

# THE INNER KINGDOM UPDATE

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**In This Issue:**

**Seven Masters  
Casting Call!**

**Texas and Sydney State  
Championship Decklists!**

**More Fiction!**

*Art by [Signature]*

# Sydney Smackdown 2011

## Event Report by Ben Carpentier

Greetings from Sydney!

The rain fell in pelts and drizzles on Easter Saturday, as the Fist faithful gathered at St Scholastica in Glebe for the mighty battle that was the Sydney Smackdown. The morning started with some light sparring, as three newcomers were initiated into the secret war, given some quick schooling in the art of Shadowfist, and were awarded with demo decks for their troubles. It was after lunch that the real battle began.

Five warriors faced off that day. The freshest face was in fact the oldest, a man of great age and experience in roleplaying and games generally, Shawn. He had only that day received a demo deck as he reacquainted himself with some old playing skills, and was supplied with a more honed Cliffhanger (Dragon) deck for the tournament. Mark appeared, the mighty winner of the last Gen Con Oz duelling and Final Brawl awards, but in his grace played with his Fanatical Thunder Armies of the Monarch (Monarch) deck. Dave, terror of the Sydney Proving Ground, was in residence, wielding his Muscle Cop Warfare (Dragon) deck. Penny, duellist without compare, had brought the wrath of her Can't Keep A Good Fenris Down (Reascended/Architects) deck. Finally, I humbly stepped into the ring with my All Demons Lead to the Alabaster King (Lotus) deck.

Five players! What a number. We were short our other regular player, Dave Smith, who was away for Easter, as well as two of our newer regulars, Carl and Stacey, who were involved in other games at the convention. Still, three games were had between us, five player Cardiff style. The first was the epic battle we know and expect from such large gatherings. Many rises and falls, attacks and counter-attacks were made, the end coming when Penny foiled an attack by Dave's muscle car'd homicide detective, only to allow Midnight to throw itself against John Fenris, detonating the demon horse's corpse and summoning for the Alabaster King, who called upon the aid of Mark's thunder armies to fight to victory.

The second game saw us all suffer under the wrath of Dunwa Saleem, who with the help of a first turn Ancient Stone Arch and an early Bull Market went from strength to strength, with Dunwa faking his death and John Fenris arising from the Reascension Agenda to storm to victory. The final game saw a number of attacks of attrition leaving little on the board, before a horde of demons tore the heads off a group of thunder knights and strode across the battlefield, claiming victory once again, making the Lotus the victors of the day.

A great thanks goes out to everyone who attended, and we hope to be able to join our Brisbane counterparts for a fun time at the B&S Brawl.

# Sydney Smackdown Championship Deck

All Demons Lead to the Alabaster King by Ben Carpentier

## Foundation Characters

Sinister Priest x 5

Wailing Apparition x 5

Big Brother Tsien x 2

## Hitters

Sheriff Agathon

Infernal Army

Destroyer

Cloaca

Lai Kuang

Midnight x 2

Evil Twin x 2

The Alabaster King x 3

## Feng Shui Sites:

LaGrange Four

The Great Wall

Weeping Willows x 2

The Shangshu Mansion

Festival Circle

Ancient Stone Arch

Smiling Heaven Lake

Proving Ground

The Iron Palace

Petroglyphs

Stone Dolmens

## Freebies

Drowning in Blood x 3

Pocket Demon x 4

Cannibal's Banquet x 2

Die!!! x 3

## Cost cards

The Alabaster Palace

The Dragon Throne x 2

Underworld Coronation

Insidious Plan x 2

Detonating Corpses x 2

Two-Headed Horror x 3

The Hand of the Underworld

# ChimaeraCon 2011 Texas State Championship Deck by Clay Threadgill

## Foundations:

5x Black Helicopter Squad  
5x The Pledged  
2x Student of the Bear  
2x Might of the Elephant

## Sites:

5x Family Estate

## Characters:

2x Adrienne Hart  
2x Cabinet Minister  
3x Corrupt Land Agent  
2x Freelance Platoon  
2x Gunslinger  
2x The She-Wolf  
1x Shinobu Yashida  
2x Triumvirate Dealmaker  
1x The Unspoken Name  
(Critical Shift)

## FSS:

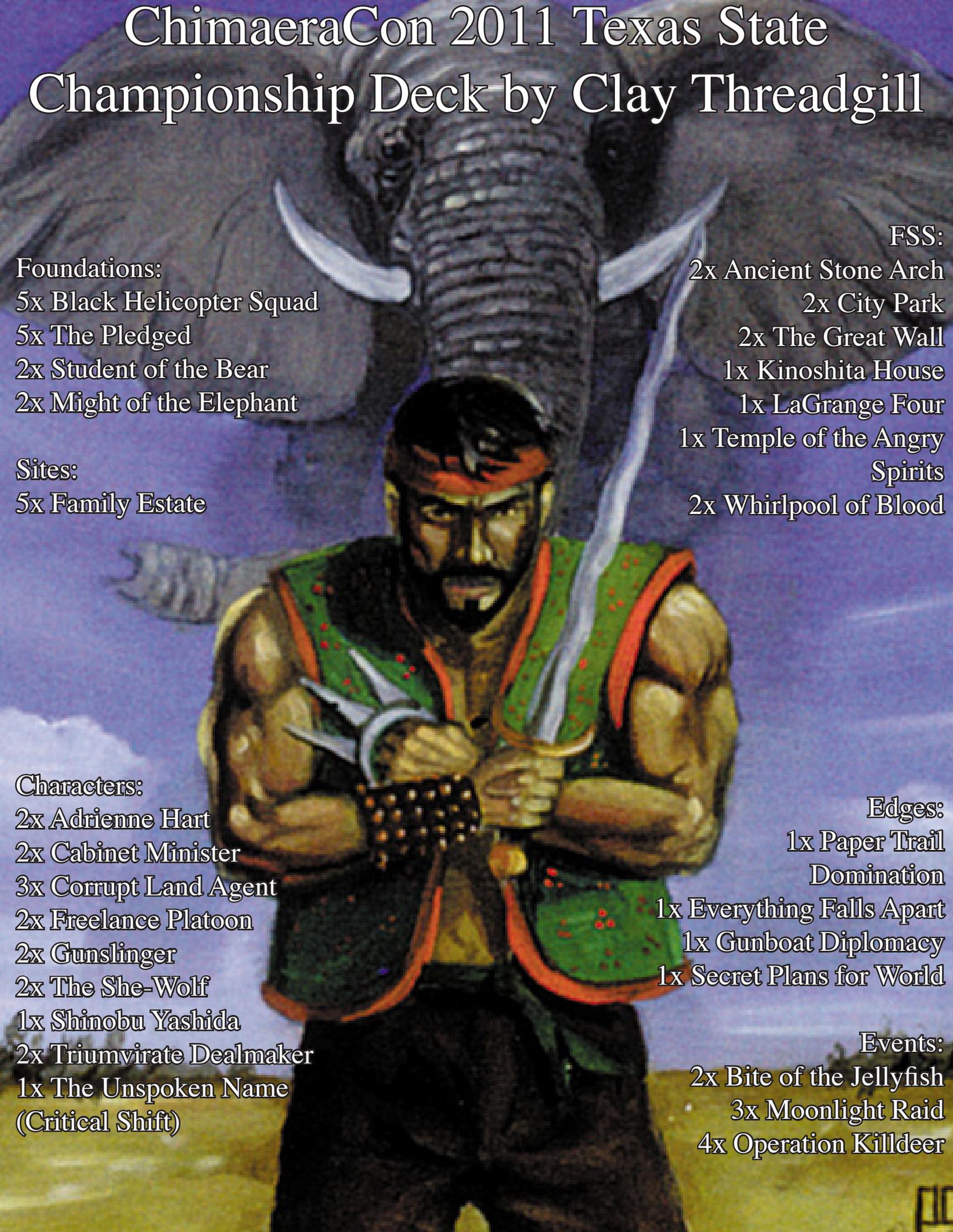
2x Ancient Stone Arch  
2x City Park  
2x The Great Wall  
1x Kinoshita House  
1x LaGrange Four  
1x Temple of the Angry  
Spirits  
2x Whirlpool of Blood

## Edges:

1x Paper Trail  
Domination  
1x Everything Falls Apart  
1x Gunboat Diplomacy  
1x Secret Plans for World

## Events:

2x Bite of the Jellyfish  
3x Moonlight Raid  
4x Operation Killdeer



# Photos from Texas' ChimaeraCon 2011

This is what happens when three opponents try to take down a single Athena.



San Antonio resident Elizabeth Griego contemplates how to keep her Xin Ji Yang alive while Austinite Clay Threadgill begins his next turn.

Daniel Griego shows off the Inner Kingdom Games booth in the ChimaeraCon 2011 vendor area.



Clockwise from lower left: Elizabeth Griego, Clay Threadgill, Mead Cheek and Peter Trudell bring on the pain at the 2011 Texas State Championship.

# “Hoosgow’s Escape” by Damian Breslin

Dressed in jailhouse stripes with a ball and chain decorating his ankle, a man softly whistled a tune as he paced near the iron bars. The guard on duty had been asleep for a while, partially due to the melodic tune provided by his prisoner. He had tipped his chair back to rest against the wall near the cell and propped one leg up on the desk. On the other side of the bars, the man began shining a time-worn pocket watch he’d managed to pilfer from the snoring guard. If the guard were a wiser man, he wouldn’t have been asleep on the job – at least, not while guarding the notorious Hoosgow Jackson.

Jackson quietly stepped up to the bars of his cell, letting the watch fall into his pocket. He bent down, reaching for the keys attached to the sleeping guard’s hip. Just then, the door opened and another guard walked in.

“Figures it wouldn’t be as easy as gettin’ my watch back,” Jackson said in a muffled voice as he sunk to the bench at the back of his cell. “It just ain’t right taking what a man holds dearest.”

He patted the lump in his pocket and watched as the irate newcomer caught sight of his coworker asleep on duty.

“Dangit! Wake up you good fer nothin’!” The second guard slapped the first awake.

“What’d you do if it was the sheriff or the deputy walkin’ in ‘stead o’ me?” The guard on duty sat upright like a bolt had struck him.

“They ain’t seen me sleepin’, did they?” He jumped to his feet, startled.

“No, they ain’t. Wake up fer land’s sakes; this’s an important job we got this time. Screw this up and who knows what’ll happen to us.”

The second guard took the seat his friend had just relinquished.

“So, aside from yer little nap, anything of import happen while I was out?”

Jackson began whistling again as he pulled his watch out of his pocket and began to polish it.

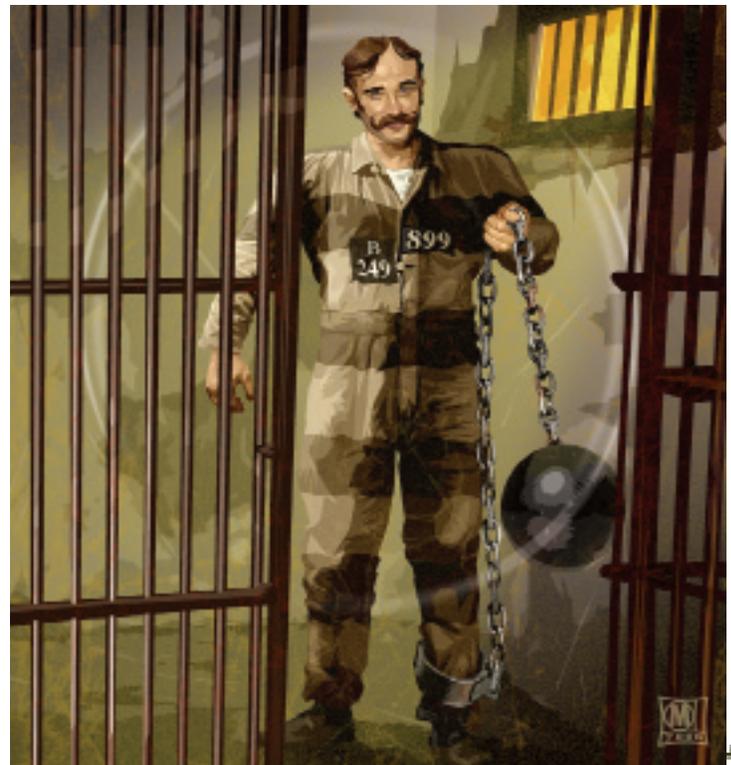
“Seems your friend there finds this tune rather nice fer sleepin’ to. Mayhaps you’d like to sit and listen a spell?”

The guards glanced at each other. The first shrugged and sat quietly in a chair against the wall opposite the cell, still groggy from his cat-nap.

“I don’t think you understand yer position here,” said the second. “Yer up for the noose come sunrise.”

“Am I now?” Jackson smiled. “Well, we’ll just have to see how that turns out, won’t we?” He looked down at his watch and back at the door. “Nice night out, ain’t it?”

Both guards stood as a sense of foreboding sank down on them.



# “Hoosgow’s Escape” by Damian Breslin

Continued



“What do ya mean nice night? You ain’t seen outside o’ these walls to be knowin’ what kind o’ night it is,” the second guard bellowed out. Jackson continued cleaning his watch.

“Then I guess I’ll have to go out and see for myself, won’t I?” He looked at the time and again at the door.

Suddenly, the building shook as explosives detonated nearby.

“You stay an’ watch the prisoner while I see what in the heck that was,” shouted the second guard as he ran out the door.

“Well now, seems something interesting’s going on outside. I wouldn’t tell if you went to take a peek.” Jackson shoved his watch back into his pocket. “Go on now. It’s not as if I have anywhere I can go locked up and tied down like this.”

Jackson glanced down at the ball and chain resting on the hard floor.

“Nah, I don’t like this one bit. Not one bit. You better not have something to do with

this or so help me,” the first guard stammered nervously.

“How could I?” asked Jackson. “I been here the whole time chatting with you nice fellows.” He let out a big grin.

“Now supposin’ I did know what was going on, and supposin’ I told you that you’re friend there is likely dead as a doornail. Supposin’ you might be next, what you suppose you’re gonna do?”

Jackson walked up to the bars as if to challenge the remaining guard. “What was it you said just now? So help me...? So help me what?” Jackson smiled a snake’s grin as his gaze pierced that of the guard.

The guard charged at Jackson, stopped only by the bars that separated them.

“Quit with the games an’ tell me what the heck is going on. He ain’t really dead is he?”

He grabbed Jackson and shook him vigorously. The guard was now frantic.

“Tell me you son of a-” said the guard, not finishing his sentence.

“Now, now, calm down my hasty friend. Was just pullin’ yer leg is all, I beg your pardon. As if I would know that kind of thing being stuck in here.” Jackson grinned and slid his hands out of his pockets and raised them in surrender.

“Though, yer friend has been gone a right long time now. Seein’ as I’m stuck here with nothing but my thoughts to keep me company, maybe you should go look for him so I can have more than just you and myself to talk to.”

The guard was becoming increasingly more agitated. He grabbed Hoosgow by his shirt and yanked his face up to the bars.

“You’d better behave yerself or the Judge

# “Hoosgow’s Escape” by Damian Breslin

Continued

is going to be disappointed,” warned the guard.

Jackson dropped his arms to his side and gave the guard a questioning look. “An’ why, may I ask, is that?”

“Cause ya can’t hang a dead man!” The guard shoved Jackson so hard he hit the back wall and slid down onto the bench with a thud.

Jackson smirked. “Can’t hang a dead man eh? What’re you gonna do? Yer stuck out there just as much as I’m stuck in here. Ye can’t do a damn thing to me out there. Yer all talk!”

“That’s it!” yelled the guard.

The guard angrily grabbed his key ring and started shoving keys into the cell door until he found the right one. The door clicked and creaked as the guard swung it open.

Hoosgow continued to sit quietly on the old, wooden bench. “I see, ye mean to do somethin’ to me now, is that it?”

With a snarl, the guard jumped at Jack-

son, aiming to wring his neck. Just as his hands were about to find their mark, a heavy, black object struck the guard on the back of the head. The guard fell to the ground, out cold from the hard blow he’d just received, his ring and keys still sticking out of the lock on the cell door.

“Aw, don’t tell me ye forgot about the weapon ye gave me not long after putting me in here to rot. It’s been here the whole time.” Jackson palmed the now bloodstained, black iron ball still chained to his leg. “If only ye had more smarts.”

He cackled as he rose from the bench, stepped over the unconscious guard and yanked the keys from the door. Grinning at his brilliance, he undid his bindings and calmly strolled out of the jailhouse, whistling the song that put the guard to sleep the first time. “Seems this tune’s good for getting’ you to sleep.”

He said as he turned the corner, out of sight.



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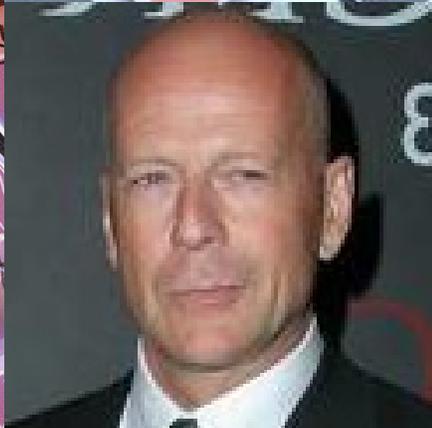
[http://games.groups.yahoo.com/group/shadowfist\\_forum/](http://games.groups.yahoo.com/group/shadowfist_forum/)

# CASTING CALL: THE SEVEN MASTERS



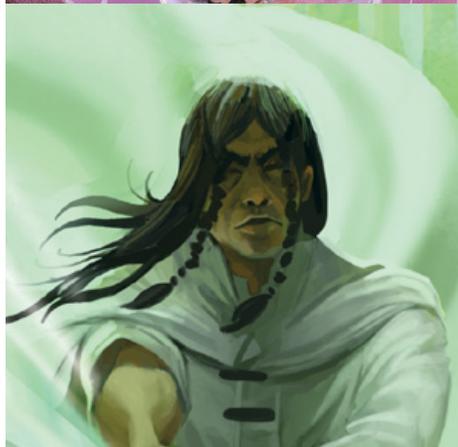
Gold Lion

More than 30 years after *Bat Out of Hell*, Meat Loaf now has the dignified wrinkles and the aged awesomeness necessary to fill out the majestic robes of the larger than life master with the legendary gold mane.



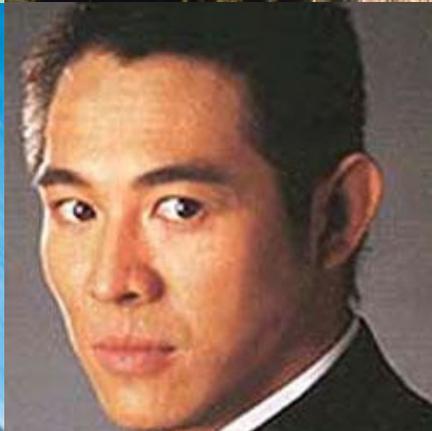
Ho Chen

Action veteran Bruce Willis is no longer the young buck he was in the first *Die Hard* movie. The years will serve him well when he dons Hollywood's finest gray beard to play the elder Master of the Flawless Strike.



Ghost Wind

Canadian Adam Beach is, quite simply, Ghost Wind. He has the quiet intensity to capture Ghost Wind's enigmatic spirituality and the hard core warrior ethos to master the liquid sword.



Li Mao

Finally! Fan favorite Jet Li is cast for the Shadowfist movie! The role of the accidental hero turned Seven Master will fall to none other than the Beijing wushu academy graduate who has already brought to life Wong Fei Hong and Fong Sai Yuk.

# CASTING CALL: THE SEVEN MASTERS



Red Bat

Red Bat has those crazy eyes and ridiculously built body that only Mr. T can fill after years of playing Baracus and Clubber Lang, to say nothing of his wrestling days. This senior citizen can still bring the pain. In abundance.



Sky Dragon

Between playing The Dude, Bill Django and Kevin Flynn, Jeff Bridges is building up quite the reputation for taking on classic zen-like hippie roles. What better way to capitalize on this trend than to bring the untouchable Sky Dragon to the big screen?



Wu Man Kai

Shi-Kwan Yen is another epic actor on par with Sonny Chiba and Gordon Liu. He's done everything from Five Fingers of Death to Once Upon a Time in China II to Iron Monkey. Such an accomplished figure could surely round out the Seven Masters with class and style.

Thank you for reading this month's issue of The Inner Kingdom Update. Contact us at [icediadem@yahoo.com](mailto:icediadem@yahoo.com) with feedback and suggestions on how to better service the Shadowfist community.

*Inner Kingdom Games, Inc. is Daniel Griego of Austin, Texas and Braz King of Toronto, Ontario*