

Legend
of the
Five Rings™



Issue #12

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Imperial Herald™



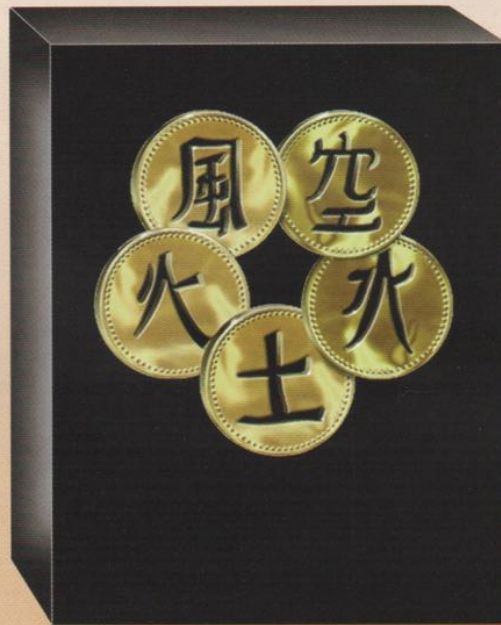
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A Message from the Brand Manager

From the messy desk of the brand manager:

As I sit here preparing for Gen Con and what is sure to be the largest **Legend of the Five Rings** (L5R) event ever, I wonder how I got here. In college, I studied chemistry and wasn't very good at it, but since I was paying for my own school I wasn't about to change majors in midstream. I was also heavily involved in our game club but equally involved as a guitar player for a well-known (but very silly) band called Buddhist Priest.

After school, I took a job as an archaeologist working Native American sites in the Northeast and a few early settler houses—a job I was totally unprepared for. But it was a lot of fun. (Someday I'll have to tell you the "prehistoric donut story.") I got that job at the last minute, and I almost felt guilty about it because it was a job that Archaeology majors would have died for.

After a couple of months of playing in the dirt, I took a job as—imagine this—a chemist. I didn't mind the work; unlike with school chemistry, I was pretty good at "business chemistry." That was when I decided that, while the job was great for paying the bills, it was lacking in other areas. I tried to better myself, took management courses, got a few promotions, joined the company volleyball teams, and participated on the employee recognition committee.

While I enjoyed the extra challenges and responsibilities, I knew I was destined for games. I told myself that even if I never worked in the gaming industry, I was going to make sure that I was constantly working towards that goal in my free time. I had to give it a shot. I did this very methodically, by targeting the company I wanted to work for, doing things that would show that company how serious I was and how, while I was a fan, I was also a professional. After a while, this paid off with two job offers on the same day!

After many jobs in the industry, I ended up here at my messy desk, looking forward to Gen Con again. These shows are an amazing amount of work, but they also highlight the reasons that I'm not a chemist

anymore: games are fun, and most gamers are as cool as hell (not true of chemists).

Companies often have "fiscal years" that don't always map to calendar years. I always think of the year, however, as Gen Con to Gen Con. I am going to make a dangerous prediction here—especially dangerous because, by the time you all read this, Gen Con '99 will be history—this Gen Con will mark the successful start of a new era for L5R. The new era has already had challenges, to be sure (some would say we can't count to thirty-two anymore!), but we set our sights high so that even if we miss our goals occasionally, the end result is still a better product. The *Pearl Edition* set is clearly the best basic set to date, the cards and packaging look better than ever, the art is getting better every set (including alternate art of the more commonly printed cards), Morikage was a breakthrough event, the *Siege of Sleeping Mountain* set has brought new players into the fold, and the *Honor Bound* set introduced a new card type and foil-stamped cards that add to the current storyline format. Button Men™, **Clan Wars** (the miniatures game), the RPG, the live-action events, more cool stuff from Eric Devlin and Kirby Signcraft, a better website...the list goes on and on. It's an L5R world. And oh yeah, next August the first L5R novel will be out, with a cover by Brom.

Continuous improvement is the samurai way.

Luke Peterschmidt
Brand Manager



Imperial Herald
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About This Issue

This issue of the *Herald* is far, far heavier than normal on story content, and focuses predominantly on the L5R trading card game. Normally, we try to bring you more information on the entirety of the Emerald Empire: the RPG and miniatures games as well as the card game; however, we really wanted to bring you as much news as possible from the big War in the Heavens event at Gen Con. I think you'll be pleased with the story that

Ree wrought from the play that went on over those four days.

To lead into it, this issue includes the story that Ree wrote about the Gift of the Emperor tournament. I wanted players without Internet access to see it, as it is an important lead-in to occurrences at the War in the Heavens. Enjoy!

Mindy

Y2C Party



I am happy to announce that the weekend of October 22 to 23 we will be hosting a very special event in the Los Angeles area: the Y2C party. "Y2C" stands for "Your 2,000th Card." What does that mean? Well, the *Ambition's Debt* set marks the release of the 2,000th different, unique L5R card (not counting cards with different flavor text).

Why celebrate this? I think it's very important to take a look at what games survived the early glut of '95: the **Magic: The Gathering®**, **Star Trek®**, **Star Wars**, and L5R games. That is very impressive company to be sure, and it deserves attention. Many people thought the L5R game would go the way of the games that failed, but it didn't. Why? My business classes say that a product must offer something compelling and unique to survive, and the L5R game fits that analysis exactly.

I'm not a big fan of elitism in anything—and I think gamers as a whole are the most inclusive group of people I've ever had the pleasure of interacting with—but L5R players do deserve to take pride in being a part of the success of the L5R trading card game. More than any other game, the L5R game succeeded because of the fanaticism of the fans. The Ambassador program is the best example of this, but not the only example. Even our licensors are fans of the product. I have no doubt that Eric Devlin and Flying Tricycle are not just doing T-shirts and their other cool L5R stuff for the money; they're doing it for the love of the game.

So, what's this party going to be like? Well, Friday night is going to be the "Emmy Awards of L5R." We are

going to give out appreciation awards to the most dedicated L5R fans. Who has the best fan website? Who writes the best fan fiction? Who has done the most demos? What store has supported the game better than the rest? This is not a time for us to give awards to ourselves; this is our time to show appreciation to the fans that made the L5R game what it is today. In addition, Friday will have a dramatic reading by Ree Soesbee, special appearances by L5R alumni and artists, an Asian food buffet, a cash bar, a live-event L5R mystery, and the unveiling of the 2,000th card. Every person who attends will get a special, foil-stamped version of the card with special flavor text that will be available nowhere else.

Saturday will be the one-day L5R-Con, including miniatures, the RPG, a Button Men tourney to decide whether one sword or two is the superior technique, and the Los Angeles area's only *Ambition's Debt* prerelease event. We will hold special panels on story, design, and the future of the L5R game, so that the players can get a better idea of what goes on behind the scenes of Rokugan. And, since Ree Soesbee will attend, you can be sure that she will extract some story from all of these games going on! We will also run pick-up sealed-deck events and sell special, Y2C-party-only merchandise. If you were ever going to travel a long distance for an L5R event, this is the one to go to!

More information regarding locations, times, hotels, and event proceedings is available on our website now!

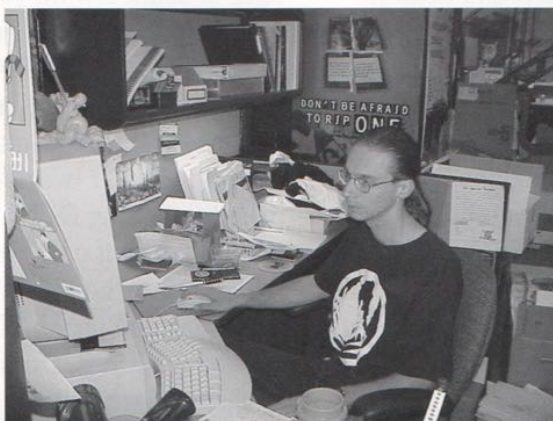
Luke Peterschmidt

Who's Who

As a new regular feature, we'll introduce you each issue to a member of the team that works behind the scenes on Legend of the Five Rings games. Featured this issue is Andy Heckt, Fan Club Coordinator-DCI™.

Hey! I've once again been volunteered (selected) as a **Legend of the Five Rings** guinea pig. My name is Andy Heckt, and I'm currently in charge of fan-club operations; that is, everything involving the Imperial Assembly except getting the *Herald* produced (which is Mindy's job). I came over from Customer Service about the time *Herald* #11 was going into layout. Besides learning the day-to-day finances and records of the job, I've had one main focus: to improve the service to, and benefits for, Assembly members.

I joined the Assembly around issue #6. I was writing *Way of the Unicorn* with Ed Bolme at the time, and I'd put off joining the Assembly for over a year, for one reason or another. When I finally joined, I was quite pleased with a number of elements of the *Herald*, but I couldn't convince my other friends to join. After talking with them for a bit, I realized that the only benefit of being a member was the promo cards; everything else they could get elsewhere. While promo cards are great, I'm now working to improve and provide the services and benefits members receive. I'm interested in getting your input about the fan club's good and bad points, and hope that you'll email me with any suggestions or comments you might have, to help me better tailor the membership benefits and *Herald* for all of you. After meeting many of you at Gen Con this year, I know what a great bunch of people I'm working for.



Ed Bolme introduced our group of friends to L5R after Gen Con one year. We quickly grew to love the game and the story told within it. That winter, Ed and John Wick worked things out for our group to playtest the RPG. As usual, I was the GM for our group. The first adventure I ran later became "Ceremony of the Samurai," the introductory scenario for the RPG rule-

book. While continuing work as a waiter, I quickly followed "Ceremony of the Samurai" with a number of additions to the Spell book and many of the Mahos on the GM screen. Ed and I received the contract for *Way of the Unicorn* shortly after, and six months later I came to work for Wizards of the Coast as its L5R customer service specialist. Six months after that, the fan club position opened. It was a perfect job for my skills and knowledge.

I began gaming when I was five. For over a quarter-century, fantasy and strategic role-playing have been sources of discovering and keeping many friends. To have turned that hobby into a career is the fulfillment of a dream nearly twenty years in the wishing. I hope to see you all at the end of the next twenty, still telling our stories of samurai, shugenja, and the world of Rokugan.

Andy Heckt
frpg@frpg.com

"The L5R trading card game has its own positioning. It's a game about story, about community, about verve and style and honor. It is a game designed for, by, and with people who care far more about minute details of the back-story than whether or not the card is worth something on the secondary market."

—Ryan Dancey

Imperial Assembly Tournaments and Rankings

by RE Dalrymple

We've seen a dramatic increase in the number of sanctioned events since March of this year, and we thank you for your continued support of sanctioned L5R events through the transition to DCI services. In the past five months, we have already sanctioned double the number of events that took place in all of 1998. Additionally, a number of countries that had low participation in the past are now reporting some of our largest regular tournaments. These reports are great to see, and we hope our developing tournament and fan-club support systems will deliver to you the support you expect and deserve.

If you haven't had a chance yet to check out your ranking online, visit the new L5R ranking page at events.wizards.com/DCIRanking/Default.asp?game=5R. That's quite a mouthful, but once you get there, you can geographically slice and dice the rankings in a number of ways. For example, you can now identify the top Lion Clan players in your metropolitan area and compare their rankings against your own. You can still check out the top-ranked players in the world, but, just for fun, you can also see who the top players are in, say, Spain.

DCI Numbers and Your Ranking

For a number of years, the DCI has required all participants in sanctioned events to register using DCI num-

bers. We need these numbers primarily for contacting event participants to find out how a given tournament ran. Secondly, this requirement exists because we track many DCI-supported games with match-by-match ratings and rankings. As you probably know, however, the DCI only tracks L5R events by final standings.

Given the differences between the L5R playing community and that of other DCI-supported games, we have modified our requirement for DCI numbers at L5R events. Of course, if you want your tournament performance to count toward your ranking, you still need to supply your DCI number; however, players who choose not to use DCI numbers for L5R events may still participate—but they are not included in the participant count that determines how many ranking points a given event is worth. So, if a twenty-player event has sixteen players participate using DCI numbers, we calculate the rankings points as if only sixteen players participated.

Please note, however, this exception only applies to events tracked only by final standings, such as **Legend of the Five Rings**, **Doomtown™**, **Rage: Across Las Vegas™**, **Legend of the Burning Sands™**, **Dune™**, and **Vampire: The Eternal Struggle™** events.

Top 10's

The Brotherhood

1	Terry Doner	12292
2	Jason Robert	5800
3	Valentino Molinar	5375
4	Trevor Stone	2100
5	Dan Scheffel	1250
6	Chad O'Byrne	1225
7	Cheyenne Meyer	1150
8	Lon Wilks	900
9	Cory McDowell	700
10	Bret Swanson	617

Crab

1	Brad Matteson	36325
2	Benjamin Peck	27675
3	Carlos Rentas	17939
4	Paul Heaver	11743
5	Chris Jilot	10050
6	Robert Carson	8650
7	Felix Duong	8125
8	Sean Sullivan	7200
9	Richard Riley	7134
10	Zen Faulkes	6677

Crane

1	Rob Kramer	57383
2	Eric S Wiener	13152
3	Charles H Peck	11400
4	Jordan Murari	8196
5	Eric Reyes	7725
6	Mark Wootton	7009
7	Paul Johnson	6962
8	Kenneth Nabbe	6832
9	Michael Maners	6800
10	R Cushman	6500

Dragon

1	Sean Silva	28700
2	Stephen G Horvath	23364
3	Sergio Pierro	20050
4	Don Tordilla	15575
5	Chris Bergstrom	15050
6	William Cook	13975
7	Joe Keyser	12850
8	Dion Rigdon	10700
9	Nathan Wray	7043
10	Jon Paulson	6974

Lion

1	Joel Mazorra	21696
2	Craig Waechtler	17858
3	Tom Cooper	16600
4	Noel Meyer	13932
5	Charles Thomas	13150
6	Mark Dovico	12972
7	Brighton Montenegro	11496
8	Rommel Y Cabrera	10325
9	Bill Wolff	9850
10	Venk Reddy	9175

Naga

1	Justice Sommer	34900
2	Paul Gerardi	14923
3	Daniel Z Redys	8050
4	Marty Loftus	7490
5	Derek Huisjen	6781
6	Hal Bush	5475
7	Shane Lindstrom	5125
8	Nathan Salmon	5100
9	Mike Forrey	4650
10	Scott Hadsall	4052

Phoenix

1	Afshin Coleman	29453
2	Zev Shlasinger	25550
3	Jason Brown	19950
4	David C Smith	14100
5	Rick Cripe	9275
6	Gary Fortenberry	8800
7	Michael Catinari	8764
8	Ken Carpenter	8150
9	Jim Beck	8044
10	Jeff Alexander	7025

Scorpion

1	Magnus Chung	19890
2	Joe Stevens	17300
3	Stephen Milobar	14551
4	Steve Outzen	13200
5	Ronald Carlson	11250
6	Erik Whitney	11100
7	Alex Pagle	8700
8	Stephen Muray	7621
9	Les Purcell	7200
10	Kelly Wallace	7000

Shadowlands

1	David Salsman	61237
2	Eric Devlin	37100
3	James Nowak	14500
4	Dennis W Faulkner	6525
5	Todd Leistra	5580
6	Ramon Pena	3845
7	Colin Edwards	3475
8	John Krumn	2750
9	Richard Jones	2658
10	Ibrahim Hakki	2400

Toturi's Army

1	Ian McGuigan	28450
2	Stephen Swarner	9500
3	Mark Jerome	8625
4	Craig Bateman	7950
5	Brian James	6806
6	Leon Phillips	5535
7	Jimmy Repine	4950
8	Scott Shelley	4750
9	Jon Evans	4057
10	David Wood	3150

Unicorn

1	Scott Orlando	47575
2	Bryan Reese	11814
3	Mark Deling	11261
4	Jeff Furnish	10524
5	Justin Graesser	9314
6	Stan Sord	7700
7	Phillip Piecuch	7353
8	Robert Mason	5481
9	Elliot Wong	4650
10	Greg Osburn	4576

Yoritomo's Alliance

1	Fred P. Fernandez	19432
2	Kurtis Enoksen	16300
3	Peale Chuang	6665
4	Steven Porritt	5350
5	Eric Kirby	5275
6	Anthony Monteleone	3112
7	Michael G. Jahnke	2527
8	Steve Collier	2375
9	Patrick Mercier	1800
10	Craig Edwards	1550

Ambition's Debt Card List

Actions

Ashigaru LeviesC
 Bloodspeaker's DealU
 Chance Meeting, AU
 Concede DefeatC
 Costly AllianceC
 Critical DuelC
 Dangerous TerrainC
 Dark EnergyR
 Darkness WithinC
 Dead EyesU
 Defensible PositionC
 Denying the Emperor ...R
 Dirty PoliticsR
 Dying EffortR
 EntrenchU
 Footsteps of Madness ...R
 ForethoughtR
 "Forward, March!"C
 "Honor, Bah!"R
 Honor's CostU
 Imperial SummonsC
 In Search of the Future ..C
 Infantry SquareC
 Judgment of Toshiken ..U
 Kakita TeacherU
 Kolat BookkeepingU
 Night of Three StarsC
 Oath of CourageU
 OverconfidenceC
 Parade Ground Practice ..C
 PoisonedC
 Poisoned HonorC
 Poor HealthU
 Prophecies, TheR
 RavineC
 Storm of ArrowsC
 Strong WordsU
 Summoning the Moon ...R
 "Sun in Shadow, The" ...U
 Swifter ArrowU
 Tactical ManeuversU
 Touching the VoidU
 UncertaintyC
 Way of the ZokujinC
 Woodland ReservesC

Events

Assault on Otsan Uchi ..U
 Bitter DestinyR
 Calm WindsU

Death of OnnotanguR
 Declaration of WarU
 Dragon's StrengthU
 Fallen Lion Fortress, The .R
 Plague of LocustsU
 Recovering the True Tao ..U
 Troll RaidersU
 Twenty-Seven Days of
 DarknessU
 Unmaker's ShadowR
 War WaryU

Followers

Damned, TheC
 GreensnakeC
 Legion of Two
 Thousand, TheR
 Mantis Marine Troops ..R
 Naga SpiesU
 ObakeU
 Ratling ArchersU
 Scorpion CourtiersR
 Shiryo no KazeR
 Shiryo no TakuanR
 Shiryo no YasukiR
 Shugenja StudentsU
 Temple GuardU
 Tsuruchi's LegionR
 Undead CavalryC
 Yabankin HorsemenC
 Yokai no JunzoF

Holdings

ArmorerC
 BarracksC
 Den of SpiesU
 Family ShrineC
 Guardian of the RiftR
 Ikoma Histories, The ...U
 Large ShrineC
 Path of Akodo, TheU
 ShipyardC
 Shosuro DojoR
 Tangen's LiesR

Items

BokkenC
 OnoU
 Toturi's TreatiseU
 Baby Ki-RinR
 Shakoki DoguR

Kihos

Be the MountainC
 Finding the Harmony ...U
 Hate's HeartR
 River around the Hill ...C
 Shooting-Star StrikeU

Personalities

Asahina Dorai Exp.Cn R
 Asahina TsukiyokaCn C
 Ashlim Exp.Ng R
 BakenekoUa C
 Bayushi Aramasu Exp. ...YA R
 Bayushi UreiSc C
 BotsumokuMk C
 Goju UtsueiNj C
 GyoshoMk U
 Hida Amoro Exp. 2Cb R
 Hida Yakamo Exp. 3 ...Cb/Ng FS
 Hirariko Exp.Nj R
 Hoshi KumonosuMk C
 Ichiro KihongoUa U
 Ikoma Ryoze Exp. 2Li FS
 Ikoma Tsanuri Exp. 2 ...Li R
 Ikoma YoseiLi U
 Ikudaiu Exp.Mk R
 Isawa Kaede Exp. 2Px R
 Isawa MitoriPx U
 IssutNg C
 Kage Exp. 4Ua R
 Kakita AiharaCn U
 Kitsune Diro Exp.YA R
 KukanchiUn C
 Matsu DaoquanLi C
 Matsu MoriLi C
 MoetechiUa C
 Moto Soro Exp.Uni R
 NueUa C
 ObakeUa U
 OlyahNg U
 OrschatUa C
 Otomo ShishiTA C
 OyuchiUa U
 RoshungiMk U
 RuantekUn C
 Seppun MashitaTA C
 Shadow BeastNj C
 Shiba KyukyoPx C
 Shiba OdoshiPx U
 Shinjo ShonoUni C
 ShiyokaiUa U
 Shosuro YudokaSc/Nj U
 Suana Exp.Mk R
 Togashi Hoshi Exp. 2 ...Dr R

Family

Togashi ShinsekenDr U
 Tohaku Exp.TA R
 ToichiUa U
 Tonbo ToryuUn C
 Yasuki Nokatsu Exp.Cb R
 Yasuki Taka Exp. 2Cb R
 Yokatsu, Exp. 2
 Shinjo YokatsuUa R
 Yoritomo ChujitsuYA U
 Yoritomo FurikaeYA C
 Yoshi Exp. 2Dr/Mk R
 YosuchiUa C

Regions

Akodo FieldsU
 Carpenter PassU
 Exile's RoadR
 Forgotten LandsR
 Gates to Jigoku, TheR
 Imperial HighwayC
 Last Stand PlainC
 Lookout MountainC
 MorikageR
 Savaged FieldsU
 Sorrow's PathC

Sensei

At'tok'tuk SenseiR
 Hiruma SenseiR
 Ikoma SenseiU
 Kage SenseiU
 Kuro SenseiR
 Nio SenseiR
 Norikazu SenseiR
 Yodin SenseiR
 Yori SenseiR
 Yoritomo SenseiU
 Yoshi SenseiU

Spells

Celestial GiftU
 Fortune's TurnC
 Kuro's FireR
 Void's PathR

Strongholds

Kitsu Tombs, TheFS
 New Akasha, TheFS
 Spawning Ground, The ..FS

Designing Games

by David Williams, AEG Lead Designer, L5R and **Doomtown** TCGs

"Bang, you're dead."

"Nope, you missed me."

"No, I didn't."

That's the classic example of why we put rules in our games: to settle disputes and to give everyone a level playing field. But it's also an example of the story affecting the "rules" of the game.

The person being shot at could have responded in all sorts of ways to justify his or her continued existence: "Bounced off my titanium armor;" or "You can't see me; I'm invisible;" or even "The bullet goes right through this holographic simulation of me." The point is that the background story of the game can and should dictate how the rules work within the story.

Now, it's possible to have a game without benefit of story (chess, for example), and stories can be told without a game behind them. By far, however, the standard in the adventure-gaming industry is to combine them; mechanics are set based on the story, and story pulls together all of the mechanics. Even the name "adventure gaming" combines the two elements of story and mechanics.

Two of the big styles of games right now are roleplaying games (RPGs) and trading card games (TCGs). RPGs focus more heavily on the world and background as the players work together to create an interesting story. In RPGs, winning tends to be a fairly nebulous concept, and character development (and thus story development) is truly the primary goal. TCGs, however, have a much greater focus on winning. Because of that focus, the mechanics that keep the playing field level are much more important than they are in an RPG; however, neither mechanics nor story works best without the other. The best games have an interesting and absorbing world that draws in the players and a set of rules that enhance rather than distract from that world, while still providing the balance of a good set of mechanics.

But what happens when a TCG becomes an RPG? What happens when an RPG becomes a TCG?

When we began the L5R trading card game design, we knew that we had to make it different. The TCG market had peaked and was beginning its descent. Games were starting fail, where before any TCG that came along

made money hand-over-fist. One of our first goals was to build the world along with the cards. Rather than creating a game in which the players had nebulous goals, we wanted our players to be able to answer the basic "Ws" of journalism ("Who?", "What?", "Where?", "When?", "Why?", and "How?") while they played: "Who am I?" "Why am I fighting?" "Where are we?" "What are we fighting about?" If the players had those questions in mind as they played, then the story of each game would write itself; but if even one of those questions couldn't be answered, then the game would be as abstract as moving pieces around the board in **Risk** or **Monopoly**.

To answer all of those questions, we had to create a large back-story within which all of the "mini-conflicts" played out by the players would make sense. Even in the beginning of the TCG's development, we knew that we would need to do as much world development as companies typically spend on their RPGs' world development. So, that's where we started. We spent the first month of the TCG's development without any mechanics or cards; we only worked on the world of Rokugan and the people in it. So, when we were ready to work on the actual card game, we already had a detailed and (hopefully) interesting world in which to set it.

Then, as we continued to develop the card game over the next couple of years, the world gained detail. Three years after we had begun, when we finally began developing the L5R RPG, we actually had more detailed story information than we could possibly fit into a core rule-book. We had to decide on which information to pass along in the first book and what to save for future books. After that, we chose a set of mechanics that we thought fit the style and flavor of Rokugan, and sent the book to press. It was possibly the easiest core RPG that anyone has ever written, just because we had spent three years getting ready to write it.

The **Legend of the Five Rings** brand is an entire property at this point, with a trading card game, a roleplaying game, and a miniatures game-line going strong and developing into other areas. When the story and the mechanics enhance each other, you've got a game that's really fun to play. When they don't, it's time to go back to "Bang, you're dead."

The Gift of the Emperor

by Ree Soesbee

... Our battleground stands at the base of the Mountain of White Smoke, a sacred site to the Ikoma family. For years, it has been covered in sweeping grains and rice-fields, but now it has become the site of a great festival. Samurai from the surrounding areas stand there, bearing the bright *mon* of their noble houses; striving for honor and glory, and to catch the Emperor's eye.

I sit by the side of the field, watching the gleaming armor studded with blows from hardwood *bokken*. My name is Ikoma Kaoku, and I write the histories of the Empire. You will forgive me, I hope, if this text seems a bit dry; I am no storyteller, no singer of tales. I am a historian, and I serve the Throne with facts, not pretty words. In this time of trial, as the imperial city itself darkens, it is my honor to chronicle the events of our time.

May these words bring glory to our Emperor, Toturi, the First of that Name.

I watch as they wheel and turn, as a Hida falls prey to a valiant warrior of the Lion. The Matsu are in force today, surrounding their brave *daimyo*, Ketsui-sama. At her side stands Turi, covered in the glory of the day. His has been the fastest sword, the greatest heart. But, sadly, his victory is not to be. The Crane sent only a few scant samurai, all noble and honored, but with weariness upon their faces. I look at their *mon*: Kakita. Their swords are better placed between their warring brothers, but for the favor of the Empire, they have come to fight.

Three Mantis—one of whom I recognize as a member of Tsuruchi's house—battle against the Crab, tearing their fortified stances to the ground. Fortuitous, that these great sons of Osano-Wo should battle, and perhaps one day the Mantis will learn the steadfastness that drives their cousins on the wall. But not today, for they fall, one by one, to the Hida's *tetsubo* blows.

The day passes, and the banners lazily wave above the Emperor's pavilion. He has not ventured out into the noonday sun, not since he began the tournament at dawn. His face seems tired, covered in the creased lines earned by each Emperor since the Sun and Moon began the world. At his side stands a squadron of *chui*, bodyguards to the Son of the Celestial Heavens. They, too, seem weary, but their eyes are bright and fervent. No harm will come to him. They have remained apart from the battle, concerned that their presence show the Emperor's favor to one of the warriors on the field. I look at the eagerness with which they see each samurai fall, and I thank the Fortunes that they hold their swords in their scabbards. They are too bloodthirsty for my taste.

But to the battle itself. Toturi came to the forefront at dawn and spoke words of glory, words that lifted our hearts. He listened to the boons requested by the Six Clans—Lion, Crane, Dragon, Crab, Phoenix, and Unicorn—and to their allies in the Mantis, the gentle monks of the Brotherhood. Even a *ronin* or two, curse the honorless dogs, have come to battle for the Emperor's Gift, and as the Empire's humble historian, I must mention their contributions to the day's battle.

One of the Dragon in the battle has a new sword, a weapon that shines as brightly as the Sun. When asked about it, he smiles enigmatically, saying, "A gift from my allies to the north." Who lives to the north of Hitomi's pass, I wonder? Strange. I had thought the Empire ended with the Dragon mountains. Perhaps he means that their new champion, Hoshi, has made an alliance with the barbarian Yobanjin tribes? The Mirumoto—one of Hitomi's line, I believe, perhaps Sukune's son?—sheathes the sword again, and it glistens like a promise. But what was the promise, and to whom was it made? Still, I cannot take my eyes from it as it shines in the sunlight. Something about it is familiar, tugging at my memory as a child tugs upon its mother's obi. A legend of the Sands . . .

The sunset has come, and three men stand amid the day's mud and turned earth, the scars of the *bokken*, other battles of the day, staining their armor and their *mon*. One of them, the Dragon with the golden sword hidden in his *saya*, lifts a battered *bokken* above his head in contest. His opponent, a Crab, turns and lunges toward his feet. The Dragon allows the strike, grasping the Crab's wrists with his hands. They fall. The Dragon leaps, cat-quick. I have never seen such speed! He is on his feet as the Crab rolls grasping for his *tetsubo*. Ah, but the Dragon, the clever Dragon, has his *bokken* at the Hida's throat.

Now, there are two men on the field.

The Mirumoto stands, looking at a battle-weary *ronin*. The samurai's face is covered in stubble, empty of any sign of clan or *mon*. His armor, black and brown, holds no mark of family or of honor, but he lifts his *bokken* in salute to his opponent as if he has a lifetime of nobility at his call. The Dragon smiles and bows, and the fight is joined.

I cannot blink, or I will miss the strikes. Never before have I seen so perfect a match, so tremendous a battle. Between these two, the Dragon and the *ronin*, a thousand years of techniques are tested. Two *bokken*, one, and their bare hands twist as weapons fall to the side, victims of war. They struggle, feet lashing out as lightning in a storm, and the Dragon finds himself thrown, rolling in the air to land upon his feet, his knees. He gasps, lurching to his stance with his eyes narrowed. The *ronin* is not even wind-ed. I see them clash again, and the crowd around us roars. It is an exhibition. Though I see the clear marks of the Mirumoto in the Dragon's blows, I do not know the author of the *ronin's* treacherous strikes. Here, the mark of a Crane *sensei*. There, the heavy, iron-shod fist of the Hida. At last, with a *ki* roar and the thrust of an Akodo "clawed palm" strike, the Dragon falls. The *ronin* pauses, waiting, as if eager to see his opponent regain his feet, but there is no sign of movement. Around us, the samurai in the field lift their banners, shouting of the courage and honor of the brown-garbed *ronin*.

I can barely see through the waving *mon*; Unicorn and Phoenix and even Dragon lift their arms in salute as the victor paces slowly through them. Courtiers bow in politely hushed reverence, allowing him to step before them. Already, I hear a Crane beginning the saga of the fight, lauding the *ronin* to the sky. His courage, his speed and skill . . . who is this man? The Emperor steps onto the dais, and the torches around the pavilion are lit. The long wall of paper flutters lightly in the breeze, a backdrop to the scene. On it, painted in neat, black *kanji*, is the tale of the First Gift of Hantei. The flames light the Emperor's brow, and I see a clever smile from Toturi-sama. He is pleased, I think, to see the clans have not been victorious against each other. Perhaps this will be the start of peace? But I ramble. Now the Emperor's guards bring a matched set of swords from the pavilion. The *ronin* shakes his head. He will not swear fealty. Now, the hushed murmurs of the crowded courtiers grow silent with amazement, and I can hear the words at last.

"You have bested the finest samurai in the Empire." The Emperor's voice, low and smooth like the smoke of the torch-flames. "And you may claim your prize."

"Anything I wish?"

The *ronin's* rudeness did not startle me, for I know well the brash roughness of the wave-men. The Ikoma used the wave-men many times, to stall the Unicorn's advance, and yes, I have seen them die. The courtiers whispered, and the samurai muttered, but I continued to write undisturbed.

"Hai." The Emperor is gracious.

"Make me *daimyo* over all the lands to the south of Beiden Pass. Give me rule over the plains from the River of Gold, and to the Plains of Drowned Sorrow, below the bloody waters of Mizu-Umi no Fuko." The black eyes were calm, and though the *ronin's* greasy hair stank with sweat, he knelt proudly before the Son of the Heavens, waiting for his request to be considered. The Scorpion lands . . .

"Those lands belong to no one," Emperor Toturi considered.

"Iye, Toturi-sama." The *ronin* bowed slightly. "Now they belong to me."

"They will be filled with blood soon enough. Do you think you can hold them?"

"I have soldiers." The crowd jostled with concern. Could the honorless wave-man be speaking of a *ronin* army, poised to steal the land? Or was he daring to suggest he would start his own legend, claim the land as his birthright, raise the banner of a minor clan above those scorched fields?

"Soldiers enough to hold back the Scorpion?" The jest was certain. I saw a Crane hide her smile behind her fan, mocking them.

Boldly, the *ronin* lifted his chin. "If the Bayushi return from their scorched pilgrimage, they will not dare to trouble me. They will recognize me as lord of those lands, and they will kneel before my command." A Crab, far to the back of the crowd, cursed in surprise at the boldness, and to my right, a group of Lion cheered.

"Then have them and all the curse that goes with them." A scroll came forth, and Toturi signed his name across the parchment with the forgotten stroke of a delicate brush. "But you cannot have Ryoko Owari. It stands to the south of the River of Gold and is held by the Unicorn. I will not have my right hand cheated of their conquest.

"Take the lands, and take these swords. Both are yours, if you can keep them." The Emperor's hand is steady, and the dirty *ronin* stands to take the scroll.

"Forgive me, lord, but I tell you a second time: those are not my swords." Twice refused. One more, and the *ronin* would be forced, by propriety, to accept them and thereby swear fealty to Toturi's house.

The Emperor set the *daisho* down once more. "Then where are your swords, *ronin*? You wear none. What is your name, that we may honor you? Who is your father, and your house?"

Silently, the *ronin* stared at the Emperor, gauging his time with an arrogant eye. Then he reached into his pouch and drew forth a strip of black silk as fine as the finest hair. "My name," he smiled, wrapping the mask about his jaw, "is Aramoro, of the Bayushi. We thank you for our lands, my Lord."

Many samurai leapt as if to seize him, their hands on their swords. The Emperor considered, lifting his hand. Aramoro simply stood. He was utterly unafraid of the angry samurai, the ring of steel—unafraid even, it seemed, of the Emperor himself. No mark of weariness touched him; there was no concern beneath his lying mask. After a moment, he bowed politely and turned to leave.

"Lord Aramoro . . ." A third time, the Emperor lifted the *daisho* at his side, his words about to seal the Scorpion's fate.

Yet, as Toturi-*sama* spoke, a second voice came, speaking over the Emperor's word. A man knelt at the edge of the crowd, holding a magnificent *katana*. "Aramoro-*sama*, *daimyo* of my house, I thank you for allowing me to hold this for you, as you fought. It was my honor." Another Scorpion. Yojiro?

Aramoro paused, looking back at the neat trap the Emperor had laid for him. He smiled in sudden, keen understanding, and took the scarlet-draped *saya* from Yojiro's hands. "Thank you, *yojimbo*. You see, my Lord Toturi-*sama*, I do not need your swords.

"I have my own."

With that, and another polite bow from the two Bayushi, they turned their backs to the field.

"Let him pass," murmured the Emperor, and the crowd opened for them. His Imperial Majesty stood and walked from his dais, and I thought I heard Toturi-*sama* whisper as he passed me by. "A small price," he smiled, the shadows in his eyes dancing in the torchlight, "for the death of a *kami*."

I am not a storyteller, and it is not my place to speculate, only to tell the truth as it occurs before me. I have chronicled battles far and wide, written mournful sagas as the samurai of the Otaku fell, one by one, to the Oni's wrath. I have tied the scrolls that contained the names of Doji and Daidoji, slaughtered on their own fields. It was my hand that penned the news of the Mantis assault on Kyuden Asako, and the brutality of their victory, hard-won.

But I do not write stories. I write only facts. And when I looked to see the Dragon's eyes shine as he watched the Bayushi pass, it was not my normal procedure to question why. Was he pleased that he had failed to win the prize? Absurd. Yet it was not my place to ask (even at the end of such a trying day) how a Mirumoto samurai, son of their *daimyo*, came to possess that magnificent golden *katana* . . .

—from the *High Histories of the Lion*, respectfully submitted by Ikoma Kaoku

War in the Heavens

by Ree Soesbee

The Kami, Shinjo, child of the Sun and Moon, marched east from the Unicorn provinces toward the city of Otosan Uchi. Her armies, the allied legions of the Scorpion Clan, and those few brave samurai who dared stand by their side made their way toward the Emperor's city. It was dark, and the moon hung silently above them: a jealous eye, watching the soldiers pass. As they marched, Shinjo sent word to all the clans of the Empire—her brothers' and sister's children—and all their allies. Soon, the *bushi* who could come at her summons swelled the mighty army. But the sending was small. Some—the Phoenix and the Lion—could spare only a few, and the Master of Fire, newly anointed, stood beside the imposing Lion general, Kitsu Motso.

Only twenty Crab came from the farthest south, bound by their ancestor's ancient oath to his sister. Only twenty soldiers, hardly a full command, but they stood their ground with the strength of mountains. Only twenty, but if those twenty are Crab, then they are as two hundred!

Ten duelists came from the Crane, with their bright steel and flashing eyes. A mere ten . . . and their hundred students. "Observers," said the Kakita.

As the armies camped at Togashi's Hill, to the east of the imperial city, a figure came from out of the night. His eyes burned like fire, and smoke poured from his hands and mouth. "Hear me," shouted Togashi Mitsu. "All you who would wage war this day, hear my words.

"You believe that you have come to fight the Emperor, but you are wrong. You cannot cut away a wounded limb to heal a dying man. The battle you are about to fight is greater than emperors and thrones, greater even than *kami* and mortal humans.

"This is not a war to win an Empire, but to destroy a god!"

The armies looked down on Otosan Uchi, and they saw the truth. Its walls were covered in Shadow that crept from building to building, tore at the ancient walls. The imperial city had been fouled, touched by Darkness, almost consumed by Shadow. The magnificent wall that once surrounded the palace was now crumbling with age, as if time itself had turned forward, changing the stone into dust. It was faded. Lost.

The city, like the Empire, is dying from the Shadow's touch.

The Shadow, which serves the Moon.

"If you wish to save the Empire," continued Mitsu, "you must destroy its greatest foe—and take the risk of setting the Shadow free. You must take the city, drive out the Darkness, and free the Emperor of the Shadow's Taint."

"And the Moon?" growled a Lion samurai.

"Do not fear, Kitsu," smiled the Dragon. "He will come to you."

On a mountain high in the Dragon's Teeth, a black hand raised an obsidian *katana*. "Come, Onnotangu!" the woman challenged. "You must choose: your city or your honor! You cannot defend both!"

A laughing rumble shook the clouds, and the Moon smiled in the sky. "We shall see."

More than a thousand years ago, the Sun and the Moon walked the Celestial Heavens at peace with their realms. They loved, and they laughed, and all was well with Onnotangu and his bride, Amaterasu. They spoke of immortality and of creation, and Onnotangu built a wonderland for his bridal bower, filled with trees and plants, and all the beautiful things of the world.

The Lady Sun, enchanted with his gift, begged him to let her populate it with children, but Onnotangu was jealous of his bride's love and would not hear of such a thing. Yet, as he loved her, he created with

her the animals and the beasts of the sea, and spread them across the world. But still the Sun was not satisfied. They created humankind, and still she wanted more.

At last, Onnotangu's love for her broke through his fear, and he created with her the Children, the sons and daughters of the Heavens: the immortal *kami*. The babies became the light of Amaterasu's world, and she adored them . . .

. . . so much that she forgot her love for Onnotangu and turned her face from him. As the Moon and the Sun gave names to the world, she forgot to hide her love for the Children, and she spoke of each thing as another gift for her Children. She no longer needed the Moon.

Onnotangu grew bitter. He began to hate his wife, their Children, and the world they had made, seeing each as a reflection of the Sun's false love. So, as he gave Amaterasu the names for each beast and tree, he held one name for himself and did not tell it to her. He kept that one name, the last of all names.

When the Children of the Sun fell from the sky, screaming their mother's name, Onnotangu cursed them all. He watched the Sun weep as her Children were cast down, and he cried, "My wife has betrayed me, and for her crime, I will chase her through the Heavens. She will have no rest, no peace, and she will forever be alone, apart from her Children. As she took her love from me, so will she be forever without love.

"My Children, too, deserve no mercy. I shall hunt them and their people one by one, until the world is as red as blood and as black as night. I shall destroy them for daring to steal what is my own.

"But I shall have one Child that is not my own," said Onnotangu, gnashing his teeth with fury, "a Son of my own choosing, who has never betrayed me. A child who is no *kami*, who has never known the Sun." And he went to the last of the world's creatures, to the unnamed Shadow. The Moon spoke to it as a father, and he lifted it up from that place and carried it to become the blackness between the stars.

So began the Moon's Revenge.

Breaking through the gates, the armies of the clans struggled against the Shadow, their war-cries bitter and brave. Shinjo hovered above the city gates, her sword slicing through the Shadow-minions as a stone through water, watching with horror as they re-formed. The Lion stood at the gate, the spearhead of the invasion, and nothing escaped them. With courage, and with crystal weapons given to them by the Naga, they were the first to break through the veil and enter the City of Shadow.

Behind them, legions of Unicorn soldiers howled strange battle-cries. The Crane stood, a bodyguard to the Phoenix shugenja whose spells threatened to tear open the world.

On the mountaintop, Hitomi stood ready.

"I accept your challenge, daughter of mortal man," said Onnotangu, drawing a *katana* made of starlight. "But if you fail, then I will take your head to the sky with me, and I will see your people destroyed. You will watch as your brothers are slain one by one, and their children forgotten.

"I will destroy you, and your Emperor."

For two days, the battle raged through the city, and yet the sun cast little light in the pale sky. The warriors of the Shadow died, their faceless corpses littering the streets, but they took their toll upon the armies of the clans. A toll that was paid in blood.

The Scorpion led the way to Otosan Uchi's palace gate, and the Shadow fell back before them. Each step it made, they countered, and it was as if they knew its movements—for they had learned its secrets, and they knew the Shadow well. Beside them, the Moto fought, drawing their spears and *yari* down upon each creature as it arose, each human who turned a faceless sword against them.

The Shadow stood before the Moto, and the road fell away into Darkness. "You cannot defeat them," a Bayushi warrior shouted, turning to find another way.

Moto Soro, *daimyo* of the living Moto, raised his horn and sounded Shinjo's battle call. "You are wrong, Bayushi. We cannot defeat them . . . and live." With that, his soldiers charged across the widening pit and threw themselves into the Shadow's maw. Their white armor shone for a moment, then vanished into the night.

A hundred Moto died that day, but a thousand more lived to tell the tale.

The Phoenix drew their spells around them, breaking slowly through the gates of the palace. Some used the spells of the *kami*, but others, darker in their lore, called upon the forbidden magics of the ancient Isawa city—and they made the elements bleed. One stood before them all. “Where is your honor?” cried the Crane who stood to defend them. But when the gates crashed open and the Shadow howled in pain, the Phoenix shugenja turned to his Crane *yojimbo*. “Do your duty well, as I have done mine.”

The Crane understood, and the Phoenix fell, sacrificed upon the altar of honor, but remembered with valor for his deeds that day. As the Phoenix fell, the Crane drew their swords. “His life shall not be in vain!” they shouted. “Death to Onnotangu! Death to his Shadow-Son!”

The Matsu were scarred, beaten and bloodied by the twisting Shadow. From every side, they were attacked, but they responded with bravery and strength. One fell, and then another, and the few who remained stood deep in the blood of their brothers. Kitsu Motso screamed a battle-cry and tore open the palace gate. Behind the wall, the Crab had been slaughtered, but one still moved in the pile, torn by a Shadow with claws like ice. A broken *tetsubo* rested on the ground beside him, shattered and destroyed. As the Lion knelt to lift the weary Crab from the ground, placing his own sword in the Hida’s hand, he shouted, “True courage knows no doubt! Stand, Crab! This is your duty!”

Beside Motso, Hida Unari rose, clutching the Kitsu’s sword, and he let out a scream of anger and hatred as the Shadow descended upon them both. He was the wall upon which the Shadow crashed, and the Lion, armed only with his hands and his *wakizashi*, was the sword that brought their death.

On the cliff, the woman in armor of gold and green lifted her sword high to block Lord Moon’s first blow. It came, driving her back against the cliff-side and tearing a bloody hole in the sky above them. A maelstrom was forming, and the stars were peeping through the Sun’s pale sky.

Another blow, and another, and Hitomi was driven back to the cliff’s edge. The Moon was ancient, filled with hatred and power, and as he lifted his sword to strike her down, he laughed. His voice echoed through her obsidian hand.

But another voice spoke deep in her heart. It filled her soul and screamed from her throat. “NO! For too long, Onnotangu, you have worked your evil across the land. I was there when you destroyed Akodo, when you crashed the mountain down. I saw you as you used lies and treachery to drown Doji in the sea, and when your envy and hatred stole away Bayushi’s only love. Your Shadow has spread too far, Father, and your revenge is finished. At last, a mortal shall undo what a god has done!”

With that, Hitomi tore her sword from the ground, and the obsidian cut deep into the Moon’s foul body.

The Moon staggered back, smiling through his pain. “Now you shall see a mortal pay the price . . . for your arrogance.”

In the city of Otosan Uchi, a terrible Darkness fell. It killed sight and sound, and only one voice broke through the Moon’s great spell.

“The Law proclaims it, and the Celestial Heavens have called me heir! Those who deny me deny their oaths to the Empire. I am your Emperor!” With that, the Darkness became complete, and pain spread through the samurai legions, crippling all who stood within its walls. Even Shinjo, Kami above all, shouted in pain from her father’s blow, and her soldiers fell to the ground. With one strike, the Moon had crippled the Empire, and Day had turned fully to Night.

“Now, see the revenge I will have upon you, my Children.” A figure of pale light appeared before the Emperor’s Throne. The Moon’s armor encased it, as empty as the blackness between stars, and it lifted a spectral sword in mocking salute. The Moon, still standing on the cliff-side with Hitomi, had also come to defend his city—and to destroy those who dared his wrath.

A terrible Darkness had fallen over the city, and the armies of the clans struggled to rise, to fight . . . even to move. In the palace, the Moon laughed, a sound that echoed from the mountains of the Dragon.

Even as Hitomi struggled to match Onnotangu's terrible strikes, the armies in the palace watched as the Moon's champion, an extension of the Moon's power, raised its sword in a terrible mockery of Bushido.

A few *bushi* steeled their souls and pushed forward, breaking through the veil of pain and torment. They chose this path. They would not let their honor die for lack of courage, and so they stood, despite the anguish of the Moon's dark Shadow. And so they pushed their way forward into the throne room.

One Crab, bold and true, bleeding from wounds of duty.

One Crane, through a secret corridor behind the Throne—a secret that had been told to him by a simple storyteller long ago.

One Lion, raising his sword and screaming Tsuko's name.

A Unicorn, blind since birth and yet with unfaltering sword, stepped from Shinjo's side.

A man, born of the *ronin*, sworn to serve Toturi, turned from his place at his Master's side and stepped between Toturi and the Moon. "You will not have my Lord," he snarled.

A Brother of the Order of Amaterasu, his soul burning with the Sun's fire.

One Phoenix, weary from the longest battle, yet unwilling to give up the fight.

A single Dragon, strong son of Mirumoto, bearing in his hand a golden sword.

A serpent-warrior, screaming of the Pale Eye, reached through the gate of pearl with swords of crystal.

One Scorpion, saluting the ancient Scorpion Master of Shadow. "I thank you for your instruction," he smiled. "It will no doubt provide the strength I need to defeat you."

And one lone Mantis stood in the Emperor's window, aiming his bow at the heart of the Moon.

They had not come because they were foreordained. They did not fight to find their path because it had been written by the stars, but because their hearts and duty demanded it. Because, as mortals, as servants of the Empire, they could not let Onnotangu claim the world.

Far away, Onnotangu smiled. "It is time for this game to end, samurai," he cursed, and the black sword flew from Hitomi's hand. One stroke, two, and blood welled from her arms, her face—torments placed to give her pain and prolong her death. Though her battle had been mighty, she was forced to confront her greatest weakness: she was alone.

Her Master's voice fled, and Hitomi heard only silence. In this battle, the Kami could not help her. She must defeat Onnotangu alone—or not at all. Above her, the Moon's star-filled blade arched through the sky toward her throat.

Today, the doors into the palace were flung open. I was there; I saw the charge of the Lion. Their general, Kitsu Motso, tore the doors from their hinges . . .

. . . and then, there was a great Darkness. The pain was awesome, terrible beyond belief, and we struggled against the power of Onnotangu with all the strength of Bushido. I am told by those who were within the great, golden palace that only a few warriors had the courage, the strength, to enter the Moon's presence . . . and only one walked out, at the end of the tale.

The Horde claimed no lives that day, though I fear its Taint will corrupt the Western Wall of Otosan Uchi, where the stone is barren and touched with bleeding scars.

One was a Crab—Hida Unari. His bravery carried him forward against the Shadow, but the laughter of the Moon and the scars he had borne to get through the outer walls were too much for even a Crab's mighty strength. He collapsed beside the doorway, using the last of his courage to hold open the pounding gate.

Through a secret passage behind the Emperor's Throne, a man dressed in the grey and brown of the *ronin* walked. His steps were sure, as if guided by truth, but he arrived too late, and his sword turned to other purposes. He whispered one hated name—"Kage"—and was gone. But I have heard the tales of the Kakita blade that hung at his side, and I know that Toshimoko's spirit still walks among us.

In the lands of the Naga, a crystal sword gleamed and shone . . . but the Naga were far from Otosan Uchi, and their battle was to save a soul, not to condemn the Moon who had defamed it. (*cont'd p. 24*)

News from Court

by Andy Heckt

Fellow members of the Assembly, I bring you word from the court of Toturi the First. During the Emperor's long absence, it became apparent that intermediary members of the court would need to fulfill some of his roles. Takuan became Regent, and I took the office of Chancellor. During Toturi's absence, we struggled to have the voice of the Assembly heard. The Emperor's return heralds much change, and those of us who belong to the Assembly shall reap the benefits of our long support of the imperial court—for now I speak supported by all of you.

To those of you who belong to the Assembly, this means we shall finally be awarded the glory and honor we are due. Soon you'll note benefits for being a member you've not noticed before. But I must ask you, what is it we want? Now that we hold the favor of the Emperor, what are we to do with it? I have some ideas, which I will outline below, but I encourage each of you to voice what you desire of me. Please send suggestions to one of the email addresses below.

Using the Favor

Here is a hint of some of the plans I have set into motion. Do not share these plans with those not of the Assembly, for as yet these are benefits they will not receive.

I'm working on a deal with Taka, wherein he can take our Koku in advance; then, when we need something from his Treasures, we can just message him and he'll courier the items to us. This should speed up the process, but Taka still needs to work out some book-keeping. I have also begun negotiations with Taka to provide an "Assembly members only" area of his card shop.

I shall procure merchandise that only Assembly members can order. Some shall be available for your Koku, but other, more specialized items will be available for limited times with payment made to the merchant in advance.

We have already succeeded in making some significant impact upon Rokugan with the recent votes before the Assembly, and more votes are yet to come—not each season, mind you, but more often than previously. I have noticed that some people not of the

Assembly try to sneak into the council chamber and vote. If you know of these people, encourage them to become members, because I could not in good conscience count their votes.

Access to the Chancellor

With any questions you have about membership benefits, Koku redemption, or changes of address, contact me at:

Telephone: 1-800-324-6496 or 1-888-4-5RINGS

Mail: Fan Clubs at the DCI

P.O. Box 707

Renton, WA 98057-0707

Email: frpgfanclubs@thedci.com or

frpg@frpg.com

Regional Offices

To better service our members in Europe and South Africa, basic operations for these members have relocated to regional offices. For contact information, please see "Taka's Treasures" on page 22.

Membership Drive

To achieve our plans before the year is out we'll need to enlist more members to the Assembly. As you may know, the Emperor is producing thirty-three foil cards with each of the current sets of cards (starting with the *Honor Bound* set). When completed, the set of ninety-nine total foil cards will tell the tale of the Clan War that brought Toturi to power. The Emperor has gifted me with a few of these. I'll award the first thirty-three cards (from the *Honor Bound* set) to one of the new or renewing members that joins us from this issue (applications received by 11/10/99 eligible). On the membership form herein, you'll note a space to enter the name of the person who encouraged you to join. This person will also receive a set. I will contact the winners and announce them in the next issue. I shall continue to award a set of thirty-three cards each issue, for each of the three sets. In issue #16, one member who has joined or renewed since issue #12 will receive a complete, ninety-nine-card set, with another set gifted to the member who encouraged him or her to join.

Imperial Assembly Membership Form, Issue #12

Mail this form to "Fan Clubs at the DCI" at the address above, or call 1-800-324-6496 to join by credit card.

Name: _____ DCI # _____ Clan Affiliation: _____

Street: _____

City: _____ State: _____ Zip: _____

Phone: (_____) _____ Email: _____

CIRCLE ONE: New member I'm renewing

Payment (circle one): CHECK MONEY ORDER VISA MASTERCARD

(if by credit card) Credit Card #: _____ Expiration Date: _____

Membership Drive

Who encouraged you to join: _____ DCI # _____

What are Koku and Dinari?

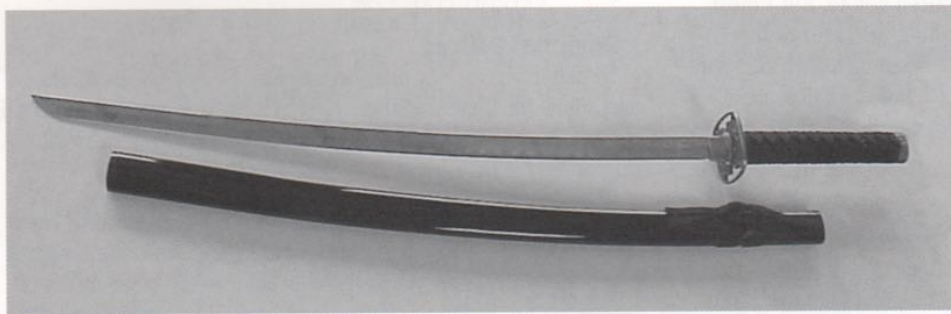
You can find koku or dinari on the back of every booster pack and on one of the inside flaps of every deck box. If you can find Taka, you'll have even more access to the wealth you deserve.

So, how do you use the koku or dinari once you've found them? Send them to Taka to exchange them for L5R and LBS cards, t-shirts and other merchandise! However, make sure to follow the shipping and handling directions carefully, and pay close attention to the order form for the address of the office closest to you to send your koku orders to.

And because Taka is such a wily businessman, and has made deals with everyone he is accepting points from any of the FRPG games. That's right, koku, dinari, teeth, spice, and ghost rock are interchangeable at



Taka's Treasures



12-1 Katana The most treasured possession of a family was often the ancestral sword of their Clan. The katana is a symbol of honor and heritage, and now with your koku, you can bring this ancient symbol of strength

and pride into your own household. Colors may vary, availability subject to local laws and restrictions. **2500 Koku, plus \$10 S&H**

Please note: this is the last issue that we will make the katana available for point redemption. Only orders received before December 1, 1999 will be fulfilled.



12-2 L5R Clan Shirt Each shirt has the clan mon on the front, a clan-specific piece of art on the back and is in a color that relates to that clan. 100% pre-shrunk cotton, available in L, XL, XXL and XXXL. Currently unavailable at stores. Be sure to specify size and clan when ordering. **500 Koku, plus \$4 S&H domestic, \$10 S&H foreign**



12-3 LBS Clan Shirt Each shirt has the clan name on the front, and they all have the same artwork on the back. 100% pre-shrunk cotton, available in L, XL, XXL and XXXL. Currently unavailable at stores. Be sure to specify size and clan when ordering. **500 Dinari, plus \$4 S&H domestic, \$10 S&H foreign**



The Card Shop

All selections are limited by availability – first come, first served. Only request one of each card per order, please!

If you are looking for a little something to give you an extra edge against your opponents, here are some cards that may help you in your quest. Each order must be accompanied by the order form, and any protective materials you want your cards to travel in. All artwork © 1996, 1997, 1998 and 1999 by respective artists and used by permission. **Cards are 20 koku or dinari each.**

12-A Ascension of the Mantis



12-B Banish All Shadows



12-C Battle Hardened



12-D Doom of the Brotherhood



12-E Grasp of the Earth Dragon



12-F Isawa Norikazu



12-G Kuni Mokuna's Guide



12-H Let Your Spirit Guide You



12-I Move to the Bushes



12-J Noble Sacrifice



12-K Sanzo



12-L Shrine of Osano-Wo



12-M Speak with the Voice of the Dead



12-N Stand or Run



12-O The Dark Sanctuary



12-P The Kami Watch Over Me



12-Q The Otaku Stable Burn



12-R Tsuruchi's Arrow



12-S Tutor



12-T Unrelenting Terror



12-U Valley of the Two Generals



12-V Wasp Archers



12-W Rise Again



12-X Tao of Shinsei



Your 2,000th Card!



You're Invited to the L5R Event of the Year! Celebrate the release of the 2,000th unique L5R card!

Party Night!

The night of October 22 will be the "Academy Awards" of *Legend of the Five Rings*™. L5R celebrities will be there giving out awards to our most loyal fans. Dinner buffet, cash bar, and the unveiling of the 2,000th L5R card! Many special surprises are planned for this evening, some of which will affect the L5R storyline, and everyone who shows up will receive a special version of the 2,000th card exclusively made for this event!

L5R-Con!

October 23 is L5R-Con and the only time for *Ambition's Debt*™ prerelease events. All sorts of L5R gaming will be going on, including *Ambition's Debt* prereleases and RPG and *Clan Wars*™ miniatures games. Two special Button Men™ have been made for a day-long event to determine which is superior—the one-sword Kakita technique or the two-sword Mirumoto technique. This is going to be the ultimate day for L5R gamers!

The Details!

Location

Right outside of Disneyland at:
Anaheim Hilton Hotel
777 Convention Way
Anaheim, CA 92802-3497

Registration

SPACE IS LIMITED, AND PREREGISTRATION IS HIGHLY RECOMMENDED.

Preregistration deadline is October 8, 1999.

Email: evtcustserv@wizards.com

Fax: (425) 204-2675

Mail: Use the registration form included in this issue of the *Imperial Herald*.

Cost

Party Night Only: \$15 preregistration; \$20 on site. Includes dinner and the exclusive 2,000th card!

L5R-Con Only: \$15 preregistration; \$20 on site. Includes one entrance into an *Ambition's Debt* sealed-deck tournament.

Both Party Night and L5R-Con: \$25 preregistration; \$35 on site.

Hotel and additional information is available on our website at www.wizards.com/L5R.

Are YOU the biggest L5R fan? Prove it!

Prove to us that you're the most dedicated and loyal L5R player, and we'll send you and a friend to the Y2C event!

Send us your ultimate fan-page URL, a video of you doing karaoke as Kachiko, or a cassette of your original L5R love song. Anything goes! Just prove to us that you're the number-one L5R fan.

The prize package includes airfare, two nights' hotel stay (one double room), entry to the Y2C party and prerelease event, and commemorative Y2C T-shirts.

The L5R brand team will select the winning entry. Good luck!

To enter, mail your name, address, and phone number with your entry to Wizards of the Coast, Inc. ("Wizards"), Attn: "L5R Fan Contest," P.O. Box 707, Renton, WA 98057-0707. NO PURCHASE REQUIRED. Entries must be received before midnight Pacific Standard Time October 1, 1999. The winner will be chosen and notified by October 6. All entries become the property of Wizards of the Coast and will not be returned.

The winner will be chosen based on the quality of the entry as determined by Wizards in its sole judgement. The winner will receive two round trip coach air tickets from any major commercial international airport within the United States to a major commercial international airport in or near Anaheim, California. The prize also includes two nights' accommodation (double-occupancy room and tax only) at a hotel selected by Wizards, entry to the Y2C party and L5R-Con, and two Y2C T-shirts (Estimated retail value \$1,200). All arrangements must be made through Wizards and are subject to availability. Travel arrangements must be made at least two weeks in advance of travel dates. Travel shall occur on October 22 and October 24, 1999. All other expenses and all taxes are the responsibility of the winner. The prizes are guaranteed to be awarded and are not transferable, assignable, or redeemable for cash.

Void where prohibited or restricted by law. In order to receive any prize the entrant agrees to sign Wizards' affidavit of eligibility. If the winner is a minor, the guardian must co-sign the affidavit and travel with the minor. Employees of Wizards and its respective affiliates and distributors are not eligible.

*Legend
of the
Five Rings*TM



12-Y Afshin



12-Z Book of 999 Pages



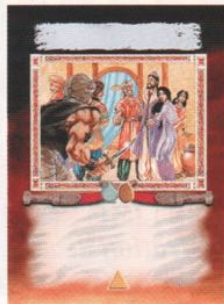
12-AA Golem



12-AB Hekau



12-AC Jackal Ambush



12-AD Jinn of Infinite Eyes



12-AE Kalesha Sesh



12-AF Lizard of Water and Fire



12-AG Matsu Gohei



12-AH Moto Marik



12-AI Rahjid



12-AJ Shosuro Hametsu



12-AK Spirit Blade



12-AL Tahir



12-AM Tasir



12-AN The Caliph



12-AO The Tale of the Four Goddesses



12-AP The Wrath of the Black Stone



Legend of the Five Rings Order Form - Herald #12

Redemption Policy: Send your orders via Certified mail or other traceable means. We are not responsible for lost orders. All selections are limited by availability. Imperial Assembly members who provide their DCI# receive priority in processing. During the first four weeks from the postmark of this issue, only one request of each card, per customer will be taken. Additional requests during this period will not be processed until after this period expires. If an item you have ordered is not in stock, we will select from your listed substitutes or return your koku if no substitutes are provided. SASE is no longer required. Shipping and Handling is still required. Write down orders by item number. Please allow two to six weeks for delivery.

Item #'s: _____

Alternate choices (card requests): _____ Shipping & Handling Total: _____

Name: _____ DCI #: _____ Phone #: _____

Street: _____ City: _____ State: _____ Zip: _____

SEND ORDERS TO:

(for the Americas & Asia/Pacific)
Fan Clubs / Taka's Treasures
PO Box 707
Renton, WA
98057-0707 USA

(for the UK, Ireland, S. Africa)
WotC UK, Ltd.
Customer Service
PO Box 61
Maidenhead Berkshire
SL6 1FX ENGLAND

(for France)
WotC France
Customer Service
BP 103
94222 Charenton Cedex
FRANCE

(for Italy)
WotC Italia
Customer Service
Via Giovanni da Udine 34
20156 Milano ITALY

(for the rest of Europe)
WotC Belgium
Customer Service
PB 2031
2600 Berchem
BELGIUM



12-4 L5R Logo Shirt The L5R logo is splashed in full color on the back of a black t-shirt.

12-5 LBS Logo Shirt The LBS logo in full color on the back of a blue t-shirt.

Both shirts are 100% pre-shrunk cotton, available in L, XL, XXL and XXXL. Currently unavailable at stores. Be sure to specify size when ordering. **250 Koku or Dinari, plus \$4 S&H domestic, \$10 S&H foreign**



Special Offer for Imperial Assembly members only: A set of 10 L5R Button Men

12 - 6 NEW - MEMBERS ONLY Limited Time Offer!

BUTTON MEN COLLECTION. The Entire 10 button collection first seen at GenCon 99. A licensed variant of James Ernest's Cheapass Game. Available to Imperial Assembly members only. Ordering details on your cover letter! Look for similar Member Only offers in your cover letter in future issues. To join the Assembly call 1-800-324-6496.



How to play Button Men:

The Rules: You need two or more players, one "Button Men" Samurai per player, and several dice.

Summary of Play: Players fight several rounds of combat, rolling dice and capturing each other's dice.

The Dice: You will use dice of different sizes with you Samurai, as specified by the numbers on the Samurai's button. As a general rule, small dice mean speed and large dice mean strength.

To Begin: Roll all of your Samurai's dice. Arrange the dice in a row so players can easily read them. Whoever rolls the single lowest number goes first; thereafter, players alternate turns as described below. If the lowest dice are tied, compare the next lowest dice, and so on until you determine who goes first. If all dice match on the starting roll, the game is a draw.

Focus Dice: Focus Dice are the two dice with numbers printed against a black background. With Focus Dice, you can change your starting roll as follows:

If you are not going first, you may change the number rolled on your Focus Dice to show lower numbers. You may turn one or both of your dice as you wish, but you may only do this if it causes you to go first.

If your opponent has Focus Dice, he or she may now do the same, and each player may respond by turning down one or more Focus Dice until no further moves are legal, or until one player allows the other to go first.

Important restriction: If you go first, you may not use any Focus Dice you lowered during your first attack. The second player has no such restriction.

Play: you must make either a Power Attack or Skill Attack each turn that you can.

Power Attack: use one of your dice to capture one of your opponent's dice: the number showing on your die must be greater than or equal to the number showing on the die you want to capture. Take the captured die out of play, and re-roll the capturing die.

Skill Attack: Use several of your dice to capture one of your opponent's dice. In this case, your dice must add up to exactly the value showing on the die you capture. Remove the captured die from play, and re-roll all of the capturing dice.

Passing: You can only pass if you have no legal attacks.

Scoring: When both players pass, the round is over. Calculate your score as follows: for each die you captured, you score its size in points. For example, a captured 8-sided die is worth 8 points. For each die of your own that you kept, you score half its size. So, keeping your 8-sided die is worth 4 points. The highest-scoring player wins the round, and the first player to win three wins the game.

The Scorpion sent their finest warrior, and his steps were silent and grim. In his hand hung a weapon of crystal, as old as the palace that Bayushi built. Hisa was his name, I was told after the battle was won. Hisa, who had stolen the secrets of the Shadow and turned the truth of its maker against the Darkness. The Scorpion say that the Shadow feared his knowledge, feared the secrets that the Scorpion had stolen, and that the Moon himself turned away, refusing to face the Bayushi samurai. I do not know the truth, only that a great Darkness stood between the Scorpion and the Throne, and that the Moon's horrible laughter broke the veil. "I have taught your clan well, and you have served me often, child," the Moon called, "but I have not taught you everything . . ."

Of the Dragon, I know more. Mirumoto Taki raised a magnificent golden sword, spoils of the Dragon's alliance with the Scorpion. He was prepared to charge into the Darkness when he heard another voice: the voice of his Lady, returned. Too late; he could not pierce the Darkness and save her. Instead, he carried out the wounded Scorpion, bearing Hisa's wounds as if they were his own. His courage does his clan much honor.

Matsu Turi, brave and bold, screamed a hero's name as he charged. Yet his courage alone was not enough, and the Moon met his challenge with deadly force. Only the sword that shattered in his hand kept the Moon's strength from killing him, and he was torn from the room. His body shattered the *shoji* screens of the throne room, and the Moon's light poured through the hole to illuminate his form, still and silent, outside. Though he was alive, his was not the blow that laid the Moon to rest.

A Unicorn, too, fell to his knees beneath the weight of the Moon's gaze. His armor shattered and tore from the wind, as the Moon laughed with contempt for his bravery. Moto Amadare was the name of that Unicorn, I am sure. I saw him binding his grievous wounds after the final battle, covering great rends where blood seeped through the armor. I asked him how he had made his way through the Darkness, how he had been able to find his way.

"Why should Darkness frighten me?" he asked, as he turned his blind eyes toward my voice. "I have known it all my life."

Yet it was the Phoenix who first challenged the Moon, after the others had been defeated. He leapt forward, the *mon* of the Master of Fire blazing upon his brow. "The Phoenix have learned much, dark one," he snarled, and magic crackled from his outstretched hands. Fire leapt to engulf him, but he was not harmed by its embrace. "My father died for the Darkness, challenging an evil that dared attack this land. I, too, will die if I must, but I will not make the same mistakes that saw my father fall." His fire was strong indeed, and I do not know if any mortal could have borne its flame—but the Moon was no mortal, and at the end, the young man fell, unable to defeat the doubt that still rested in his soul.

A lone Mantis stood in the window; I do not know that any of the heroes of that day saw him, save myself. He was strong, but he bore the scars of many battles. His eye was patched, but his bow-string shone with crystal fire, and his arrow gleamed with the light of the sun itself. He leveled his bow to take the final shot . . . but the Darkness was too deep, and he lowered his bow, cursing.

And even now, I am not sure where his aim had rested: on the Moon, or upon my Master's heart . . .

What I saw then tore my eyes from the growing Darkness. The Moon, destroyer of Doji, murderer of Akodo, and thief of Shosuro's soul, turned his eyes to my own Lord. "I will command this realm," he hissed, and then his sword swung like a scythe from the heavens. My Lord, Emperor Toturi, could not step away or even move, for the Shadow had him imprisoned in bands of Darkness. I could see his true soul screaming for a sword, but his body hung limp and drained, a tool of the Shadow. At the last moment, a bodyguard dove between them, hurling himself into the path of the blow. "You will never have him!" the samurai screamed.

His bravery will be remembered forever.

At the end, a lone warrior dressed in the light of the Sun walked from the Darkness. He shone with strength, and his eyes were clear of the Darkness. He showed no fear, only the courage of Bushido, and no human dared stand before him.

Unafraid, the Moon spat these words: "You are only a mortal, Takao. You cannot defeat me!" And with that, the Moon swung his black *katana* at the Acolyte of Fire. Starlight shone in his eyes, and the Celestial Heavens burned in Onnotangu's blade. I thought the world would stop, from fear.

Yet with a simple block, Takao summoned the Earth, and Lord Moon's sword shattered into a thousand shards.

Angered, Onnotangu shook the earth. Outside the palace, the land tore into deep ribbons across plains, and rivers moved from their courses in the face of Onnotangu's anger. But still Takao stood, and water flowed beneath him, giving him a stance as unchanged as the ocean.

"I may be born of mortals," spoke the monk with a grim smile, "but my birth gives me the right to choose my own destiny."

His hands moved, and the Fire leapt from his soul, burning away the straps of the Moon's armor, melting the stars from the sky.

Another blow, and the Air itself charged against Onnotangu, refusing him purchase into the sky. He could not escape, and fell back from the onslaught. The walls of the palace shook, and a hurricane blew across the ocean, enraged with the fury of all the world.

The Moon tried to stand, to escape, to flee—but in the end, he could not.

His fate had already been decided.

With a single, final, martial strike, Takao unleashed all the hidden powers of the Void upon the Moon. Onnotangu screamed in anguish, and the Celestial Heavens froze in their place. And at the end, the Moon, destroyer of the *kami* and slaughterer of mortal humankind, shattered with the force of destiny.

Far off, at the Shrine of the Three Sisters in the heart of the Dragon Mountains, the Moon's true, faceless form lifted his blade to take Hitomi's life. His hand ascended toward the starlit sky . . .

. . . and then a scream echoed through the mountain pass, and the earth shook with Onnotangu's fear.

Hitomi spun, reaching for the sword of Lord Moon's own flesh as Onnotangu reared back and screamed in pain. "Here is your hand, my Lord." She stepped forward, driving her fist into his *mempo*. Rising to her feet, supported by Takao's courage, she lifted her shield and brushed aside his feeble strike. "Here is your blood, that you shed upon the world."

The Moon screamed as his body filled with Void, and Hitomi's sword found its place in his heart. He could not move, could not escape the Elements . . . or his own soul.

"And here, Onnotangu-sama," Hitomi drove forward with all her strength, "is your broken bone."

Onnotangu's head fell from his shoulders, and the shattered Moon faded from the sky.

I saw the battle, yes, and it is my voice that tells the tale. After the Darkness faded, it was by my command that Hasame's body was carried from that broken place. The pyre to his courage brought the first light to the sky. Now there is only a scarlet, sunless dawn. I pray we have the strength to find the Shadow and destroy it as we have slaughtered its Master.

Without the Moon, the Shadow flees to the south, carrying its Darkness back to some secret place. It has plans, I am sure; I have seen a faceless guard dying on the street, his broken mouth torn open with laughter beneath a blood-red sky.

Without the Moon, the Shadow is retreating, but it is not finished.

Without the Moon, the Shadow is free.

Proclaimed in the Halls of the *High Histories of the Lion*,

Toku, Champion of the Monkey

The fifth year of the reign of Toturi I, IC 1139

Monk Shines Light upon the Dark Side of Lord Moon

by Jon Palmer and Joe Keyser

Rokugan is a land where honor is a force more powerful than steel, where samurai would die rather than dishonor themselves. But when your enemy is the Moon itself and you're fighting for nothing less than the survival of humankind, ideals have a tendency to be thrown out in the name of practicality.

With this in mind, hundreds of people trekked to Milwaukee for Gen Con's War in the Heavens tournament. This Extended-Jade-format tournament would have something new for **Legend of the Five Rings** players: for the first time, players would be seeded into the final day of the tournament. The winners of Kotei Emperor tournaments, as well as players who had performed superbly over the last six months and the highest ranking lifetime player of each Clan would automatically advance to Sunday's finals.

As the contestants gathered Thursday morning for the first of three qualifiers, L5R brand manager Luke Peterschmidt and **Doomtown** brand manager Ed Bolme proceeded to whip the crowd into a frenzy, and Ree Soesbee read from the Book of the Void, the source of the **Legend of the Five Rings** storyline. She described the armies under the banner of the Kami Shinjo marching upon Otosan-Uchi, and the veil of Shadow that had engulfed the imperial city. Also, on a lonely northern mountaintop, Hitomi, champion of the Dragon Clan, lifted the three obsidian artifacts she had gathered and challenged Onnotangu, Lord Moon himself, to a duel.

Thursday produced varied results, as the top 16 included nine of the thirteen Clans. The rules guaranteed a spot to each Clan from each qualifier, and also for two random qualifiers to be entered each day. So, after seven rounds of Swiss-format play, twenty-two players had joined the seeds in advancing.

Friday morning saw a slightly smaller qualifier, with many of Thursday's participants burned out from the previous night's Midnight Madness tournament. Ed again appeared to get everyone's adrenaline pumping, and Ree continued her story from the day before: The armies had reached Otosan-Uchi and were fighting their way through the armies of Shadow before them. Hitomi's duel with Lord Moon was not going so well, as the

Moon's power seemed incredible and he drove her back to the cliff's edge. Again, the top 16 featured nine Clans, so with two more random qualifiers, Friday also provided twenty-two players for the finals. Included among these was Monk player Tom Cottone, who had both his and his daughter's deck stolen less than an hour before the tournament but was able to rebuild it through the generous donations of the L5R community and power into the finals with a 5-1-1 record.

Saturday's qualifier was the smallest, with forty-four players having already qualified. Despite having practically yelled his lungs out the day before, Ed was there once again to fire up the crowd. This time, Ree's story turned: The clans fought their way to the throne room, where Onnotangu created an avatar to fight off the champions of each clan. Hitomi drew Lord Moon's blood, but he continued to dominate their duel. The results of this final qualifier were less varied, with only six Clans taking up the top 16 places. As such, twenty-five players qualified for the finals on Sunday.

Due to time constraints, Sunday's final would be run in a never-before-seen double-tournament method. The ninety finalists would engage in four rounds of Swiss-format play, with the winners advancing to a sixteen-player, single-elimination final. Then sixty-four of the remaining seventy-four players would fight in four sixteen-player, single-elimination finals to determine which clans would capture each of the four walls of Otosan-Uchi. When the smoke cleared from the Swiss rounds, one Unicorn, two Cranes, two Lions, two Monks, three Phoenix, and five Toturi's Army players stood ready to take down Lord Moon, and a lone Ninja player continued on to defend his dark Master.

At this point, Ree revealed the identities of the champions of the eliminated Clans and described in detail how each was defeated by Lord Moon. She then ripped up a card of each Personality and handed it to the highest finisher in each Clan. After the first round of single elimination, both Cranes, the Unicorn, and the Ninja had been knocked out, and their champions fell as well, not killed, but merely defeated. The quarterfinals led to the elimination of the last Lion, and Matsu Turi found him-

self thrown out the palace window. The semifinals involved a pair of Monk players, one facing off against Phoenix, the other against Toturi's Army. Both Monks prevailed, and as the other Clans' Personalities fell, the only named casualty of the tournament, Hasame, lost his life taking a blow aimed at the Emperor.

The finals featured a pair of contrasting Monk styles. Bret Swanson's deck was based on attacking, using the Ring of Water to avoid Defenders, whereas Stefan Zarzynski followed the traditional Monk victory condition, Enlightenment. At this point, Ree stood up and declared that the fight was no longer to determine who would defeat Lord Moon, but how. After a tense game, Bret took Stefan's last Province when Stefan had played four Elemental Rings, not having been able to draw the Ring of Air in time. And so Takao stepped forward and used the power of Void to destroy Lord Moon's avatar in the throne room. High in the Dragon Mountains, Lord Moon roared in pain, and Hitomi cleaved his head from his shoulders. The Moon had died.

Of course, this death was not without a price, and for many, that price was their honor. Phoenix decks teemed with Bloodspeakers. Crab, newly freed from the restrictions of the Kaiu Walls Stronghold, allied with the Shadowlands. Crane used the Gold of the Kolat for victory. And the Monks left their peaceful ways and won the day with good, old-fashioned power. What these developments and the death of Lord Moon will mean for Rokugan shall be seen in the next L5R release, the *Ambition's Debt* set, and beyond.

Winner: Bret Swanson Brotherhood of Shinsei (Military)
Runner-Up: Stefan Zarzynski Brotherhood of Shinsei (Enlightenment)
North Wall: Stephane Cornier Phoenix
South Wall: Mark Wootton Crane

East Wall: Bruno DiNapoli Phoenix
West Wall: Brian Farmer Corrupt Lion

Top Clan Finishers

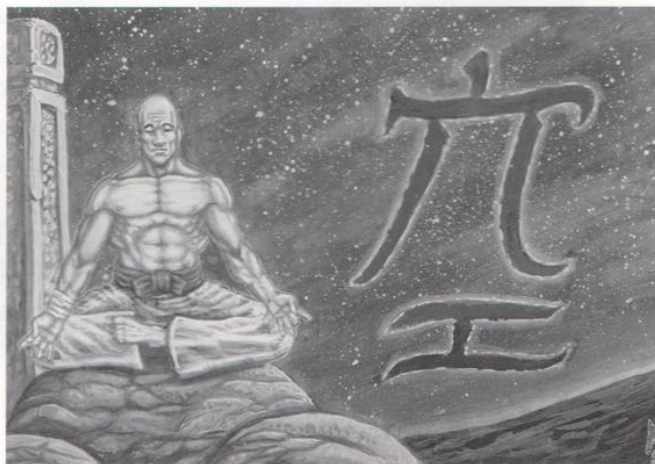
Brotherhood of Shinsei	Bret Swanson
Crab	Alan Nagorny
Crane	Terry Madden / Neil Canuel
Dragon	Matt Loomis
Lion	Noel Meyer
Naga	Jacob Lesgold
Ninja	Vaughn Derderian
Phoenix	Antoine Blanchard
Scorpion	Robert Ciccolini
Shadowlands Horde	Dave Salsman
Toturi's Army	Michael Jahnke
Unicorn	Richard Riley
Yoritomo's Alliance	Demetrios Saïtes

Clan Breakdowns

Brotherhood of Shinsei	50
Crab	49
Crane	48
Dragon	61
Lion	27
Naga	35
Ninja	32
Phoenix	83
Scorpion	49
Shadowlands	45
Toturi's Army	65
Unicorn	70
Yoritomo's Alliance	34

The Total Numbers

Thursday's qualifier	243
Friday's qualifier	215
Saturday's qualifier	190
Final battle	90



Bret Swanson**1st Place—War in Heavens****Super Monk!**

Fate deck (40)

Rings

- 1x Ring of Earth
- 1x Ring of the Void
- 1x Ring of Water

Kihos

- 1x Banish All Shadows
- 3x Chasing Osano-Wo
- 1x The Wind's Truth

Actions

- 2x Charge!
- 3x Deeds, Not Words
- 3x Destiny Has No Secrets
- 3x One Koku
- 3x Rallying Cry
- 2x Refugees
- 3x Test of Courage

Followers

- 3x Ashigaru
- 3x Elite Pikemen
- 3x Shireikan
- 1x Shiryō no Tetsuya

Items

- 1x Armor of Earth
- 1x Gunsen of Water

Sensei

- 1x Kaede Sensei

Dynasty deck (40)

Personalities

- 1x Hasame
- 3x Hoshi Maseru
- 1x Hoshi Maseru Exp.
- 3x Ikudaiu
- 3x Kirazo
- 3x Komaro
- 3x Shioda
- 3x Yoshun

Events

- 1x Blessings of Isawa
- 1x Corruption of the Harmonies
- 1x Imperial Gift
- 1x Inheritance
- 1x Kolat Duplicate
- 1x Occult Murders

Regions

- 1x Golden Sun Plain
- 1x Palace of Otosan Uchi

Holdings

- 3x Large Farm
- 3x Merchant Caravan
- 3x Prayer Shrine
- 3x Small Farm

Stefan Zarzynski**2nd Place—War in Heavens****Monk En-"lightning"-ment**

Fate deck (40)

Rings

- 1x Ring of Water (lead)
- 1x Ring of Air
- 1x Ring of Earth
- 1x Ring of Fire
- 1x Ring of Void

Kihos

- 3x Banish All Shadows
- 3x Rise from the Ashes
- 3x Walking the Way

Actions

- 2x Block Supply Lines
- 2x Dharma Technique
- 3x Double Chi
- 3x Entrapping Terrain
- 3x Flooded Pass
- 3x Iajutsu Art
- 2x Toturi Is Drugged

Items

- 1x The 12th Black Scroll
- 3x Armor of Osano-Wo
- 1x Gunsen of Water
- 2x Hammer of Earth

Sensei

- 1x Kaede Sensei

Dynasty deck (40)

Personalities

- 3x Asako Hosigeru
- 3x Heichi Chokei
- 3x Hoshi Maseru
- 1x Hoshi Maseru Exp.
- 1x Ikudaiu (style points)
- 2x Ninube Ogoku
- 3x Shioda
- 3x Yoshun

Events

- 1x Blessings of Isawa
- 1x Chrysanthemum Festival
- 1x Emperor's Peace
- 1x Imperial Gift
- 1x Inheritance
- 1x Iris Festival
- 1x Peasant Revolt

Regions

- 1x Grove of the Five Masters
- 1x Prophet's Tower
- 2x Refuge of the Three Sisters

Holdings

- 3x Jade Works
- 1x Ki-Rin's Shrine
- 3x Merchant Caravans
- 3x Prayer Shrines

Card Focus: Feydn Rafiq

by Zen Faulkes

Having crossed the desert wastes, an assassin from a land of ivory has made his way to Rokugan. And he won't be leaving anytime soon . . .

Feydn Rafiq is a crossover personality from the L5R trading card game's sister game, the **Legend of the Burning Sands** trading card game. *The Awakening* set introduced the Ivory Kingdoms, which have a loose mix of Asian and African influences. Most Ivory Kingdoms heroes are cultists worshipping a demanding god, Kali-Ma. (Kali-Ma, incidentally, resembles a certain Holding-destroying Oni in the L5R game.)

Regardless of his LBS affiliation, Feydn Rafiq is Unaligned in Rokugan, so he starts with a strike against him. The inability to gain Honor when hiring Unaligned Personalities forces *ronin* out of a lot of decks. At least he can come out cheap with The Wave Men; in fact, the Event was made for Personalities exactly like Feydn Rafiq. Paying 4 Gold for a 3F/2C Personality is a good deal. Admittedly, Feydn Rafiq has some annoying limitations that require planning to compensate for them; nevertheless, the effort is worth it, considering his traits.

Cards can't send him home from a battle.

Immunity to "Go home!" cards is a *fantastic* trait. From the *Imperial Edition* set on, sending units home has consistently been the most popular defensive tactic, but this Assassin is immune to almost all of them. He bypasses Blocked Supply Lines. He has no fear of Shosuro Nishiko's ability. He slides through a Forest of Thorns. He can't be hit by Stand or Run or Show Me Your Stance (IH #9), and even A Test of Courage can't stop those.

Admittedly, Feydn Rafiq is sometimes too determined for his own good. You can't use your *own* cards if they might make him go home. He can't Retreat or Move to the Bushes, for instance.

He can be removed using the Imperial Favor (it's not a card), and that can be handy for pulling him out of the trenches. Typically, though, your opponents will be the ones using the Imperial Favor on Feydn Rafiq, but Confusion at Court closes that small loophole. Besides, if you have multiple copies of Feydn Rafiq, the Imperial Favor can only get rid of one. Feydn Rafiq can also be

challenged using the Daidoji Crane Stronghold (again, not a card, *Pearl Edition* typos notwithstanding).

Although being challenged by an Iron Crane is a worry early in the game, it will be less of a problem after you give Feydn Rafiq a pair of Weapons. His "built-in Daisho Technique" will probably be an under-used trait, since few decks are Weapon-heavy. Dragon and Mantis decks might find it useful if they're packing swords for Mirumoto Taki and Yoritomo, respectively. Similarly, Crab players might use Feydn Rafiq in an effort to get maximum mileage from their Blacksmiths, cheap Die Tsuchis, and Kaiu Forges. Sadly, with 2 Chi, this Assassin is no *iaijutsu* master. Weapons that boost Force, like the No-Dachi or Kaimetsu-Uo's Ono, might be better choices. They take better advantage of Feydn Rafiq's tenacity in battle.

Force-boosting Weapons also help cover Feydn Rafiq's biggest limitation: no Followers. There are consequences for standing alone, and one is getting riddled with arrows. Ironically, in LBS, Ivory Kingdoms Heroes specialise in Archery (sort of the LBS equivalent of ranged attacks); you'd think Feydn Rafiq would've learned from his kin! Countermeasures to ranged attacks are definitely advised when using Feydn Rafiq. Turtle's Shell comes to mind, and Yari of Air is a good choice as one of Feydn Rafiq's Weapons.

The other common phrase said to lone Personalities is, "You're bowed." Stand against the Waves, Fist of the Earth, and the Yogo Scorpion Stronghold all bring lone Personalities to their knees, to name just a few things that wallop those flying solo. Twisting Ravine can prevent Feydn Rafiq from bowing (and provides a safety zone against ranged attacks). Inner Fire and Energy Terrain are among the other tools to straighten Feydn Rafiq in battle.

Because Feydn Rafiq is an Assassin, you might think of smacking him down using cards that stop Assassins, like Investigation or Mamoru. Sadly, because these cards only stop targeted actions, they don't affect Feydn Rafiq—who has no abilities—in the slightest.

But did you think you'd get rid of him *that* easy?

Kingdom in the Sun

by Patrick Kapera

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

One year from now...

Pulling the hood closer around his blistered cheeks, Pashal lowered his head down to avert his face from the awful vengeance of the whirling sands around him. Every grain whipped against his body, stabbing through his thick clothing and biting into his callused skin. The storms had not ceased for three weeks, and the Templar had come across the remains of many of its victims, their skin shredded away and their bones flayed to fine points.

There were many Jinn in this part of the desert, their citadels blotting out Shilah's ignorant gaze as they patrolled the waste for survivors. Once, Pashal had even witnessed Kaleel's own city hovering over the dunes, the child-prince Onaja calmly observing the devastation from his balcony, several hundred feet above. The brilliance of the half-Ashalan monstrosity cut through the miles-high columns of sand, illuminating a struggle between his own soldiers and a cadre of humans bathed in flame—the Free Jinn of Qanon. They lost the battle, most certainly, though Pashal had not lingered to observe its conclusion.

None were yet able to stand against Kaleel's own—not the humans, or the Qanon, nor the Warriors of Laramun or their enemies in Shadow. Not even the Celestial Alliance, whose only role it was to protect the Young Races from the Legion of the diseased god. Eventually, when he was ready, Kaleel would order his forces toward the City of a Thousand Stories, and this chapter of history would be closed forever. Humanity would be resigned to a thousand years of slavery under the tyrannical rule of the corrupted Jinn, and magic would return to the world in a whirlwind of apocalyptic force...

...unless Pashal succeeded in his solitary quest. He alone still believed in the old gods, the First Ones who had vanished into the dunes one year before. If the Ashalan and Ra'Shari could be found and convinced to side with the Young Races, there might be a glimmer of

hope for the future. But that would require a guide, someone to lead Pashal beyond this world and into the unknowable realms where the First Ones now resided.

That would require the Bearer of the Jidan...

Ducking low beneath a ruined arch, Pashal glanced within the awkward structure. One of the first citadels to fall after the Awakening, the City of Bronze had sent impenetrable clouds of dust into the air when it impacted. Few survivors of the crash returned to Medinaat al-Salaam to speak of the horrors that Kaleel had unleashed from the Black Earth and beyond, and those that did shared little hope for the rest. The wreckage of the Jinn citadel was not even visible in the aftermath of the conflict, its spires buried deep beneath the scorched earth or decimated entirely. It was assumed that the rest of the valiant warriors within the city had perished. Nine hundred souls, lost in one impossible battle...

Qer Apet, Bearer of the Jidan and Keeper of the Great Chronicle after the Living Memory, numbered among them. His loss was felt far and wide – among the Senpet of his homeland and the peoples of the Jewel, who looked to him as the last link between the Age that was and the dark Age to come. But Pashal had always believed in heroes, and that true heroes never die. He was sure, compelled by a loyalty more powerful than blood beating within his chest, that Qer Apet lived. And that he would be found...

"Many think that the last Age began with the Fallen Star, and the coming of the Goddess. Is that what you believe, child?" His voice had changed considerably since his time in the city following the release of the Goddess and the rebuilding. No longer one forceful bark among the legions of his Pharaoh Queen, it now carried through you like an ethereal chant, touching but not resting in your ears. His words were meant for more than just the young Templar.

"You are the Keeper. I trust your words. They are the truth," Pashal answered as he knelt before the icon. He prayed that the nervous sweat upon his skin was not too insulting.

After a resigned pause, Qer Apet continued, "There is another chapter to the Chronicle that few are aware of, that the Jidan has whispered to me in my sleep. It is a chapter of blood and magic beyond words, and defines the beginning of known time. It is relevant to your quest, young Ebonite. Would you hear it?"

"I am your audience, Keeper..."

"In the beginning, there were only the Sun and Moon and stars. They were alone, boundless within infinite space. This was the First Age of the world, and little of it can be comprehended by us. Eventually, they created the Jinn, who were the first to walk this place. The Jinn were powerful, akin to gods themselves, and even after they created others to live within the world with them, they remained the most favored children of Shilah and Kaleel, the Sun and Moon. Then, over a thousand years ago, the world was a verdant, lush place, with great seas and mountain ranges and forests as far as one could travel. The Jinn and their creations – the Ashalan and humanity – rejoiced in their newfound paradise."

"But," Pashal interrupted, "The Ashalan have said that they created the world, and that the Sun and Moon were merely tools..."

"The Ashalan have said many things that are not true, little one, mostly to shield us from ourselves. It is easy to believe that the gods walk among us, that we can seek their council and aid in times of crisis. Much easier than the truth, at any rate..."

"Regardless, the Second Age was to be granted to the Jinn, so that the gods would be able to retire back to their homes beyond the sky. The Jinn were offered great power, and tutored in its use. They were to be the gods of a new dawn. But something terrible occurred; many of the Jinn were not benevolent beings. Seizing the free will their creators had blessed them with, several of the most powerful Jinn, including their Champion, who had taken the name of the Moon, staged a coup against the gods. The Jinn Kaleel and his five brothers lashed out with their new strength, together toppling the Moon and casting him into an eternity of quiet slumber."

"Other Jinn responded in kind. Striking without warning, a horde of them invaded the night sky, dousing thousands of stars and capturing the rest. Together, the Jinn imprisoned the evening heavens, quickly becoming more than a match for the few who would stop them. With the dawn, Shilah arrived to behold their crimes, and was horrified by what her beloved creations had become. In an instant, the shambling hordes of a new Kaleel descended upon her, trapping the Sun within a prison built of their awful face. Cut off from all that she

had envisioned, and thinking her cherished family dead or destroyed, she quickly fell into madness, loosing her own power for the eager Jinn to collect. Within one cycle, Kaleel and his Legion had captured the world. Soon, they embarked on a campaign of terror, reducing their own creations to subjects or slaves, or consuming them whole in a lustful rampage of destruction..."

"There were a few who opposed them, however. Ashalan and human were forced to work together for the first time in history against a common foe – their own progenitors – with all of creation at stake. Weapons were conceived and forged to fight the new menace, but few were effective, and countless lives were lost. At first, it seemed as if the Jinn were unstoppable, that the new Age really would be theirs to corrupt until nothing was left of the original vision of the Sun and Moon..."

"But twelve Ashalan refused to submit to the will of the Jinn. They conspired in secret, working with the most skilled humans to devise a way to fight back. Together, they discovered the secret of sandsmithing, and constructed swords made of crysteel, which could cut through the insubstantial bodies of the Jinn like flesh. Eventually, a human named Hakhim, aided by Lammassar, Katani, and others, stumbled upon a fabulous magic – a sigil made of light and smoke that formed a map of all known magic. Locked within its myriad revolving icons were the keys to understanding the nature of Jinn and the gods that had created them. Hakhim's Seal became the focus of a new direction for the struggle."

"The Seal also offered two new and startling revelations about the current war. First, it illustrated, in bold and amazing spectacle, how the efforts of the Jinn would eventually spread beyond our own lands, consuming everything until they were the only powers left, replacement deities of a lost age. Shilah, the sleeping Kaleel, their children in the night sky – all would perish so that the Jinn could revel in their self-depriving power. Second, the Seal offered a way to contact Shilah directly, to pierce through the wall of Jinn that murmured deceitfully in her ear each day, and open her clenched eyes to the terrible truth of her creations' design."

"The humans only sought a new ally in their fight against the Jinn, a way to end the awful cataclysm approaching. They never anticipated that their actions would urge it forward. Awakened from her lunacy, Shilah witnessed the Jinn through the veracity of the Seal, and – calling upon all the power keeping her sane – lashed out across the beautiful terrain she had brought into being. In one climactic moment, the world dissolved

around the Jinn, Ashalan, and humans. Magic touched by her wrath was consumed to add to the destruction, ripped away from those who would carelessly use it for their own selfish desire. Minor beings – Jinn subsisting upon the land and within the air, and Ashalan both young and weak – were obliterated in a flash of Shilah's grace. Those who thrived from magic and lived were forced out of Shilah's sight: the Ashalan fled into the earth, and the last thousand Jinn bound themselves into service with the humans or fled beyond the boundaries of our world.

"Kaleel and his brothers, saved by the power stolen from the slumbering Moon, were severely weakened during the Day of Wrath. They attempted to escape but were hunted down by those whom they had tried to enslave, their citadel grounded and buried beneath the sands. With precious little strength left, they fell into a long sleep – like their father had before them – not to be seen again for hundreds of years. In time, the Young Races, who are eternally optimistic in their nature, assumed the Adversary and his brethren to be destroyed. One brother, Israk, refused to accept that Kaleel was dead and ventured into the Blighted Realms to find him. His story is well known, especially to those of us familiar with him today.

"The First Jinn War was over. Residual magic left over in the sands of the new desert left behind by Shilah's Wrath was collected and used in several artifacts of great power, many of which are still known to us today. Among them are the Crystal Hourglass of Laramun and the Ashalan polearms known as Khadja, both of which

have played important roles in the last Age, the Second of our world.

"The Age of Heroes. The second chapter of the Great Chronicle.

"As we know today, the humans and other Young Races eventually summoned members of the last thousand Jinn, rousing them from their long sleep. The Jinn were bound by human ritual, their lifeline after the Day of Wrath and the source of their present hostility. These Jinn were and continue to be the only source of magic in the wastes, a valuable commodity to the Young Races, which increases the friction between our peoples. One year ago, something happened in the sky. The Moon vanished in a heartbeat, releasing Kaleel and his brothers from their submerged prison. They are not happy about our revolution, and hope to crush us beneath their heel before reclaiming their place in the heavens for the next thousand years..."

"Keeper, that is why I have come to you. You bear the Jidan. You can bring the Ashalan back to us." Pashal's voice was soft, in reverence to the awesome secrets the Senpet had confessed to him.

"Their time is past. It is your turn to fight now. Your turn to seize a place in history..."

"But the Ashalan are gods. How can we hope to succeed where they failed?"

"They are not gods. Merely old..." A long silence swept through the dim chamber, one last statement in its wake.

"...and they did not fail. Remember that, and you have learned their greatest lesson."

L5R FAQ

by Jeff Alexander

Q: For Forest Fire and Bleeding the Elements, can I really satisfy these cards' costs using an opponent's Forest or Bloodspeaker?

A: Yes. And, as you noticed, these first effects are, in fact, costs. You have to successfully do them to produce the rest of the cards' effects.

Q: Shoji Sensei has the **Shadowlands** trait. Does an Iris

Festival destroy the Sensei?

A: No. The words at the top of Sensei cards are a list of which Clans can play them. They're not traits in the usual sense. The "Foo" rule does not apply. By the way, "Sensei" itself is also a new type of card, not just a trait. Cards and rules that deal with Sensei cards do not apply to existing cards with the "Sensei" keyword on them, like Akodo Kage.

Q: Once I've used Kaede Sensei's ability, will my ability to achieve an Honor Victory be restored if she gets destroyed or neutralized?

A: Destroyed or discarded, no. "Prevented from affecting play," yes, but only for the duration that the Sensei is suppressed.

Q: Do job titles count for Uniqueness? Can I have multiple cards in my deck or in play together with traits like **Crane Clan Champion** or **Oracle of Earth**?

A: It may seem a little odd from a story point of view, but there are no rules against having multiple cards filling the same roles, not even important roles like Clan Champion. You can build a deck with both Doji Hoturi and his father Doji Satsume, or play the Experienced Hiruma Osuno right next to the original Retainer, the Oracle of Earth.

Q: Can I use the Experienced 2 Isawa Norikazu's action multiple times on the same opponent by copying him or his action?

A: No. No, no, and no. No way, no how. In other words, "no."

Q: Do Weapon tokens from the Kaiu Forge count as cards? It says they count as Items "in all ways."

A: No. Items are not inherently cards.

Q: The Unquiet Grave of Hida Amoro says, "Only Undead Personalities can enter play from this Province." This could mean "the only cards that can enter play are Undead Personalities," or it could mean "the only Personalities that can enter play are Undead ones." Which is it?

A: The latter. The Unquiet Grave does not hinder card types other than Personalities.

Q: Do The Wave Men affect Personalities who have a Clan trait but who are also "Unaligned"?

A: No. The Wave Men don't care whether a card says "Unaligned." They only work on Personalities who lack all current Clan affiliations. That includes, among other things, "Ninja," "Monk," and "Toturi's Army;" anyone with one or more of these traits fails the test and does not get the discount.

Focus on . . . Yokuni Sensei

You cannot voluntarily discard a delayed Event, though you can force it out with another card effect, such as

Bayushi Aramoro's.

Yokuni Sensei delays all Events that "discard" or "destroy" themselves the turn they resolve, including Inheritance. The Sensei does not affect Events that do something more unusual, like physically "stay in play" (not just stay in effect) for multiple turns, or that get reshuffled into the Dynasty deck.

Yokuni Sensei only delays Events that resolve. Avoid Fate prevents an Event from resolving. So does the optional rule that each Event can only happen once, when the Event appears a second or later time.

Focus on . . . Shoji Sensei

"No player can achieve an Honor Victory while the Personality remains in play." The important word here is "remains." The effect only lasts as long as the targeted Personality stays continuously on the table. It ends as soon as the Personality leaves and does *not* resume if the Personality comes back. Feign Death, The Sight of Death, and the Crane Tattoo all return a Personality to play immediately after death; none of these cards preserve Shoji Sensei's effect.

Shoji Sensei does not actually remove any individual player's Honor Victory option. It will not force everyone to lose a Province to The Return of Fu Leng, for example. Dave Williams explains.

"The Return of Fu Leng is about whether you are allowed to achieve an Honor Victory *ever*. If you give up the ability to achieve an Honor Victory to avoid losing a Province, you turn off the power to the "I win by Honor" switch. You will never be allowed to achieve an Honor Victory. Shoji Sensei, on the other hand, says that while the target Personality is in play, you can't achieve an Honor Victory. That means that whether or not you are allowed to achieve an Honor Victory, you have to get rid of the Personality if you really want to do it. To follow the "switch" analogy, there's now a cover on the switch that you have to lift in order to flip the switch and win the game (assuming that there is power to the switch)."

Shoji Sensei does not prohibit canceling an action that targets the crucial Personality.

As with Kaede Sensei, Shoji Sensei's effect continues if the card gets destroyed or discarded but becomes suppressed if it's temporarily prevented from affecting play.

Focus on . . . The Master of Five

Any Oracle cards will do, including Dark Oracles and Personalities with the various **Oracle of . . .** traits.

The traits of an action never depend on more than one card. In the case of a Personality taking an action (including a Kiho) from your hand or printed on a card attached to the Personality, you use *that* card's traits, not the Personality's. If the Master of Fire lobbies for the Imperial Favor or uses an innate ability, that's a Fire action. If the Personality makes a Charge or casts Walking the Way, it's not a Fire action.

Focus on . . . The Wind's Truth

The Wind's Truth is Political, by glossary definition.

"Another player" means someone other than the one who is going to gain/lose the Honor, not someone other than the caster.

The Honor gain from winning or tying in a battle is one single gain.

Deadly Ground, and possibly Night Battle, render it illegal, since they last for the entire battle and Honor is gained during the Resolution Segment.

The source of the gain/loss remains unchanged.

The Ring of Air can redirect it, but only to another "another player," so you can't send the gain/loss right back to the player from which it was just taken. In a two-player game, the Ring of Air cannot be used on it.

Errata

Awakening Shakoki Dogu: The first sentence should read, "All units at this battle *may* return to their fiefs."

Forest Fire should read, "Destroy any one Forest card in play *to* destroy all bowed cards in this battle."

All **Ratlings** are Creatures.

Seppun Hotaitaka (*Siege of Sleeping Mountain* set): Draw extra cards only for Followers attached from your hand. This is in addition to the errata that the cards are not drawn until the End Phase.

Seppun Nakao is not Imperial.

Void Strike: Discard the card drawn.

Clan War Rules Errata

by Marcelo Figueroa

The following is an accumulation of errata. This section will be printed in all expansions until they have been incorporated into the main rules set, or the corrected cards have been printed and released. In the meantime, AEG hereby grants permission to photocopy and distribute or publicly post the errata section of this game expansion. There were also errata printed in Herald Issue 11, that do not reappear here.

Card Corrections

Beginning with the Lion Army Expansion and the second printing of the Clan War boxed set cards, we introduced a kanji (a Japanese writing character) that appears on cards which have had significant corrections made to them (such as Cost changes or wording modifications which make them easier to understand). The new kanji (the first character in the Japanese spelling of "new") appears in the title of affected cards. This symbol lets you know that it's the latest version of the card and that it supercedes the original version (which has no kanji). All cards are played as if they have the most current wording.

Force Cards

Asako Yasu: When involved in a duel resulting from the use of his Innate Ability, Yasu may not take Damage during the duel, even if a Kharmic Strike is used.

Battle Maidens: The Unicorn Army Expansion reduced this

model's cost to 38, and added a restriction against contested maneuvers / requirement to make parting shots.

Courtier: The generic Courtier card released in the Crane Army Expansion should be a unit card-type, not a personality. No Honor is gained for generic Courtiers purchased for a Command Group.

Crane Regular Bowmen: They have 1 Wound per model.

Doji Reju: A shift in data caused errors in his values. Following are the correct values: TN 7, Wounds 3, ATT +2, and DAM +1.

Dragon Medium Elite: The Dragon Army Expansion changed their TN to 8/7.

Dragon's Talons: The Dragon Army Expansion changed their TN to 8/7 and Cost to 28.

Dragonscale: The Dragon Army Expansion changed their TN to 8/7 and Cost to 17.

Hida Kisada: His card states, "His unit is immune to the effects of Spells and Innate Abilities." Since the rules do not define "immune", this should more properly be worded as "Spells and Innate Abilities may not target Hida Kisada, nor any model in his unit. In addition, they do not suffer the effects of Spells that do not target specific models, such as Stagnant Air."

His ability does not prevent the use of Spells that target models which are engaged with him or his unit, nor does it prevent his unit from being targeted by effects such as the Firestorm's Ranged Attack, which are actual balls of fire, and thus Elemental in nature (not magical).

Hatamoto: The generic Hatamoto card released in the Crane Army Expansion should be a unit card-type, not a personality. No Honor is gained for generic Hatamoto purchased for a Command Group.

The Hooded Ronin: The Hooded Ronin becomes spent after the resolution of the duel when using his Special Order.

Ide Lancers: The Unicorn Army Expansion added the Yari bonus (attacks first during the first Combat Phase of an Engagement and casualties are removed before enemy attacks are rolled), and reduced their Cost to 18.

Ikoma Tsanuri: No Tactical Cards may be played on or to penalize/benefit any unit or model in an engagement that directly involves Tsanuri. This includes attached cards as well as those from a player's hand.

Isawa Elite Pikemen: Their Cost is 14, as in the original rules.

Isawa Tadaka: The Phoenix Army Expansion corrected their TN to 8, Wounds to 8, Cost to 294, and added a Resistance Modifier to Special.

Ise Zumi : The Dragon Army Expansion changed the Ise Zumi to comply with the new Tattoo rules.

Iuchi Takaai: The Unicorn Army Expansion restricted his ability to 12≤, and reduced his Cost to 115.

Kakita Shura: This isn't errata, but explicit definition – Shura may perform Origami Magic once per battle, and may choose which form from the list on her card. The effects last for two Turns.

Kuni Yori: The Crab Army Expansion corrected Yori's Magic Skill to 4.

Mirumoto Daini: The Dragon Army Expansion changed his TN to 9/8.

Mirumoto House Guard: The Dragon Army Expansion changed their TN to 8/7 and their Cost to 26.

Oni no Jimen, Kaze, Mizu, and Taki-bi: "Lose 6 Honor for each Elemental Terror in your army." All of this model use the large infantry base.

Oni no Sanru Pack: These Oni use the large infantry base.

Shiba House Guard: Their ML is actually 6.

Shiba Ujimitsu: His unit may not benefit from more than one occurrence of a single Spell at one time (his unit may benefit from Essence of Earth and Strength of Earth at the same time, but may

not benefit from two castings of Essence of Earth, for example).

Shinjo Yasoma: The Unicorn Army Expansion added the Yari Damage bonus (see The Ide Lancers, above), and reduced his Cost to 169.

Shinjo's Thunder: The Unicorn Army Expansion reduced their Cost to 26.

Signal Corps: The generic Signal Corps card released in the Crane Army Expansion should be a unit card-type, not a personality. No Honor is gained for generic Signal Corps models purchased for a Command Group.

Striders: The Unicorn Army Expansion altered the maximum number of Striders to three units of no more than 20 models per unit, and changed their Cost to 11.

Warlord Overlord Package: His Cost should read +100.

Item Cards

Writ of the Elements: This card may not be used during the Special Orders Phase.

Hantei's Tessen: This Card should read "This personality rolls two Damage dice for each successful Attack (hit) when engaged in Close Combat, keeping one of the Damage dice. The Tessen may only be used by a Matsu personality of at least Glory 4."

Spell Cards

The Spell Cards abbreviated Spells in the interest of card space. Spells that must be cast during the Special Orders Phase began with "Special Order". Note that these Spells must be cast in the Special Orders Phase, but are cast during the Spell portion of the Phase, and are not otherwise considered Special Orders.

Counterspell: Card text is correct, but it should have had a Kanji

Strength of Osano Wo: Card text is in error – this spell must be used during the Special Orders Phase. It may not be used as a reaction to a personality/unit becoming spent.

Tactical Cards

Retreat: The Unicorn Army Expansion changed the wording to allow Retreat to be used on engaged units.

Ninja Top Ten

1	Scott Hadsall	1566
2	Brandon Flores	755
3	Robert W. Cain	352
4	Orlando Rodriguez	282
5	Leon Phillips	151
6	Stacey Block	149
7	Travis Heermann	147
8	Don Broadus	144
9	Seth Rutledge	137
10	Pedro Tabares	135

Stronghold Store List

Store Name/Country	City	State	Phone #	Store Name/Country	City	State	Phone #
Australia				Spain			
Alternate Worlds - Albury	Albury	NSW	(060) 415-592	Tourment Centre - Singapore	Singapore		.65-226-2801
Hit Point, The	Nundah, Brisbane	Queensland	.61-73-265-7560	Metropolis Users	Madrid	CP	.91-569-0306
Australian Game Wizards	Adelaide	SA	.61-88-410-4010	Arte-9 Valladolid	Valladolid		.34-98-32-09-962
Alternate Worlds - Camberwell	Camberwell	Victoria	.03-9882-0348	Bilbo Bolson	Bilbao		.94-44-39-297
Alternate Worlds - Windsor	Windsor	Victoria	.03-9529-2255	Libreria Gigamesh	Barcelona		.34-93-246-6359
Mind Games	Melbourne	Victoria	.03-9663-4603	Nostramo	Sevilla		.54-21-18-18
Belgium				United Kingdom			
Chaos S.P.R.L.	Liege		.00-32-42-21-2920	Antics	Plymouth	Devon	.01-752-221851
Canada				Rhyl Record & Comic Co.	Denbighshire	N. Wales	.01-745-334-699
Warp 2	Edmonton	AB	(403) 478-7767	Black Lion Games	Edinburgh	Scotland	
Warp One	Edmonton	AB	(403) 433-7119	Highlander Games	Dundee	Scotland	.01-38-266-6318
Wizard's Comics & Collectibles	Edmonton	AB	(403) 436-6611	Man-A-Vault	Glasgow	Scotland	.01-41-357-6566
Chaos Books & Games	Port Moody	BC	(604) 525-3643	Servan Games	Shrewsbury	Shropshire	.01-74-33-61-417
Dragon Cards & Collectibles	Kelowna	BC	(250) 860-1770	PJ Games	Wakefield	West Yorks	.01-924-369-600
GNU World Games	Victoria	BC	(250) 385-3587	Area 51-Manchester	Manchester		.44-16-16-61-7778
Hyperlight Enterprises	Vancouver	BC	(604) 454-0695	Best Books & Games	Liverpool		
Impact Cards	Chilliwack	BC	(604) 792-3666	United States			
Mission Games	Mission	BC	(888) 214-2637	Dr. Bob's Game Shop	Huntsville	AL	(265) 880-3726
Quantum Games & Cards	Kelowna	BC	(250) 763-1806	Visions Cards & Games	Montgomery	AL	
Terry's Games Plus!	Chilliwack	BC	(604) 702-0740	GameRoom, The	Little Rock	AR	(501) 661-0870
Comic Cave	Winnipeg	MB	(204) 338-8994	Anime Gamer	Phoenix	AZ	(602) 942-9745
Miller's Fantasy & Reality	Fredericton	NB	(506) 455-4855	Dragon's Nest, The	Payson	AZ	(520) 472-6362
Cool World Comics & Games	Wolfville	NS	(902) 542-2785	Game Depot, The	Tempe	AZ	(602) 966-4727
Mirror Universe	Dartmouth	NS	(902) 466-8884	Hardcastle Cards & Comics	Tucson	AZ	(520) 790-2246
401 Magic Convenience	Toronto	ON		Little Shop of Magic	Flagstaff	AZ	(520) 774-3546
Book Shelf, The	Thunder Bay	ON	(807) 345-1159	A Hidden Fortress	Simi Valley	CA	(805) 526-6457
Comic Warehouse	Brampton	ON	(905) 799-3509	A.M. Collectibles, Inc.	Porterville	CA	(559) 781-7007
Conspiracy Comics	Burlington	ON	(905) 333-1552	A-1 Comics	Roseville	CA	(916) 783-8005
Eyeball Soup	Peterborough	ON	(705) 743-4984	Ace Computers & Games	Santa Rosa	CA	(707) 575-5797
Game Trek, Inc.	Toronto	ON	(416) 597-0149	All Fun & Games	Riverside	CA	
Guild, The	Collingwood	ON		All Star Games	Diamond Bar	CA	(909) 598-4700
Hairy Tarrantula Comics & Cards	Toronto	ON	(416) 596-8002	All Ways Gaming	North Hollywood	CA	(818) 763-4748
Jeff's Cards & Comics	Peterborough	ON	(705) 876-0127	Allways Gaming	Chatsworth	CA	(818) 886-4263
Kirk's Collector's Korner	Toronto	ON	465-6479	Amazing AI's Comix & Kards	Chico Vista	CA	(619) 498-0445
Magic the Hand	Toronto	ON	(416) 924-0110	Area 51	Fresno	CA	
Now & Then Books	Kitchener	ON	(519) 744-5571	BAT Comics	Chico	CA	(916) 898-0550
Pagan Playground	Ottawa	ON	(613) 241-2227	Brookhurst Hobbies	Orange	CA	(714) 636-3580
Phoenix Rising	St. Catharines	ON	(905) 688-0119	Carlsbad GamesCove	Carlsbad	CA	(760) 434-7870
SciFi World	Thornhill	ON	(905) 738-4348	Castle Games	Santa Rosa	CA	
Silver Snail Comics	Toronto	ON		Clark's Trading	Rohnert Park	CA	
Skyfox Games	Oshawa	ON	(905) 720-3377	Clark's Trading Comics & Cards	Santa Rosa	CA	
Hyper Borea	Montreal	QC	(514) 849-5696	Clay's Comics	Hayward	CA	(510) 733-9633
Librairie Donjon Inc.	Quebec	QC	(800) 267-1511	Collector's Asylum	West Lake Village	CA	(818) 865-0324
Dragon	Brossard	QC	(450) 462-8442	Comic Castle	Eureka	CA	(707) 444-2665
Librairie Donjon	Montreal	QC		Comics & Comix - Citrus Heights	Citrus Heights	CA	(916) 969-0717
Dragon's Den - SK	Saskatoon	SK	(306) 955-3826	Comics + (SB)	San Bernardino	CA	(909) 889-0697
Mind Games - SK	Regina	SK	(306) 757-8544	Comics + (V)	Victorville	CA	(760) 245-6753
Finland				Dark Forest Games	Montclair	CA	(909) 981-3903
Arcane Ltd.	Helsinki		.35-89-62-25-885	Dark Star Comics	Huntington Beach	CA	(714) 965-1751
France				DNA Cards & Comics	Pacificia	CA	(415) 355-8629
Alpha Omega Librarie	Lille			Dragon Hobby Games, The	Santa Cruz	CA	(408) 429-9095
Armageddon	Toulouse		.05-61-12-41-48	Dwarf Mountain Games	San Diego	CA	
Destination Adventure	Montauban		.05-63-91-42-18	Empire Comix and Cards	Arcata	CA	(707) 822-8928
Dragonaute, Le	Dijon			Epic Worlds	Castro Valley	CA	(510) 733-2585
Excalibur - Dijon	Dijon		.03-80-65-82-99	Even Better Games & Comics	Elk Grove	CA	(916) 488-4263
Excalibur - Montpellier	Montpellier			Fantasy Game World	Chico	CA	(530) 345-3115
Excalibur - Poitiers	Poitiers			Game Empire	San Diego	CA	(619) 574-6740
Excalibur - Reims	Reims			Game Zone, The	Pasadena	CA	(818) 304-2637
La Caverne du Gobel	Metz		.03-87-18-42-08	Games Habitat	Monterey	CA	(831) 648-9333
L'Anneau Magique	Angouleme		.05-45-92-79-80	Games of Berkeley!	Berkeley	CA	(510) 540-7822
L'Antre des Dragons	Bordeaux			Games People Play	San Luis Obispo	CA	(805) 541-4263
Ludos	Valenciennes			Gamescape	San Francisco	CA	(415) 621-4263
Magie Cafe	Marseille			Gator Games	San Mateo	CA	(415) 571-7529
Nomades	Paris			Great Escape Games	Sacramento	CA	(916) 927-0810
Ostelen	Paris			Harlequin Hobbies	Yuba City	CA	
Phenome J	Paris			Last Grenadier - Northridge	Northridge	CA	(818) 886-3639
Pion Magique, Le	Caen			McCormick's Miniatures	Redding	CA	(530) 222-6726
Role Games	Marseille		.04-51-42-10-25	McCormick's Miniatures - South	Chico	CA	(530) 345-3949
Starplayer	Paris		.33-44-07-39-64	Neutral Ground - SF	Mountain View	CA	(415) 947-0398
Temple de Jeu	Nantes		.02-51-84-05-05	North Coast Role Playing	Eureka	CA	(707) 444-2288
Univers Parallèle	Toulouse		.05-62-30-84-74	Odyssey Games Playing	Fairfield	CA	(707) 426-4263
Germany				Orbit Games	San Gabriel	CA	
Bachstein und Lemburg, Gbr.	Berlin		.49-30-62-38-035	Otherworld Comics	Flacencia	CA	(714) 785-0661
Das Syndikat	Mannheim		.06-21-40-8384	Third Planet	Torrance	CA	(310) 791-6227
Gamers Domain	Muenster		.49-251-534-6430	Thunder & Lightning Games	Los Angeles	CA	(213) 341-5610
Gamers Guide, Nolde und Wild Gbr.	Dortmund		.49-231-556-665	Treasures of Youth	Hayward	CA	(510) 888-9675
Ghosthouse	Ingolstadt		.49-084-1931-1334	TSK Cards	Glendale	CA	(818) 248-9828
Yabba's Palace	Karlsruhe		(497) 212-1118	Xaos Games	Anaheim Hills	CA	(714) 970-8904
Greece				Attactix	Aurora	CO	(303) 699-3349
Kaisa Amarousiou	Marousi			Books & More	Colorado Springs	CO	(719) 579-5004
Ireland				Compleat Games & Hobbies	Colorado Springs	CO	(719) 473-1116
Obillette Games	Cork City			DJ's Cards	Lakewood	CO	(303) 233-3398
Malaysia				Dragonfire Games	Boulder	CO	(303) 543-9882
Games Castle Sdn. Bhd., The	Petaling Jaya	Selangor	(603) 717-8994	Enchanted Grounds	Aurora	CO	(303) 750-3144
Mexico				Hugh's Books and More	Colorado Springs	CO	(719) 579-5004
Infinity Comics	Tijuana		(526) 681-6388	Marshak's House of Fantasy	Ft. Collins	CO	(970) 224-3599
New Zealand				Mile High Comics	Denver	CO	(303) 457-2612
Heroes for Sale - Papatoteo	Papatoteo	Auckland	.64-9-278-0649	Cave Comics	Newtown	CT	(203) 426-4346
Tin Soldier, The	Parramatta	NSW	.02-96-89-3522	Citadel Game Store	Groton	CT	(860) 445-0641
Heroes for Sale - Christchurch	Christchurch		.64-33-66-07-71	DJ's Comics and Cards	Meriden	CT	(203) 235-7300
Mind Works - NZ	Wellington		.64-4-801-9088	Dragon's Lair - CT	West Hartford	CT	(860) 231-1315
Pendragon, Ltd.	Auckland		.64-9-30-32-3221	Heroes Comics And Cards	Norwalk	CT	(203) 750-0505
Philippines				Borderlands Comics & Games	Jacksonville	FL	(904) 720-0774
Novelty Entertainment	Ermita	.1007	.632-526-3911	Bourbon Street Comics	Tampa	FL	(813) 969-3716
Portugal				Comic Warehouse Inc.	Naples	FL	(941) 643-1020
Devir Arena	Lisboa		.35-11-315-5580	Cosmic Cat	Tallahassee	FL	(850) 386-5551
Devir Arena Braga	Braga		.351-53-678-805	Cosmic Games	Bradenton	FL	(941) 746-5856
Singapore				Downtown Comics - Winter Haven	Winter Haven	FL	(941) 294-7795
Comics Mart	Singapore		.65-466-4213	Dragon's Lair Games - FL	Ft. Lauderdale	FL	

Store Name/Country	City	State	Phone #
Emerald City Comics	Seminole	FL	(813) 398-2665
Gamesters - FL	Miami	FL	(305) 226-4267
Giant Comic Book Warehouse	Altamonte Springs	FL	(407) 831-1771
Islander Comics	Merritt Island	FL	(407) 452-4225
Lizards on Ice	Miami	FL	(305) 673-8688
Mega Comics & Games	Gainesville	FL	(352) 331-3253
Midsummer's Knight's Dream, The	Ocala	FL	(352) 732-3350
Outland Station 1	Coral Gables	FL	(305) 661-4466
Sanctuary Games & Books	Jacksonville	FL	(904) 388-3991
Sci-Fi City	Orlando	FL	(407) 282-2292
Sunshine Roleplayers	Miami	FL	(305) 264-1250
Wizard's Wall	Melbourne	FL	(407) 727-2599
Adventure Zone, The	Valdosta	GA	(912) 244-4263
Augusta Book Exchange	Augusta	GA	(706) 860-6553
Fantasy Zone, The	Athens	GA	(706) 549-7500
Galactic Quest (B)	Buford	GA	(770) 614-4804
Galactic Quest (L)	Lawrenceville	GA	(770) 339-3001
Haven, The	Augusta	GA	(706) 828-5602
Morning Star Games	Savannah	GA	(912) 356-1066
Titan Games & Comics	College Park	GA	
Tyche's Games	Athens	GA	(706) 354-4500
War Room, The	Norcross	GA	
Jelly's Honolulu	Honolulu	HI	(808) 735-7676
Acme Comics & Collectibles	Sioux City	IA	(712) 258-6171
Comic World - IA	Dubuque	IA	
Iguana's Comic Book Cafe	Iowa City	IA	(319) 338-0086
Oak Leaf Comics	Cedar Falls	IA	(319) 277-1835
Book Worm, The	Coeur d'Alene	ID	(208) 765-0335
Safari Pearl	Moscow	ID	(208) 882-9499
Alternate Realms - IL	Springfield	IL	(217) 789-7793
Amazing Fantasy Books & Games	Frankfort	IL	(815) 469-5092
Brain Snacks	Downers Grove	IL	(630) 241-1040
Castle Perilous Games	Carbondale	IL	(618) 529-5317
Cat & the Dragon, The	Brookfield	IL	(708) 352-3914
Challenge Games - Aurora	Aurora	IL	(630) 499-1025
Challenge Games - Joliet	Joliet	IL	(815) 729-1332
Cipher Games	Naperville	IL	(630) 428-2670
Crazy Eddie's Comics 2	Bradley	IL	(815) 933-9484
Cyberia, The Gamer's Haven	Normal	IL	(309) 452-4812
Gamer's Paradise	Villa Park	IL	(630) 279-1212
Games Plus - IL	Mt. Prospect	IL	(847) 577-9656
Hobbytown USA - IL	Oak Park	IL	(708) 445-8056
Lon's Lair: Adv. Games & Gallery	Naperville	IL	(630) 428-1096
New Fiction House-Homewood	Homewood	IL	(708) 206-1330
New Fiction House-Peotone	Peotone	IL	(708) 258-0363
North Shore Comics Of Northbrook	Northbrook	IL	(847) 480-1996
Phoenix Cards	Normal	IL	(309) 454-6602
Tomorrow Is Yesterday	Loves Park	IL	(815) 633-0330
Village Bookstore, The	Pontoon Beach	IL	
Wizard's Games	Hanover Park	IL	(630) 540-0374
Clubhouse Comics	Highland	IN	(219) 922-4855
Comic Carnival	Indianapolis	IN	(317) 898-5010
Comic Cave	Columbus	IN	(812) 372-8430
Crazy Eddie's Comics 1	Munster	IN	(219) 836-4338
Danger Room, The	Anderson	IN	(765) 646-6341
Dee Puppy Comics & Ball Cards	Indianapolis	IN	(317) 543-9332
Empire Comics	New Albany	IN	(812) 948-9290
Fantasy Games	South Bend	IN	(219) 277-1133
Game Preserve - Bloomington	Bloomington	IN	(812) 332-6602
Game Times	Greenwood	IN	(317) 888-5711
Gnyp Dragon, the	Vincennes	IN	(812) 895-2269
Comic Market	Lawrence	KS	(785) 832-8555
Gamekeeper Hobbies #1	Topeka	KS	(785) 232-3429
Gamekeeper Hobbies #2	Manhattan	KS	(785) 539-4539
Homerun Sports Cards	Shawnee	KS	(913) 962-4348
Tabletop Game & Hobby	Lenexa	KS	(913) 962-4263
Book & Music Exchange	Louisville	KY	(502) 969-4403
Comic Book World - Louisville	Louisville	KY	(502) 964-5500
Greater Trader	Elizabeth Town	KY	(502) 763-1413
Hobbytown USA - KY	Ashland	KY	(606) 324-1299
Rusty Scabbard, The	Lexington	KY	(606) 278-6634
BSI Comics	Metairie	LA	(504) 889-2665
Tom's Triple Play	Bossier	LA	(318) 747-6153
War Games & Fantasy	Metairie	LA	(504) 734-1953
3 Trolls Games & Puzzles	Chelmsford	MA	(800) 342-6373
Card & Comic Co.	Amherst	MA	
Dragon's Lair - MA	West Springfield	MA	(413) 731-7237
Dragon's Lair East	Worcester	MA	
Golden Comics	Ayer	MA	(978) 772-4222
Ground Zero Games - MA	Norwood	MA	(617) 255-5988
Jims Floors/ Atomic Comics	Agawan	MA	(413) 789-4190
Knight's Quest	Gardner	MA	(508) 630-4489
Larry's Comics	Lowell	MA	(978) 459-5323
Magic Guild, The	Fitchburg	MA	(978) 353-4824
Mike's Comics & Cards	N. Chelmsford	MA	
Red Lion Smoke Shop Inc	Salem	MA	(978) 745-2050
Space-Time Continuum, The	Northampton	MA	
Your Move Games	Somerville	MA	(617) 666-5799
Alliance Comics	Bowie	MD	(301) 352-4322
Comics Plus	Waldorf	MD	(301) 843-5252
Comics To Astonish Inc.	Columbia	MD	(410) 381-2732
Dream Wizards - Rockville	Rockville	MD	(301) 881-3530
Gamesters, The - MD	Beltsville	MD	(301) 595-3506
Illusions Game Store	Salisbury	MD	(410) 742-0172
All About Comics & Hobbies	Topsham	ME	(207) 729-9255
All About Games	Belfast	ME	(207) 338-9984
Adventure's Guildhouse	Grand Blanc	MI	(810) 742-8703
Alcove Hobby Shop	Royal Oak	MI	(248) 545-6273
Arena, The	Muskegon	MI	(616) 773-0978
Collector's Corner - MI	Midland	MI	(517) 839-2060
Comic Store, The	Alma	MI	(517) 466-2113
Comics & More - Madison Heights	Madison Heights	MI	(248) 399-3213
Fanfare Sports & Entertainment	Kalamazoo	MI	(616) 349-8866
Fortress Comics & Games, The	E. Lansing	MI	(517) 333-0435
Galaxy Comics (F)	Freeland	MI	
Galaxy Comics (S)	Saginaw	MI	(517) 799-6334
Gamer's Inn, The	Troy	MI	
Just For Fun Hobbies	Brighton	MI	(810) 229-7999
Major League Sports Cards & Comics	Lansing	MI	(517) 321-0068
Michigan Game Corp.	Garden City	MI	(734) 427-2451
Neutral Ground - Detroit	Garden City	MI	(734) 427-2451
Outer Limits/ White Cap Comics	Wyoming	MI	(616) 452-1348
Rider Hobby	Taylor	MI	(734) 287-7405
Rider's Hobby Shop-Lansing	Lansing	MI	
Rider's, Inc. - Ypsilanti Store	Ypsilanti	MI	(734) 971-6116
Sibley Lumber Centers	St. Clair Shores	MI	(810) 772-2020

Store Name/Country	City	State	Phone #
SK Cards	Ann Arbor	MI	(734) 663-1116
B & B Comics	Bemidji	MN	(218) 759-0246
First & 10 Inc.	Inver Grove Heights	MN	(651) 457-5948
Mirkwood Coffee, Comics & Games	Richfield	MN	(612) 607-8949
Source Comics	Falcon Hts	MN	
Uncle Sven's Comic Shoppe	Saint Paul	MN	(651) 699-3409
A to Z Comics - Blue Springs	Blue Springs	MO	(816) 224-0505
A to Z Comics - Warrensburg	Warrensburg	MO	
At Your Leisure	Desloge	MO	
Atomic Comics - MO	Lee's Summit	MO	(816) 246-0606
Bonehead's Hobby Emp.	Springfield	MO	
Branson Cards & Collectibles	Branson	MO	(417) 335-4330
Campus Comics	Springfield	MO	
Eddies The Next Generation	Kansas City	MO	(816) 455-5924
Game Guild, The - MO	Columbia	MO	(573) 874-7160
Games, Crafts, Hobbies & Stuff	St. Louis	MO	(314) 423-2199
Playing Games	Kirksville	MO	(660) 665-8706
Rock Bottom Comics	Columbia	MO	(573) 443-0113
Hobby Center	Hattiesburg	MS	
More Fun Stuff	Billings	MT	(406) 238-9797
Blue Ridge Comics	Pisgah Forest	NC	(704) 687-2743
Book Exchange	Wilson	NC	(252) 237-9953
Cerebral Hobbies	Chapel Hill	NC	(919) 929-0021
Collectible Cards of Charlotte	Charlotte	NC	(704) 543-7400
Cosmic Castle	Greensboro	NC	(336) 854-8844
Foundation's Edge	Raleigh	NC	(919) 932-0044
Heroes Aren't Hard to Find	Charlotte	NC	(704) 375-7463
Phantasy Workshop	Asheville	NC	(828) 255-9955
Anarchy Comics & Games	Omaha	NE	(402) 493-4955
Comic World - NE	Lincoln	NE	(402) 466-6066
Ground Zero Games - NE	Bellevue	NE	(402) 596-3750
Comic Adventures - Durham	Durham	NH	(603) 868-3339
Comic Adventures - Portsmouth	Portsmouth	NH	(603) 431-3339
Storyteller's Comics	Goffstown	NH	(603) 644-1230
Boyhood Dreams Inc.	Dumellen	NJ	(732) 752-0440
Citadel, The	Bound Brook	NJ	(732) 356-5654
Comics Plus - NJ	Mt. Holly	NJ	(609) 267-6117
Gamers Realm, The	West Windsor	NJ	(609) 426-9339
Games Master, Ltd.	Fairlawn	NJ	(201) 796-7377
Hero Town	Ledgewood	NJ	(973) 927-0044
Jester's Playhouse Too	Northfield	NJ	(609) 677-9088
Jester's Playhouse, The	CMCR	NJ	(609) 463-8644
McComics Inc.	Old Bridge	NJ	(732) 238-8435
New World Manga	Livingston	NJ	(973) 597-0625
Time Warp Comics And Games	Cedar Grove	NJ	(973) 857-9788
Castleworld	Alamagordo	NM	(505) 443-0709
Tall Tales Comics & Novelities	Albuquerque	NM	(505) 296-6178
Wargames West on Central	Albuquerque	NM	(505) 265-6100
Lotus Games	Las Vegas	NV	(702) 380-8160
3 Guys Games & Paintball, Inc.	Queensbury	NY	
Adventures Unleashed, Inc.	Kenmore	NY	(716) 871-8636
Alternate Realm	Staten Island	NY	(718) 966-8282
Bob's Games	Plattsburgh	NY	(518) 563-8329
Boldo's Armory	Rochester	NY	(716) 271-3880
Comic Book Depot	Wantagh	NY	(516) 221-9337
Comic Corner	Pawling	NY	(914) 855-1173
Fantastic Planet	Plattsburgh	NY	(518) 563-2946
Flights of Fantasy	Albany	NY	(518) 433-8803
Gamer's Guild - Queensbury	Queensbury	NY	(518) 761-9513
Gathering, The	N. Tonawanda	NY	(716) 694-0545
Grasshopper's Comics	Williston Park	NY	(516) 741-5724
Var's Comics & Collectibles	Valley Stream	NY	(516) 872-5813
Millennium Games & Hobbies	Rochester	NY	(716) 427-2190
Neutral Ground - NY	New York	NY	(212) 633-1288
Sci-Fi Shop, The	Saratoga Springs	NY	(518) 584-2699
Strategy Game Corner, The	Huntington Station	NY	(516) 271-5995
Wizard World Inc	Manuet	NY	(914) 624-2224
Wizard's Guild #5	Clifton Park	NY	(518) 371-8336
ACME Games !	Cincinnati	OH	(513) 231-3866
Brad's Sports Cards	Cuyahoga Falls	OH	(330) 928-0874
Cathartic Dreams	Dayton	OH	(513) 461-3990
Collection Connection	Wooster	OH	(330) 263-0660
Comic Adventures - OH	Mansfield	OH	
Comic Book World	Cincinnati	OH	
Comic Central	Cincinnati	OH	(513) 474-7700
Comic Heaven - OH	Willoughby	OH	
Comic Town III	Columbus	OH	(614) 262-5006
Diversions	Newbury	OH	(440) 564-9142
Game Trader	Cuyahoga Falls	OH	(330) 922-4263
Gamers Haven	Middleburg Heights	OH	(440) 845-9978
Glass City Games	Toledo	OH	(419) 474-0304
Grand Central Gaming	Sagamore Hills	OH	
Maverick's Cards And Comics	Dayton	OH	(937) 294-4900
Spellbinders	Kent	OH	(330) 673-2230
Star Collectors	Mansfield	OH	(419) 522-6486
Cardhaus Games	Stillwater	OK	(405) 372-3021
Game Headquarters	Oklahoma City	OK	(405) 691-0509
Ivory & Steel	Stillwater	OK	(405) 372-3905
Jester's Games	Tulsa	OK	(918) 664-6617
Top Deck Games	Tulsa	OK	(918) 665-9529
Albany Sports Cards	Albany	OR	(541) 928-1006
Ancient Wonders	Tualatin	OR	(503) 692-0753
Beyond Comics	Medford	OR	(541) 779-9543
Borderlands	Salem	OR	(503) 399-3597
Eternal Elysium	Portland	OR	(503) 761-4420
Gambit Games	Bend	OR	(541) 330-8196
Game Domain, The	Eugene	OR	(541) 485-1332
Rainy Day Games	Aloha	OR	(503) 642-4100
All Star Comics & Cards	Lebanon	PA	(717) 228-1855
Cap's Comic Cavalcade	Allentown	PA	(610) 264-5540
Comic Castle	Williamsport	PA	(570) 322-8763
Comic Store West	York	PA	(717) 845-9198
Cyborg One	Doylestown	PA	(215) 348-1451
Dreamscape Comics	Easton	PA	(610) 250-9818
Excalibur Games & Collectibles	Dunmore	PA	(717) 341-8774
Fantasy Cards & Comics	Meadville	PA	
Fantastic Cards	New Brighton	PA	(724) 846-4078
Galaxy 2 Comics	Souderton	PA	(215) 721-5301
Game Masters	Pittsburgh	PA	(412) 367-4414
Gateway Sports Cards, Comics & Games	Erie	PA	(814) 864-3772
Golden Eagle Comics	Reading	PA	(610) 921-3160
Griffon Games	Wind Gap	PA	(610) 863-9272
Homefront Hobbies	Williamsport	PA	(412) 326-4889
Legends and Heroes	Harrisburg	PA	(717) 561-4470
Omnidom's	Hummelstown	PA	(717) 566-0996
Out of Time Comics	Philadelphia	PA	(215) 569-3669

Store Name/Country	City	State	Phone #
Pastimes - Palmyra	Palmyra	PA	(717) 838-9502
RPG Outpost	Glenside	PA	(215) 887-4416
Showcase Comics	Bryn Mawr	PA	(610) 527-6238
Showcase Comics - Granite Run	Media	PA	(610) 891-9229
Showcase Comics - Philadelphia	Philadelphia	PA	(215) 625-9613
Sports Card Exchange	Bristol	PA	(215) 788-1146
Wolfhead Comics	Millersburg	PA	(717) 692-2098
Wolfhead Comics #2	Mechanicsburg	PA	
Ye Olde Hobby Shoppe	Duncansville	PA	(814) 696-6984
Dueling Ground	Myrtle Beach	SC	(843) 293-1406
Green Dragon	N. Charleston	SC	(803) 797-2052
Heroes & Dragons Megastore	Columbia	SC	(803) 731-4376
Planet Comics	Anderson	SC	(864) 261-3578
Dragon's Den - SD	Sioux Falls	SD	(605) 361-4343
Storyteller	Rapid City	SD	
Alternate Dimensions - TN	Hillsboro	TN	(931) 596-2638
Barony, The	Oak Ridge	TN	(423) 482-5892
Blackthorn	Dickson	TN	(615) 446-6057
Collector's Next Generation	Cleveland	TN	(423) 472-6649
Dewayne's World	Kingsport	TN	
Gamemasters - TN	Memphis	TN	(901) 752-3904
Gaming Connection, The	Maryville	TN	(423) 983-4372
Legends - TN	Cleveland	TN	(423) 559-2107
Sword & Stone, The	Johnson City	TN	(423) 285-2827
War Room, The - TN	Clarksville	TN	(931) 553-0222
White House Hobby Shop	White House	TN	(615) 672-2209
Adventurers Guild, The - TX	El Paso	TX	(915) 590-3763
Armchair Commanders Games & Hobbies	Corpus Christi	TX	(800) 460-9272
Astral Castle	Midland	TX	(915) 520-6463
Bookstan	Killeen	TX	(817) 628-1515
Browser Game Center	Houston	TX	(713) 462-8738
Challenge Games -TX	Lubbock	TX	(806) 792-4551
Dragon's Lair Comics - TX	Austin	TX	
Fantasy and Sci-Fi Games	Carrollton	TX	(972) 418-5409
Frontier Games, Inc.	Spring	TX	(281) 651-0771
Games Nation, Inc.	Houston	TX	(281) 280-9008
Games Unique - Cedar Park	Cedar Park	TX	(512) 219-8707
Generation X Comics, Cards, & Games	Bedford	TX	(817) 540-5556
Georgetown Cards & Comics	Georgetown	TX	
Grand Slam Sports	Fort Worth	TX	(817) 244-7311
Heroes & Fantasies	Universal City	TX	(210) 945-4376
Hobbytown USA - TX	Dallas	TX	(214) 320-2372
Horizon Games - TX	Webster	TX	(281) 286-9282
Mad Hatter's House of Games	Lubbock	TX	
Pegasus Loft	Wichita Falls	TX	(940) 692-7571
Summit Store	Schulenburg	TX	
Texas Game Company	Allen	TX	(972) 390-9467

Store Name/Country	City	State	Phone #
TexSys Computers & Games	San Antonio	TX	(210) 967-5566
Alliance Comics & Collectibles	Provo	UT	(801) 374-9058
Dragon's Keep - UT	Provo	UT	(801) 373-3482
Hastur Hobbies	Salt Lake City	UT	(801) 467-9814
Imagine Nation - Alliance - Lions	Comics Provo	UT	(801) 374-9058
Mind Games - UT	Salt Lake City	UT	(801) 968-6365
Table Top Games	Salt Lake City	UT	(801) 466-5544
Atomic Comics - VA	Hampton	VA	(757) 723-5003
Beholder's Eye	Blacksburg	VA	(540) 552-6835
Camelot Comics & Games, Inc.	Glen Allen	VA	(804) 747-4047
Comic Alternative	Virginia Beach	VA	(757) 463-9245
Dagger's Sheath	Virginia Beach	VA	(757) 631-4993
Fantasy Escape Comics & Cards	Virginia Beach	VA	(757) 497-5977
Fun -N- Games	Blacksburg	VA	(540) 951-8706
Imagination Station	Hampton	VA	(757) 766-7476
Playmore Games	Virginia Beach	VA	
Quarterstaff Comics	Burlington	VT	(802) 863-3666
Cavern Games	Kennebunk	WA	(509) 374-8216
Cosmic Comic	Bellingham	WA	(360) 734-8058
Discordia Games	Bremerton	WA	(360) 415-9419
Docking Bay 93	Burlington	WA	(360) 757-3531
Fringe Games	Bellingham	WA	(360) 650-9463
Game Stop, The	Kent	WA	(253) 631-3122
GameQuest	Spokane	WA	(509) 535-4560
Games And Gizmos #2 - Seattle	Seattle	WA	(206) 322-6585
Gamemasters, The	Bremerton	WA	(360) 373-3269
Gary's Games	Seattle	WA	(206) 789-8891
Gorilla Bob's	Spokane	WA	(509) 468-3974
Hands-on-Hobbies	Spokane	WA	(509) 927-3364
Ludicrous Games	Bellevue	WA	(425) 865-9461
O'Leary's Books	Tacoma	WA	(253) 588-2503
Platinum Comic X-Change	Burien	WA	(206) 241-8228
Psycho 5 Comics	Seattle	WA	(425) 462-2869
Tom's Cards And Comics	Everett	WA	(425) 334-9859
Adventure Games Plus, Inc.	West Allis	WI	(414) 302-5117
Clairemont Comics	Eau Claire	WI	(715) 831-2112
Game Guild, The - WI	Lake Geneva	WI	(414) 249-0779
Hobby Depot	Hartford	WI	(414) 670-6242
House Of Heroes	Oshkosh	WI	(920) 231-5500
Pegasus Games - Odana	Madison	WI	(608) 833-4263
Rogue Traders	Green Bay	WI	(414) 490-9690
Sgt. Rock's Comics	West Bend	WI	
Virtual Magic	Megnon	WI	(414) 241-8739
Gateway Inc. - Morgantown	Morgantown	WV	(304) 292-3045
Nth Dimension, The	Shepherdstown	WV	(304) 876-2263
Ogre's Lair Cards & Games	Charleston	WV	(304) 343-8633

The Assembly Speaks...

By Mouse

I'm happy to be able to announce that the new clan that will be getting a Stronghold in an upcoming release will be...the Ratlings. And no, for those of you wondering, I'm not the one that counted the votes! Our Fan Club guy, Andy, had that honor.

Andy reports that a few non-Assembly members tried to sneak in votes, but he foiled their plans, and only counted votes from those of you who are members of our august assemblage. And for those of you who tried to sneak in more than one vote, this isn't Chicago of old, and our motto is not "vote early, vote often". Your votes were all only counted once, thank you very much.

My furry little buddies weighed in with 40% of the total vote, with the Bloodspeakers coming in second at 30% and the Seppun and Goblins trailing at 20% and 10% respectively. Look for the Ratling Stronghold to be appearing in a release coming to you in 2000.

Thanks very much to everyone who participated, and look for more votes in upcoming issues.



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