

**fistcards**

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# Chapter 1

## fistcards

### 1.1 Shadowfist Card List

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Shadowfist Card List - Limited Edition Set

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Which of the following are you interested in?

Feng Shui Sites

The Ascended

The Dragons

The Eaters of the Lotus

Architects of the Flesh

The Guiding Hand

The Jammers

The Four Monarchs

Unaligned Forces

Abbreviation Key

Credits

### 1.2 Credits

And special credit goes to...

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This List is about 99% Accurate!  
Please Email If you have updates or correction  
Jake Holub jake@hooked.net

Thanks to Rob Heinsoo For the Rarity Info  
Thanks to Dave Arlington For the Card Info

AmigaGuide formatting plus a bit of  
editing  
by Brian Switzer.

### 1.3 About the Editing

This list was plucked from a Shadowfist WWW site. The address is:

<http://www.nuc.berkeley.edu/fusion/lopez/shadowfist/fist.html>

I then converted it into AmigaGuide format and made a couple of minor corrections. As well, I added in some details about errors on some of the cards. I can be reached on the internet at:

[bswitzer@uoguelph.ca](mailto:bswitzer@uoguelph.ca)

Have fun with it!

So, Shaolin Monk, you want to fight?

### 1.4 Abreviation Key

Abbreviations for Costs and Resources:

C - Chi  
H - High-Tech  
M - Magic  
a - The Ascended  
d - The Dragons  
e - Eaters of the Lotus  
f - Architects of the Flesh  
g - Guiding Hand  
j - The Jammers  
m - The Four Monarchs  
Res.- Resources

Abbreviations for Rarity

VC - Very Common  
C - Common  
U - Uncommon  
R - Rare

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## 1.5 Feng Shui Sites

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### FENG SHUI SITES

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FENG SHUI SITE	Power	Body	Rarity
Ancestral Tomb	1	5	VC
Ancient Temple	1	5	VC
Auspicious Termites	1	5	VC
Blessed Orchard	1	7	VC
Cave Network	1	6	VC
City Square	1	6	R
Dragon Mountain	1	7	R
Family Home	1	5	VC
Family Restaurant	1	4	VC
Fox Pass	1	5	R
Grove of Willows	1	6	VC
Hallowed Earth	1	6	VC
Hanging Coffins	1	6	R
Inner Sanctum	1	11	VC
Jagged Cliffs	1	8	VC
Kinoshita House	1	4	R
Lily Pond	1	4	VC
Marsh	1	8	VC
Mountain Retreat	1	6	VC
Mourning Tree	1	8	R
Proving Ground	0	6	U
Sacred Ground	1	9	VC
Sacred Heart Hospital	1	6	R
Stone Garden	1	6	VC
The Red Lantern Tavern	1	7	R
Turtle Beach	1	6	R

## 1.6 The Ascended

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### THE ASCENDED

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Would you like to see

Sites

Edges

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## 1.7 Sites

-----  
 THE ASCENDED  
 -----

SITE	Power	Body	Cost	Res.	Rarity
Family Estate	1	5	2	a	C

## 1.8 Edges

-----  
 THE ASCENDED  
 -----

EDGE	Cost	Rarity
Monkey King	2a	U
Paper Trail	2aaa	U
Political Lock	2a	U
Tomb of the Beast	2a	U

## 1.9 Events

-----  
 THE ASCENDED  
 -----

EVENT	Cost	Rarity
Bite of the Jellyfish	0a	U
Bull Market	0aaa	R
Covert Operation	0a	C
Cry of the Forgotten Ancestor	1aa	U
Faked Death	0a	C
Hostile Takeover	0a	U
Mole Network	0a	C
Operation Killdeer	0a	C
Realpolitik	1a	C
Roar of the Beast	4aaaa	R
Subterfuge	0aaa	U
Suicide Mission	1aa	R

## 1.10 States

-----  
 THE ASCENDED  
 -----

STATE	Cost	Rarity
Marked for Death	1a	C

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Seal of the Wheel 2aa R  
 Security 1a C  
 Shadowy Mentor 3a C

## 1.11 Characters

-----  
 THE ASCENDED  
 -----

CHARACTER	Cost	Fight.	Res.	Rarity
Adrienne Hart	4aaaa	8	a	R
Cabinet Minister	1a	1	a	C
Church Official	2aaa	1	a	U
Draco	6aaaa	12	a	R
Fist of the Bear	4aa	6	a	U
Gruff Lieutenant	1a	1	a	C
Liquidators	3	3	a	VC
Might of the Elephant	4	(x)	a	U
Military Commandant	2aa	1	a	U
Mr. X	3aa	1	a	R
Muckraking Journalist	2a	1	a	U
Phillipe Benoit	4aa	5	a	R
Shell of the Tortoise	3aaa	6	a	R
Soul of the Shark	3a	2	a	U
Sting of the Scorpion	5aaa	4	a	U
Strike Force	6aaa	7	a	R
Student of the Bear	1	1	a	VC
SWAT Team	2	2	a	VC
Swiss Banker	2a	1	a	C
Tatsua Yanai	3a	1	a	R
The Pledged	1	1	a	VC
The Unspoken Name	3aaaaa	6	aa	R
Tooth of the Snake	4a	4	a	U
Undercover Cop	2a	(x)	a	U
Vladimir Kovalov	4aaa	7	a	R
Web of the Spider	3aaa	3	a	R

## 1.12 The Dragons

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 THE DRAGONS  
 -----

Would you like to see

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## 1.13 Sites

-----  
THE DRAGONS  
-----

SITE	Power	Body	Cost	Res.	Rarity
House on the Hill	1	5	2	d	C

## 1.14 Edges

-----  
THE DRAGONS  
-----

EDGE	Cost	Rarity
Wind Across Heaven	2d	U

## 1.15 Events

-----  
THE DRAGONS  
-----

EVENT	Cost	Rarity
Array of Stunts	1dd	U
Assasins in Love	0dd	R
Back for Seconds	1d	C
Booby Trap	1d	C
Final Brawl	0d	C
Golden Comeback	2d	C
Last Outpost	1d	C
Last Stand	1dddd	R
Now You've Made Us Mad		0dd U
The Crucible	1dd	R
Thunder on Thunder	1d	U
Victory for the Underdog	1d	C

## 1.16 States

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 THE DRAGONS
 

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STATE	Cost	Rarity
Bag Full of Guns	2d	U
Baptism of Fire	1d	R
Charmed Life	1d	U
Fists of Legend	2d	R
Heroic Conversion	0d	U
Training Sequence	1d	C
Undercover	1d	U

## 1.17 Characters

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 THE DRAGONS
 

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CHARACTER	Cost	Fight.	Res.	Rarity
Average Joe	3 2	d		VC
Big Bruiser	5dd	6	d	U
Capoeira Master	4ddd	5	d	R
Chinese Doctor	1d	1	d	C
Dragon Adept	4dd	5	d	U
Dragon Fighter	4	4	d	C
Everyday Hero	2 2	d		VC
Friends of the Dragon	1	1	d	VC
Gadgeteer	2d	2	Hd	C
Iala Mane	5dddd	8	d	R
Jack Donovan	5ddd	8	d	R
Johnny Tso	3ddd	4	d	R
Kar Fai	7dddd	11		Cdd R
Mad Dog McCroun	4ddd	6	d	R
Masked Avenger	3d	4	d	U
Maverick Cop	3d	4	d	U
Old Hermit	3d	2	CMd	U
Oscar Balbuena	5ddd	7	d	R
Redeemed Assassin	5ddd	8	d	R
Righteous One	2d	1	d	C
Ring Fighter	3 3	d		VC
Shamanistic Lieutenant	3ddd	4	Md	R
Silver Band	3ddd	5	d	U
Silver Fist	4ddd	6	d	R
Zheng Yi Quan	6dddd	11	Cd	R

## 1.18 The Eaters of the Lotus

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 THE EATERS OF THE LOTUS
 

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Would you like to see

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## 1.19 Sites

-----

THE EATERS OF THE LOTUS

-----

SITE	Power	Body	Cost	Res.	Rarity
Infernal Temple	1	5	2	e	C

## 1.20 Edges

-----

THE EATERS OF THE LOTUS

-----

EDGE	Cost	Rarity
Chains of Bone	2e	U
Feast of Souls	4e	R
Flood on the Mountain	2e	U
Imperial Boon	4e	R

## 1.21 Events

-----

THE EATERS OF THE LOTUS

-----

EVENT	Cost	Rarity
Banish	2e	R

	Dance of the Centipede		
	1e	C	
Inauspicious Reburial	1e	C	

-----

Infernal Plague        1e U  
 Shifting Loyalties    2ee R  
 Tortured Memories    2e C

## 1.22 Dance of the Centipede

There is an error with this card. This is the excerpt from the FAQ:

Q. Are there any cards that are in need of immediate repair?

A. Dance of the Centipede

The card text should read "Turn target card and cancel any effects generated by turning that card." As the card now reads, it sounds almost as if it could be used to cancel any card. Not so.

## 1.23 States

-----  
 THE EATERS OF THE LOTUS  
 -----

STATE	Cost	Rarity
Deathtrap	1e	C
Flying Guillotine	0e	R
Inexorable Corruption	0e	C
Poison Needles	2ee	U
Sphere of Defilement	2e	U
Sword of Biting	1e	C
The Demon Within	2Me	C
Theft of Fortune	1e	R
Vampiric Touch	2ee	U
Veiling of the Light	2Me	U

## 1.24 Characters

-----  
 THE EATERS OF THE LOTUS  
 -----

CHARACTER	Cost	Fight.	Res.	Rarity
Abysmal Daughter	4Mee	1 e	R	
Abysmal Horror	3Me	4 e	C	
Abysmal Spirit	3e	2 Me	U	
Big Brother? Tsien	2 2	e	R	
Eunuch Underling	2 2	Me	VC	
Evil Twin	3e	* e	R	
Gao Zhang	6eeeeee	10	MMMe	R
Ghostly Seducer	4Me	1 Me	R	
Gnarled Horror	2Me	1 e	U	

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Gnarled Marauder 3Me 3 e U  
 Hopping Vampire 4 4 e C  
 Imperial Guard 2e 1 e U  
 Jueding Shelun 5eee 8 Me R  
 Kan Li 4eee 7 e R  
 Kun Kan 4Me 5 e U  
 Mother of Corruption 5eeee 13 ? R  
 Shadow Creeper 1e 1 e C  
 Shadowy Horror 3 3 e VC  
 Sinister Priest 1 1 Me VC  
 Snake Man 4Mee 4 e R  
 Thing with 1000 Tongues 6MMMe 9 e R  
 Thorns of the Lotus 2 2 e VC  
 Tomb Spirit 3ee 1 e R  
 Vassals of the Lotus 1 1 e VC  
 Walker of the  
     Purple Twilight 5ee 6 MMe U  
 Walking Corpses 2e 4 e C  
 White Disciple 2e 2 Me C

## 1.25 The Architects of the Flesh

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THE ARCHITECTS OF THE FLESH

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Would you like to see

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## 1.26 Sites

---

ARCHITECHS OF THE FLESH

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SITE	Power	Body	Cost	Res.	Rarity
Abominable Lab	1	5	2	f	C

---

## 1.27 Edges

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ARCHITECHS OF THE FLESH

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EDGE	Cost	Rarity
Arcanowave Reinforcer	2Hff	U
Probability Manipulator	4Hff	R

Reinvigoration Process

	1f	U
Seed of the New Flesh	2f	U

## 1.28 Reinvigoration Process

There is an error with this card. This is the excerpt from the FAQ:

Q. Are there any cards that are in need of immediate repair?

A. Reinvigoration Process

The original version of this card allowed certain combos to generate infinite Power. (Hint: Feast of Souls, with or without Vivisector...) Yeah, the Architects are powerful, but not that powerful. The rules text of this card should read: "Turn to play an Abomination from your smoked pile." Note that in this and all other cases in which cards allow you to play other cards, you must pay Power costs and meet resource conditions unless otherwise specified.

## 1.29 Events

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ARCHITECHS OF THE FLESH

---

EVENT	Cost	Rarity
Abominable Wave	1Hf	C
Arcanowave Pulse	1f	U
Celluar Reinvigoration	1f	U
Code Red	1f	C
Dangerous Experiment	0ffff	R
Dark Future	?	R
Expendable Unit	0f	C
Imprisoned	1f	C
Nerve Gas	1f	C
Neutron Bomb	3Hff	U
Police State	1f	U
PubOrd Raid	0f	C
State of Emergency	1f	U
Superior Technology	1f	C

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### 1.30 States

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 ARCHITECHS OF THE FLESH  
 -----

STATE	Cost	Rarity
Brain Bug EQ3200	1f	R
Helix Chewer	0f	C
Helix Rethread	0f	C

### 1.31 Characters

-----  
 ARCHITECHS OF THE FLESH  
 -----

CHARACTER	Cost	Fight.	Res.	Rarity
Alpha Beast	2 2	f	VC	
Arcanotechnician	2f	1	HMf	U
Arcanowave Researcher	1f	1	HMf	U
Brain Eater	4ff	3 f	U	
Buro Assasin	3f	2 f	C	
Buro Official	2f	1 f	U	
Desdemona Deathangel	5fff	5 f	R	
DNA Mage	1 1	HMf	C	
Dr. April Mucosa	3ff	1	HMMf	R
Homo Omega	6ffff	10	HHHf	R
Johann Bonengel	3fffff	5 ff	R	
Midnight Whisperer	1f	1 f	C	
Monster Hunter	3f	3 f	U	
Mutoid	4ff	4 f	U	
Nirmal Yadav	4fff	7 Hf	R	
Prototype X	4fff	8 f	R	
PubOrd Officer	1 1	f	VC	
PubOrd Sniper	2f	1 f	C	
PubOrd Squad	3 3	f	VC	
Super Soldier	4ff	5 f	U	
Tactical Team	4fff	6 f	R	
Test Subjects	1 1	Hf	VC	
The Reconstructed	3fff	5 f	U	
Vivisector	2f	1 Hf	U	

### 1.32 The Guiding Hand

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 THE GUIDING HAND  
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Would you like to see

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Sites  
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### 1.33 Sites

-----  
 THE GUIDING HAND  
 -----

SITE	Power	Body	Cost	Res.	Rarity
Shaolin Sanctuary	1	5	2 g		C

### 1.34 Edges

-----  
 THE GUIDING HAND  
 -----

EDGE	Cost	Rarity
Fire in the Lake	3gg	U
Hill of the Turtle	2g	U
Shifting Tao	1gg	U

### 1.35 Events

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 THE GUIDING HAND  
 -----

EVENT	Cost	Rarity
Beneficial Realignment	1g	C
Confucian Stability	1g	C
Difficulty at the Beginning	1g	U
Into the Light	1g	U
Iron and Silk	0g	C
Mysterious Return	1Cg	C
Natural Order	1Cg	C
Onslaught of the Turtle	2g	U
Positive Chi	1gg	U
Progress of the Mouse	1g	U
Rigorous Discipline	0g	C

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Robust Feng Shui      2gg U  
 Shattering Jade      1g U  
 Wind on the Mountain      (x)gg U

## 1.36 States

-----  
 THE GUIDING HAND  
 -----

STATE	Cost	Rarity
		Thunder on the Mountain
	1g	U
Power of the Great	2gg	R

## 1.37 Thunder on the Mountain

There is an error with this card. This is the excerpt from the FAQ:

Q. Are there any cards that are in need of immediate repair?

A. Thunder on the Mountain

The 'm' that appears in the rules text is meant to be an Architects of the Flesh symbol.

## 1.38 Characters

-----  
 THE GUIDING HAND  
 -----

CHARACTER	Cost	Fight.	Res.	Rarity
Chin Ken	4gggg	7	CCg	R
Confucian Sage	2g	1	Cg	U
Elderly Monk	2g	1	Cg	R
Fong Sai Yuk	6gggg	9	Cg	R
Gardener	1g	1	Cg	C
Golden Candle Society	1	1	Cg	VC
Green Monk	4g	4	Cg	U
Instrument of the Hand	2	2	Cg	VC
Old Master	5gg	5	g	R
One Hundred Names	3gg	6	g	U
Orange Monk	5g	3	Cg	U
Qau Li	2gg	1	g	R
Quan Lo	6ggggg	6	CCCg	R
Shaolin Master	5ggg	8	Cg	U
Shaolin Monk	3	3	Cg	VC

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Shaolin Warrior 1g 1 Cg C  
 Shih Ho Kuai 3ggg X Cg R  
 Sun Chen 5ggg 8 g R  
 Swordsman 1 1 g VC  
 The General 4gg 3 g U  
 Tranquil Persuader 3gg 1 Cg R  
 Wong Fei Hong 6gggg 11 Cg R

### 1.39 The Jammers

-----  
 THE JAMMERS  
 -----

CHARACTER	Cost	Fight.	Res.	Rarity
\$10,000 Man	4H	6 Hj	U	
Battlechimp Potemkin	4j	5 Hj	R	
Chromosone Screamer	4H	4 j	U	
Dump Warrior	2 2	Hj	C	
Edge Warrior	1 1	j	C	

### 1.40 The Four Monarchs

-----  
 THE FOUR MONARCHS  
 -----

CHARACTER	Cost	Fight.	Res.	Rarity
King of the Thunder				
Pagoda	6 12	MMm	R	
Queen of the Ice Pagoda	6 10	MMm	R	
Ice Warriors	2 2	m	C	
Thunder Knights	2 2	m	C	

### 1.41 Unaligned Forces

-----  
 UNALIGNED FORCES  
 -----

Would you like to see

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## 1.42 Sites

-----  
 UNALIGNED FORCES  
 -----

SITE	Power	Body	Cost	Res.	Rarity
			Alchemist's Lair		
			1 5 2	CC (MM?)	C
Ancient Grove	1	5	2 CC	C	
Drug Lab	1	6	1 R		
Illusory Bridge	0	3	M0	C	
Police Station	0	10	1 R		
Secret Headquarters	2	10	3 R		
Secret Laboratory	1	5	2 HH	C	
Trade Center	2	9	3 C		

## 1.43 Alchemist's Lair

There is an error with this card. This is the excerpt from the FAQ:

Q. Why isn't there a site that provides Magic resources the way Secret Laboratory provides Tech resources and Ancient Grove provides Chi?

A. Because we goofed on Alchemist's Lair and made the site provide Chi resources instead of Magic. We intend to fix the mistake on the second printing of the Standard Edition. But in tournaments, all Alchemist's Lair sites will be played with the symbol that appears on the card. We are saving errata to fix problems that crock the game. We can live with a few Alchemist's Lairs that provide Chi while most provide Magic.

## 1.44 Edges

-----  
 UNALIGNED FORCES  
 -----

EDGE	Cost	Rarity
I Ching	1M	R
Safehouse	4	R
Soul Maze	1MM	R
Spirit Frenzy	2MM	R

-----

The Hungry            1MM U  
 The Rackets           3 R

## 1.45 Events

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### UNALIGNED FORCES

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EVENT	Cost	Rarity
Blade Palm	2CC	U
Curtain of Fullness	0MM	U
Dawn of the Righteous	1C	C
Healing Earth	0C	C
Killing Rain	1M	C
Larcenous Mist	0MM	U
Orbital Laser Strike	1H	C
Return to the Center	1C	U
Salvage	1H	U
Satellite Surveillance	0H	U
Scroll of Incantation	1MM	U
Shattering Fire	1M	C

## 1.46 States

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### UNALIGNED FORCES

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STATE	Cost	Rareity
Alabaster Javelin	1M	U
Amulet of the Turtle	1M	U
Armored in Life	1C	C
Attack Helicopter	3	U
Claw of the Tiger	1CCC	U
Combat Aircar	4HH	U
Contract of the Fox	2C	U
Death Touch	2C	R
Dim Mak	1C	U
Disintegrator Ray	1HH	U
Explosives	1	U
Fortune of the Turtle	1C	U
Floating Fortress	6HHHH	R
Fusion Rifle	1H	U
Fusion Tank	4H	U
Grenade Launcher	1	U
Hands Without Shadows	0C	C
Havoc Suit	2H	C
Motorcycle	0	C
Netherworld Passageway	2	C
Really Big Gun	1	C
Robot Arm	2H	U

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Shadowfist	3	CCCC	R
Speed Boat	2	C	
Sports Car	2	C	
Throwing Star	1	U	
Ultimate Mastery	1	C	R
Water Sword	1	R	
Whirlwind Strike	1	C	C

## 1.47 Characters

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UNALIGNED FORCES

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CHARACTER	Cost	Fight	Res.	Rarity
Mooks	1 1	VC		
Mysterious Stranger	3 2		U	
Luis Camacho	4 2		R	
Nine Cuts	4 2		R	
White Ninja	5 3		R	