution Grounds. The ability's effects are negated. You cannot negate Copper production this way.

Tickets. Tickets!

2

Qasbah

1 6

Bow the Qasbah to produce 4 Copper.
Open: Bow and destroy the Qasbah. Bow a Hero in play with less than 2 Influence.

Often the first destination of travelers and newcomers to the city's streets, the Qasbah denies no one. But after Mahdra, they might reconsider that policy.

2

Rampart

0 5

Fortification • Only a Yodatai player can bring the Rampart into play. This City Section gains +1 Base Strength. Attacking Heroes and Followers with less than 2 Strength are destroyed after they engage at this City Section.

"By the gods! How did the invaders build it so quickly?" –Kepsat

3

Razed University

1 0

Day: Bow the Razed University. Put one card from your hand face-down under the Razed University. The card is considered removed from the game.
Day: Bow the Razed University and discard a card from your hand. Get a card from under the Razed University and add it to your hand.

"The Caliph will suffer for this atrocity." –Zenaida

4

Sanctuary

1 3

Bow the Sanctuary to produce 2 Copper.
Day: Bow and destroy the Sanctuary. Put one Spell from your Saved pile into your hand.

"How many of us will you require?" the jinn asked. "All," the sahir answered. "All."

1

Saqr al Fediq

1 2

Advisor
Bow Saqr al Fediq for 2 Copper.
Open: Bow and destroy Saqr al Fediq. Until the end of the turn, Action cards cost 2 less Copper.

The sahir's demeanor was strange, as if his gaze never quite followed the trail of his eyes. He called the portal "The Crossroads."

2

Sentinel Point

0 4

Fortification • Training Grounds
Battle: This City Section gains +2 Base Strength, and each Water token on this City Section can absorb 1 additional point of damage.

When the armies of the Erba Alliance came, the City Guard was glad to have the Templars' help.

2

Silver Merchant

1 2

Bow the Silver Merchant to produce 2 Copper.
Day: Bow and destroy the Silver Merchant. Put a +1S/+1K Silver token on any Weapon in play.

"If my silver is fake, then so are the Sultan's coffers." –Shala

1

Small Well

1 2

If you are an Ashalan player, the Small Well costs 0 Water.
Bow the Small Well to produce 2 Copper.

A thousand years ago, a great, magical catastrophe shook the land, turning everything into ashes and dust. Lord Moon must restore the balance, and his lost daughter is the key to waking him from his dreaming sleep.

2

Spices

1 2

Bow Spices to produce 2 Copper.
Day: If you are a Senpet player, bow and destroy Spices. Put a 1S Follower token on one of your Heroes.

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

3

Stairs of Samarrat

1 3

Bow the Stairs of Samarrat to produce 2 Copper.
Reaction: Immediately before taking an action during the Day Phase or the Night Phase, destroy the Stairs of Samarrat. Take two Actions instead of one. Play then passes to the player on your left.

They were built so that arrogant men could pierce the clouds and witness Shilah for themselves.

2

The House of the Heavens

1 2

Bow the House of the Heavens to produce 2 Copper.
Bow the House of the Heavens to produce 3 Copper if you put the current Omen into play.
Reaction: If you are an Ebonite player, bow and destroy the House of the Heavens to absorb 4 points of damage from an engagement.

2

The Parapets

0 3

Fortification
Reaction: When one of your units in a battle engages for archery, bow The Parapets. Increase the engagement's damage by 2 points.
Battle: Bow The Parapets for a 2-Strength Archery engagement.

"Are you faster than me? Are you sure?" –Nekhebet

2

The Royal Throne

1 2

Bow The Royal Throne to produce 2 Copper.
Bow The Royal Throne to produce 3 Copper if you are the Blessed player.
Reaction: Immediately after the end of the Dawn Phase, bow and destroy the Royal Throne. Move the Caliph's Blessing one player to the left.

"I am old, and my stories grow tired. This day, I am done." –The First Scribe, Words of Glass

2

The Scale Man

0 0

Bow The Scale Man to produce 1 Copper.
Reaction: When paying a Copper cost, bow The Scale Man and discard 1 Water to produce 2 Copper for paying the cost.
Reaction: When paying a Water cost, bow The Scale Man and pay 2 Copper. Reduce the cost by 1.

3

Trade Route

1 2

Bow the Trade Route to produce 2 Copper.
Open: if you are a Moto player, bow and destroy the Trade Route. Give +1S to one of your Heroes 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
Raiding Heroes have Raid –2 at the Watchtower.
Reaction: When a player plays a Battle action from his or her hand at this battle, destroy the Watchtower and pay 1 Water from this City Section. Cancel the action.

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

2

Wheat Fields

0 0

Bow Wheat Fields to produce 1 Copper.
Reaction: When an opposing card engages, bow and destroy Wheat Fields. Reduce the damage by 1.

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

1

2 Bakira 2

1 6 1

Ashalan Birth-Mother of Onaja • Renegade
Day: Discard 1 Water. Draw a card.

She cradled the precious bundle to her chest, hoping that her cowl would keep the deep blue lines pulsing within her cheeks from showing. –"They Collect Their Due," Part One

2

2 Dawn 3

1 7 1

Ashalan Harbinger of Disaster • Flying • Sahir
Battle: When Dawn is attacking, bow her. Destroy 1 Water on this City Section.

She stepped through the settling dust at the first light of day after the Awakening, carrying a message of ruin for the future.

3

2 Eyla the Protector 2

1 6 3

Ashalan Blood-Sworn
Eyla gains +2S/+2K if she is the only Hero in your army.

The Blood-Sworn, Ashalan holy warriors, have their blood spilled upon the same Ishanti crystal as every servant of the Council before them.

2

1
Hojyn
3
1 4 2
Ashalan Companion to Yesugai • Explorer
Battle: Once per turn, pay 1 Water. Destroy an Omen.
"He followed his heart over following his people. Nobility of that caliber is rare and should be rewarded." –The Goddess
1
Illus. © 1999 Cris Dornaus

2
Lammassar
4
2 6 1
Ashalan Heart-Seeker • Archery +1
If the City Section at a battle Lammassar is in has any Water, Lammassar cannot be sent home from the battle by another player's action.
He has collected three hearts in their ivory boxes, and there are three Khadi who cannot raise their hands against him.
3
Illus. © 1999 Ben Peck

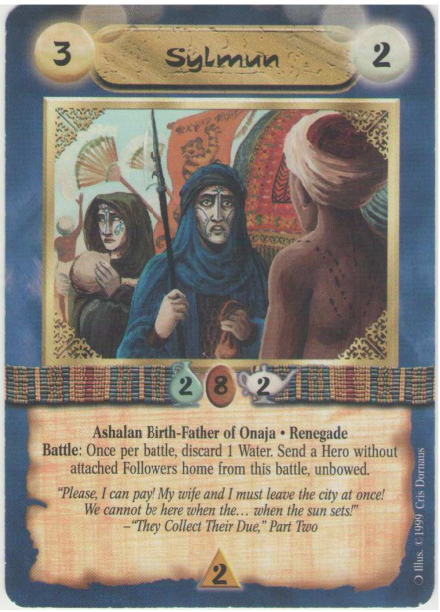
2
Laqsha
3
2 7 2
Ashalan Desert Guide • Hunter of the Qanon
Day: Bow Laqsha and permanently decrease her Ka by 1. Target a player. The player can only spend Water from one of his or her City Sections (of his or her choice) for the rest of the turn.
Her loyalties are not with her people, but out in the sands. She knows much about the wastes' lost ruins and oases, and though not very friendly, she asks only for water in return for her services.
2
Illus. © 1999 Frank Gembeck

1
Maymun
4
1 7 2
Ashalan Sandsmith • Sahir • Unique
Day: Bow Maymun. Play a Night action, paying all costs.
"There is power in the sand left over from Lady Sun's wrath. I swear, my lady, I will find it."
4
Illus. © 1999 Eric Anderson

1
Mendi-Duad
2
1 5 3
Ashalan Priest • Vindictive Spirit • Sahir
Ghiyath did not like his new home deep in the sewers of the city. The light was poor, and the shadows jumped at every flicker of his candle. He had almost grown used to it when one of them leapt out at him.
1
Illus. © 1999 Thomas Gianni

2
Mirali
1
1 5 2
Ashalan Guard • Raid +1
Reaction: When you commit Mirali to defend against a Raider with less Strength than Mirali, bow Mirali to send the Raider home bowed.
"The lake is yours, Caliph. Use it well."
2
Illus. © 1999 Craig Maher

3
Samarhad
4
0 8 1
Ashalan Sun-Rider
Reaction: Once per turn, immediately before you commit Samarhad to a battle, you can play one action on him.
He bought his horse from the Moto–two hundred years ago.
2
Illus. © 1999 Ben Peck


3
Sylmun
2
2 8 2
Ashalan Birth-Father of Onaja • Renegade
Battle: Once per battle, discard 1 Water. Send a Hero without attached Followers home from this battle, unbowed.
"Please, I can pay! My wife and I must leave the city at once! We cannot be here when the… when the sun sets!"
–"They Collect Their Due," Part Two
2
Illus. © 1999 Cris Dornaus

0
Tarya
1
1 4 0
Ashalan Half-Breed
Reaction: When bringing a Hero into play, bow Tarya. Reduce the Hero's Water cost by 1.
Her mother was the Council Leader of the Ashalan, and her father was a stranger from an unknown land.
1
Illus. © 1999 Radbe & Vick

1
Alhena
3
1 3 2
Assassin Apprentice • Elusive Seductress
Alhena will not challenge a Hero with more Influence.
With Chandra's guidance and Fatima's support, Alhena should have been destined for greatness within the family, but her interests lay in less savory arenas.
1
Illus. © 1999 Theodor Black

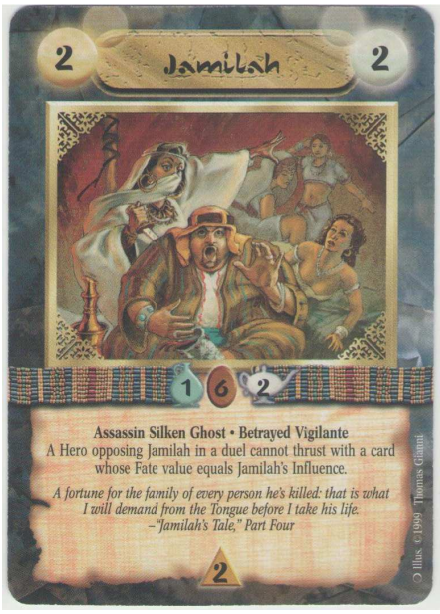
3
Amber
3
2 7 2
Rogue Assassin Confidant
Reaction: When one of your Heroes wins a duel, gain 1 Water on one of your City Sections.
"I have known her since before we were given our Kris. There is no one I trust more." –Adira
3
Illus. © 1999 Jason Berube

1
Chandra
2
0 5 2
Assassin Bearer of the Black Star
Reaction: Once per turn, when one of your Heroes wins a duel, draw a card.
"When all you have is a hammer, everything starts to look like a nail." –from The Forty-Seven Sayings of Mekhem
1
Illus. © 1999 Ramon Perez

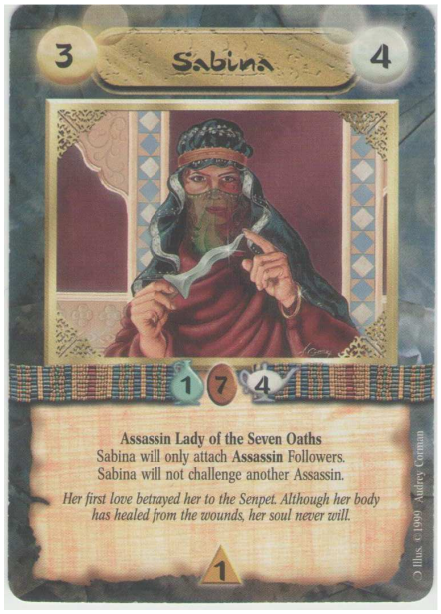
2
Fatima
2
1 5 4
Assassin First-Born
Fatima can remain bowed.
Day: Bow Fatima. Target a Hero with less than 4 Ka. The Hero cannot be assigned to any attacks as long as Fatima remains bowed.
The soul-jars were searched again and again, but hers was never found. –"Fatima's Tale," Part Six
2
Illus. © 1999 Eric Anderson

2
Haja the Twice-Born
2
1 7 2
Cursed Assassin Master
Reaction: Bow Haja immediately after another of your Heroes enters a duel, but before the first thrust is played. Without looking at it, thrust from your deck. The opposing Hero must parry this thrust as usual. The duel then begins normally.
3
Illus. © 1999 Ben Peck

3
Haroun
5
1 11 3
Assassin • Houses of Dahab • Qolat • Experienced • Unique
Reaction: When Haroun wins a duel, bow him. Target one of his opponent's Holdings. You gain control of the Holding until Haroun is destroyed.
He considered his final act in this tragedy, and what his masters would do to him if his secret were discovered.
3
Illus. © 1999 Kevin Daily


2
Jamilah
2
1 6 2
Assassin Silken Ghost • Betrayed Vigilante
A Hero opposing Jamilah in a duel cannot thrust with a card whose Fate value equals Jamilah's Influence.
A fortune for the family of every person he's killed: that is what I will demand from the Tongue before I take his life.
–"Jamilah's Tale," Part Four
2
Illus. © 1999 Thomas Gianni

2
Marishka
3
1 6 3
Assassin Midwife • Kaleel's Legion
Day: Bow Marishka. Randomly select and look at one card from another player's hand. If the card is a Hero, you may pay Copper equal to the card's Focus value to force the discard of the card.
Somewhere, she whispered softly into the tiny Ashalan's ear, gently lulling it to sleep.
3
Illus. © 1999 Ramon Perez


3
Sabina
4
1 7 4
Assassin Lady of the Seven Oaths
Sabina will only attach Assassin Followers.
Sabina will not challenge another Assassin.
Her first love betrayed her to the Senpet. Although her body has healed from the wounds, her soul never will.
1
Illus. © 1999 Audrey Corman

2
Shala
3
1 6 1
Assassin Second-Born
Shala costs 3 less Copper if you have the Old Man on the Mountain in play.
Shala gains +3K while facing a Hero with more than 4 Influence in a duel.
"Shala will never seek out her sister. There are some whose hatred runs too true to reconcile." –Faida
2
Illus. © 1999 Paul Carrick

1
Takiyah
2
1 8 5
Assassin Watcher • Sahir
Open: Bow Takiyah. Put a -1S/-1K Doom token on another Hero. Destroy the token at the end of the turn. Takiyah cannot put more than one Doom token on a Hero.
Her name means "pious," but her dark eyes could ruin a man's faith forever.
2
Illus. © 1999 William O'Connor

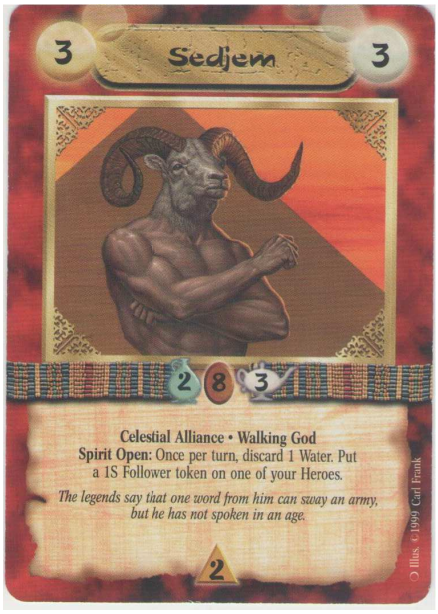
2
Israk ibn Kateel
4
2 6 1
Celestial Alliance • Shadow-Jinn • Human Sympathizer
Flying • Carry +1
He spent many centuries probing the far reaches of the Black Earth and the realms beyond the Stone for any sign that the Adversary had survived. He found little until the day he stopped looking.
2
Illus. © 1999 Craig Maher

0
Jinn of Virtue
1
1 5 1
Celestial Alliance • Jinn • Flying
Every Jinn in play gains +1S/+1K while the Jinn of Virtue is in play.
2
Illus. © 1999 Thomas Manning

6
Lurza
7
3 14 2
Celestial Alliance • Agent of the Quest • Champion
Flying • Unique
Lurza cannot attach Items or Followers. Lurza cannot attack a City Section without any defending units assigned.
Its name means "secret," and it has a thousand to share, all of them dark and deadly.
5
Illus. © 1999 Jason Benkte

1
Mohandis the Enchanter
4
1 5 1
Celestial Alliance • Uncaring Sahir
Open: Bow Mohandis and discard 1 Water. Draw two cards. Discard one of them.
Each new creation is one less warrior upon the field of the coming war.
2
Illus. © 1999 Audrey Corman

3
Nim
5
1 10 1
Celestial Alliance • Free Jinn • Flying
Experienced • Unique
Jinn Day: Bow Nim. Announce a number. Each player draws and discards a card. You gain Water equal to the number of players whose card's Fate value matches the number. Every other player whose Fate value matches the number gains 1 Water.
3
Illus. © 1999 Kaja Foglio


3
Sedjem
3
2 8 3
Celestial Alliance • Walking God
Spirit Open: Once per turn, discard 1 Water. Put a 1S Follower token on one of your Heroes.
The legends say that one word from him can sway an army, but he has not spoken in an age.
2
Illus. © 1999 Carl Frank

1
Sehai the Healer
2
0 6 3
Celestial Alliance • Sahir
Reaction: Bow Sehai when a Hero thrusts. Reduce the thrust's damage by 1 point.
1
Illus. © 1999 Thomas Manning

1
The Jinn of Eternal Beauty
3
2 3 5
Celestial Alliance • Free Jinn of the Qanon
Jinn Open: Bow The Jinn of Eternal Beauty. Increase or decrease a Hero's Influence by 2.
For four hundred years she rested dormant within the one known as Kurrat al Ayn. Now free, she joins those who have ascended with her and seeks to defend the last remnants of Shilah's children in the wastes.
1
Illus. © 1999 Ben Peck

3
Al'a the Siege-Master
4
1 8 3
Dahab
Battle: If Al'a is in the attacking army, reduce this City Section's Base Strength to 0.
All of his life he had been a lap-dog for the demented conspirators at Laramun, but no longer! The Erba'a Alliance had given him the chance to strike back, and his first target would be their precious Merchant Quarter.
3
Illus. © 1999 William O'Connor

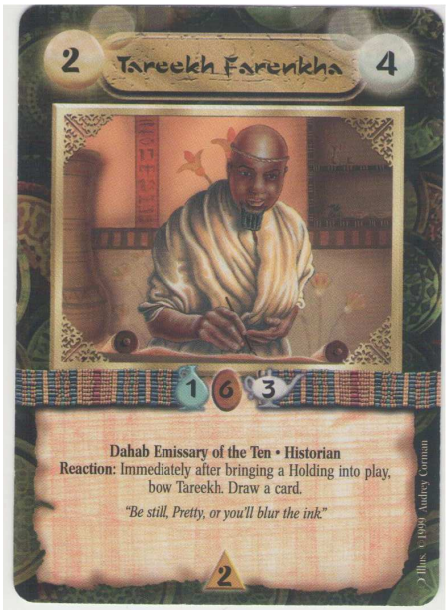
2
Eda Ishan
2
1 6 4
Dahab Merchant King • Negotiator • Qolat
Reaction: When bringing an Unaligned Hero into play, bow Eda. Reduce the Water or Copper cost of the Hero by 2.
"Adopted" by the Tongue as a young child, she has never forgiven him for the deaths of her family.
2
Illus. © 1999 Audrey Corman

4
Hila
2
3 6 0
Dahab Gorilla • Guardian-Pet of the Silver Tongue
Creature
"The majesty of nature was not meant to be imprisoned. The longer it remains docile, the more ferocious it will be when released." –from The Forty-Seven Sayings of Mekhem
1
Illus. © 1999 April Lee

3
Kasib al Atif
5
1 10 5
Dahab Champion • Qolat Master • Unique
Reaction: When Kasib wins a duel, gain Copper for bringing a card into play this turn equal to the losing Hero's Influence.
His many journeys beyond Laramun in the eastern mountains have never been questioned.
5
Illus. © 1999 William O'Connor

2
Nedif Yamen
4
1 7 2
Dahab
Reaction: When a Council card is being brought into play, bow Nedif and pay an amount of Copper. The card costs additional Influence equal to half of the Copper paid, rounded down.
Reaction: When a Council card is being brought into play, bow Nedif and pay an amount of Copper. The card's Influence cost is reduced by half of the Copper paid, rounded down.
3
Illus. © 1999 Thomas Manning

1
Rahmid
3
1 7 3
Dahab Mercenary • Nessid Commander • Sahir
Open: Discard 2 Water. Target a Hero in play with less than 3 Ka. Draw and discard a card. If the card's Fate value exceeds the Hero's Fate value, you gain control of the Hero until the end of the turn. The Hero will not attack or raid his or her original controller.
2
Illus. © 1999 Jim Pavelec


2
Tareekh Farenkha
4
1 6 3
Dahab Emissary of the Ten • Historian
Reaction: Immediately after bringing a Holding into play, bow Tareekh. Draw a card.
"Be still, Pretty, or you'll blur the ink."
2
Illus. © 1999 Audrey Corman

1
The Silver Tongue
4
1 8 5
Houses of Dahab Master Manipulator • Merchant King • Sahir
While The Silver Tongue is in play, all Council cards require an additional 3 Influence to play. This is cumulative with other effects.
"What's your pleasure, my lady?" the fiendish merchant king invited. His words were unsettling, but the poisoned corpse between them was worse. –"Jamilah's Tale," Part Two
2
Illus. © 1999 Tom Biondolillo

4
Wagi al Musakin
2
1 6 1
Houses of Dahab Deformed Enforcer
At the beginning of the Dawn Phase, either bury Wagi or give another player 1 Water to attach to a City Section of the player's choice (if possible).
"What do you want, freak?" the trader scowled. "The Tongue wants his dinari, thief, or shall I collect it in flesh?"
1
Illus. © 1999 Tim Gerstmar

2
Ashalla
5
1 7 2
Ebonite Sorceress • Sahir
Spirit Day: Bow the Ashalla and discard a Jinn card from your hand. One of your Heroes gains +2S/+2K until the end of the turn.
"In everyone there is a monster. Draw it out, and it can be expunged."
2
Illus. ©1999 Frank Gembeck Jr.

3
Jubal the Knife
3
1 8 1
Ebonite Recruiter
Reaction: Immediately before engaging, Jubal gains +2S. Put a –1K token on Jubal after the battle.
"His ferocity will make an excellent addition to our growing forces, but his temper will ensure that he is never judged by the Stone."
2
Illus. ©1999 David Monette

3
Kabdar Fassal
5
2 8 3
Ebonite Principal of Valor • Templar
Kabdar gains Raid +2 while defending against a raid.
The swell of pride within Fassal's chest was incredible as Judgment spoke. "For your efforts at the line and all of your patient years with the men at Sentinel Point, we appoint you the Principal of…."
2
Illus. ©1999 Thomas Gianni

2
Manala Shessim
1
0 6 2
Ebonite Guardian of the Seven Keys
Reaction: When Fate cards are revealed in a raid in which Manala is the defender, bow Manala. Reduce the Fate value of one of the cards by Manala's Ka.
Throughout the siege, the doors to the Nine Rooms of Golden Wonder were never compromised.
2
Illus. ©1999 KC Lancaster

2
Pashal
2
0 5 0
Ebonite Squire
Pashal will not refuse a duel.
Battle: Bow Pashal. Bow an opposing Follower of the opposing army's choice.
"What is this? It is the Awakening. It is the future." –Judgment
1
Illus. ©1999 Susan Van Camp

1
Rabah al Gazi
1
1 3 2
Ebonite Nervous Runaway • Proselyte
Rabah absorbs 3 additional points of damage when destroyed by an engagement.
The boy will not speak of his life before joining the Order of the Ebonites, and the Council has chosen not to allow him the Test of the Stone until he does. "His fears are his impurity," they say, "and we would only lose him, this early."
1
Illus. ©1999 Jason Alexander Behr

2
The Twins Janan
3
1 7 2
Ebonite Warrior • Avatar of the Goddess
Day: Bow the Twins. Draw two cards. Show one of the cards to the other players and put it in your hand. Bury the other card.
"Beg us both for mercy, and see which one gives it."
2
Illus. ©1999 Craig Maher

1
Truth
4
1 6 1
Ebonite Idiot-Savant • Principal • Sahir
Day: Bow Truth. Target a player who has not declared an attack this turn. The player must either declare an attack against you before the end of the Day Phase or discard 1 Water.
The victim of a miscast spell, this blind man is without temperment, devoid of emotion–the perfect candidate for the Principal of Truth.
2
Illus. ©1999 April Lee

2
Vengeance
3
0 7 4
Ebonite Caretaker of the Shard of the Ancients • Principal
Reaction: When a Council card is played, bow Vengeance and discard 2 Water. The effects of the card are negated until the end of the turn.
"Vengeance is the purity of purpose without remorse." –from The Forty-Seven Sayings of Mekhem
1
Illus. ©1999 April Lee

4
Yodajin Templar
4
1 9 3
Ebonite Man-at-Arms
Undead cards cannot absorb damage from Yodajin's engagements unless the cards are the only ones in their army.
He shares his people's fury but not their prejudice.
3
Illus. ©1999 Rob Alexander

2
Giya
3
1 7 2
Ivory Kingdoms Deranged Killer • Ruhmal Leader
Giya will not attach Weapons.
Giya gains +1S for each Weapon in the opposing army.
"Giya led us here from our homeland. He tells us that Kali-Ma demanded it, but some of us wonder." –Kacha
2
Illus. ©1999 Ben Peck

3
Kali-Ma
4
3 14 1
Ivory Kingdoms Champion • Ruhmal Goddess
Berserk • Duelist • Unique
Kali-Ma will only join an Ivory Kingdoms player.
Destroy one of your Heroes to bring Kali-Ma into play.
Reaction: Kali-Ma permanently gains +2S/+2K for each Hero she destroys in an engagement or duel.
5
Illus. ©1999 Cris Dornaus

4
Kumpal
4
2 9 2
Ivory Kingdoms Caravan Escort • Archery –1
Battle: If a Fortification is at this City Section, bow Kumpal. Destroy the Fortification and 1 Water at the City Section.
Battle: Pay 3 Copper. Kumpal gains the Berserk trait until the end of this battle.
He patrols the Ivory Market from a unique vantage point, and the stalls tremble as he passes.
3
Illus. ©1999 Jason Felix

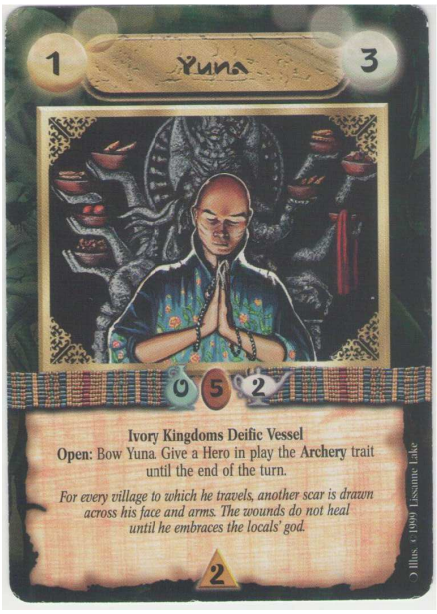
1
Kyurhi the Wanderer
5
1 7 2
Ivory Kingdoms Jakla Spiritualist • Sahir
Every Archery engagement in your army has +1 Strength.
The past footsteps of his fellows and their prey coursed through his arms, and his heart kept time with each in turn as he scanned the horizon. I must get to them, his frenzied mind pressed, before it is too late.
3
Illus. ©1999 Kevin Daly

3
Omal
3
1 8 2
Ivory Kingdoms • Ruhmal Cultist • Vassal to Kali-Ma
Archery +1
Battle: Bow Omal and one of his Followers. Destroy 1 Water on this City Section.
When they found him in the jungle, he had just killed a gorilla. Nothing much has changed.
1
Illus. ©1999 Stacy Drum

2
Punjat
4
2 8 1
Ivory Kingdoms Ruhmal Initiate • Shumsee
Open: Target a Sahir. Punjat challenges the Sahir. If Punjat wins the duel, the Sahir dies and the Sahir's controller must pay 2 Water. The Sahir's controller can refuse the duel by paying you 1 Water.
Punjat has yet to rise beyond the rank of Shumsee within the Kali-Ma cult, and therefore must distract the cult's victims or hold them down when the killing starts. Even after so many victims, it never gets any easier.
3
Illus. ©1999 Ben Peck

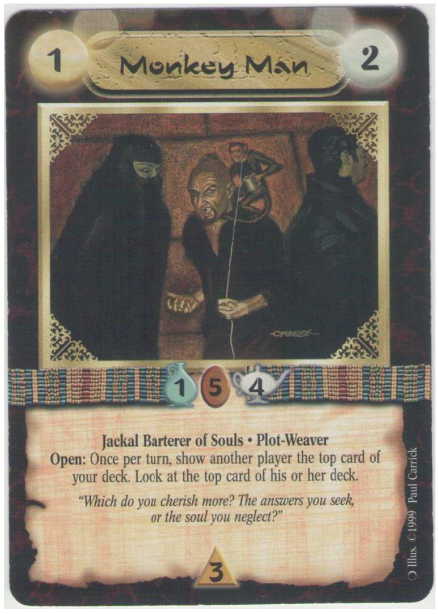
3
Raniyah
5
1 9 1
Ivory Kingdoms Hunter of Rakshasa • Flying • Unique
When Raniyah enters play, each player must pay 1 Water. A Hero opposing Raniyah in a duel has –2K (minimum 1) while in the duel.
She has destroyed all but five of them, four of which reside here in the heart of the Jewel.
4
Illus. ©1999 Jason Berkley

2
Sarna
2
1 7 0
Ivory Kingdoms Progeny of the Destroyer • Sahir
Open: Bow Sarna. Target a Flying Hero. The Hero has -1S and loses the Flying trait until the end of the turn.
Yuna was there when Sarna was born, and only he saw for a fleeting moment the horrible visage of the being that sired her.
3
Illus. © 1999 Christina Wald


1
Yuna
3
0 5 2
Ivory Kingdoms Deific Vessel
Open: Bow Yuna. Give a Hero in play the Archery trait until the end of the turn.
For every village to which he travels, another scar is drawn across his face and arms. The wounds do not heal until he embraces the locals' god.
2
Illus. © 1999 Lissanne Lake

2
Afshan Jarr
3
1 6 0
Jackal
Curse Open: Bow Afshan Jarr. Target a Hero with less than 3 Ka. The Hero cannot use any of his or her abilities until the end of the turn.
"Trust me," the dirty little man said. "Thirty copper pieces is a fair price."
1
Illus. © 1999 Paul Carrick

0
Asadhel Jumah
2
1 3 1
Jackal Idealist Romantic • Thief
Reaction: Immediately before a Hero with an Item engages in the opposing army, bow Asadhel and pay the Item's cost. If Asadhel can legally attach the Item, attach it to him.
The only soul he cannot steal is the one he desires most.
1
Illus. © 1999 Craig Maher


1
Monkey Man
2
1 5 4
Jackal Barterer of Souls • Plot-Weaver
Open: Once per turn, show another player the top card of your deck. Look at the top card of his or her deck.
"Which do you cherish more? The answers you seek, or the soul you neglect?"
3
Illus. © 1999 Paul Carrick

2
Monkey Man
4
2 8 3
Jackal Meddler • Experienced • Unique
Draw cards up to your maximum hand size immediately after bringing the Monkey Man into play.
Open: Once per turn, look at the top card of another player's deck. Either return the card to the top of the deck or place it at the bottom of the deck.
Few could tell which of the two bore more hatred for the other.
3
Illus. © 1999 Paul Carrick

2
Seff Seven-Fingers
4
1 7 1
Jackal Sand Pirate • Unsuspecting Missionary
Seff gains +2S if at least one other Hero is in his army and all Heroes in his army are Jackal.
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 she has four trophies of their time together.
3
Illus. © 1999 Lissanne Lake

3
Seff Seven-Fingers
4
2 8 0
Jackal Redeemer • Experienced • Unique
Undead Followers gain +1S while attached to Seff Seven-Fingers.
Open: Bow Seff. You gain control of an Undead Hero until the end of the turn.
The word surrounded him like a wet and icy blanket: "Atonement."
3
Illus. © 1999 Mike Raabe

2
Sibirah
2
1 6 2
Jackal Beggar • Wretched Informant
Battle: If you control a unit in this battle, put a -1K Exhaustion token on Sabirah. Move Sabirah into this battle. Remove the Exhaustion tokens 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-Master
2
Illus. © 1999 Heather Bruton

3
The Ma'ghul
3
2 8 0
Jackal Ally • Ambassador from Jigoku • Flying
Archery engagements cannot target The Ma'ghul.
Reaction: Immediately before the Dawn Phase, discard 1 Water. The Ma'ghul copies an ability of a Hero in play until the end of the turn. Ma'ghul cannot copy the same ability more than once per game.
2
Illus. © 1999 Carl Frank

1
Yaminah
1
1 5 2
Jackal Provocateur
Battle: Bow Yaminah. Move one of your unbowed Heroes 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
Illus. © 1999 April Lee

2
Argoun
3
0 6 1
Moto Clan Youth
If Argoun is assigned to raid a City Section, the Hero defending the City Section must play his or her Fate card face-up before Argoun plays his.
The maps he sells tell the caravans how to avoid the desert's dangers–except its predators.
2
Illus. © 1999 Ben Peck

1
Jangir
4
1 6 1
Moto Clan Cosmic Visionary • Shugenja • Sahir
Reaction: Bow Jangir when Fate values are revealed in a raid. Switch any two of your raiding Fate values.
"The secret truth is that the elements are only by-products of something much larger. I must remain here to study this further."
2
Illus. © 1999 Monika Livingstone

3
Kara
4
3 10 2
Moto • Ashalan • Avatar of the Goddess • Experienced
Unique • Carry +2 • Raid +1
Open: Bow Kara to challenge a Unique Hero to an unrefusable duel.
"Husband, I have learned the terrible price of immortal wisdom and felt the hands of the stars themselves guide my sword. How can I return to the desert now?" –"Kara's Tale," Part Seven
4
Illus. © 1999 Mike Raabe

0
Khaidu
1
1 4 3
Moto Clan Khan
If Khaidu dies, destroy one of your Holdings.
Day: Bow Khaidu and pay 1 Water. Straighten a Holding.
At every sunrise he remembers the names of the fallen: Gaheris, Kara, Kiyoshi....
3
Illus. © 1999 Mark Tedin

3
Kiyoshi
3
2 7 0
Former Moto Clan Tar-khan • Carry +1
"He has followed his ancestors into history. We can only hope that he will find peace in his new role beyond the clan." –Khaidu
3
Illus. © 1999 LA Williams

3
Malakai
1
1 3 1
Moto Askaree • Royal Informant
Malakai cannot be assigned to attack or to raid.
In his position as a Caliphate guard, he has heard many cruel words and seen many violent deaths. He is always willing to part with them for just a few dinari.
1
Illus. © 1999 Randy Asplund-Faith

1
Sha-gir
3
1 5 1
Moto Clan Master Horseman • Spy
Night: Sha-gir goes on a raid. No Heroes can join him. This does not replace your normal chance to raid, and Sha-gir can go on this raid even if you have already raided this turn.
Under cover of darkness, Sha-gir rode from post to post collecting every detail about the troops around Medinaat al Salaam. Kiyoshi would be pleased at the results.
2
Illus. © 1999 Antonio Grabski

1
Shu-kai
2
1 4 1
Moto Scout
If Shu-kai is tied in a raid, he 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
Illus. © 1999 Eric David Anderson

2
Yesugai
2
1 5 1
Heartbroken Moto Clan Guide • Archery
Yesugai will not challenge a Senpet Hero.
"After Nekhebet's death, there was little left for him here. He followed the goddess back to her home, seeking a new beginning." –Keseth
2
Illus. © 1999 CH Burnett

1
Adil
3
0 6 1
Qabal Earthshaker
Adil gains +1S for every Sahir in his army.
"He knows little of sorcery, but what he does know serves us well." –Tabari
3
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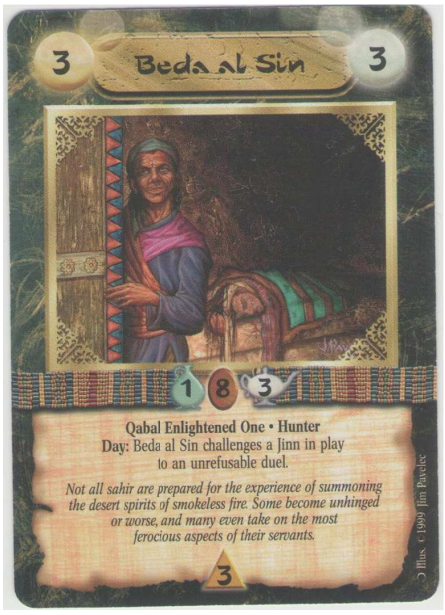
1
Badr al Din
2
1 7 2
Qabal Renegade • Spellcrafter • Sahir • Archery +3
Open: Bow Badr al Din. Target a Flying Hero or a Flying Follower. The target loses the Flying trait until the end of the turn.
He waited a long moment before calling the others, relishing the sight of the Khadi's face as it contorted into a pallid mask of fear. "No more," he murmured into the terrified sahir's face. "No more."
2
Illus. © 1999 Craig Maher

2
Barda the Hawk
2
1 7 2
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?"
3
Illus. © 1999 Audrey Corman


3
Beda al Sin
3
1 8 3
Qabal Enlightened One • Hunter
Day: Beda al Sin challenges a Jinn in play to an unrefusable duel.
Not all sahir are prepared for the experience of summoning the desert spirits of smokeless fire. Some become unhinged or worse, and many even take on the most ferocious aspects of their servants.
3
Illus. © 1999 Jim Pavelec

1
Dawuud
2
1 6 3
Qabal Librarian • Sahir
Day: Bow Dawuud. Draw a card. If the card is a Spell, show it to the other players and, if you wish, put it in your hand. If the card is not a Spell or you do not put the card in your hand, discard it.
"They took our knowledge with a shining light, so we shall take it back with a shuddering darkness." –Adil
2
Illus. © 1999 Monika Livingstone

1
Nizam
1
0 4 0
Qabal Third Apprentice • Sahir
Nizam cannot cast a Spell with a Fate value more than 2.
"He has promise, but what is a man's promise worth?" –Kurrat al Ayn
2
Illus. © 1999 Ruth Thompson

1
Qamus
3
1 5 2
Qabal Tavern-Master • Sahir
Reaction: Immediately after an opposing Hero engages, Qamus's Strength becomes equal to the Hero's Strength until the end of the battle.
"We offer the finest in wine, women, and… discretion."
1
Illus. © 1999 Bryon Wackwitz

1
Raghib
3
1 5 2
Qabal Reaver • Sahir
Open: Bow Raghib. Bow an Undead card in play.
He scours the prisons buried deep beneath the city, seeking to destroy the hapless ghuls of those left behind.
2
Illus. © 1999 Tim Gerstmar

2
Tabari
3
1 7 1
Qabal Shadowmaster • Sahir
Night: Bow Tabari and discard a card from your hand. Target another player. The player must discard a random card from his or her hand.
"Do not mistake allegiance for friendship. The only reason he stands with us is to stand beside his half-brother Dawuud."
–Zinaida
3
Illus. © 1999 L. A. Williams

2
Zenaida
3
1 8 3
Qabal Bane of Jinn • Sahir
Day: Bow Zenaida to challenge a Jinn. The Jinn can refuse the duel by paying 2 Water. Zenaida is destroyed if she loses the duel. If Zenaida wins a duel against a Jinn, you gain control of the Jinn until the end of the game.
The kitten looked uncomfortable in her clutches.
3
Illus. © 1999 Audrey Corman

2
Amahla
4
1 7 1
Ra'Shari Bone-Reader of the Fourth Chronicle
Open: Bow Amahla and show your hand to the other players. Target another player. Look at the player's hand.
"The bones are fickle. Perhaps another throw?"
2
Illus. © 1999 Ben Peck

0
Baqiri
3
0 5 1
Ra'Shari Thief of the Eighteenth Chronicle • Sahir
Curse Open: Bow Baqiri. Target a Hero in play. The Hero has his or her Influence reduced to 1 until the end of the turn.
"Melinda did not foresee this!"
1
Illus. © 1999 Ben Peck

3
Fazil
4
2 7 2
Ra'Shari Acrobat • Steward of the Coming Age
Reaction: Immediately after the End Phase, draw a card. Discard either 1 Water or a card from your hand.
"I have remained to watch, and listen, and perhaps help those who have been left behind."
1
Illus. © 1999 Heather Bruton

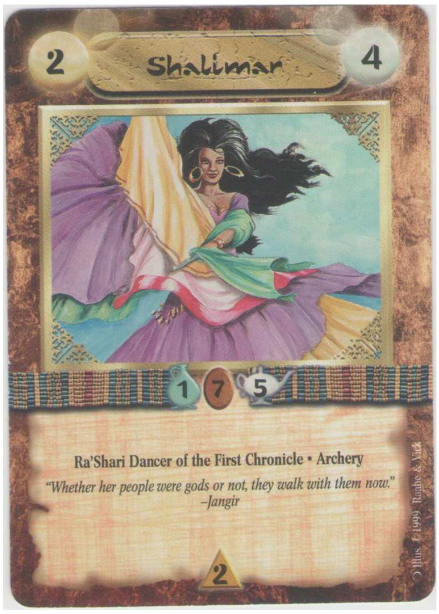
4
Ferran
3
1 9 3
Ra'Shari Dancer of the First Chronicle of the Flame
Ferran's Ka cannot be reduced below 1 by another player's card effects.
"You may read the ashes, Melinda. I shall read the flames."
3
Illus. © 1999 Heather Bruton

2
Melinda
3
1 6 3
Ra'Shari Dancer of the First Chronicle of the Flame
Open: Bow Melinda. Switch a card in your Saved pile with a card in your deck. Reshuffle the deck.
"If one reads both the flames and the ashes, a more complete story can be told."
2
Illus. © 1999 Lissanne Lake

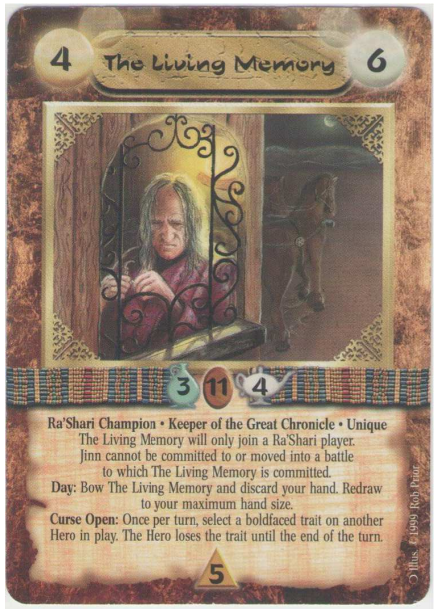
3
Raya
3
2 8 2
Ra'Shari Resurrected Caretaker
Seer of the Second Chronicle
At the beginning of each turn, Raya gains one of the following traits until the end of the turn: Duelist, Flying, or Sahir.
"Death has taught me many things, chief among them that we must all strive for greatness–though not always our own."
3
Illus. © 1999 Ben Peck

1
Samand the Quick
3
0 5 1
Ra'Shari Knife-Dancer of the Tenth Chronicle
Reaction: When a card is drawn for its Fate value, bow Samand. Draw and discard a card. Change the first card's Fate value to that of the drawn card.
"No, Mistress Caliph. He was not attacked. The wounds simply appeared. It was most… impressive." –Indira
2

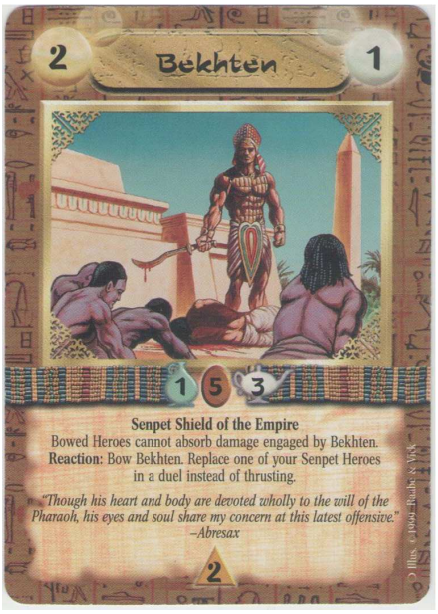
2
Shagala the Damned
2
1 6 3
Ra'Shari Accuser of the First Chronicle • Sahir
Curse Open: Bow Shagala. Target another card in play. Draw and discard a card. The target card's Fate value permanently changes to the drawn card's Fate value.
She gained all of her mother's power and none of her father's control.
2

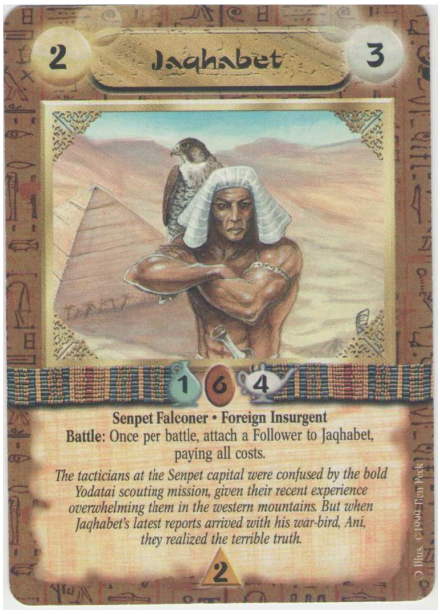

2
Shalimar
4
1 7 5
Ra'Shari Dancer of the First Chronicle • Archery
"Whether her people were gods or not, they walk with them now." –Jangir
2

2
Shalimar
5
2 8 5
Ra'Shari Dancer of the First Chronicle • Archery
Experienced • Unique
When Shalimar parries from your deck, you can draw and bury two cards. The best of the two is your parry.
Her words were feeble as they related the events at the Lake of Souls, where she had saved Adnan from the jackals. Her whole form trembled still from the terrible events that came after.
3

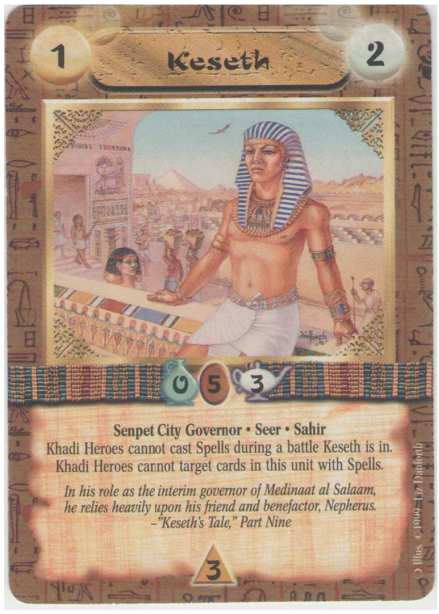

4
The Living Memory
6
3 11 4
Ra'Shari Champion • Keeper of the Great Chronicle • Unique
The Living Memory will only join a Ra'Shari player.
Jinn cannot be committed to or moved into a battle to which The Living Memory is committed.
Day: Bow The Living Memory and discard your hand. Redraw to your maximum hand size.
Curse Open: Once per turn, select a boldfaced trait on another Hero in play. The Hero loses the trait until the end of the turn.
5

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 card's Fate value.
The endless arguments and vain derisions had grown on Asori. She would miss them when Selqet was finally put to death.
2


2
Bekhten
1
1 5 3
Senpet Shield of the Empire
Bowed Heroes cannot absorb damage engaged by Bekhten.
Reaction: Bow Bekhten. Replace one of your Senpet Heroes in a duel instead of thrusting.
"Though his heart and body are devoted wholly to the will of the Pharaoh, his eyes and soul share my concern at this latest offensive." –Abresax
2


2
Jaqhabet
3
1 6 4
Senpet Falconer • Foreign Insurgent
Battle: Once per battle, attach a Follower to Jaqhabet, paying all costs.
The tacticians at the Senpet capital were confused by the bold Yodatai scouting mission, given their recent experience overwhelming them in the western mountains. But when Jaqhabet's latest reports arrived with his war-bird, Ani, they realized the terrible truth.
2

2
Kepsat
2
0 7 1
Senpet Brother of the Black Shield • Lieutenant
Battle: Double Kepsat's Strength. Destroy Kepsat at the end of the battle.
"I know now what happened to me when I was taken on that fateful day so many years ago. I know what the Qanon did when they took me to the City of Orphans, and I know what I must do for them in return. Farewell, my dear friend." –Hekau
2


1
Keseth
2
0 5 3
Senpet City Governor • Seer • Sahir
Khadi Heroes cannot cast Spells during a battle Keseth is in. Khadi Heroes cannot target cards in this unit with Spells.
In his role as the interim governor of Medinaat al Salaam, he relies heavily upon his friend and benefactor, Nepherus.
–"Keseth's Tale," Part Nine
3
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2
Kosus of Byrnia
2
1 5 1
Senpet Obsessed Slave-Master • Tracker
Reaction: When Kosus successfully defends against a raid by a Hero with less Strength, bow Kosus. Destroy the Hero.
"It is said that he once recovered an escaped slave after the fool ran into a sandstorm," Atep said.
"I heard the slave was on a carpet at the time," returned Kepsat.
3
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0
Nepherus
2
1 4 3
Senpet Astrologer • Sahir
Battle: Bow Nepherus. Draw the top three cards of your deck. You may play one of these cards immediately, if possible. Discard the other cards.
Battle: Bow Nepherus. Destroy an Omen currently in play.
"The end of the prophecy is at hand, but the omens say nothing of beyond."
2
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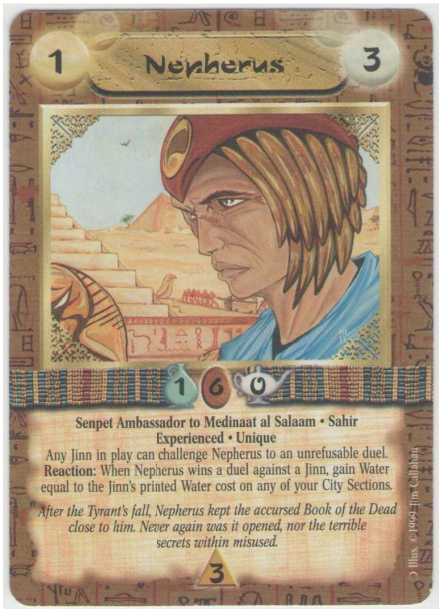
1
Nepherus
3
1 6 0
Senpet Ambassador to Medinaat al Salaam • Sahir
Experienced • Unique
Any Jinn in play can challenge Nepherus to an unrefusable duel.
Reaction: When Nepherus wins a duel against a Jinn, gain Water equal to the Jinn's printed Water cost on any of your City Sections.
After the Tyrant's fall, Nepherus kept the accursed Book of the Dead close to him. Never again was it opened, nor the terrible secrets within misused.
3
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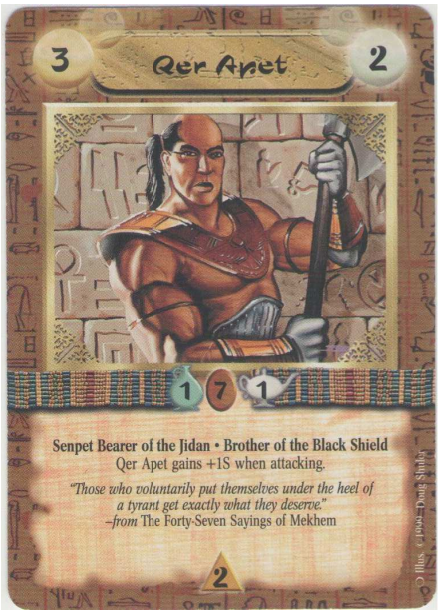
3
Qer Apet
2
1 7 1
Senpet Bearer of the Jidan • Brother of the Black Shield
Qer Apet gains +1S when attacking.
"Those who voluntarily put themselves under the heel of a tyrant get exactly what they deserve."
–from The Forty-Seven Sayings of Mekhem
2
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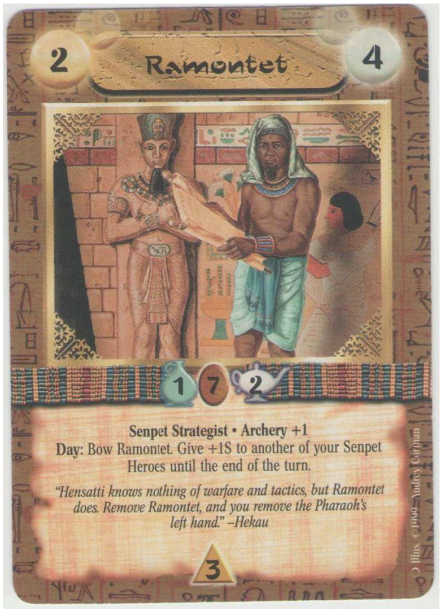
2
Ramontet
4
1 7 2
Senpet Strategist • Archery +1
Day: Bow Ramontet. Give +1S to another of your Senpet Heroes until the end of the turn.
"Hensatti knows nothing of warfare and tactics, but Ramontet does. Remove Ramontet, and you remove the Pharaoh's left hand." –Hekau
3
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2
Adrianna
3
1 9 2
Yodatai Strategist • Berserk
Reaction: Once per turn, when Adrianna is committed to or moves into battle, draw and discard a card. Add the card's Fate value to Adrianna's Strength until the end of the battle. Bury the card.
"The city's most significant weakness is the river. To approach from any other angle would be foolish."
3
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7
Aurelian
4
2 16 4
Yodatai Champion • Incarnation of Octavius • Berserk
Unique • Aurelian will only join a Yodatai player. If you have a Yodatai Sahir in play, Aurelian gains the Sahir trait. Aurelian will only attach Yodatai Followers. Your maximum hand size increases by two while Aurelian is in play.
"I walk with the gods over the broken bodies of those you fear."
5
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1
Avitus
2
0 6 1
Yodatai Diseased Alchemist • Spy
Day: Bow Avitus and pay up to 5 Copper. Target another player's deck. Look at the top card of the deck. If the card's Fate value is less than the Copper you spent, discard the card. If the Fate value equals the Copper you spent, bury the card. If the Fate Value exceeds the Copper you spent, the card's owner reshuffles it into his or her deck.
1
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2
Balak the Hanif
4
1 8 2
Balak gains +1S for each opposing unit during battle.
Imprisoned, branded, beaten, and forgotten, Rawif has little love for the Jewel of the Desert, the Senpet who imprisoned him there, or any within its walls. He will follow the Eleventh Tribe on their quest, regardless of the wishes of his brother, Soraph.
2
Illus. ©1999 Scott Sava

1
Galerius
4
1 7 3
Yodatai Inquisitor • Sahir • Unique
Galerius cannot summon Jinn.
Reaction: Immediately after a Sahir bows to cast a Spell, but before the Spell resolves, bow Galerius. Galerius challenges the Sahir to an unrefusable duel.
His birth name was Phresex, but that was the first of many changes the Yodatai made.
4
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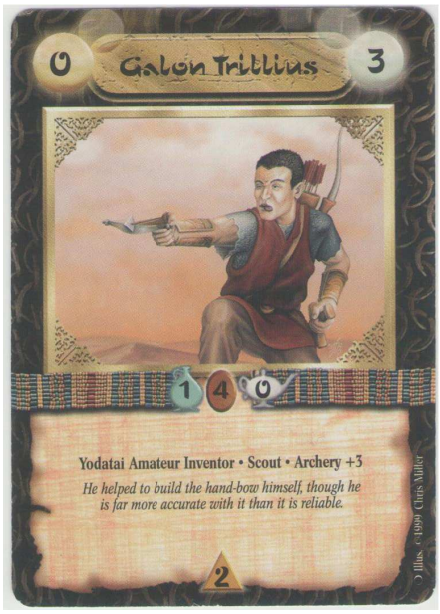
0
Galon Trillius
3
1 4 0
Yodatai Amateur Inventor • Scout • Archery +3
He helped to build the hand-bow himself, though he is far more accurate with it than it is reliable.
2
Illus. ©1999 Chris Miller

3
Katarine of the Sheet
2
2 9 3
Yodatai Centurion Lieutenant • Berserk • Unique
Reaction: When Katarine's army destroys another player's City Section, target a Holding controlled by the player with a Fate value lower then Katarine's. You gain control of the Holding until the end of the game.
"Are you confident that this is the best tactic, my lord? Meeting the raiders with an army?"
3
Illus. ©1999 Eric Olsen

1
Octavius
1
1 5 1
Yodatai Spectral Martyr • Beserk
Reaction: Immediately before Octavius engages, he gains +3S. Destroy him after the engagement's resolution.
He was the first to set foot on this continent, and he led the Yodatai into victory against countless empires. Sometimes, when the conquest is worthy, he can be seen fighting alongside his descendants as well.
2
Illus. ©1999 Theodor Black

2
Phyrrus
1
1 6 1
Yodatai Centurion • Siege-Master • Beserk
Reaction: When Phyrrus is committed to attack, target a Fortification at the City Section he is attacking. All of the Fortification's abilities, effects, and bonuses are negated until the end of the battle.
"The first step toward conquest is a foothold. These raiders called Moto have provided us with an unexpected opportunity that we cannot neglect."
1
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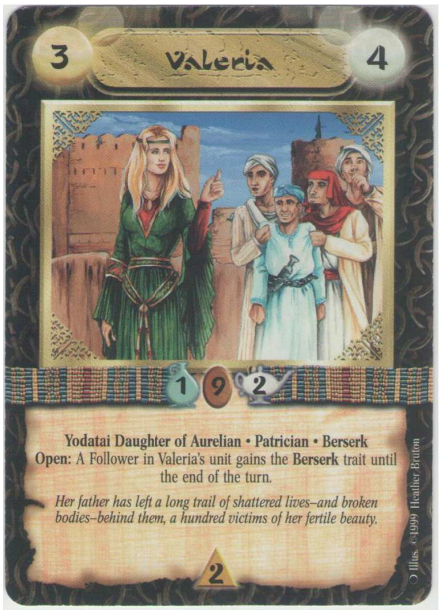
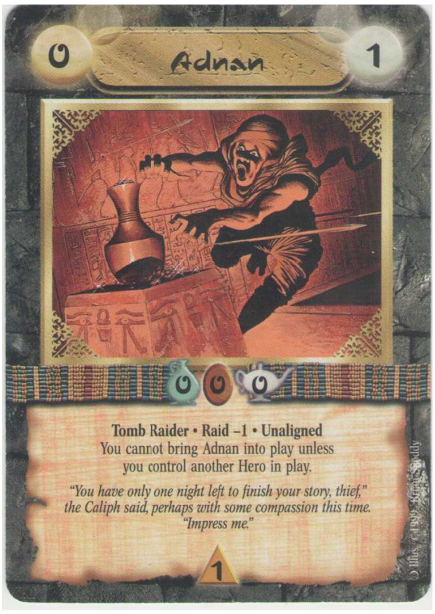

3
Valeria
4
1 9 2
Yodatai Daughter of Aurelian • Patrician • Berserk
Open: A Follower in Valeria's unit gains the Berserk trait until the end of the turn.
Her father has left a long trail of shattered lives–and broken bodies–behind them, a hundred victims of her fertile beauty.
2
Illus. ©1999 Heather Bruton

0
Vespa
2
1 5 3
Yodatai Bride of Phyrrus • Patrician
Reaction: Bow Vespa when a Yodatai card is being brought into play. Reduce the card's Water cost by 1 or the Copper cost by 2.
"How is it possible for such a beautiful land to be so utterly barbaric?"
3
Illus. ©1999 Lissanne Lake

3
Abd al Zhayn
3
1 7 4
Unaligned Wanderer • Collecter of Fables
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
Illus. ©1999 Cris Dornaus

2
Adira
3
1 7 2
Unaligned Adopted Daughter of the Mountain • Slayer
Open: When Adira enters a duel, draw and discard a card. If the card's Fate value is more than the opposing Hero's Ka, the Hero has -1K until the end of the turn.
She carries the weight of the Old Man's burden in her heart and fights with a prodigal skill all her own.
2


0
Adnan
1
0 0 0
Tomb Raider • Raid -1 • Unaligned
You cannot bring Adnan into play unless you control another Hero in play.
"You have only one night left to finish your story, thief," the Caliph said, perhaps with some compassion this time. "Impress me."
1

1
Adnan the Long-Winded
1
1 1 1
Unaligned Storyteller • Experienced
If Adnan is in your Buried pile, you can pay 1 Copper to return him to play unbowed in the End Phase.
"...And my tale is true–as true as any other that has ever been told, my Caliph."
1

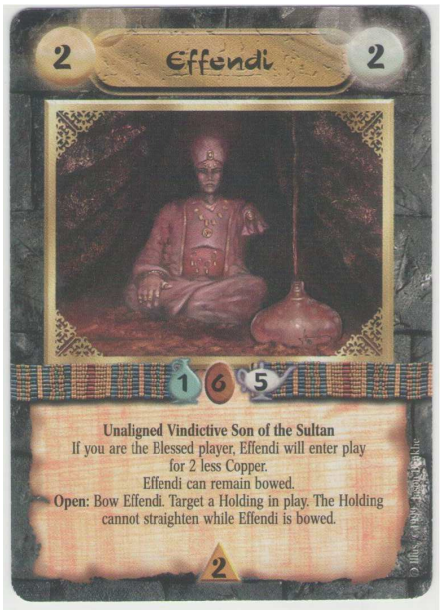
5
Akhad ibn Kaleel
5
3 12 3
Unaligned Jinn • Kaleel's Legion • Sahir • Unique
Day: Once per turn, you gain control of a Jinn in play until the end of the turn.
"Mortals are content that the jinn are our servants, but they are wrong. We are theirs." –Kyurhi the Wanderer
4

1
al Hazad
3
1 7 3
Unaligned Sahir • Qolat Master • Flying • Experienced
Al Hazaad can attach a Carpet for 4 less Copper.
Battle: Once per battle, discard a Spell from your hand. Engage for damage to the opposing army equal to the Spell's Fate value.
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
Unaligned Undead Ghul
Bonepicker will only attach Undead Followers.
Night: Bow Bonepicker. Target a card in another player's Saved pile. Destroy the 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

5
Dairya
5
2 13 1
Unaligned Advisor • Experienced Eye of Night • Unique • Archery
Open: Bow Dairya to challenge a Hero. If the Hero refuses the duel, you can discard a card from your hand to reduce the Hero's Ka by the card's Fate value until the end of the turn.
"The fools of this wasteland are so easy to maneuver– like simple pieces on a barren board."
4

2
Dharr
2
0 5 1
Unaligned Fated Orphan • Street Rat
Dharr enters play for 2 less Copper if you have Adnan in play.
Dharr wouldn't understand why the cats loved him so, not for many moonless nights. Yet they were in his earliest memories and with him ever since. They are a rare source of happiness in an insane world.
1


2
Effendi
2
1 6 5
Unaligned Vindictive Son of the Sultan
If you are the Blessed player, Effendi will enter play for 2 less Copper.
Effendi can remain bowed.
Open: Bow Effendi. Target a Holding in play. The Holding cannot straighten while Effendi is bowed.
2

2
Emiral
4
2 9 1
Unaligned Researcher • Sahir • Khadi • Unique
Put a +1K Research token on Emiral each time he wins a duel.
Open: Bow Emiral. Draw and discard a card. If the card's Fate value is odd, put a 2S Creature Follower token on one of your Heroes. If the Fate value is even, put a -1K Explosion token on Emiral.
4

3
Eyeslicer
2
0 3 0
Unaligned Undead Ghul
Destroy one of your Heroes or Followers to bring Eyeslicer into play.
Even the Assassins know better than to use the sewers.
2

1
Felah Hassan
1
0 5 0
Unaligned Sahir • Qabal and Senpet players must pay an additional 2 Copper to bring Felah into play.
Reaction: When one of your Water tokens is destroyed, bow and destroy Felah. Put a new Water token on the location where the former one was destroyed.
It is not certain if he went mad before or after he bit Tashima, but his words have grown wild and mysterious all at once.
1

2
Gash
3
1 8 0
Unaligned Ghul • Undead
Open: Once per turn, bury a Hero from your hand. Straighten Gash.
When they are still fresh, they often try to make their way home.
2

2
Gullet
3
0 8 0
Undead Ghul
Gullet will only attach Undead Followers
Night: Bow Gullet. Put a 1S/-1K Undead Follower on another of your unbowed Heroes. An Undead Hero is not affected by the -1K penalty.
"Mine? Miiiine...."
2

3
Marayid
3
2 8 1
Unaligned Undead Khadi Traitor • Sahir • Unique
Marayid will join a Qabal player for 2 less Copper.
Battle: If Marayid is unbowed, make a 2-Strength Archery engagement.
"Like Abdul-Malik before me, I have the weight of dreams, but I have not the strength to follow."
3

2
Nefir
3
1 6 2
Unaligned Swordsman • Nefir will not join an Ebonite player.
Open: Pay 1 Water. Nefir gains the Berserk trait until the end of the turn.
Nefir stumbles through an endless dreamscape, no longer sure what is real and what is imaginary. Armies of silver and white follow, and a laughing man tempts him ever further into madness.
2

2
Puja the Believer
2
0 5 1
Unaligned
Whenever another player targets Puja, draw and discard a card. If the card's Fate value odd, the action is negated.
His smile faded quickly when he saw the Ruhmal gathered around him. - "Puja's Tale," Part Two
1

1
Qashima
5
0 8 1
Unaligned Nagah Abomination • Outcast Warlord • Unique
Reaction: Bow Qashima when a Jinn effect targets one of your cards. The effect is negated. If the effect came from a Jinn in play, return the Jinn to its owner's hand.
"Within this blasted land lies the secret to eternal redemption."
4

3
Ratib al 'Ideem
2
1 7 3
Unaligned Independent Supplier • Street Merchant
You can immediately attach a Follower to Ratib when you bring him into play, paying all costs.
"Desire is a dangerous quality, and moreso when fulfilled, but I am prepared if you are. Shall we begin?"
2

2
Rohshem
2
2 7 0
Unaligned Rakshasa • Flying • Nonhuman
Roshem cannot attach Followers.
Rohshem gains +2S/+2K during the Night Phase.
"We have remained hidden from humans for centuries. Some of us hide in plain sight, others beyond the veil of darkness." –Rahjid
3

2
Ropp'Cht'Cht
4
1 6 0
Unaligned Ratling Traveler • Experienced • Unique
Whenever an Item is brought into play, draw and discard a card. If the card's Fate value is odd, attach the Item to Ropp 'Cht 'Cht, if possible.
'So many baubles; so little time."
2

1
Shosuro Tage
2
0 6 3
Unaligned Scorpion Clan Infiltrator • Experienced • Unique
Battle: Bow Tage. Send an opposing Hero home bowed. The Hero's controller can negate this effect by discarding 2 Water.
Rescued from death at the Senpet's hands, Tage wonders why everyone in the foreign camp is so interested in her–especially the small elder shugenja with the strange mark on his neck.
3

0
Soraph
1
2 0 2
Unaligned Escaped Slave • Hanif Idol
Discard 1 Water at the beginning of each Dawn Phase.
All Heroes you bring into play from your hand have their Water costs reduced by 1.
The Senpet thought they were finally rid of the accursed slave-icon when they arranged his escape, but it seemed his influence only grew thereafter.
–"The Tale of Soraph the Free Man," Part Two
2

0
The Ferryman
1
0 6 2
Unaligned Conspirator • Carry –1
You can assign the Ferryman to raid with another Hero. When you do, lay a raiding Fate card on each of your Heroes. The total of the two cards is your raiding Fate value. You may divide any raided Water between your two Heroes.
"Welcome aboard. Which district, please?"
1

3
The Wounded Man
3
2 8 1
Unaligned Former Prisoner • Idiot-Killer • Unique
Day: Bow The Wounded Man and destroy one of your Holdings. The Wounded Man issues a challenge to an opposing Hero that the Hero can only refuse if his or her player destroys one of his or her Holdings.
His former masters believe that he has achieved a state of physical purity through torture. Now he has escaped into the streets.
3

0
Barricade Shield
+1
0 3
Reaction: When your opponent engages, bow the Shield and discard a card from your hand. Absorb an amount of damage equal to the card's Fate value.
"Even as they advance, they are protected!" Bekhten marveled as the Senpet line withdrew before the Yodatal.
4

+2
Bedayah
+2
1 6
Crysteel Weapon • Unique
Only an Ebonite Hero can attach the Bedayah.
This Hero can have a second Weapon.
A Hero with a Weapon can attach the Bedayah.
Battle: Once per battle, bow an opposing Undead card.
In the beginning, there was nothing. Then Shilah the Lady Sun cast her cruel glare upon the world.
4

0
Blade of the Depths
+2
0 4
Weapon • Relic of the Sunken God
This Hero gains +1 Influence while the Blade is attached.
At the end of the First Great Conquest, the original blade was shattered by a strike from the man-god Gradiel, but Octavius thrust the hilt into the raging seas, and it was made whole again. Some claim to still see ripples across its ancient surface.
1

+1
Blood of the Caliph
+1
1 6
Poison • Unique
Only an Assassin Hero can attach the Blood of the Caliph. This Hero gains the Archery trait and can target a Hero with attached Followers with an Archery engagement.
With an abrupt gasp of heaving pain, both Askaree went rigid, consumed by a blazing inferno from within. Behind them stood a shrouded figure with a bow.
–"Suhdma's Tale," Part Two
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
Cat of Many Tongues
+0
0 7
Mystic Feline Translator • Unique
Jinn effects cannot target this unit.
Open: Bow the Cat. Straighten this Hero.
Selqet was not fond of the vile beast, but holding it allowed her to speak with, and therefore taunt, the Senpet. So she would tolerate it a while longer.
4

+0
Crossbow
+0
0 2
Weapon
This Hero gains the Archery trait.
"We find Abd al Zhayn's innovation highly disturbing. Doubtful it will survive longer than its inventor." –The Caliph
4

+1
Crysteel Sword
+1
0 4
Weapon of the Blood-Sworn
The Crysteel Sword gains an additonal +2S/+2K if this Hero is facing a Sahir in a battle or duel.
"Sand can kill you, whether it is a blade of glass or an ocean of unbroken heat." –Mayun the Sandsmith
2

+1
Dhul Fiqar Knife
+2
0 4
Sacred Weapon
Once, the Dhul Fiqar was the favored weapon of the Cursed, but they have grown tired of convention and sacrament. They are a new force today, unleashed, unbound, and unfettered by any but their new Master, Haroun.
2

+2
Gaijin Broadsword
+2
0 7
Weapon
Reaction: When an opponent engages, destroy the Gaijin Broadsword. Absorb up to 4 points of the engagement's damage.
"The sea-farers were poor at war, but their talent with smithing is unchallenged." –Adrianna
1

+0
Glass Eye of Qaliq
+0
1 5
Day: Bow this Hero and pay 1 Water. Destroy a Water token in play.
The severed head bobbed against the bank of the river, the glass eye staring intently at Nim while the other lazily twirled in its socket. "Hisham told me I would be able to see forever," it said, "and now I cannot die."
3

+0 **Jeweled Monkey** +0

0 6

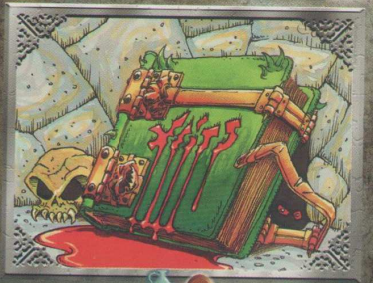
Reaction: Immediately after this Hero is destroyed, pay 1 Water. Draw and bury a card. If the card's Fate value equals the Hero's Fate value, return the Hero to play bowed, with only the Jeweled Monkey attached.

The monkey-god is fickle, and few know his next face.

3

Illus. ©1999 Chuck Miller

+0 **Journal of a Madman** +0



1 8

Unique • Dawuud's Diary
Only a Qabal Hero can attach the Journal of a Madman.
Open: Bow this Hero and discard a Spell from your hand. Make an Archery engagement equal to twice the Spell's Fate value.

"I saw the demon-thing that killed Dawuud; it's my only reason for fighting beside Hekau. Now I carry his burden and seek to unravel the works of this thing called Kaleel." - Tabari

4

Illus. ©1999 Phil Foglio

+1 **Kali-Ma Idol** +1

2 10

Unique
Only an Ivory Kingdoms Hero can attach the Kali-Ma Idol.
While the Kali-Ma Idol is unbowed, every Hero and Follower in an opposing army has −1S.
Open: Bow the Kali-Ma Idol. Reduce a Hero's or Follower's Strength to 0 until the end of the turn.

4

Illus. ©1999 Cris Dornaus

+2 **Knowledge** +2

0 7

Unique • Only a Ra'Shari Hero can attach Knowledge.
This Hero gains +2 Influence while Knowledge is attached.
Reaction: When another player targets one of your Heroes, bow this Hero and pay 1 Water. The effect is negated.

It waits just beneath the surface of the world, knowing that none who see it can deny it.

4

Illus. ©1999 Paul Dowd Herbert

+1 **Mummified Jinn Skull** +3

1 8

Unique
Only a Jackal Hero can attach the Mummified Jinn Skull.
All of your Jinn gain the **Undead** trait. All Undead Heroes and Followers in this Hero's army destroyed to absorb damage first have their Strength increased to the engagement's Strength.

The Monkey Man worked late into the New Moon, studying his prize and cackling manically. Despite the best efforts of the star-bearers, the children of Enala were far from extinct.

4

Illus. ©1999 Ron Peck

+2 **Nehayah** +2

1 6

Crysteel Weapon • Unique
Only an Ashalan Hero can attach the Nehayah.
This Hero can have a second Weapon.
A Hero with a Weapon can attach the Nehayah.
Battle: Once per battle, bow an opposing Jinn card.

At the End, there will be little more than the cool, comforting glow of Kaleel, the Lord Moon.

4

Illus. ©1999 Ron Peck

+0 **Qalirag's Mystical Lute** +1

0 4

Open: If you have 1 or more Story Points in play, bow this Hero. One of your Heroes gains a Strength and Ka bonus equal to the number of your Story Points until the end of the turn.
Battle: If you have 3 or more Story Points in play, bow this Hero. Send a unit home from battle, bowed. This Hero does not have to be in the battle to take this action.

2

Illus. ©1999 Pamela Shanthon

+0 **Shielded Armor** +1

0 1

Armor
Cards in this unit cannot be targeted by archery.

It's heavy and makes an awful noise, but it sure makes the Senpet angry.

4

Illus. ©1999 Anthony Gribbit

+2 **Spiritforge** +2

0 8

Weapon • Unique
Only a Yodatai Hero can attach the Spiritforge.
Reaction: When an opposing Hero is destroyed by an engagement involving this Hero, straighten another one of your units led by a Yodatai Hero in the battle.

Though the spear has been buried with every warlord that carried it, including Octavius the First, it has somehow made its way into the hands of each that followed.

4

Illus. ©1999 Theodor Black

+1 **Staff of Sumarkhan** +3

0 5

Weapon • Unique • Only a Sahir can attach the Staff.
Battle: Bow this Hero. Every Hero and Follower in your army gains +1S.
Wajahd the Wise carried the Staff into Ten-Mile Canyon, leading a band of one hundred against a legion of nearly a thousand. In the end, all but two of the hundred emerged with blood-soaked armor and a retinue of Jinn at their side.

3

Illus. © 1999 Cris Dornaus

+0 **Steed of the Goddess** +1

1 7

Mount • Unique
Only a Moto Hero can attach the Steed of the Goddess.
This Hero gains the **Flying** trait, an additional Carry +2, and an additional Raid +2.
The escaped Hanif slaves scattered, trying to elude the pursuing Senpet, but it appeared that they would nearly all be recaptured this night. Then, without warning, the Moto champion arose from the sands. –"Gaheris' Tale," Part Five

4

Illus. © 1999 Michael Phillippi

+* **The Black Heart** +*

0 6

If this Hero has the **Sahir** trait, The Black Heart gains +2S/+2K.
Battle: Bow and destroy The Black Heart. Destroy an opposing Khadi Hero. Permanently remove the Khadi from play. Until the end of the game, no player can bring copies or other versions of the Khadi into play.
Nepherus stared into the small ivory box, stunned. Then the research began.

4

Illus. © 1999 Ben Peck

+0 **The Crystal Hourglass** +0

1 8

Unique
Only a Celestial Alliance Hero can attach the Hourglass.
While the Hourglass is in play, each player must discard 1 Water at the beginning of each Dawn Phase.
Any action or ability from another player targeting this Hero costs 1 additional Water.
The sand within was collected on the last Day of Wrath, and it counts down to the next.

4

Illus. © 1999 Heather Bruton

+1 **The Fallen Star** +0

0 6

Portent of the Prophecy's Last Days
This Hero gains the **Duelist** trait.
Open: Bow this Hero. Another Hero in play gains +2S.
Eight hundred years ago, this tiny sliver of light crashed into the desert sands and a new age began. Today, its siren call marks the coming of another.

2

Illus. © 1999 Monika Livingstone

+0 **The Rod of Dahab** +0

1 9

Unique • Only a Dahab Hero can attach The Rod.
The Rod of Dahab gains +1S/+1K for each of your Unaligned Heroes.
This Hero gains +1 Influence for each of your other Dahab Heroes.
"Wherever there is light, there must be Shadow." –from The Forty-Seven Sayings of Mekhem

4

Illus. © 1999 Kaja Foglio

+1 **The Tear of Heaven** +1

1 6

Unique • Only a Senpet Hero can attach The Tear of Heaven.
You can attach a Follower to this Hero immediately after you declare an attack, paying all costs.
Reaction: When this Hero loses a duel, bow The Tear of Heaven. Destroy one of the Hero's Followers instead of the Hero.

4

Illus. © 1999 Ben Peck

Zinan's Flying Carpet

0 3

Magic Carpet
This Hero gains the **Flying** trait.
"The greatest tales weave themselves." –Zinan

3

Illus. © 1999 Thomas Gianni

0 **Advanced Scout** +0

0 1

No Omens can be played at a battle in which the Advanced Scout is an attacker or defender.
"Fortunes and visions are for those who would rather trust the stars than their own eyes." –Argoun

1

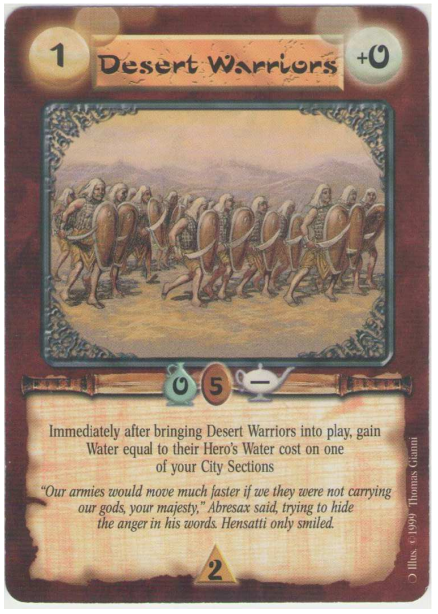
Illus. © 1999 Monika Livingstone

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 Hazaad
2
Illus. ©1999 Susan Van Camp

1
Catapult Crew
+0
0 2
Battle: Bow the Catapult Crew. Destroy an opposing Fortification.
Battle: Bow the Catapult Crew. Reduce the Base Strength of this City Section by 1.
Moto and Hanif controlled the catapults, and Yodatai commanded them. Greek fire enveloped the guards, and then heavy loads were used against the walls. Well before dawn, the armies of Erba'a had pierced the outer defenses and swept into the heart of the city.
–"The Shattered Jewel," Part Three
1
Illus. ©1999 Jason Benkte

2
City Guard
+0
0 3
The Ebonites and the City Guard braced for the siege as the horizon grew darker still. The Horde was a rolling mass of bodies, wagons, horses, camels, and engines of destruction the Yodatai had brought with them from beyond the mountains. Each of the soldiers upon the city wall silently prayed for the Senpet to answer the Caliph's plea for help.
2
Illus. ©1999 Susan Van Camp

0
Dahab Translator
+1
0 5 +1
Reaction: Immediately after the Translator's Hero casts a non-Jinn Spell, bow the Translator. Return the Spell to your hand.
The merchant kings hired him for his remarkable command of languages, but he has used the position to help bring together the scattered spirits of his Qanon brethren. Finally they are ready for the next stage in their evolution.
2
Illus. ©1999 Val Mayerik


1
Desert Warriors
+0
0 5
Immediately after bringing Desert Warriors into play, gain Water equal to their Hero's Water cost on one of your City Sections
"Our armies would move much faster if we they were not carrying our gods, your majesty," Abresax said, trying to hide the anger in his words. Hensatti only smiled.
2
Illus. ©1999 Thomas Gianni

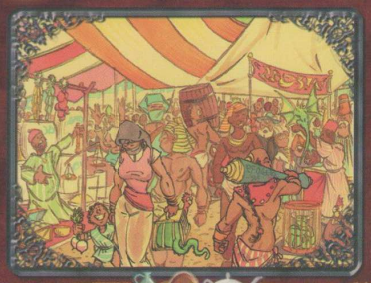
*
Donnlegangers
+0
1 9
Rakshasa Shape-Changers • Creature • Nonhuman
The Dopplegangers' Strength equals their Hero's Strength.
"There are more of them!"
2
Illus. ©1999 Jim Pavelec

2
Elite Sentries
+0
0 6
Reaction: Immediately before the Sentries' Hero engages, play a Battle or Open action from your hand.
The Caliph's threatening words still rang in Ghiyath's ear as he led the cadre of city guard out into the desert: "Find the Jinn of the Tempest and its Senpet master. Destroy them and return their ivory box to me."
3
Illus. ©1999 Paul Prof. Herbert

*
Jinn Horde
+0
0 3
Jinn
Only a Sahir, Jinn, or Hero with more than 3 Ka can attach the Jinn Horde. Destroy one of your Sahir to bring Jinn Horde into play. The Jinn Horde's Strength equals the Ka of the destroyed Sahir.
"We wonder sometimes where all the Jinn went after the goddess arrived." –Takiyah
"Trust not the slumbering giant."
–from The Forty-Seven Sayings of Mekhem
3
Illus. ©1999 Paul Prof. Herbert

2
Jinn Retainer
+0
1 3
Only a Sahir can attach the Jinn Retainer.
Battle: Bow the Jinn Retainer. Decrease an opposing Hero's Strength by 1.
Battle: Bow and destroy the Jinn Retainer. Destroy an opposing Jinn.
It was the first Jinn to kill another, and its masters live on the borrowed time of its age-old sentence.
3
Illus. ©1999 Mark Tedin

2 **Masters of the Blood-Red Tiger** +1



0 6

You can attach the Masters of the Blood-Red Tiger to another player's Hero.
Any Hero can bow to challenge the Masters' Hero to an unrefusable duel.

"The truth is that we could be anyone you know, or love, or hate, and you would never know. How do you fight something you can't identify?" –The Qolat Master

3

Illus. © 1999 Phil Foglio

1 **Merchant Caravan** +0

0 2

A Dahab Hero can attach the Merchant Caravan for 1 less Copper.
Bow the Merchant Caravan to produce 1 Copper.
Bow the Merchant Caravan to produce 1 Influence.

In the end, it was clear: regardless of who her allies were or where her goods came from, the Jewel of the Desert would continue.

2

Illus. © 1999 Tom Biondolillo

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 unforgiving storm. I only hope the horse appreciated the fine rugs." –Nekhebet

2

Illus. © 1999 L. A. Williams

3 **Nessid** +0

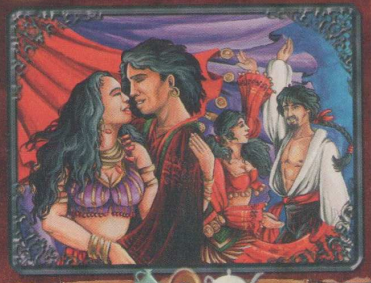
0 6 +1

"The Forgotten" • Janissary Squad • Archery
Only a Hero with more than 2 Influence can attach the Nessid.
The Nessid gain +1S while defending.
Reaction: Immediately before an opposing unit moves out of a battle the Nessid are in, bow the Nessid to engage the unit.

3

Illus. © 1999 William O'Connor

0 **Ra'Shari Dancers** +1



0 3

When you bring the Ra'Shari Dancers into play, draw a card.
Open: Discard a card from your hand.
The Ra'Shari Dancers gain +1S.

While the gypsy celebration continued, their leaders and the Ashalan followed Adnan back to the Jackal Lake of Souls. There was still one unfinished matter to complete before they departed.

2

Illus. © 1999 Heather Breton

1 **Ra'Shari Mystics** +1

1 3

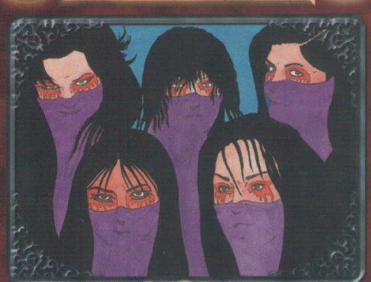
Reaction: When the Mystics engage, the player absorbing the damage must discard a card from his or her hand, if possible.

"Her eyes gleamed with a youthful beauty–at first." –al Hazaad

2

Illus. © 1999 Thomas Manning

0 **Rogue Assassins** +1



0 5

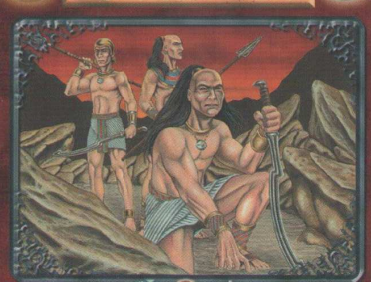
Reaction: Bow the Rogue Assassins immediately before their Hero is destroyed in a duel. They are destroyed instead. The Hero goes home bowed.
Reaction: When an action targets the Rogue Assassins' Hero, bow and destroy the Rogue Assassins. The action is canceled.

"While the others bicker needlessly, we act as the Old Man would have wanted."

3

Illus. © 1999 KC Lancaster

2 **Senpet Trackers** +0



0 5

A Senpet Hero can attach the Senpet Trackers for 2 less Copper.
Reaction: When a Hero successfully raids one of your City Sections, bow the Senpet Trackers. Draw and discard a card. If the card's Fate value exceeds the Hero's Fate value, all Water on the Hero is destroyed and the Hero cannot straighten next turn.

2

Illus. © 1999 Tommy Pons

2 **Spearmen** +0

0 4

Archery –1
Spearmen gain +1S when defending.

The Hanif slaves proved quite valuable in the assault upon the city, and their relish for dispatching Senpet was unmatched.

1

Illus. © 1999 Scott James

2
The Askaree
+0
2 4 —
Caliphate Guards
Battle: Once per battle, if you are the Blessed player, send one opposing unit home from the battle, bowed.
"When stranded on an island in a sea of adversaries, place your most trusted friends upon the shore."
–from The Forty-Seven Sayings of Mekhem
3
Illus. © 1999 Thomas Manning

3
The Blood-Sworn
+0
0 6 +1
Reaction: Bow the Blood-Sworn immediately before their Hero is destroyed. Attach the Blood-Sworn to another of your Heroes. If their Hero is destroyed in a battle, you can only attach the Blood-Sworn to another of your Heroes in the same battle.
Their voices echoed to the heavens: "It is time." There would be an answer.
3
Illus. © 1999 Monika Livingstone

3
The Cursed
+0
1 10 —
Battle: Bow and destroy The Cursed. Destroy an opposing bowed Follower or an opposing bowed Hero.
One by one the male children of the Old Man slipped into the Senpet Garrison, heading for the chambers of the prisoner. Haroun would be pleased that his plan had gone so smoothly.
3
Illus. © 1999 Mike Raabe

1
The Modari
+0
0 2 —
Day: Bow The Modari. Move any amount of Water between your City Sections.
"After the fires burned out, I saw the gypsies leave. They walked with the pale, blue-skinned warriors from below, out into the desert night. But before they reached the horizon, they vanished, as if they were never there at all. Moments later, a seventh star joined the heavens."
2
Illus. © 1999 Antonio Grabski

1
The Qadaam
+0
0 0 -2
Servants of the Blood-Red Tiger
"Who… who are you?" the Moto Tar-Khan asked of the shrouded men.
"Those who have found a new purpose, a noble purpose. Our Masters would like to offer you a position in their organization. They could use someone with your special talents."
1
Illus. © 1999 Tom Biondillo

2
The Senpet Phalanx
+0
0 6 —
The Senpet Phalanx gains +2S while attacking a non-Advanced City Section.
"We are betrayed on all fronts," the Pharaoh declared to the assembled masses. "The Caliph steals from us, then demands we protect her from those who have every right to depose her. No more! Go forth today and know that you fight with the blessing of ten thousand gods!"
2
Illus. © 1999 Lissanne Lake

2
Thugs
+0
1 1 —
The Thugs' Hero has 0 Influence while the Thugs are attached.
Pay 1 Copper at the end of each Dawn Phase, or destroy the Thugs.
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 souls!"
1
Illus. © 1999 Paul Carrick

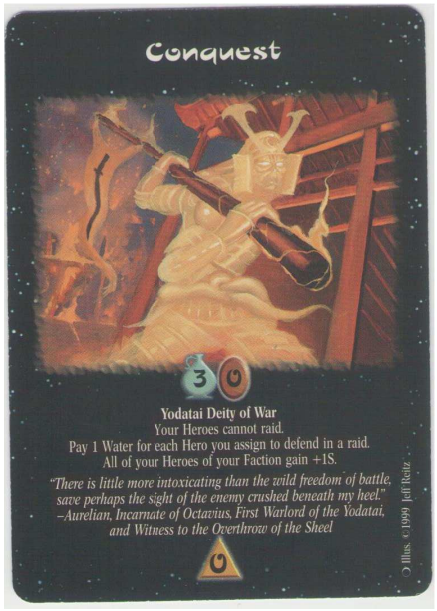
2
Tiger Companions
+0
1 5 —
Reaction: Bow Tiger Companions immediately before they are destroyed in battle. Engage the opposing army for damage equal to the Tiger Companions' Strength.
"Yes, yes. Difficult to train they are, but once you see them go at someone, you'll understand why we try." –Giya
3
Illus. © 1999 KC Lancaster

2
Yodatai Heavy Cavalry
+0
1 5 —
If Water absorbs damage engaged by this unit, gain 1 Water on one of your City Sections.
"Everything is a target: men, women, children. We shall not even spare the sand." –General Maris
3
Illus. © 1999 Eric K. Olson

3
Yodatai Legions
+0
0 8
The Yodatai 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 "Yodatai," and while they too feared the anger of Lady Sun, they called her by a different name.
2
Illus. © 1999 Paul (Prod) Herbert

2
Yodatai Medium Infantry
+0
0 5
The Yodatai Medium Infantry's Strength is doubled for absorbing damage from an engagement.
The pictographs upon the ruin walls presented an utterly alien culture in which humans walked beside serpent-people and demons of light, and the world was lush and wet.
2
Illus. © 1999 Eric K. Olson

1
Yodatai Scouts
+0
0 3
Battle: Discard the Scouts. Get a Follower from your deck and show it to the other players. Attach the Follower to the Scouts' Hero, paying the Water cost as usual. The Copper cost is reduced by 2.
"What a great irony, that we chase the sun that is killing us by the day."
1
Illus. © 1999 Anthony Grebski


Conquest
3 0
Yodatai Deity of War
Your Heroes cannot raid.
Pay 1 Water for each Hero you assign to defend in a raid.
All of your Heroes of your Faction gain +1S.
"There is little more intoxicating than the wild freedom of battle, save perhaps the sight of the enemy crushed beneath my heel." –Aurelian, Incarnate of Octavius, First Warlord of the Yodatai, and Witness to the Overthrow of the Sheel
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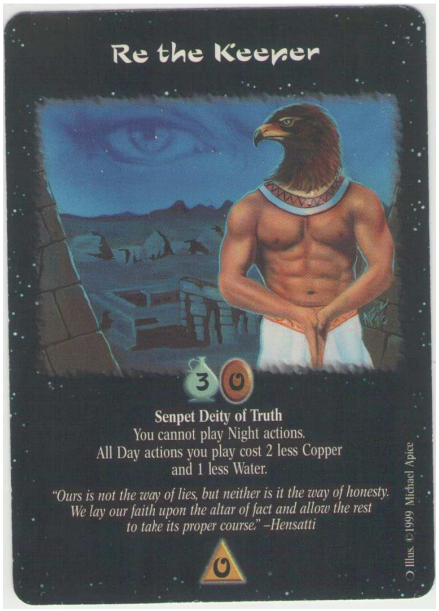
Re the Keeper
3 0
Senpet Deity of Truth
You cannot play Night actions.
All Day actions you play cost 2 less Copper and 1 less Water.
"Ours is not the way of lies, but neither is it the way of honesty. We lay our faith upon the altar of fact and allow the rest to take its proper course." –Hensatti
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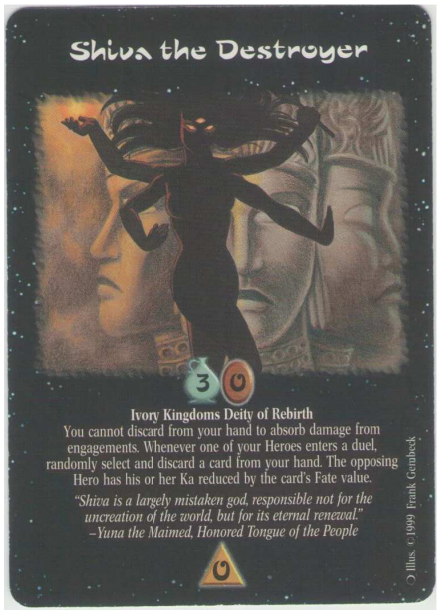
Shiva the Destroyer
3 0
Ivory Kingdoms Deity of Rebirth
You cannot discard from your hand to absorb damage from engagements. Whenever one of your Heroes enters a duel, randomly select and discard a card from your hand. The opposing Hero has his or her Ka reduced by the card's Fate value.
"Shiva is a largely mistaken god, responsible not for the uncreation of the world, but for its eternal renewal." –Yuna the Maimed, Honored Tongue of the People
0
Illus. © 1999 Frank Gerbeck

The Lure of Kaleel
3 0
At the beginning of the Dawn Phase, you may get from your deck a Hero or Action that creates a Night action when bowed or played. Show the Hero or Action to your opponents and add it to your hand. Reshuffle the deck.
"I speak with the voice of one who has lived a lifetime under the radiant guidance of day and stumbled briefly into the withered shadow of night. Kaleel is dead and has been for a thousand years, since his vicious taunts and the awful Day of Wrath." –Jangir
0
Illus. © 1999 Paul (Prod) Herbert

The Mighty and Merciless Sea
3 0
Yodatai Deity of Fear
All other players have their hand size reduced by one.
"I lost my beloved Demona on the northern seas. She was swept below the great waves during one of our forays using ships we'd captured from the people called 'gaijin.' We were fools to tempt the explosive fury of the sea again, fools to think that she'd forgotten our deceit." –Phyrrus
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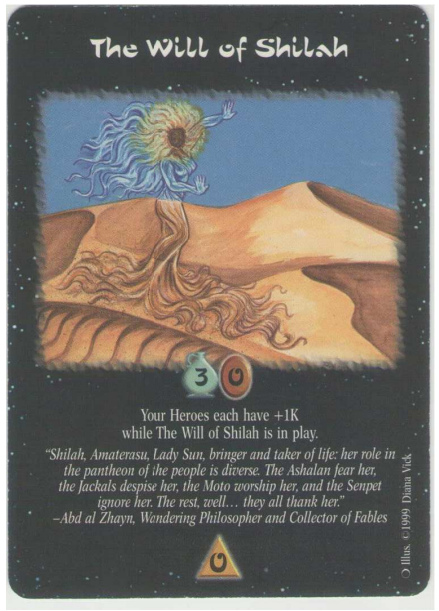
The Will of Shilah
3 0
Your Heroes each have +1K while The Will of Shilah is in play.
"Shilah, Amaterasu, Lady Sun, bringer and taker of life: her role in the pantheon of the people is diverse. The Ashalan fear her, the Jackals despise her, the Moto worship her, and the Senpet ignore her. The rest, well… they all thank her." –Abd al Zhayn, Wendering Philosopher and Collector of Fables
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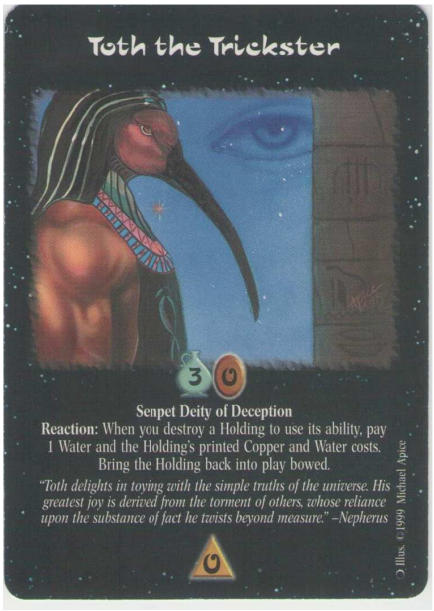
Illus. © 1999 Diana Vick


Toth the Trickster
3
Senpet Deity of Deception
Reaction: When you destroy a Holding to use its ability, pay 1 Water and the Holding's printed Copper and Water costs. Bring the Holding back into play bowed.
"Toth delights in toying with the simple truths of the universe. His greatest joy is derived from the torment of others, whose reliance upon the substance of fact he twists beyond measure." –Nepherus
0
Illus. ©1999 Michael Apice

Vishnu the Preserver
3
Ivory Kingdoms Deity of Creation
Attacking Heroes each have -1S.
"The Wheel of Rebirth spins endlessly through the Void, never pausing or slowing, ever-always the same. Vishnu was there at the start, as were Shiva and the Mystic, and has since become the Preserver, whose purpose is to usher us into the next cycle."
–Kyurhi the Wanderer, Jakla Spiritualist and Hunter of Ruhmal
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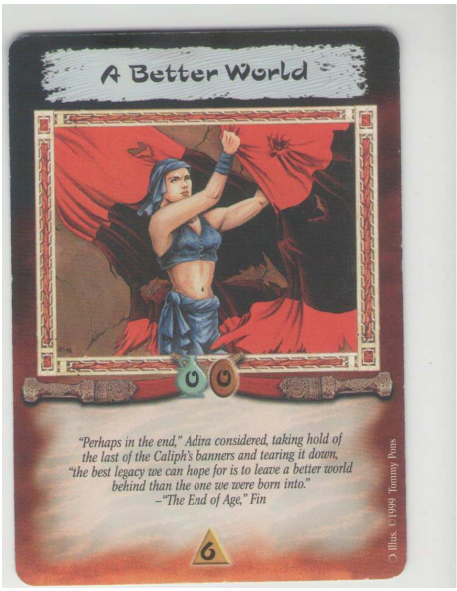
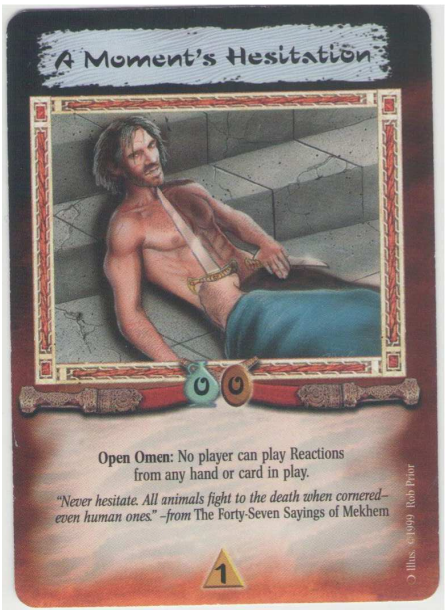
Illus. ©1999 Frank Gembeck


A Better World
"Perhaps in the end," Adira considered, taking hold of the last of the Caliph's banners and tearing it down, "the best legacy we can hope for is to leave a better world behind than the one we were born into."
–"The End of Age," Fin
6
Illus. ©1999 Tommy Pons

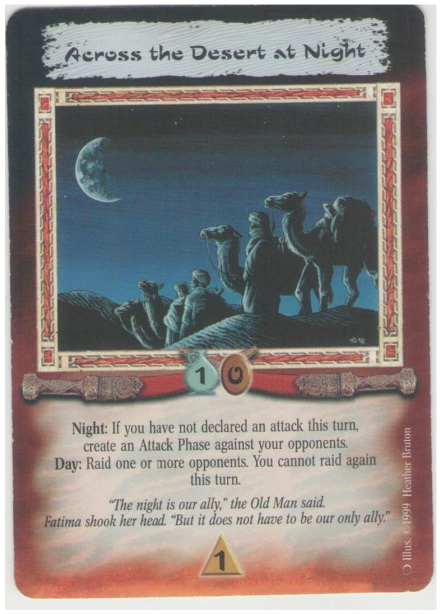
A Call to Arms
Open: Allying Heroes gain +1S/+1K while in battle, until the end of the turn. Draw a card.
The Erba'a alliance: Moto. Yodatai. Hanif. Ra'Shari. Kiyoshi observed the gathering army and smiled, knowing that soon neither the tyrant nor the Senpet would be a threat any longer. –"The Shattered Jewel," Part One
1
Illus. ©1999 Paul (Prod) Herbert

A Coming Storm
Open Omen: At the beginning of each Dawn Phase, any player with more than one City Section with the same name must pay Water equal to the number of such City Sections he or she controls. This does not apply to Jewels of the Desert.
1
Illus. ©1999 Paul (Prod) Herbert

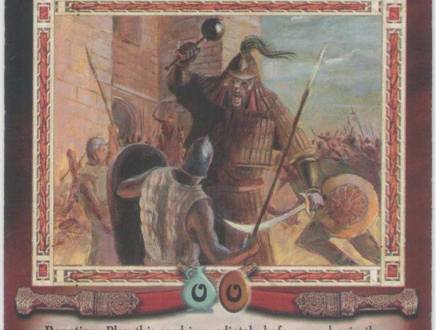
A Commander's Courage
Battle: Add 2S to one attacking Hero.
Reaction: Play this card immediately after a Follower attached to a Senpet Hero engages. Double the Follower's Strength. Destroy the Follower at the end of the battle.
"I watched as the horizon vanished behind the Moto Horde and their allies." –Kabdar Fassal
2
Illus. ©1999 Liz Danforth


A Moment's Hesitation
Open Omen: No player can play Reactions from any hand or card in play.
"Never hesitate. All animals fight to the death when cornered–even human ones." –from The Forty-Seven Sayings of Mekhem
1
Illus. ©1999 Rob Prior

A Vision of Doom
Open Omen: Raiding Heroes have Raid -1 in addition to any other modifiers.
"Jangir warned us that this time would come," Marik told Kiyoshi as the Horde set out. "He also said that nothing but disaster would follow."
"Jangir is a traitor and a fool. Look around you! How could such a force fall?"
1
Illus. ©1999 Paul (Prod) Herbert


Across the Desert at Night
Night: If you have not declared an attack this turn, create an Attack Phase against your opponents.
Day: Raid one or more opponents. You cannot 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
Illus. ©1999 Heather Bruton

al Ashwa!



Reaction: Play this card immediately before you begin the Battle Action Segment of a battle in which you are the attacker. If the City Section is destroyed in the battle, gain 3 Water on one of your City Sections.

Abresax wrestled for control of his warriors as the massive Moto Horde collided with the Senpet Garrison. The desert raiders' vengeance seemed limitless.

3

Illus. ©1999 Tim Gerstmar

An Avatar Enraged

Event Reaction: Play this card when a City Section is destroyed. Send a Story in play to its controller's hand.

She left a trail of angry revenge behind her as she scoured the Senpet Garrison for her surrogate father Hekau. But what she found was no longer the man she had known; indeed, she wasn't even sure it was still human. –"Amru's Tale," Part Six

4

Illus. ©1999 Craig Maher

Assassin Gathering Well

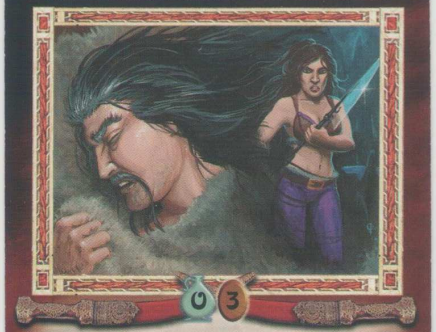
Open: Move any number of Followers or Items from one of your unbowed Heroes to one or more of your other unbowed Heroes, without bowing the Heroes.

"For all his faults, my queen, Hekau was right. The voice of Lady Sun has been snuffed out, and the Daughters of the Mountain follow." –Ramontet

2

Illus. ©1999 Anthony Gralski

Augury



Buried Reaction: Play this card immediately after raiding Heroes are assigned to a raid in which you are a defender. Switch the places of two of your City Sections.

Kiyoshi had thought the nightmares were over when he obtained control of the Moto, but now his nights are plagued with images of crystal and light, and the familiar face of an old foe.

2

Illus. ©1999 Cris Dornaus

Away with You!

Council Open: Bow a number of your cards whose total Influence is 10 or more. Send a Council or Omen card in play to its owner's Saved pile.

The endless bickering of her subjects wore thin her resolve, and the Caliph eventually cast them all out, denying every one. She had far more important proposals to consider.

3

Illus. ©1999 Cris Dornaus

Bad Dates

Reaction: Target a Hero who has just successfully raided you. All Water tokens on the Hero become -1 Ka Poison tokens. The poisoned Hero can bow as a Day action to remove a Poison token.

2

Illus. ©1999 Val Mayerik

Baha al Din's Brass Lamp

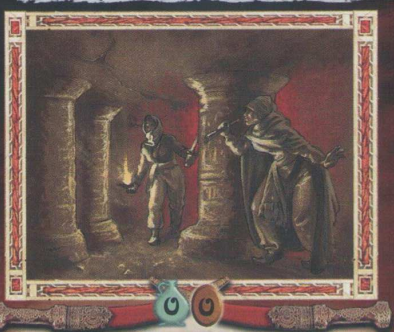
Day: Target a Jinn in play. Destroy the Jinn.

Once the prize complement of the Tongue's personal collection, the Brass Lamp has been stolen. Who or what toppled its museum remains a mystery.

4

Illus. ©1999 Bryon Wackwitz

Bitter Shadows



Reaction: Play this card when a Hero successfully raids one of your City Sections. The Hero carries 1 less Water from the City Section.

Within the wails of the city, the battle between sisters continued. Shala's followers were careful, worried for their sisters as well as their claim to power, but those of Fatima were far from kind.

2

Illus. ©1999 Thomas Giarni

Black Earth

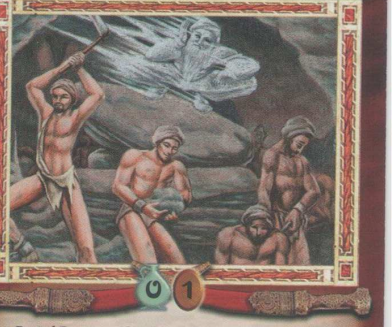
Reaction: Play this card immediately before a Battle Action Segment in which you have at least one unit. Move one of your unbowed units from another battle into the battle.

It is a world between worlds, where even spirits are loathe to venture. –"Gaheris' Tale," Part One

3

Illus. ©1999 Michael Phillippi

Blessing of the Prophet



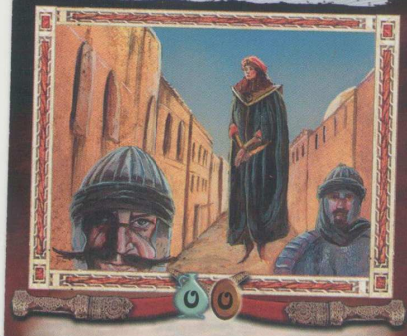
Buried Reaction: Play this card immediately after you produce an effect from one of your Holdings by destroying the Holding. Return the Holding to play bowed.

The Hanif claim that the spirit of the Prophet, who saved their forefathers during the great trek across the dunes, still walks among them in the mines. Once, one of the newcomers saw him as well, but called him by another name.

2

Illus. ©1999 Frank Gembeck

Blockade



Open Omen: Heroes with more than 3 Strength cannot be committed to or moved into battle.

Indira was calm despite the angry fires licking the cold night sky all around her. "By order of the Caliph, the fighting will end," she said flatly, "or you will all be put to death."

1

Illus. ©1999 Byron Wackwitz

Blood Calls for Blood

If you play this card as a thrust and it is not successfully parried, the duel immediately ends in a tie.

"I will know what has happened to Fatima, impostor, even if I must wrench it from your broken carcass!" –Faida

2

Illus. ©1999 Audrey Corman

Blood Money

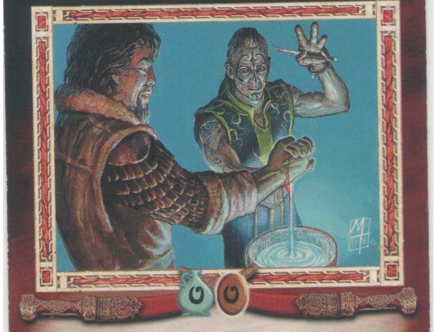
Reaction: Play this card when paying a Copper cost for bringing a card into play. Bow one of your Heroes. The card's cost is reduced by the Hero's Influence.

The merchant guilds could no longer stand by idly and wait for the Caliph and her precious Senpet to defend the city. They had to take matters into their own hands, so the blood of a thousand dead souls went to work.

2

Illus. ©1999 Pamela Shanteau

Blood Oath



Open Omen: Every Hero challenged to a duel gains +1K 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. ©1999 Mark Tedin

Borrowed Time

Reaction: Play this card when bringing a Hero into play. Bow and destroy one of your Heroes of the same Faction. Reduce the Copper and Water costs of the first Hero by the Copper and Water costs of the destroyed Hero.

The Avatar relied heavily upon the Qabal for support. She was weak from her trials in the desert, but Dawuud felt little better. It was as if his chest were trying to explode.

1

Illus. ©1999 Byron Wackwitz

Buried Alive

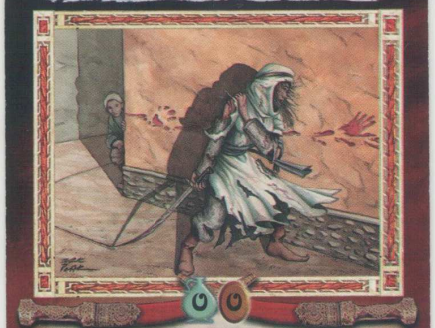
Council Day: Bow a number of your cards whose total Influence is 7 or more. While this card is in play, all cards normally discarded to Saved piles are buried. This card remains in play until another Council card is brought into play.

Several hours after the release of the goddess, the Jackal awoke within a casket buried deep beneath the Ashalan city.
–"Zahra's Tale," Part Three

2

Illus. ©1999 Thomas Manning

By Force of Will Alone



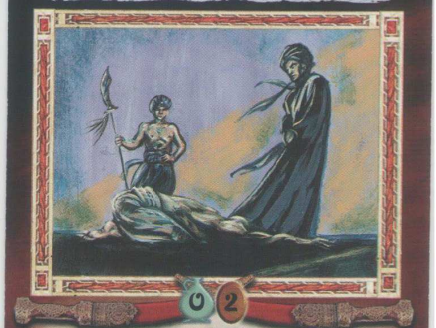
If you play this card as a thrust or a parry in a duel, immediately draw three cards.

Through a haze of red, Kamilah clutched her shattered arm and pushed forward, following the drops of her sister's blood. She hoped that the trail left by the point of her sword would be enough to lead the rest of the Ebonites to her.

2

Illus. ©1999 Eric Polak

By My Blood



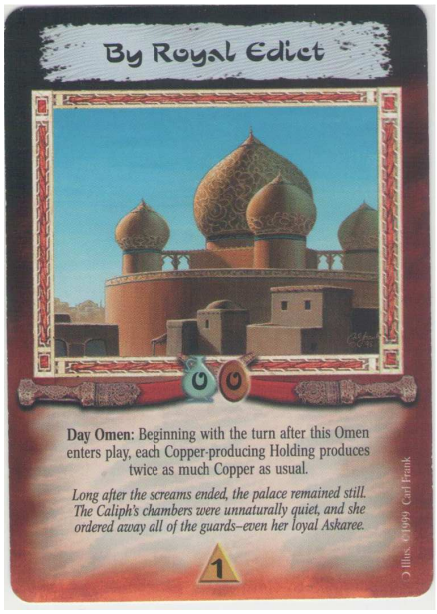
Reaction: Play this card when an Unaligned Hero enters play under your control. The Hero permanently gains +1S/+1K and the trait of your Faction.

"By my blood, mistress, I am yours to command." The figure on the floor was known to the Caliph, but his words were strange, and she required a moment's consideration.
"Rise, Jackal," she ordered finally, "and make your plea."

2

Illus. ©1999 Tom Biondolillo

By Order of the Caliph
Day: The player with the Caliph's Blessing must bow one of his or her Heroes to gain 1 Water. If that is not possible, the player must discard 2 Water.
In the final days, the Caliph's demands became ever more erratic, and even her faithful Askaree feared her violent temper. Then came the command that the Senpet could not abide.
2
Illus. ©1999 Jennifer Mahr


By Royal Edict
Day Omen: Beginning with the turn after this Omen enters play, each Copper-producing Holding produces twice as much Copper as usual.
Long after the screams ended, the palace remained still. The Caliph's chambers were unnaturally quiet, and she ordered away all of the guards–even her loyal Askaree.
1
Illus. ©1999 Carl Frank

Captured!
Battle: Bow all of the cards in one of your units. Target an opposing unit with total Strength less than double the total Strength of your unit. Send the target unit home from the battle, bowed.
"You forget, little one," Raya said to Jangir's slumbering form, "I was there, too. I know what you are and why you are here. But your hold on humankind is soon to change."
1
Illus. ©1999 Dana Yick

Casualties of Fate
Open: Target a Hero. Until the end of the turn, other players cannot target the Hero in battle.
"Wife, I have walked alongside a living god and know the impossible fate of the future. How can I ever return home again?" –"Gaheris' Tale," Part Six
1
Illus. ©1999 Mike Raabe

Charity
Reaction: Play this card immediately before you play a Council card. You are considered to have additional Influence for playing the card equal to half of the Copper you pay to bring this card into play (rounded down).
3
Illus. ©1999 Bryan Wackwitz

City in Flames
Reaction: Play this card when a player declares an attack. Target one of your unbowed units. Pay Copper equal to the total Strength of the unit's Followers. The unit gains the Flying trait until the end of the turn.
The Ebonites struggled to control the chaos within the city, but the Moto Horde was much too large–and much too determined–to be thwarted in its revenge. –"The Shattered Jewel," Part Four
2
Illus. ©1999 Craig Maher

Contest of Wills
Battle: One of your unbowed Heroes challenges an opposing Hero of your choice to an unrefusable duel.
Reaction: Immediately before Fate values are revealed in a raid, your Hero, who must be unbowed, challenges the raiding Hero to an unrefusable duel. If the raiding Hero wins, the raid continues as if the City Section were undefended. If your Hero wins, the raid fails.
2
Illus. ©1999 Carl Frank

Convening the Twelve
Council: Bow a number of your cards whose total Influence is 9 or more. Target a City Section in play. Heroes gain +1S while attacking the City Section while this card is in play. This card remains in play until a City Section is destroyed.
"This is the last time we shall meet this way," Katani said to the Council. "At dawn tomorrow, the Templars and their Principals inherit the mantle."
3
Illus. ©1999 William O'Connor

Counterattack
Reaction: Play this card immediately after a battle in which you were the defender. Straighten all of your Heroes who were in the battle. Each straightened Hero permanently loses 1 Ka.
"Back, dogs! Regroup, or Hensatti will set your hides out upon the sands to dry!" –Atep
3
Illus. ©1999 Jim Pavelec

Dangerous Maneuvers

Reaction: Play this card when an Archery engagement targets one of your cards. The engagement is reduced to 0.

Puja scanned the pedestal for a way to remove the idol without disturbing the pillar of light. The Ruhmal had been thorough in their defenses. –"Puja's Tale," Part One

2

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Dark Disgrace

Open: Target a Hero. The Hero gains the **Sahir** trait until the end of the turn.

"They are the front line of a new kind of war, a breed as yet unknown on this plane, with power unfathomed by mortals. They will be the champions of a new age, our front line against the coming darkness of Kaleel's Legion." –Arbiter of the Qanon, the being formerly known as Hekau

2

© Illus. ©1999 Pamela Shanteau

Death by Scarab

Day: Destroy one of your Heroes. Gain Water equal to the Hero's printed Water cost on any of your City Sections.
Day: Destroy one of your Stories. Gain 5 Water on any of your City Sections.

3

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Death of a Butcher

Reaction: Play this card when one of your Heroes is destroyed in a duel. If the duel's winner had more starting Influence than your Hero, that Hero is also destroyed.

Gohei did not have to look far to see others held just as he was. The blood of each spilled into a brazier below, to return as a thick vapor that dried the body and shriveled the organs. The Senpet were quite proud of their keen sense of justice.

3

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Dehydration

Open Omen: Water produced or gained through card effects is reduced to 0.

Shagala's father once said, "There is a grain of sand for everyone who has drowned in the desert heat." Today Shagala carries a pouch full of dead friends.

4

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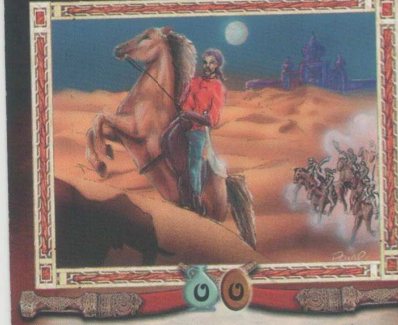
Desert Ambush



Reaction: Play this card when one of your defending units engages. All of your City Sections' Water is considered in the battle for the purpose of absorbing damage.

"We'll have a better chance of getting word back to the city if we separate," Dawn had said to him before heading out into the sands. "Ride as quickly as you can!"

2

© Illus. ©1999 Rob Prior

Desert Spring

Buried Reaction: Play this card when bringing a Hero or Follower into play. Reduce the Hero or Follower's Water cost to 0.

Many of the Yodatai did not even bother removing their armor before wading out into the cool stream.

2

© Illus. ©1999 Heather Bruton

Desperate Prayer

Reaction: Play this card when a Champion is brought into play. Get your Champion from your deck, show it to the other players, and add him or her to your hand. When you bring your Champion into play, he or she costs 0 Water and 5 less Copper.

With the fighting drawing ever closer to the Palace of Wonders, the ruhman in the House of the Heavens doubled their efforts. Shilah would hear them this day, or everyone would die. –"The Shattered Jewel," Part Five

1

© Illus. ©1999 Tom Biondolillo

Desperate Reserves

Reaction: Play this card when a player declares a raid or attack on you. Straighten as many units as you wish at a cost of 1 Water per unit.

"This city will fall!" Jubal the Knife screamed to the commoners gathered about him at the bazaar. "Unless you, and you, and you all choose to fight for it! Are you with me?"

3

© Illus. ©1999 Thomas Gianni

Diversion

Reaction: Play this card when another player's City Section is destroyed in battle. Return the City Section to play with 1 Water on it. Target one of the player's Holdings. Destroy the Holding.

"Do you see where this madness has brought us, Janan? Your petty squabbles with Za'nul are going to cost us our lives!" –"The Tale of the Last Pirate," Part Two

3

Illus. ©1999 Jim Pavelec

Divided We Fall

Open Omen: Defending Heroes gain +1S.

"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. ©1999 William O'Connor

Divination

Day: Draw and discard a card. Target a player. You may look at a number of cards up to the card's Fate value, picked randomly from the player's hand.

The Grey Woman laid four cards before the Erba leaders, pointing to each in turn: Death, The Chariot, The Moon, and The Hanged Man. "There is little but change ahead–a storm without end."

3

Illus. ©1999 Pamela Shanteau

Drunken Stupor

Open: Target a Follower whose Strength is greater than its Hero's Strength. Reduce the Follower's Strength to its Hero's Strength.

Sometimes it's easiest not to believe everything you see.

2

Illus. ©1999 Bryon Wackwitz

Duel of Wits

Day: One of your unbowed Heroes challenges another player's Hero to an unrefusable duel. Compare Influence instead of Ka (0-Influence Heroes are considered to have 1 Influence), but otherwise treat this as a normal duel. The loser does not die, but pays 2 Water to the winner, or all of his or her Water if he or she has less than 2.

2

Illus. ©1999 Heather Bratton

Enemy of My Enemy

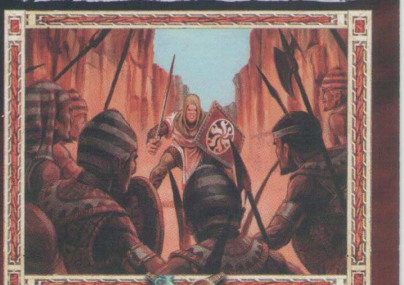
Battle: Every allying Hero in your army gains +2S until the end of the battle.

Senpet, Ruhmal, and city-dweller alike found a common foe in the last hours.

2

Illus. ©1999 Bryon Wackwitz

Every Man's Army



Day Omen: Each Hero and Follower with more than 3 Strength has its Strength reduced to 3.

Maximus stood his ground, prepared to defend the canyon to the last. He could feel the air whispering of his glory around him, and the earth seemed to rumble in applause.

1

Illus. ©1999 Matt Cavotta

Face of a Child

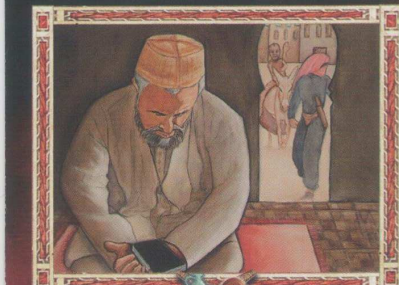
Day Omen: At the beginning of the Dawn Phase, beginning with the Blessed player, each player must discard 1 Water.

"San'a, my sweet, little sister. What have they done to you?" –Adnan

1

Illus. ©1999 Audrey Corman

Faith



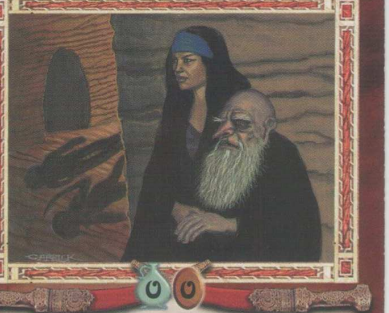
Day: If this is your first action of the turn and you have not brought any cards into play, discard your entire hand. Draw up to your maximum hand size.

"Fear and respect are the same. Lady Sun provides for those who understand this truth." –Duqaq

2

Illus. ©1999 CH. Barnett

Forbidden



Open: Destroy one of your Heroes or Followers.
Destroy 1 Water token in play.

"Ali, my brother, they have found the bodies. We should dispose of them."
"No Sila, they are haraam. *Forbidden."*

2

© Illus. ©1999 Paul Carrick

Forgiveness

Open: Straighten your Stronghold.

Adira reached for the card in the owl's mouth, recognizing it immediately. It was a message from the Grey Woman–a message that, with the death of the Old Man, the curse upon the Assassins was finally over.

2

© Illus. ©1999 April Lee

Gazing into the Rift

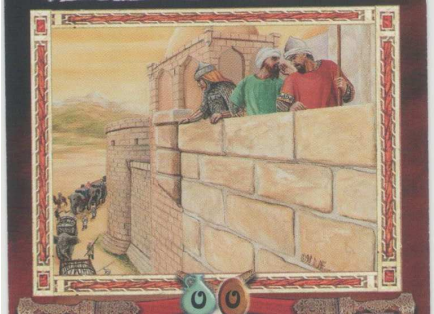
Reaction: Play this card immediately before an Omen replaces another Omen of a different name in play. Both Omens remain in play. Any new Omen put into play will remove all Omens in play.

Gaheris focused on the swirling darkness, trying to make sense of it, but the figure shook its head slowly. "Beyond lies delusion and death," it said, and then there was nothing.
–"Gaheris' Tale," Part Two

3

© Illus. ©1999 Michael Phillippi

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

© Illus. ©1999 Randy Asplund-Faith

Guardian of the Rift

Battle Omen: Your Heroes have -2S and gain the **Berserk** trait.

His guide had been silent through their long journey across the Black Earth but spoke as Gaheris' vision began to plummet into the impossible depths of the world beyond the Rift. "'You have seen all that you must. It is time for you to return. Take my–" But something was terribly wrong. –"Gaheris' Tale," Part Three

1

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Guerrilla Tactics

Open: Bow one of your Heroes with the **Archery** trait. Target a Water token in play. Destroy the token.

"Always face the weak while standing beside the strong. The former will either fall or improve, and the latter will remember your loyalty or be vulnerable to your sword."
–from The Forty-Seven Sayings of Mekhem

3

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Hanif Escapees

Buried Reaction: Play this card when a Hero successfully raids a City Section. Target the Hero. The Hero permanently gains an additional Raid +1 or Carry +1 (your choice).

"Never strike together, and always when they least expect it." Decades under the brutal yoke of the Senpet slave-masters had taught them much about warfare, but they had learned a few new tactics as well.

2

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Heartless Moon

Open Omen: The Water cost to return Khadi Heroes back into play is reduced by 2.

"…And on the last night before the Horde comes, the tyrant's power will reach its zenith. Her armies will capture the Jewel, and the sentinels of the Sun will be cast out… for a time."
–from The Book of the Dead

0

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Hearts of the Khadi

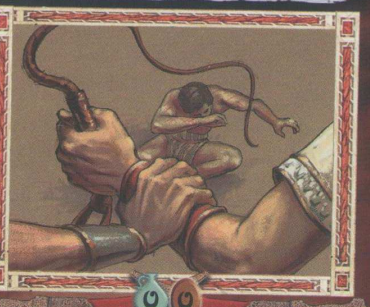
Reaction: Play this card when an opponent engages you. Discard Water equal to the engagement's Strength. The engagement's Strength is reduced to 0.

Lammassar stepped forward into the Khadi inner sanctum, his blade raised. All of the Khadi's tremendous power was useless upon him as long as he carried the man's heart.

2

© Illus. ©1999 Ben Peck

Hidden Shame



Reaction: Play this card when an engagement destroys one or more of your Water tokens. Put a –1 Ka token on the engaging Hero.

"By Octavius! He is of our breed!" Katarine exclaimed. "Yet scarred terribly by this barren land," Aurelian answered, "and beaten more than once by its crude people as well." The weakened man's words were a hoarse whisper. "There are more…." –"The Tale of Soraph the Free Man," Part Four

2

Illus. ©1999 Thomas Gianni

Hole in the Sky

Battle Omen: All Jinn in this battle are destroyed at the end of 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

Illus. ©1999 RE Lancaster

Immortal Council

Open: Bow one of your Heroes. Straighten another of your Heroes.

The Fist of the Pharaoh knelt before the idol and prayed for guidance. Should he order his armies to follow the commands of the Caliph and attack the Moto outside the city, it would surely mean immeasurable deaths on both sides.

1

Illus. ©1999 Jim Callahan

Immortality's End

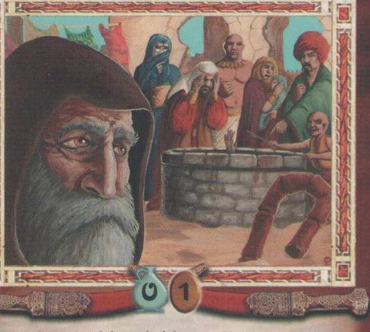
Battle Omen: Heroes without attached Followers cannot engage.

The Old Man remained still even when the owl began to squall loudly at the figure looming behind him. He had been expecting her for a lifetime, and the end of his torment– indeed, of all of the Assassins' torment–was close at hand. –"Fatima's Tale," Part Five

3

Illus. ©1999 William O'Connor

Inhuman Condition



Open: Until the end of the turn, Heroes cost 1 additional Copper to return or bring into play.

Duqaq watched impassively as people gathered by the slaving well, calling rudely to the gypsy held prisoner within. He did not move as they threw garbage at him and laughed at his cries. But when they began stabbing at him with a thrilled gleam in their eyes, the holy man stepped among them and raised his staff.

2

Illus. ©1999 Cris Dornaus

Inner Doubt

Reaction: Play this card when an opposing army with more than one unit engages. The engagement is negated, and the engaging unit straightens. The engaging player can immediately engage different cards, if possible.

"Tell me where they are, you little grub!" Zenaida's screams scarcely paused since Hekau's capture, and Tabari began to question his role in the tragedy. –"Amru's Tale," Part Five

2

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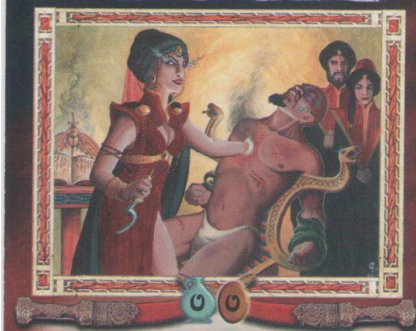
Interrogation



Open Omen: No Omens can be played until next turn. Destroy this Omen at the end of this turn.

"Now, Hekau. How were you able to kill one of my Khadi?" demanded the Caliph. "We… don't know," he stammered. "I believe you," she returned. Then, to the others: "Send word to Hensatti that we have her traitor."

1

Illus. ©1999 Cris Dornaus

Ivory Boxes

Reaction: Play this card when paying an Influence cost to produce 3 Influence.

One of the first treasures brought back from the Ivory Kingdoms by early traders, containers made from the bone of elephants are rumored to be able to capture the souls of the living, though many are also thought to contain the spirits of the dead.

1

Illus. ©1999 Monika Livingstone

J'li'lu's Fire

Reaction: Play this card when one of your Heroes initiates an Archery engagement. The Hero can target the City Sections Water with the engagement (but not the City Section itself).

The Yodatai brought with them the secret of thunderous fireballs, which they launched mercilessly over the walls of the city for many hours before the Horde attacked.

2

Illus. ©1999 Antonio Gralski

Just Business

Battle Omen: Archery engagements in this battle have –2 Strength.

"The largest merchant caravan in recent memory is halted by one woman!" one of the merchant kings exclaimed. "How?" Kasib al 'Atif calmly replied, "She is no ordinary woman, and anything is possible with the right motivation."
–"Jamilah's Tale," Part Three

2

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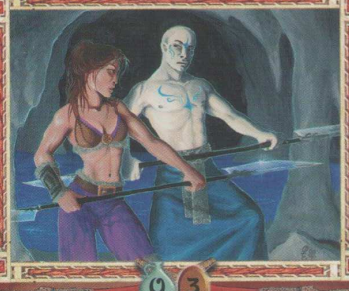
Kara's Training



Open: Target a Hero with more than 1 Influence. The Hero gains the **Tactician** trait until the end of the turn.

"When can I return to my people?" Kara asked.
"Do you understand yet why you are here?" Maymun responded.
"No," she answered truthfully.
"Then we still have much work." –"Kara's Tale," Part Six

3

Illus. ©1999 Cris Dornaus

Khadi Command

Reaction: Play this card when a Hero accepts a challenge from one of your Heroes. Thrust. The thrust becomes two thrusts, each with strength equal to the thrust card's Fate value. The opposing Hero must parry them separately. The duel then continues as usual.

Keseth helplessly neared his beloved Nepherus. "He knows our power source," the voice inside him said. "'ill him."
–"Keseth's Tale," Part Six

1

Illus. ©1999 April Lee

Khadi Overlord

Council Day: Bow a number of your cards whose total Influence is 8 or more. While this card in effect, players must pay 3 Copper when playing a Night action or declaring a raid, in addition to any other costs. This card remains in play until another Council card enters play.

The body of the Caliph's first victim is only a shell for something else. Something that feeds on the hearts of the innocent.

3

Illus. ©1999 Bryon Wackwitz

Knife Fight

Day: One of your unbowed Heroes challenges another Hero of your choice. The challenged Hero can refuse the duel by paying 3 Water.

Night after night Faida scoured the dark and lonely hovels of the city, searching for the soul of the First-Born. Her patience was growing thin, and with each new challenge, her victims grew in number.

2

Illus. ©1999 William O'Connor

Know Your Weakness

Reaction: Play this card immediately before you engage one of your Heroes. Bowed Heroes cannot absorb any of the damage.

Standing outside the city and looking at her walls, Fassal said, "This is when we are weakest. We are weary of battle, unprepared for a new threat. And that is when they usually come."

1

Illus. ©1999 William O'Connor

Let Him Bleed

If you play this card as a parry, 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."
–from The Forty-Seven Sayings of Mekhem

1

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Let None Interfere

Reaction: Play this card immediately after an attack is declared in which you are the attacker or defender, but before anyone commits units. Each non-engagement action taken during this Attack Phase costs 1 additional Water.

The Khadi Overlord waited high overhead. No matter which duelist won, they would both die this day.

2

Illus. ©1999 Bryon Wackwitz

Lost to the Sands

Battle: Send one attacking unit home from this battle, bowed.

The trail of the Ra'Shari and Ashalan could be seen for many days after they vanished into the windswept dunes. Sometimes, when the moonlight shines upon the dunes in just the right way, it can be seen again.

3

Illus. ©1999 Craig Maher

Love of Siblings

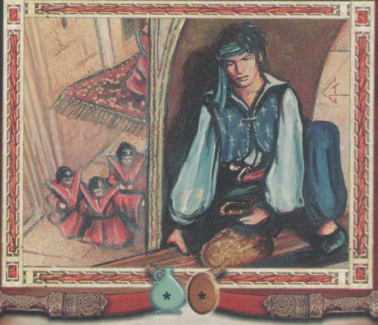
Open: Bow and destroy one of your Heroes. Get a Hero of the same Faction from your Buried pile and add it to your hand.

"I… held her heart in my hands," Adnan muttered as Ashalla held him.
"It will take time," she said eventually. "Even if she can be brought back, she may not ever fully recover."

1

Illus. ©1999 Garry McKee

Manhunt



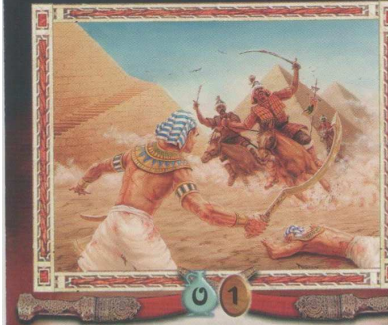
Open: Target an Item attached to a bowed Hero. The Copper and Water costs of this card equal double the Copper and Water costs, respectively, of the Item.. Destroy the Item.
Open: Pay 2 Copper. Target a Water token on a bowed Hero. Destroy the token.

First they murdered his master. Then they came after him. But Dharr could turn this in his favor. –"Dharr's Tale," Part One

2

Illus. ©1999 Lissanne Lake

Meeting Your Destiny



Battle: Target a Hero. The Hero gains a Strength bonus equal to his or her printed Strength.

"Today is the day I meet my god."

1

Illus. ©1999 Chris Arneson

Message from the Dead

Open: Target a Hero. The Hero gains +1S/+1K until the end of the turn for each Hero in your Buried pile.

"As they worked to remove the Senpet bonds from the old slave, his crazed ravings rang in their ears without end: 'Hundreds! Thousands! An entire colony of them!' When he was finally free and calm overcame him, they asked again what he had seen within the Jandaq, and his only reply was, 'Pale demons.' "
–from A Tale of The Eleventh Tribe

1

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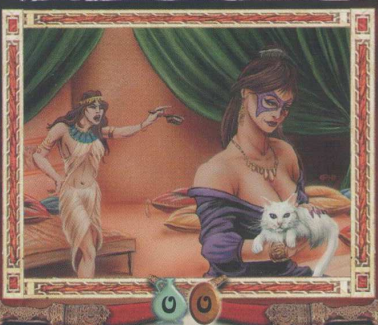
Milk of the Scorpion



Reaction: Play this card when one of your Heroes enters a duel. Both Heroes in the duel have their Ka replaced by their Influence for the duel. The duel's results remain the same.

The fighting in the streets was a chorus of angels compared to the violent words within Selget's chambers, and through it all, the kitten that had allowed her to speak the native tongue was tense, as if drawn away by a distant force.

2

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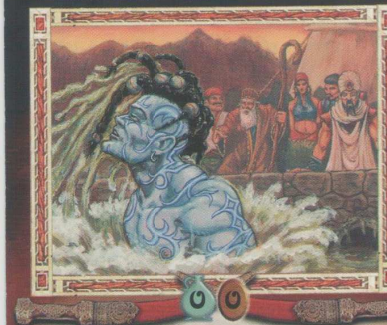
Narrow Escape!



Reaction: Play this card when one of your Heroes is destroyed in battle. Move another of your units in the same battle to another of the defender's City Sections where the battle has not yet resolved.

Kalassim burst out of the river and headed for the shore, knowing the creature was right behind him. "I must warn the Council! The Nagah have returned!"

3

Illus. ©1999 Michael Phillippi

Never Look Back

Open Omen: When a Hero loses a duel, the Hero's controller must pay 1 Water in addition to any other effects of losing the duel.

"We must leave now," Kacha urged, pulling Punjat away from the bodies. "We cannot be here when she arrives."
As they vanished into the trees, Punjat heard something begin to feed behind them.

1

Illus. ©1999 Cris Dornaus

New Allies

Battle: Play this card at a battle in which you are the defender and have no units. This card enters play at this battle as a 2S/2K Unaligned Hero. Destroy the Hero at the end of the battle.

"The Senpet are weary of defending the city, my friend, and their forces are stretched far too thin. We can, of course, assure you a place within her walls when the slaughter is over."
–Kalim the Sly

3

Illus. ©1999 Mike Raabe

New Beginnings

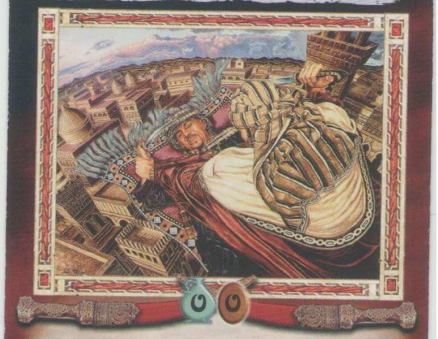
Open Omen: All Jinn gain the ability "**Jinn Open:** Bow this Jinn. Increase the Copper Production of one of your Holdings by 2.

"Given time and the right incentive, even the most hateful can be saved."
With every word, Lurza's form dissolved further, revealing….

1

Illus. ©1999 Jason Berkhe

No Escape



Reaction: Play this card immediately before revealing Fate values in a raid. A battle takes place between the opposing Heroes. The raid's defender becomes the battle's defender, and the raiding Hero becomes the battle's attacker. If the attacker is destroyed, the raid fails.

2

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Nursed Back to Health

Reaction: Reduce the Strength of an opposing engagement by 1. You can play this card even if you are the defender and have no units in the battle.

The Grandmother inspected the wound again, then fell into another long night of telling yarns from ages past. She spoke of heroes who had come before and those that were yet to come, but she failed to speak of the boy before her, the wound that would change history, and the darkness that would follow.

1

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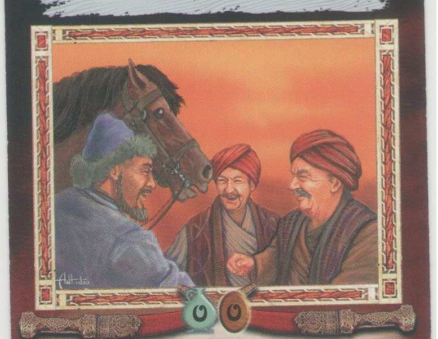
Old Friends



Day Omen: Bow a number of your cards whose total Influence is 15 or more. Any player who produces 30 Influence this way as a Day action wins the game at the end of the turn.

"Jangir, old friend!" the gypsies called as he approached. "It has been too long!"

"Yes," the Moto replied as they embraced. "I am here to see Raya."

3

© Illus. ©1999 Anthony Grabski

Onaja

Open Omen: Each player gains 2 Water on one of his or her City Sections at the beginning of each Dawn Phase.

"Shhhh. You are among family now, little one," slathered the Jinn of Infinite Eyes. "You may have been born to those deluded Ashalan, but we made that event possible, and now you are going to return the favor."

–"They Collect Their Due," Part Four

1

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One Dinari

Reaction: Play this card when paying a Copper cost to produce 1 Copper.

"One copper to one who has thirty is just another copper. But to one who has nothing, it is the world."
–from The Forty-Seven Sayings of Mekhem

1

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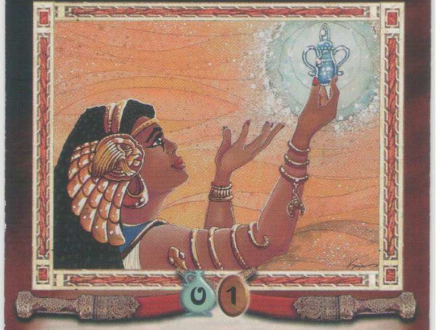
One Water



Day: Gain 1 Water on one of your City Sections.

"Rich people, powerful people, crafty people, wise people, witty people, handsome people, and cunning people: without water, they are all dead people."
–from The Forty-Seven Sayings of Mekhem

1

© Illus. ©1999 Kaja Foglio

Plague of Cobras

Battle: Target a Hero. The Hero has –2S until the end of the battle.

When the Nagah arrived, they brought something with them.

1

© Illus. ©1999 Anson Maddocks

Poisoning the Well

Reaction: Play this card when you successfully raid a City Section. Destroy Water on that City Section equal to double the Water the raiding Hero can steal. The raiding Hero carries no Water from the raid.

Moto Sumah went mad after her little boy was poisoned by the Senpet.

0

© Illus. ©1999 Paul Carrick

Political Maneuver

Council Day: Bow a number of your cards whose total Influence is 10 or more. Until the end of the turn, all Heroes bowing to engage cannot straighten next turn.

"The Khadi and the Senpet 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

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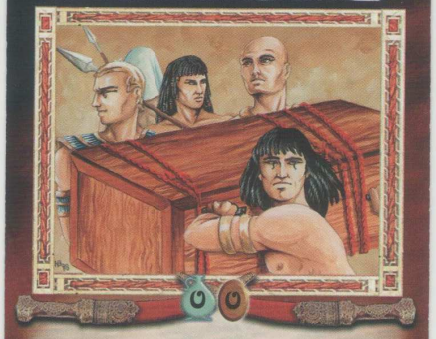
Precious Cargo



Reaction: Play this card when a City Section is destroyed by an army containing one of your Heroes.
Attach 2 Water to the Hero.

Behind the Senpet, the merchant caravan burned. No one noticed them cart away the bulky cargo–except for the one who started it all.

1

Illus. ©1999 Heather Bruton

Promise of the Young Ones

Battle: Move to this battle one of your Heroes with more than 2 Ka not currently in a battle.

The guardians of the Avatar led her ever deeper into the bowels of the city, watchful for the dangers of which the Ra'Shari had warned them. Dawuud, Shala, Adrianna–all were led by the one known as Kabdar Fassal.
–"Zahra's Tale," Part One

1

Illus. ©1999 Ramon Perez

Purity of Conquest

Battle: Send a Hero without attached Followers home from this battle, bowed. If you are the defender, you can play this card without a unit at the battle.

Aurelian was swift in his response: "We were sent here to observe the heathens' resources and defenses, but they have proven as savage as any we have seen. Let them burn in conquest's purifying fire!" –"The Tale of Soraph the Free Man," Part Five

1

Illus. ©1999 Mary Lee Bryning

Qolat Machinations

Day: If you have not taken an action this turn, put a Qolat token on your Stronghold. At the beginning of each Dawn Phase, if a Qolat token is on the Stronghold, put another Qolat token on it. You can, as a Reaction to one of your thrusts or engagements, bow the Stronghold and destroy all of its Qolat tokens to increase the thrust or engagement damage by 1 point for every token destroyed.

2

Illus. ©1999 Jennifer Mahr

Quick Justice

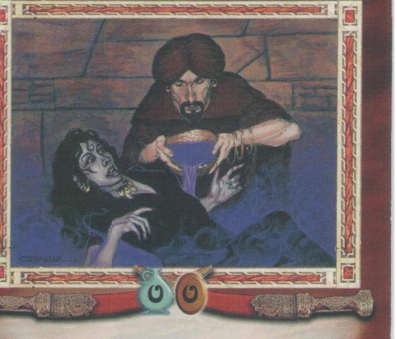
Reaction: Play this card immediately after the Night Phase but before the End Phase. All other players must discard until their hand size is equal to or less than yours.

Qays braced himself against the balustrade and waited for the killer's outline to appear in the shadowy doorway. Then, when it leapt at him, Qays ducked low, pushing up and out.

3

Illus. ©1999 Frank Gembeck

Raising the Dead



Night Buried: Move one card from your Buried pile to your Saved pile.

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

3

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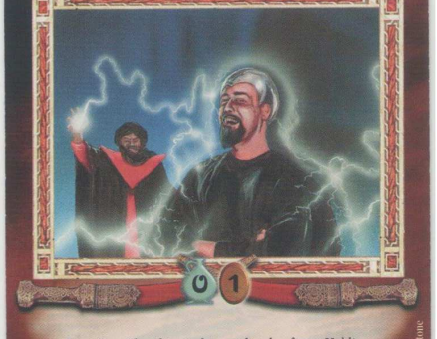
Retribution



Reaction: Play this card immediately after a Holding bows to produce an effect other than Copper.
Destroy the Holding.

Galerius exhibited a penchant for shrugging off the magicks of the desert peoples.

2

Illus. ©1999 Monika Livingstone

Rite of Assassination

Unique • This card costs 2 less Copper for Assassin players.
Reaction: Play this card when you destroy another player's Unique Hero through an engagement or duel. This card enters play as your rightmost City Section with 1 Strength, 3 Water, and Water Capacity of 3.

Three hundred years and countless children gone, but the curse was finally over.

3

Illus. ©1999 William O'Connor

Rogue's Fortune

Battle: Target one of your bowed Heroes in this battle. Pay Copper equal to the Hero's Strength plus Ka.
Straighten the 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. ©1999 Michael Phillippi

Routed

Reaction: Play this card when an action (or Reaction) is played in battle. Bow and destroy one of your Holdings. The action is negated.

Bekhten watched as the soldiers filtered back into camp, bloodied and broken. They had only one word on their lips: "Khan."

2

Illus. ©1999 Monika Livingstone

Ruminations

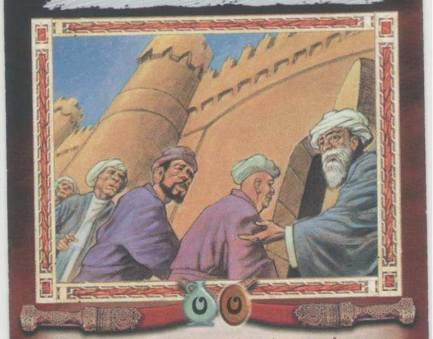
Open: Announce a number. Draw and discard a card. If the card's Fate value equals the number, look at an opponent's hand and discard one of the cards in the hand.

Regardless of the outcome of this day, the Old Man knew that the curse would finally end.

3

Illus. ©1999 William O'Connor

Secret Passage



Reaction: Play this card when you bow one of your Heroes in battle. After the effect for which the Hero is bowing resolves, move the Hero to a battle that has not resolved at an adjacent City Section.

"This way." The little man Duqaq waved them on. None were certain how he had known of the passage through the Prophet's Wall, but with the terrible fighting in the city, few cared to ask.

2

Illus. ©1999 Val Mayerik

Shadow Ambush

Night: Bow one of your Ghuls. Target another player. The player draws two less cards (minimum 0) during his or her End Phase.

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

3

Illus. ©1999 Paul Carrick

Shipwreck!

Reaction: Play this card when a player moves one of his or her Heroes into or out of this battle using an action. Destroy the Hero.

"It is done, Haythum. They are all dead," the navigator confirmed.
The hunter was unconvinced. "All but two–the only two that ever mattered." –"The Tale of the Last Pirate," Part Three

3

Illus. ©1999 Paul (Prod) Herbert

Show of Force

Reaction: Play this card when you declare an attack on another player. Target one Holding the player has in play. During the attack, the Holding is considered a City Section and can be attacked. The Base Strength of this City Section is the Holding's Fate value. No Water can be attached to the Holding.

4

Illus. ©1999 Bryon Wackwitz

Sound Planning

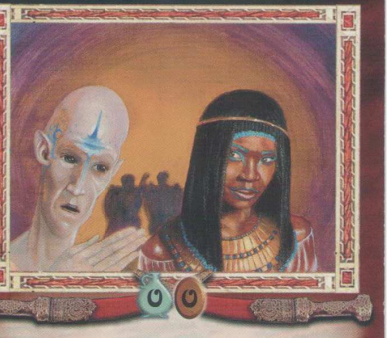
Reaction: Play this card when a player targets a unit with an action that moves the unit into or out of this battle. Cancel and negate the action.
Open: Destroy an Omen in play.

"Forethought is the father of victory." –Abresax

3

Illus. ©1999 Scott James

Strange Bedfellows



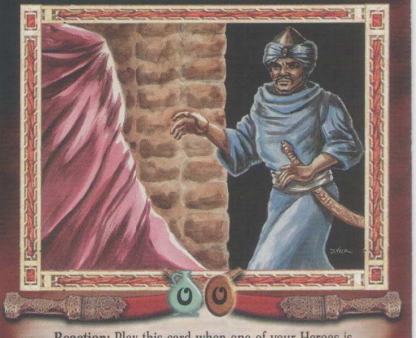
Open Omen: Every Hero not aligned to his or her controller's Faction gains +1S/+2K.

It is rumored that several of the Ashalan–Katani in particular–visited the retreating Senpet before they left.

1

Illus. ©1999 Bryon Wackwitz

Tempting Death



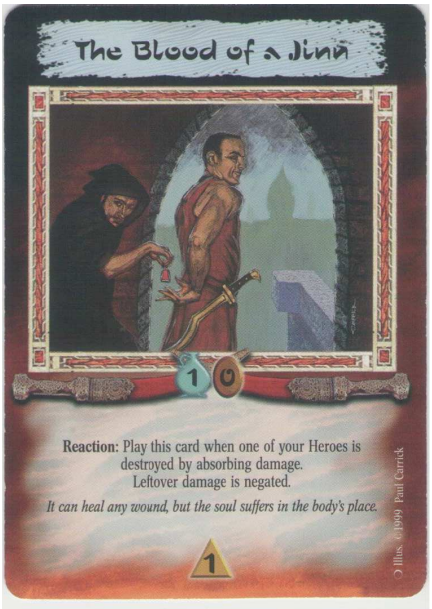
Reaction: Play this card when one of your Heroes is challenged. Target the challenger. Switch the challenger's Ka and Fate values until the end of the duel. Draw a card.

"What would you have of me, Moto?" asked the cowled figure in the alley.
"Death," the Moto answered. "I wish you to take my soul, so that I may see."

3

Illus. ©1999 Dana Vick

The Blood of a Jinn



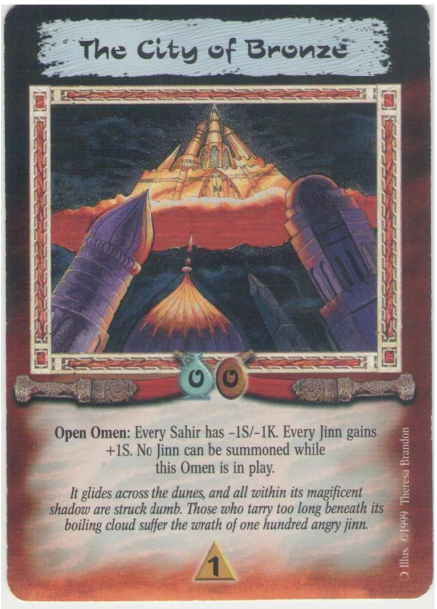
Reaction: Play this card when one of your Heroes is destroyed by absorbing damage. Leftover damage is negated.

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

1

Illus. ©1999 Paul Carrick

The City of Bronze



Open Omen: Every Sahir has -1S/-1K. Every Jinn gains +1S. No Jinn can be summoned while this Omen is in play.

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

1

Illus. ©1999 Theresa Brandon

The Cleansing

Day: Bow one of your Human Heroes. The Hero challenges another player's Nonhuman Hero to an unrefusable duel.

"This one is new," the first Templar said. "There must be something that draws them here." Neither noticed the understanding within the Nagah's eyes, which had swiveled upward to watch them.

3

Illus. ©1999 Cris Dornaus

The End of Oppression

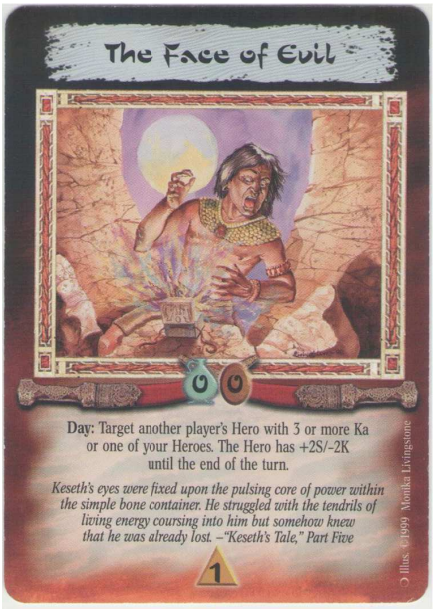
Council Open: Bow a number of your cards whose total Influence is 13 or more. Spells cannot be cast and Khadi Heroes cannot be returned to play until after the end of next turn.

After one last look at the city they had once controlled with an iron fist, the last of the Khadi slipped into the sewers' darkness, dragging the two Ashalan prizes they had won from the Silver Tongue.

3

Illus. ©1999 Byron Wackwitz

The Face of Evil



Day: Target another player's Hero with 3 or more Ka or one of your Heroes. The Hero has +2S/-2K until the end of the turn.

Keseth's eyes were fixed upon the pulsing core of power within the simple bone container. He struggled with the tendrils of living energy coursing into him but somehow knew that he was already lost. –"Keseth's Tale," Part Five

1

Illus. ©1999 Monika Livingstone

The Final Sacrifice

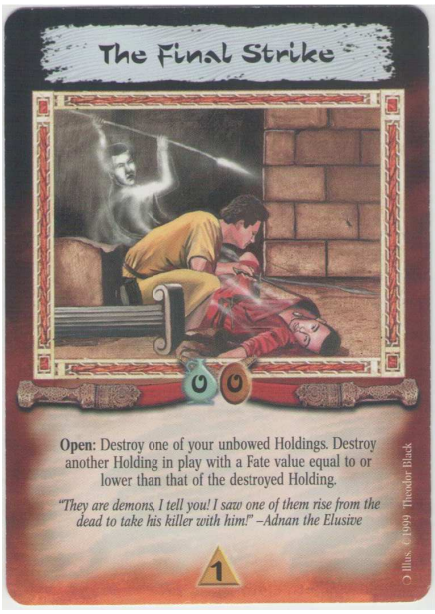
Jinn Battle: Bow one of your Jinn in this battle. Bow an opposing Hero. Destroy the Hero if he or she has the **Sahir** trait.

"Each of us is a vessel for something more, a being of immense potential that has rested within us from the beginning. When they finally awake, we cannot hope to survive, but for the ultimate power, we must make the ultimate sacrifice." –Kurrat al Ayn, "The Tale of the Qanon," Part Two

2

Illus. ©1999 Lissanne Lake

The Final Strike



Open: Destroy one of your unbowed Holdings. Destroy another Holding in play with a Fate value equal to or lower than that of the destroyed Holding.

"They are demons, I tell you! I saw one of them rise from the dead to take his killer with him!" –Adnan the Elusive

1

Illus. ©1999 Theodor Black

The Goddess Ascendant

Reaction: If you have played The Goddess Enraged this turn, play this card immediately before the End Phase. If no "Kirin" City Section is in play, add a Unique "Kirin" City Section with 0 Strength, 2 Water, and Water Capacity of 2 to the right of your rightmost City Section. If the "Kirin" City Section is in play at the end of your next turn, you win the game.

"…Forever." –"The Awakening," Part Five

4

Illus. ©1999 Michael Phillippi

The Goddess Enraged

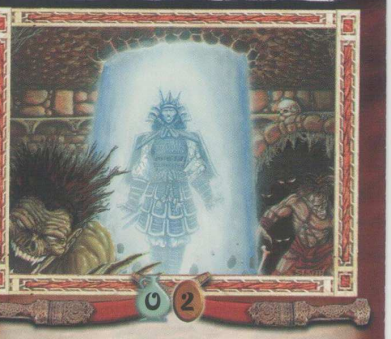
Buried Night: If you have played The Goddess Reborn this turn, your Heroes gain an additional Raid +1 and Carry +1 until the end of the turn. Discard your hand and draw four cards.

"…Leaving them to a bold new age where new heroes can be born into the struggles ahead and where our dreams for them can be remembered…." –"The Awakening," Part Four

3

Illus. ©1999 Michael Phillippi

The Goddess Reborn



Buried Day: If you have played The Goddess Unleashed this turn, put 1 Water on one of your Heroes.

"…To abandon this realm of humans that we have so carefully guided since the dawn of known time…."
–"The Awakening," Part Three

2

Illus. ©1999 Michael Phillippi

The Goddess Unleashed

You can have up to six copies of this card in your deck.
Open: Target a Hero. The Hero gains +1S or +1K until the end of the turn.

"At long last we are ready to leave our ancient roost, to soar amongst the gods we once were…."
–"The Awakening," Part Two

1

Illus. ©1999 Michael Phillippi

The Heart of the Common Man

Buried Day: Every Hero in play has -1S until the end of the turn. Every Follower in play gains +1S until the end of the turn.

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

1

Illus. ©1999 Michael Sutfin

The Last Days

Battle: If you are the defender, target one of your Heroes in this battle. Bow the Hero. Transfer Water from this City Section to the Hero at a cost of 1 Copper per token.

The kings of the Houses of Dahab silently watched as the first fires spread. They knew what had to be done, though even they dreaded the decision.

1

Illus. ©1999 Eric Polak

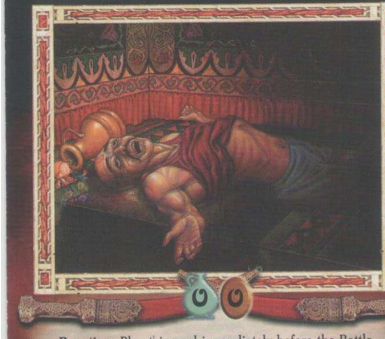
The Long Silence

Reaction: Play this card immediately before one of your Heroes is destroyed. The Hero is imprisoned in an opposing player's City Section of the player's choice instead. The Hero slides underneath the City Section as if attached to it. The Hero is not considered in play until the City Section is destroyed, upon which time the Hero returns home bowed.

3

Illus. ©1999 Bryon Wackwitz

The Mark of Kali



Reaction: Play this card immediately before the Battle Action Segment of a battle to which you have assigned one of your Heroes. Bow an opposing Hero with an attached Item or Follower.

The Jakla tribesman looked sullenly at the body. He had seen the mark countless times, but it disturbed him to find it in this small harem. The Ruhmal had grown bolder–or more desperate.

2

Illus. ©1999 Jim Pavelec

The Pale Moon's Glare

Battle: If you are the Blessed player, send a unit home from this battle, bowed. The Caliph's Blessing passes to the player on your left and does not move at the end of the turn.

Dawuud screamed in pain as the New Moon ripped through him, but he knew that the retreating Moto could now escape. A feeble smile crept across his lips and he lay dying, awaiting the moment of death.

3

Illus. ©1999 Eric Anderson

The Weight of Dreams

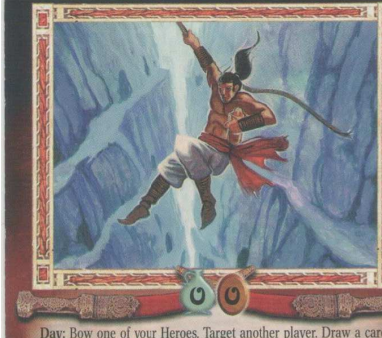
Open Omen: During the End Phase, each player may reshuffle a card from his or her Saved pile into his or her deck.

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. ©1999 Anson Maddocks

Tomb-Raiding



Day: Bow one of your Heroes. Target another player. Draw a card and place it face-down, or lay a card from your hand face-up. The other player reveals either the top card of his or her deck or a card from his or her hand. If your card's Fate value is higher than that of the other player's card, the other player must pay you Water equal to the Hero's Fate value, or all of his or her Water if there is not enough. If your Fate value is lower, destroy the Hero. Discard the revealed cards.

1

Illus. ©1999 William O'Connor

Trade Embargo

Open Omen: Each player can only straighten one Holding without cost during the Dawn Phase. Additional Holdings can be straightened in the Dawn Phase at a cost of 1 Water per Holding.

Though she had lost the ability to walk, the crone would not be cast aside in the stride of life. She took interest in affairs of market and state, and was the first to act when the city began to burn, shutting down entire caravan-serai with a single word.

1

Illus. ©1999 Tom Biondolillo

Truth of the Prophecy

Council Day: Bow a number of your cards whose total Influence is 10 or more. Until another Council card enters play, a Story Victory requires 7 Story Points.

After countless hours of painstaking research, the Caliph finally knew the identity of the last Avatar. By tomorrow at dawn, the Avatar would be dead.

4

Illus. ©1999 Tom Biondolillo

Twilight Terrors

Buried Battle: Target a Hero. The Hero has -2K until the end of the turn.

During that brief moment between day and night, when the world stills and everything is washed over in a pale red, neither Shilah's warm caress nor Kaleel's bitter howl exist, leaving those daring enough to share an experience without equal–until the others come.

1

Illus. ©1999 Patrick Kochakji

Ulterior Motive

Battle: Bow one of your Heroes in this battle. Straighten another of your Heroes in this battle.

"I have rescued your precious prisoner, and I can do more for you," said the Eye of Night, "but I require something in return." Kiyoshi looked on him with contempt borne by blood, but listened anyway.
–"The Tale of the Fourth Avatar," Part Three

2

Illus. ©1999 Randy Asplund-Faith

Unbound

Reaction: Play this card when one of your Heroes wins a duel. The Hero permanently gains +2S/+2K.

With a sigh of resignation, Nepherus opened the Book of the Dead over the bound figure of his former apprentice and uttered the words that would free him.
–"Keseth's Tale," Part Seven

2

Illus. ©1999 Craig Maher

Unexpected Rescue

Reaction: Play this card when an opponent engages. Reduce the damage by 2 points.
Reaction: Play this card immediately after you parry in a duel. Your Hero in the duel gains +2K until the end of the duel.

The questions from the Eye of Night became ever more insistent, and he spoke in her native tongue. Then he removed his wrap.

1

Illus. ©1999 Cris Dornaus

Victim of the East

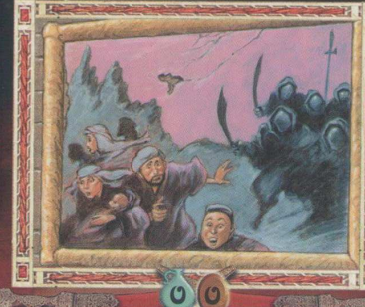
Day: Target a player. The player must discard a card of his or her choice from his or her hand. Discard this card to the player's Saved pile.

"Four victims in two days. The Ruhmal have settled here," the Jakla tribesman said. "We have found the battleground on which the final war will be waged."

1

Illus. ©1999 Tommy Pons

Vision of the End



Reaction: Play this card when another player's action targets one of your Heroes. The action's cost increases by 1 Water. If the player does not pay the additional cost, the Action is negated.

"It was painted by a wandering prophet," the owner explained, "before he vanished into the sands. He said that when the images came true, he would return."

2

Illus. ©1999 Val Meyerik

Voice of the Ten Thousand Gods

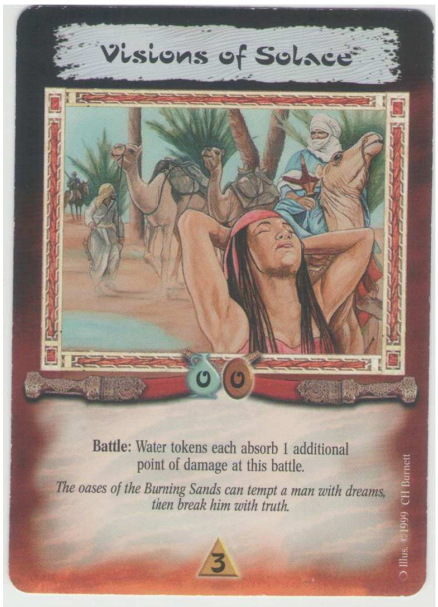
Battle Omen: The Strength of every Follower in this battle is reduced to 0.

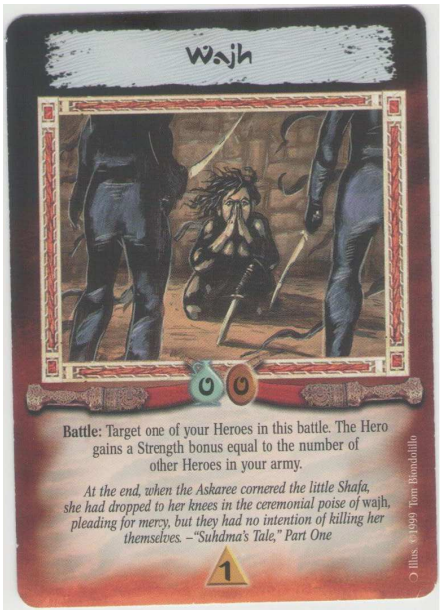
They listen to the voices of ten thousand gods, believing that ignoring even one will bring misfortune. With the Caliph showing them such favor, it is no wonder Lady Sun despises us.

1

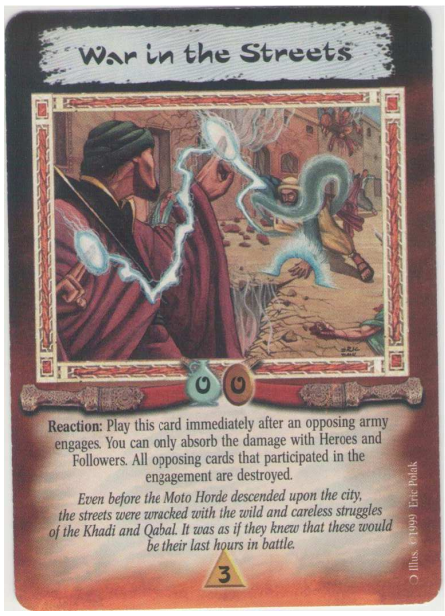
Illus. ©1999 Elyon Wackwitz

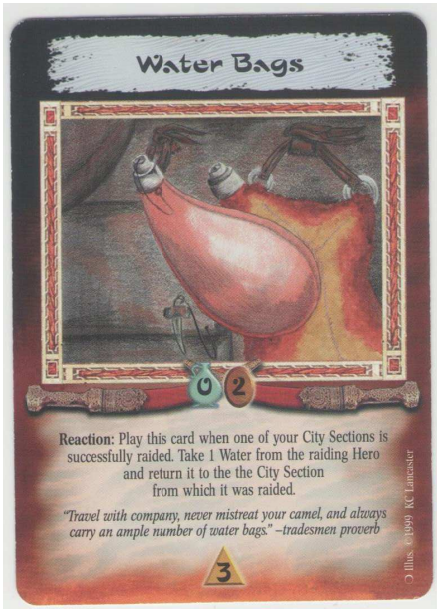
Voice of the Star
Reaction: Play this card immediately after a battle in which the City Section was destroyed. All Heroes who were in the attacking army permanently gain +1S.
The screaming voice of the Kami was sharp, hollow, and filled with remorse as she soared out of the barren realm: "Noooooooooooooo…." –"Gaheris' Tale," Part Four
1
© Illus. ©1999 Michael Phillippi

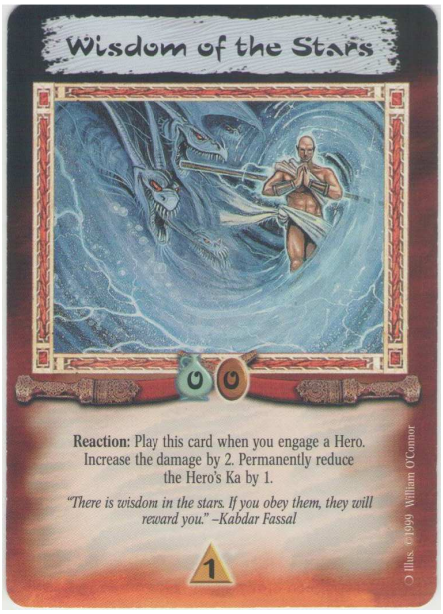

Visions of Solace
Battle: Water tokens each absorb 1 additional point of damage at this battle.
The oases of the Burning Sands can tempt a man with dreams, then break him with truth.
3
© Illus. ©1999 CH Barnett

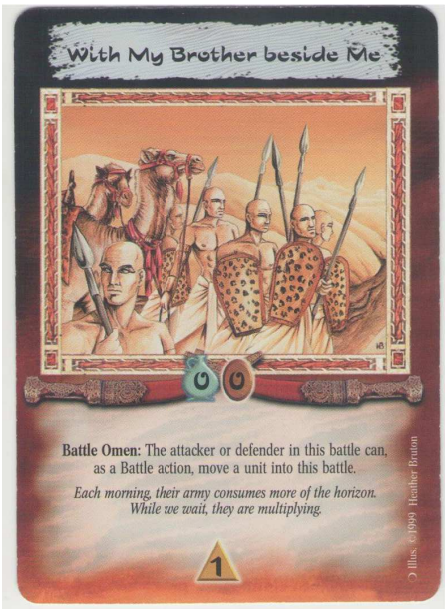

Wajh
Battle: Target one of your Heroes in this battle. The Hero gains a Strength bonus equal to the number of other Heroes in your army.
At the end, when the Askaree cornered the little Shafa, she had dropped to her knees in the ceremonial poise of wajh, pleading for mercy, but they had no intention of killing her themselves. –"Suhdma's Tale," Part One
1
© Illus. ©1999 Tom Biondolillo

Waking the Beast
Day: Target another player's Hero. The player draws and discards a card. If the card's Fate value exceeds the Hero's Fate value, destroy the Hero. Otherwise, the Hero permanently gains +2S/+2K.
"…Yet I am only beginning. The world has not felt such that I shall bring it." –The Last Scribe, Words of Sand
2
© Illus. ©1999 Paul (Prof) Herbert


War in the Streets
Reaction: Play this card immediately after an opposing army engages. You can only absorb the damage with Heroes and Followers. All opposing cards that participated in the engagement are destroyed.
Even before the Moto Horde descended upon the city, the streets were wracked with the wild and careless struggles of the Khadi and Qabal. It was as if they knew that these would be their last hours in battle.
3
© Illus. ©1999 Eric Polak


Water Bags
Reaction: Play this card when one of your City Sections is successfully raided. Take 1 Water from the raiding Hero and return it to the the City Section from which it was raided.
"Travel with company, never mistreat your camel, and always carry an ample number of water bags." –tradesmen proverb
3
© Illus. ©1999 KC Lancaster


Wisdom of the Stars
Reaction: Play this card when you engage a Hero. Increase the damage by 2. Permanently reduce the Hero's Ka by 1.
"There is wisdom in the stars. If you obey them, they will reward you." –Kabdar Fassal
1
© Illus. ©1999 William O'Connor


With My Brother beside Me
Battle Omen: The attacker or defender in this battle can, 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. ©1999 Heather Bruton

Withdrawal
Battle Omen: Heroes without attached Followers have -2S/-2K, to a minimum of 1 Ka.
Beneath the shadow of the Ring of Fire, the Senpet legions departed. "Let it all burn," said Abresax. The Caliph will pay dearly for her betrayal."
1
© Illus. ©1999 Mark Pennington

Withheld Fury

Battle Omen: Followers engage for 2 additional points of damage.

The dirty mongrel-figure lurched forward, desperately trying to escape its pursuers, but fatigue and dehydration had weakened it. The first warrior raised her gleaming sword to fell it, but the second held her back, something unexpected catching his eye.
–"The Tale of Soraph the Free Man," Part Three

1

Illus. © 1999 Jason Alexander Behnke

Worth of the Dead

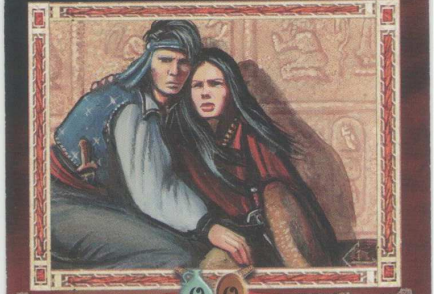
Reaction: Play this card when one of your Heroes is destroyed. Gain Copper equal to the total Fate values of the Hero's Items and Followers. You can spend the Copper on any one card before the end of the turn.

After the ritual, there are only scant moments to rob the victims before Kali-Ma's arrival.

3

Illus. © 1999 Ron Chironna

Young Love



Open Omen: If possible, each defending player must assign at least one of his or her units to defend at least one of his or her City Sections with an attacking unit assigned to it.

"What's happening?" Dena breathed, her face taut with concern. "The Chronicle's ending," he answered, though within he knew that another was just beginning. –"Dharr's Tale," Part Two

0

Illus. © 1999 Lisanne Lake

2 Ajbar ibn Kaleel 4

2 5

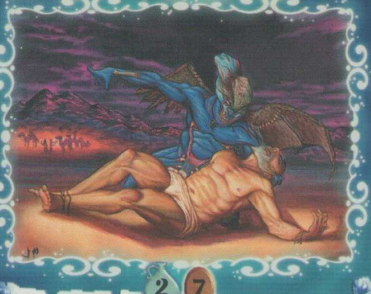
Summon Jinn Malignity • Kaleel's Legion • Berserk
Day: Bow one of your Sahir to bring Abjar ibn Kaleel into play.
Open: Bow Abjar ibn Kaleel. Another Hero in play gains the **Berserk** trait until the end of the turn.

The Ashalan fought valiantly against the demon but eventually faltered. –"They Collect Their Due," Part Three

3

Illus. © 1999 Cris Dornaus

al Amaq



2 7

Summon Jinn of Lost Hopes • Unique
Reaction: When a Hero is destroyed, bow one of your Sahir to bring al Amaq into play. Al Amaq becomes an exact duplicate of the Hero, copying permanent changes and traits but not attached tokens or cards. Al Amaq retains the **Jinn** trait. If al Amaq copies a Unique Hero, only one al Amaq can be in play at a time.

3

Illus. © 1999 Jim Pavelec

1 Alakrai 1

1 0

Summon Elder Jinn Trickster
For every card destroyed in his army, Alakrai gains +1S/+1K until the end of the turn.
Day: Bow one of your Sahir to bring this Jinn into play.

"LetmehelpreallywanttohelpComeonletmehelp ComeonComeonComeon…."

3

Illus. © 1999 Jason Felix

2 Asifet of the Fleet 2

3 1

Summon Jinn of the Desert Tempest • Flying
Asifet enters play bowed. Asifet cannot attach more than one Follower. A Follower attached to Asifet gains the **Flying** trait.
Day: Bow one of your Sahir to bring Asifet into play.

As the horizon became a whipping cyclone of sand, Nepherus closed his eyes and concentrated on the frightening truth he had learned.

1

Illus. © 1999 Thomas Manning

3 Ayna, Jinn of Qanon 0

2 5

Summon Jinn of Brutal Harvest
Ayna is not destroyed if he has 0 Ka. Card effects do not affect Ayna's Ka. Ayna cannot be challenged or enter a duel.
Day: Bow one of your Sahir to bring Ayna into play.
Reaction: When a Battle Action Segment begins, destroy Ayn. Play a Battle action. The Battle Action Segment then continues normally.

"We are whole once more."

3

Illus. © 1999 Michael Phillippi

Blighted Fields

0 0

Open: Bow one of your Sahir. Bow a Holding in play. The Holding cannot straighten next turn unless its controller discards 1 Water.

Marad of the gypsies stepped forward and raised his arms. Within moments, the farms along the banks of the Great Nahr'umar River began to dry up and flake away.
–"The Shattered Jewel," Part Two

2

Illus. © 1999 Craig Maher

Blinded by Fate

0 2

Curse Reaction: When one of your Heroes enter a duel, bow one of your Sahir. During the duel, the opposing Hero can only parry from his or her deck. Cards discarded this way go to their player's Saved pile.

Rawif raced through the Caliph's dungeon until there was nowhere left to go. One of the doors led to freedom, he hoped, but the other led only to certain death.

3

Illus. © 1999 KC Lancaster

Ceremony of the Black Heart

0 5

Battle: Bow one of your Sahir in this battle. The next opposing Hero that engages is destroyed at the end of the battle.

Keseth's dagger plunged deeply into the Black Heart, and there was a shrill wail from somewhere else in the palace.
–"Keseth's Tale," Part Eight

2

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Crysalis

0 3

Battle: Bow one of your Sahir. Make an Archery engagement against your opponent equal to the Sahir's Ka. You can split up the engagement's damage to target multiple cards; each instance of damage is independent of the others and treated separately.

Deep within the Senpet Garrison, Hekau awaited death. But something else would have its say first. In moments, the tendrils of smokeless fire began to seep from his body.

2

Illus. © 1999 Ramon Perez

Curse of Eternal Beauty

0 5

Open: Bow one of your Sahir. Target a Hero in play. Draw and discard a card. Add the card's Fate value to the Hero's Influence. The Hero's controller draws and discards a card, adding the card's Fate value to the Hero's Ka. If the Hero's total Influence now exceeds his or her total Ka, destroy the Hero.

3

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Curse of Lost Youth

0 0

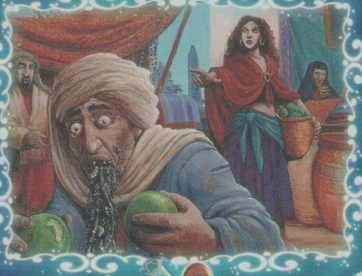
Night Curse: Target another Hero in play. Until the end of the game, the Hero's player must put a -1K token on the Hero each time the Hero straightens.

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

2

Illus. © 1999 Randy Asplund-Faith

Curse of the Rot Within



0 0

Curse Day: Bow one of your Sahir. Bow a Hero.

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

1

Illus. © 1999 Cris Dornaus

Discorporation

0 5

Battle: Bow one of your Sahir. Target an opposing Hero. You and the Hero's controller each draw and discard a card. Add your card's Fate value to the Sahir's Ka. Your opponent adds his or her card's Fate value the Hero's Ka. If the Sahir's total Ka exceeds the Hero's total Ka, destroy the Hero.

"Incompetent fool!" the Caliph screamed. "Die!" And the Sultan's flesh dissolved.

3

Illus. © 1999 Diana Vick

Dust to Dust

0 0

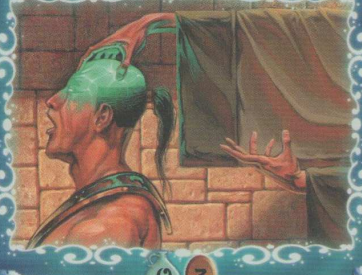
Spell
Buried Curse Day: Bow one of your Sahir. Target an opposing Hero. Put a -2K token on the Sahir and the Hero.

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

1

Illus. © 1999 Paul (Prof.) Herbert

Forget



0 3

Buried Open: Bury the top three cards of a player's deck.

"Qer Apet." The words flowed from the shadows like warm nectar. He could not move, frozen in place as the old woman continued, "We must leave, but you will remain to complete the story." When he turned, she was gone, leaving an immense ruby behind.

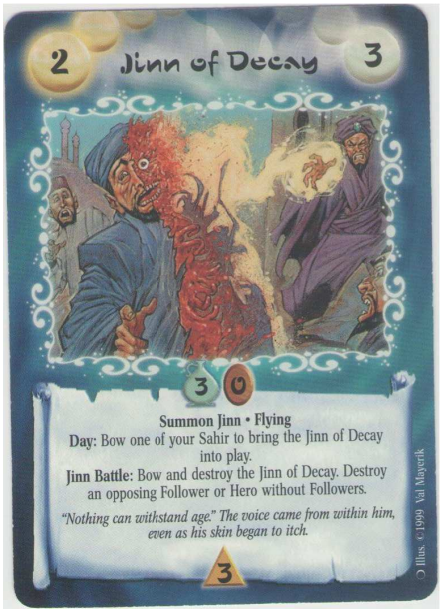
2

Illus. © 1999 Matthew Cavotta

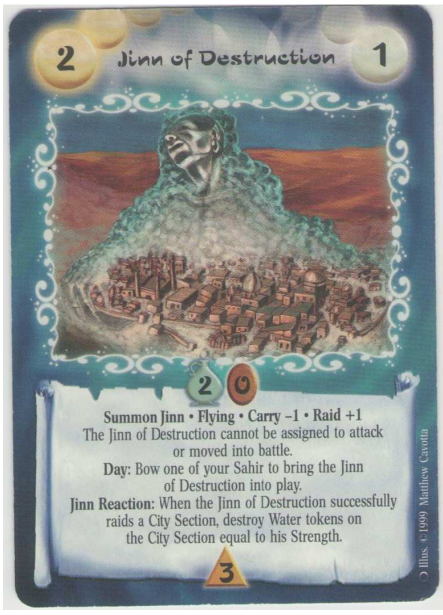
2
Gathriq
1
2 0
Summon Jinn Gatherer • Kaleel's Legion
Day: Bow one of your Sahir to bring Gathriq into play.
Reaction: When Gathriq engages, increase the engagement's Strength by 2. Destroy Gathriq.
As Dawuud lay dying upon the shores of the Ashalan lake, the Jinn decended upon him. "They Collect Their Due," it whispered, and then was gone.
3
Illus. © 1999 Ben Peck

Heart of the Beast
0 3
Day: Bow one of your Sahir. Target one of your Heroes. The Hero gains +3S/–2K until the end of the Day Phase.
You seek humans who can take the form of animals. But you should be looking for the animals that take the form of humans.
2
Illus. © 1999 Carl Frank

3
Jinn of a Thousand Midnights
1
2 0
Summon Jinn • Flying • This Jinn enters play bowed.
Day: Bow one of your Sahir to bring this Jinn into play.
Jinn Battle: Bow this Jinn. Target an Omen. Destroy the Omen.
"After countless millennia, I am free." Leaving the sleeping Qabal to his last dreams, the jinn slipped into the night.
2
Illus. © 1999 Anson Maddocks


2
Jinn of Decay
3
3 0
Summon Jinn • Flying
Day: Bow one of your Sahir to bring the Jinn of Decay into play.
Jinn Battle: Bow and destroy the Jinn of Decay. Destroy an opposing Follower or Hero without Followers.
"Nothing can withstand age." The voice came from within him, even as his skin began to itch.
3
Illus. © 1999 Val Mayerik

2
Jinn of Desire
2
1 0
Summon Jinn • Flying
Day: Bow one of your Sahir to bring the Jinn of Desire into play.
Jinn Day: Bow the Jinn of Desire. Target one of your Heroes. Switch the Hero's Strength and Ka until the end of the turn.
"What do you desire, my Master? Wisdom? Strength? I can give you both."
3
Illus. © 1999 William O'Connor


2
Jinn of Destruction
1
2 0
Summon Jinn • Flying • Carry –1 • Raid +1
The Jinn of Destruction cannot be assigned to attack or moved into battle.
Day: Bow one of your Sahir to bring the Jinn of Destruction into play.
Jinn Reaction: When the Jinn of Destruction successfully raids a City Section, destroy Water tokens on the City Section equal to his Strength.
3
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0
Kai
2
2 2
Summon Jinn of Hungry Dreams • Flying
Day: Bow one of your Sahir to bring Kai into play.
Jinn Open: Bow Kai. Increase the Strength of a Hero by Kai's Ka until the end of the turn.
She summoned the dream-eater to devour the Khadi's nightmare plague. Soon she would be able to rest again.
4
Illus. © 1999 Michael Sutfin

0
Keeper of the Marble Flame
2
2 0
Summon Jinn • Flying
Day: Bow one of your Sahir to bring the Keeper into play.
Day: Bow the Keeper. Target another Hero in play. Put a 1S Jinn Follower token on the Hero.
He watches over the entrance to the Temple of the White Tiger in the far-away Ivory Kingdoms. So far, only one has managed to enter its gilded halls.
3
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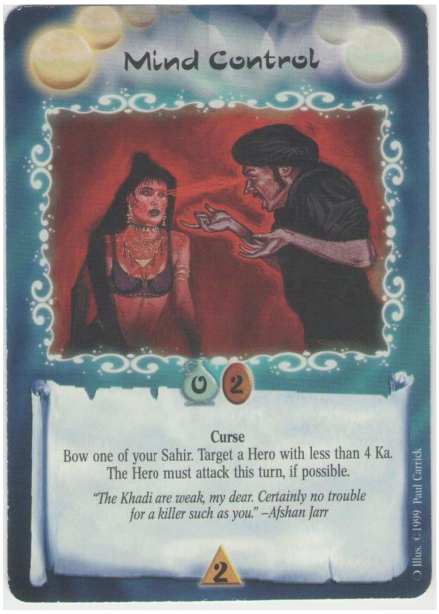
Lady Sun's Wrath
1 3
Day: Bow one of your Sahir. One of your City Sections gains the following ability, which replaces any previous abilities and traits:
"Battle: Destroy 1 Water on this City Section. Make a 2S Archery engagement."
"Moments before the last line of Ebonite defense was to crumble at the royal palace, a lone man stepped out into the field before the city gates and raised his arms to the skies. What followed has become legend." –Khitai, "The Shattered Jewel," Part Seven
3
Illus. © 1999 Eric Anderson


Mind Control
0 2
Curse
Bow one of your Sahir. Target a Hero with less than 4 Ka. The Hero must attack this turn, if possible.
"The Khadi are weak, my dear. Certainly no trouble for a killer such as you." –Afshan Jarr
2
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Ritual of Binding
0 7
Day: Bow one of your Sahir and bury a Jinn from your hand. Put an Enchantment token on an Item in play. The token's Strength and Ka bonus equal the Jinn's Fate value.
"Perhaps, if the humans were aware of the price paid for these so-called 'magic-items', they would not value them so." –The Jinn of Virtue
4
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Ritual of the Awakening
1 2
Day: Bow three of your Sahir. Bury a Pantheon card in play.
"Today," Katani called to the assembled masses at the City of the Seventh Star, "everything comes to task. Our time in this place is finally done." –"The Awakening," Part One
4
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Soul Stealing
0 0
Spirit Battle: Bow one of your Sahir. Make an Archery engagement equal to the Sahir's Ka.
Zahra stepped toward the soft glow of the Ashalan spires but was blocked by a gaunt man with the mark of the Jackal upon his neck. He raised his hand, and she felt her bond with the goddess draining away. "If only you could see what we do, the truth within the Stone, you would understand." –"Zahra's Tale," Part Two
2
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Sustain Life
0 0
Open: Bow one of your Sahir. Target a Hero. All Ka penalties affecting the Hero are negated. Items or tokens causing Ka penalties to the Hero are removed from play.
The wounds to the Senpet general were severe, but Duqaq would be able to save him. When the general awoke, he asked why Duqaq had saved an enemy, and the holy man responded, "Because once, long ago, your people did the same for me."
1
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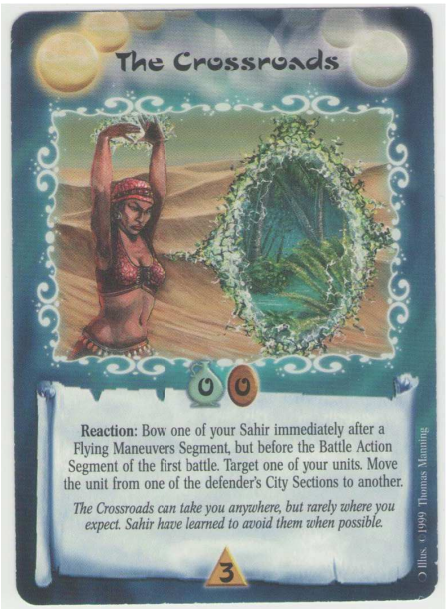
The Crossroads
0 0
Reaction: Bow one of your Sahir immediately after a Flying Maneuvers Segment, but before the Battle Action Segment of the first battle. Target one of your units. Move the unit from one of the defender's City Sections to another.
The Crossroads can take you anywhere, but rarely where you expect. Sahir have learned to avoid them when possible.
3
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The Seed of Qanon
1 0
Battle: Bow one of your Sahir. Target another Hero in this battle. The Hero gains a Strength bonus equal to the Sahir's Strength. If the Hero is destroyed in the battle, so is the Sahir. The Sahir need not be in the battle to cast this Spell.
Tashir the Anointed cried out in agony, finally realizing the true purpose of those who had raised him. –"The Tale of the Qanon," Part One
3
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