

fistcards

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# **Contents**

1	fistca	ards	1
	1.1	Shadowfist Card List	1
	1.2	Credits	1
	1.3	About the Editing	2
	1.4	Abreviation Key	2
	1.5	Feng Shui Sites	3
	1.6	The Ascended	3
	1.7	Sites	4
	1.8	Edges	4
	1.9	Events	4
	1.10	States	4
	1.11	Characters	5
	1.12	The Dragons	5
	1.13	Sites	6
	1.14	Edges	6
	1.15	Events	6
	1.16	States	6
	1.17	Characters	7
	1.18	The Eaters of the Lotus	7
	1.19	Sites	8
	1.20	Edges	8
	1.21	Events	8
	1.22	Dance of the Centipede	9
	1.23	States	9
	1.24	Characters	9
	1.25	The Architects of the Flesh	10
	1.26	Sites	10
	1.27	Edges	11
	1.28	Reinvigoration Process	11
	1.29	Events	11

fistcards

1.30	States	12
1.31	Characters	12
1.32	The Guiding Hand	12
1.33	Sites	13
1.34	Edges	13
1.35	Events	13
1.36	States	14
1.37	Thunder on the Mountain	14
1.38	Characters	14
1.39	The Jammers	15
1.40	The Four Monarchs	15
1.41	Unaligned Forces	15
1.42	Sites	16
1.43	Alchemist's Lair	16
1.44	Edges	16
1.45	Events	17
1.46	States	17
1.47	Characters	18

fistcards 1 / 18

# **Chapter 1**

# fistcards

## 1.1 Shadowfist Card List

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Shadowfist Card List - Limited Edition Set

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

Abreviation Key

Credits

## 1.2 Credits

And special credit goes to...

fistcards 2 / 18

```
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

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

fistcards 3/18

# 1.5 Feng Shui Sites

FENG SHUI SITES

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

1 5 R Fox Pass

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 1 8 VC Marsh

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

THE ASCENDED

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Would you like to see

Sites

Edges

Events

States

Characters

fistcards 4 / 18

## 1.7 Sites

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THE ASCENDED

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

# 1.8 Edges

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THE ASCENDED

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

## 1.9 Events

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THE ASCENDED

\_\_\_\_\_\_\_

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

#### 1.10 States

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THE ASCENDED

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STATE Cost Rarity Marked for Death 1a C fistcards 5 / 18

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

## 1.11 Characters

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THE ASCENDED

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```
CHARACTER Cost Fight. Res. Rarity
Adrienne Hart 4aaaa 8 a R
Cabinet Minister la 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
             6aaa 7 a R
Strike Force
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

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Would you like to see

Sites

Edges

fistcards 6 / 18

Events

States

Characters

## **1.13 Sites**

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THE DRAGONS

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

# 1.14 Edges

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THE DRAGONS

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EDGE Cost Rarity Wind Across Heaven 2d U

## 1.15 Events

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THE DRAGONS

\_\_\_\_\_\_

EVENT Cost Rarity Array of Stunts 1dd U 0dd R Assasins in Love Back for Seconds 1d C Booby Trap 1d C 0d C Final Brawl Golden Comeback 2d C Last Outpost 1d C 1dddd R Last Stand 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

fistcards 7 / 18

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THE DRAGONS

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

#### 1.18 The Eaters of the Lotus

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THE EATERS OF THE LOTUS

fistcards 8 / 18

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Would you like to see

Sites

Edges

Events

States

Characters

## 1.19 Sites

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THE EATERS OF THE LOTUS

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

# 1.20 Edges

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THE EATERS OF THE LOTUS

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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

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EVENT Cost Rarity Banish 2e R

Dance of the Centipede

1e C

Inauspicious Reburial 1e C

9/18 fistcards

```
Infernal Plaque
                  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 Oe R
Inexorable Corruption Oe 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
                3Me 4 e C
Abysmal Horror
Abysmal Spirit
               3e 2 Me U
Big Brother Tsien 2 2 e R
Eunuch Underling 2 2 Me VC
Evil Twin 3e * e R
           6eeeee 10 MMMee
Gao Zhang
Ghostly Seducer 4Me 1 Me R
Gnarled Horror
               2Me 1 e U
```

fistcards 10 / 18

```
Gnarled Marauder 3Me 3 e U
Hopping Vampire 4 4 e C
               2e 1 e U
Imperial Guard
              Ze i .
5eee 8 Me R
Jueding Shelun
          4eee 7 e R
Kan Li
Kun Kan
          4Me 5 e U
Mother of Corruption 5eeee 13 (none) 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 11 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

Sites

Edges

Events

States

Characters

#### **1.26** Sites

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ARCHITECHS OF THE FLESH

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SITE Power Body Cost Res. Rarity Abominable Lab  $\phantom{-}1$  5 2 f C

fistcards 11 / 18

# 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

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

fistcards 12/18

#### 1.30 States

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ARCHITECHS OF THE FLESH

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

#### 1.31 Characters

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ARCHITECHS OF THE FLESH

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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 1 1 HMf C DNA Mage Dr. April Mucosa 3ff 1 HHMf R Homo Omega 6ffff 10 HHHf 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 1 1 f VC PubOrd Officer 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

fistcards 13 / 18

Sites

Edges

Events

States

Characters

## **1.33 Sites**

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THE GUIDING HAND

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SITE Power Body Cost Res. Rarity Shaolin Sanctuary 1 5 2 g  $^{\rm C}$ 

# 1.34 Edges

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THE GUIDING HAND

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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

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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

fistcards 14/18

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

#### 1.36 States

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THE GUIDING HAND

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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

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THE GUIDING HAND

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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 2gg 1 g R Qaui Li Quan Lo 6ggggg 6 CCCgg R Shaolin Master 5ggg 8 Cg U Shaolin Monk 3 3 Cg VC

fistcards 15 / 18

```
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

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THE JAMMERS

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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

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THE FOUR MONARCHS

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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

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UNALIGNED FORCES

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Would you like to see

Sites

Edges

Events

fistcards 16 / 18

States

Characters

# 1.42 Sites

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UNALIGNED FORCES
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```
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

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#### UNALIGNED FORCES

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

17 / 18 fistcards

The Hungry 1MM U The Rackets 3 R

#### 1.45 Events

EVENT

UNALIGNED FORCES

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

#### 1.46 States

UNALIGNED FORCES

Cost Rareity Alabaster Javelin 1M U 1M U Amulet of the Turtle 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 1C U Dim Mak 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 OC C Hands Without Shadows 2H C Havoc Suit 0 C Motorcycle Netherworld Passageway 2 C Really Big Gun 1 C Robot Arm 2H U

fistcards 18 / 18

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