

Imperial Herald



Vol. 2 No. 3

Pg 3 Editorial
Pg 4 Walking the Way
Pg 10 Alone in the Dark
Pg 16 Taka's Treasures
Pg 21 Oracle of the Void
Pg 24 Strong Holds of the Empire
Pg 25 National Rankings

Pg 28 Top 10's
Pg 29 TOV Card List
Pg 30 Zen's Card Focus



Legend of the Five Rings™

Roleplaying in the emerald empire™

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true test of
courage is
the last one.*

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Secrets on the Wind

Have I ever told you that L5R players are cool? How cool you might ask? Well as I write this three of our players are in the back room doing volunteer Taka work: stuffing self-addressed stamped envelopes with Taka's Treasures requests. This may not seem like the coolest thing in the world to you, but when you have to go through the hundreds of envelopes that come in every day, you are thankful for any help you can get. The great thing is that over the last year we have had over 20 people volunteer their time to just come in and help get the Taka requests out. I can't name all of you here but from Taka and myself, we thank you.

Volunteer work is not the only thing cool about L5R players. There was so much of it at the Gencon Tournament that it brought tears to our eyes. It was so amazing to walk around the room and see each and every player shake hands and wish their opponent "Good luck," before they cut each other's decks. You don't see that a lot in any kind of tournament, but for ours, it was the rule rather than the exception.

Want to hear some more cool stuff? Before the 340+ Player tournament started at GenCon, we started a cheer in the main gaming hall. We yelled at the Lions and there was a great roar, we yelled for the Crabs and the room thundered, we yelled for Pheonix and the roof was raised. We called for the followers of Yoritomo..... There was silence. Then one lone figure steps forward clenches his fist in the air and screams "YORITOMO!" And he gets a standing ovation from the rest of the players. Steve Swarner (last year's runner up at Gencon) had to play him in the second round. I have never seen a person so unhappy about winning. Nobody wanted to knock Yoritomo's representative out of the tournament.

In the first round two Nagas had to face each other. Instead of fighting it out in the usual manner they played six turns and declared the player with the highest Force on the table the winner. When asked why they said: "Conflict is a human trait." It gave me chills to hear it.

During that same round two Dragon players also had to face off. When time was called they could not be found right away because they were on the other side of the auditorium. When asked "why?" they stated, "We are Dragons and we settle our differences in the mountains."

Before the tournament started, a group of Scorpions offered a bribe to the judges to have all the Lions face each other in the first round. The judge jokingly said it would take 1200 Koku. They returned with over 4000. He of course reneged on his offer. Hey, come to think of it, he hasn't checked in at the office lately ...

Before the tournament, the room resounded with the chant of "Death To Yugo Junzo!" Thier reply: "We're already dead!" The crowd cheered when the last Junzo player was eliminated from the tournament ... or so they thought. The second day, one of the 5 Phoenixes - one representing each of the Elemental masters - turned out to have a Junzo shirt on under his Phoenix shirt, revealing his true colors: an alliance with the Shadowlands and Yugo Junzo. That's just how close we came to an eternity of darkness.

And when the final round came up, all that remained were a Lion and a Crane. But we'll let John Wick tell you how that turned out a little later in the Herald.

It's funny our players (and friends) often thank us for L5R for all the joy it has brought into their lives. I believe I am speaking for the entire staff when I say that this has been the most fulfilling thing I have ever done. I get to hang out with people that play L5R. That's pretty cool.

Thanks
John & Ryan

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Production Manager
Earl P. Thatony

Kolat Caterers
**D.J. Trindle
Rob Vaux
John Wick
Dave Williams**

Masthead Designs
Matthew D. Wilson

Contributing Writers
**Ryan Dancey, Rob Vaux
& John Wick**

Sales & Marketing
John Zinser

Cover Art
**Isawa
Carl Frank**

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Walking the Way™

SCORPION STRONGHOLD

Kachiko's Bluff

Shadows moved along the hallways of the Imperial Palace preparing for the arrival of the army of the Seven Thunders. The Emperor stormed about the palace as all of his own preparations met with failure. Everywhere he turned, his guards were dead or missing. The gates were open and drawbridges dropped. He threw open a panel and found his wife and seized her by her kimono, lifting her high in the air. "You! You are the cause of all of this! I will kill you!"

She smiled. "But you cannot. Only when the Thunders are assembled can you kill us. Every creature in the world has rules it must follow and you are no exception." She looked at the Emperor, her gaze turning to poison. "Killing me now violates laws that are greater than even your power."

The Emperor's fists clenched, his eyes burst with black fire and his voice rattled the foundations of the palace. He threw her to the floor and stormed away. Kachiko was still for a moment, then her body began to shudder from the strain of hiding her fear. "You were right about that, Yokuni," she whispered. "I pray you are wrong about the rest."

PHOENIX STRONGHOLD

The Last Master

On the night before the assault on Ootosan Uchi, Isawa Kaede, filled with visions of doom and dark prophecy, fled from the camp into the night. She spoke to Tadaka for only a moment, and she told him of her dreams and visions. "He is calling me," she told him. When Tadaka asked her who was calling her, all Kaede could say was "The Oracle. He calls me, Tadaka. He calls me."

On the walls of Ootosan Uchi, the Master of Fire waited

Winning Decks From Gen Con

for his brothers and sisters. His mind finally eaten away by the corruption in his blood, he hurled black fire down upon his former Clan. The Elemental Masters tried to stop his assault, and one by one, they fell under the corrupt power of his fire. Only Isawa Tadaka had the strength to withstand the pain of his fire, and while the Master of Earth's magic distracted his cousin, Shiba Ujimitsu was able to strike down the Fire Master.

Tsuke's blood was as black as midnight and burned Ujimitsu like flaming pitch. The Phoenix Champion screamed as he fell from the walls like a comet. He clung to life just long enough to whisper seven words to Shiba Tsukune, and put the Clan sword in her hands. Then he died. With a new-found fire in her eyes, she and Isawa Osugi lifted the bloody and burned Isawa Tadaka to his feet. They could only pray the Phoenix Thunder had the strength to hold on to life long enough to face the Dark Emperor within.

NAGA STRONGHOLD

The Qamar

As Junzo's reinforcements approached the Imperial Palace, they suddenly found themselves riddled with arrows and fire. Daini and Qamar charged into the undead army with a battalion of Phoenix, led by Shiba Tsukune. The samurai-ko charged ahead quickly when she and Daini saw the Necromancer leading the army begin casting spells. Qamar and Daini charged into the mass of armies while Isha led the archers in a volley of arrows to support their charge.

Tsukune cut down the Necromancer, but she didn't make her cut in time. The dark energy fired out and found the Naga Champion. His skin and eyes turned black and grey, then it peeled away from his bones and he dropped the ancient pearl

Chris Bergstrom Lion

This Lion Speed Deck is very direct and doesn't waste time on Honor. It hits you fast to knock out a province. Then just keeps on attacking until you cave under or until the events like Desperate Measures,

Evil Feeds Upon Itself, or the Return of Fu Leng finish you off. Chris won the Day of Thunder with this deck.

Dynasty

Personalities

3 Matsu Gohei
2 Matsu Chokoku
3 Matsu Yojo
3 Matsu Agetoki

1 Kitsu Motso
Holdings

3 Small Farm
3 Copper Mine
3 Jade Works
3 Merchant Caravan

Events

Inheritance
The Return of Fu Leng
Desperate Measures
Corruption of the Harmonies

Evil Feeds Upon Itself
Iris Festival

Fate

Actions

2 Avoid Fate
3 Superior Tactics
3 Focus
3 Charge
3 Strength of Purity
3 Lies, Lies, Lies
3 Refugees
Ring of the Void

Followers

3 Spearmen
1 Matsu House Guard
1 Light Infantry
Items
1 Ancestral Armor of Lion Clan
1 Ancestral Sword of Lion Clan
2 Fan of Command

Rob Kramer Crane

This Crane deck is an Honor Hyperdrive and won second at Gen Con. Its Shinsei's Shrines and Crane Poets make it not impossible for this deck to win at turn four. This deck is defensive enough to

last that long or longer.

Dynasty

Personalities

- 3 Daidoji Uji
- 1 Ki-Rin
- 1 Kakita Toshimoko
- 3 Doji Reju
- 3 Kakita Shijin
- 2 Kakita Yinobu

Holdings

- 3 Market Place
- 3 Jade Works

- 2 Merchant Caravan
- 1 Temple of Bishamon
- 2 Watchtower
- Events*
- Inheritance
- Iris Festival
- Imperial Gift
- Doom of the Lion
- Chrysanthemum Festival
- Regions*
- 3 Shinsei's Shrine

Fate

Actions

- 3 Iaijutsu Challenge
- 3 Iaijutsu Duel
- 3 Code of Bushido
- 3 Refugees
- 3 Block Supply Lines
- 2 Superior Tactics
- 2 Flight of Dragons
- 3 An Oni's Fury
- 3 To Do What We Must

2 Avoid Fate

3 Focus

- 1 Egg of Pan Ku
- Ring of the Earth

Items

- 1 Ancestral Sword of the Crane Clan

spear to the ground ... and Isha dropped his bow and picked up the spear.

When the battle was over and the bodies were thrown into a great pyre, Daini called to Isha, but the bowman corrected him. "I am the Isha no longer. Now, I am the Qamar," he said. Daini bowed with reverence and understanding. Tsukune followed his example, even though she did not understand. "I must go and tell the Clans of our success," she told the new Qamar.

"Very well. Shashakar will send you." The Naga shugenja nodded, crushed a pearl in his fingers and before she could thank them, Tsukune was in the midst of the battle at Ootosan Uchi, watching her lord and master fall from the walls of the Imperial Palace as his body burned with black fire ...

LION STRONGHOLD

For Tsuko and Rokugan

When Toturi's army approached Ootosan Uchi, two Lion armies were there. One, led by Ikoma Tsanuri, carried the banner of the Emperor, ready to fulfill their oaths to protect the Emperor at all costs. The other, led by Kitsuo Motso, carried the banner of the Lion, ready to kill or die for the empire.

As he watched, the armies charged at each other with a thunderous cry. Discipline quickly descended into disorder, and Lion fought Lion, regardless of family or allegiance.

No longer able to stomach the bloodshed between the

members of his former clan, Toturi charged his army into the midst of the battle as Junzo's army simply watched and laughed. Toturi's battle cry erupted from the middle of the fighting and a deep silence fell across the battlefield.

About to engage each other, Tsanuri and Motso both turned to look at Toturi, and the thousands of bloody Lions waited for a command - any command. Toturi raised his sword high and pointed it at Junzo.

"For Matsu Tsuko, and for Rokugan!"

Behind the feral smiles of their three commanders, a single army turned towards the army of Yogo Junzo and the battle cry of ten thousand Lions, old and new, echoed through the walls of Ootosan Uchi.

CRAB STRONGHOLD

The Two Deaths of Hida Yakamo

When the armies of the Clans finally united under Yakamo and Toturi, the Crab Hero charged into the fray, his tetsubo and jade hand killing and crushing enemies as he went. Finally, his body bruised and bloodied, he saw the oni that stole his name. Yakamo kept his fury in check as he advanced on the creature, but when it turned to look at him with Yakamo's own face and eyes, he could contain himself no longer. The duel was deadly and swift, and just when it seemed Yakamo had the upper hand, the oni's acrid blood sprayed into his eyes, blinding the hero with pain. He stumbled backward, swinging his tetsubo blindly, hoping to keep the oni at bay until he could recover. He heard the oni

Derek Huisjen Phoenix

This Dark Phoenix deck corrupts the Dragons and bends them to his will. Using the Stronghold ability to buy out the Dragons as Shadowlands. Isawa Osugi is always ready to use the Touch of Death or The Wasting Disease on your enemy.

Dynasty

Personalities

- 1 Thunder Dragon
- 1 Air Dragon
- 1 Void Dragon
- 1 Earth Dragon
- 1 Water Dragon
- 3 Isawa Osugi
- 3 Isawa Uona
- 1 Isawa Uona exp.
- 1 Isawa Norikazu
- 1 Isawa Tsuke exp.
- 1 Izawa Tomo

Holdings

- 2 Hawks and Falcons
- 2 Merchant Caravan
- 3 Silver Mine
- 3 Gambling House
- 3 Jade Works
- 1 School of Wizardry
- Events*
- Inheritance
- Rampant Plague
- Evil Feeds Upon Itself
- Battle At Isawa Palace

Regions

2 Crossroads

Fate

Actions

- 1 Egg of Pan Ku
- 3 Superior Tactics
- 3 Refugees
- 2 Night Battle
- 2 Treacherous Terrain
- 1 Counterattack
- 1 Focus
- 1 Oath of Fealty
- 1 An Oni's Fury
- Ring of Earth
- Ring of Air

Ring of the Void Spells

- 3 Touch of Death
- 1 Wasting Disease
- 1 Torrential Rain
- 2 Summon Faeries
- 2 Stifling Wind
- 1 The Fire Within
- 1 Walking the way
- 2 Double Chi
- Items*
- Ancestral Sword of Phoenix

David Salsman**Junzo**

This deck doesn't pretend to be subtle and has the theme of "Big monsters quick". This deck has taken the precautions against the "Duel a Shadowlands" cards by using Kharmic Strike and Poisoned Weapons. Feign Death

and Utter Defeat are what keeps your monsters coming back for more.

Dynasty**Personalities**

3 Kyoso no Oni
3 Ogre Outlaw
3 Moto Tsume
1 Moto Tsume exp.
1 Oni no Akuma
2 Hida Yakamo (Oni)

1 Hida Yakamo (Exp)
Holdings

3 Black Market
3 Corrupt Silver Mine
3 Corrupt Iron Mine
3 Corrupt Cop. Mine
2 Merchant Caravan
1 Dark Oracle of Water
1 Dark Oracle of Air
1 Dark Oracle of Earth
1 The Festering Pit of Fu Leng
Events
Rampant Plague

Inheritance
Time of the Void
There is No Hope
Severed From The Emperor
Regions
1 Kuni Wastelands
1 Plains of Ootosan Uchi
Fate
Actions
3 Kolat Instigator
3 Evil Portents
3 Sneak Attack

3 Utter Defeat
3 Rallying Cry
3 Avoid Fate
3 Frenzy
3 Feign Death
2 Superior Tactics
2 Forced March
2 Refugees
2 Poisoned Weapon
1 Kharmic Strike
1 Deadly Ground
1 Crushing Attack

cry out in pain and when his vision cleared, he saw Mirumoto Hitomi crushing the oni's head with her obsidian hand.

Yakamo stood, his body aching with every movement. Hitomi waited. Yakamo shook his head. "I am too busy to entertain notions of killing you."

"I thought you were Kisada's son," she whispered, her voice filled with hate. "I guess he is the coward I always suspected him to be."

Hitomi's taunt was successful. Yakamo charged her, but the fresh Dragon was too quick for the wounded Crab. His tetsubo was on the ground and her blade was at his throat in a moment. "I won't kill you now, but you'll always remember that I could have."

MANTIS STRONGHOLD**The Son of Storms**

The army of the Son of Storms returned from their victory against Yogo Junzo's expected reinforcements to Ootosan Uchi to find Junzo's armies routed and crushed by the armies of the Thunders. Content with his victory, he approached Hoturi, Yakamo and Toturi with his lieutenants at his side. This time - unlike a thousand times before - he did not kneel, only bowed.

"We have routed the reinforcements," he told them.

"And now my army stands ready."

"Ready?" Toturi asked.

"Yes. Ready to crush your own."

Kakita Toshimoko, standing close to Doji Hoturi, put his hand on his blade, but his Champion shook his head. "Explain yourself, Stormson."

Yoritomo removed his helmet. "My army is ready to attack. We will fail. Destiny cannot be denied. But we are ready to attack you now and die if it is necessary."

"To what purpose?" Toturi asked.

"To prove we are willing to die to prove we are worthy." Yoritomo's eyes gave them no hint of feint or bluff. "I will send my lieutenants back and you will kill me here for my disobedience." He snapped his fingers and the two lieutenants retreated and he knelt with his head bowed.

Hida Yakamo's laughter could be heard across the battlefield. "By the Fortunes, I like this man!"

Toturi nodded. "As do I. Call back your lieutenants, Son of Storms."

"But you had better have your army pray," Hoturi told him. "If we fail, your new status will be short-lived."

Yoritomo replaced his helmet. "Then don't fail."

DRAGON STRONGHOLD**Hitomi's Last Test**

As the Thunders prepared to enter the Throne Room, Togashi Yokuni stepped before them. "You all know your destiny. Deny it at your own risk." Then he turned to Hitomi. "Yours is the darkest path. Walk it with care. More rests on your shoulders than you know."

Then, he turned and entered the Throne Room.

Patrick Ockershauser
Crab

This Crab deck brings out Onis fast and uses Ninja Shapeshifters to copy its force. It will Breach of Etiquette you first turn about every other game. And just when you've had enough Desperate Measures finishes you off.

Dynasty**Personalities**

3 Yogo Asami
3 Ninja Shapeshifter
3 Hida Yakamo (Oni)
3 Toku
3 Oni no Tsuburu
Holdings
3 Jade Works
2 Iron Mine
3 Corrupted Iron Mine
3 Ninja Stronghold

Events

Desperate Measures
Return of Fu Leng
Imperial Gift
Inheritance
Fate
Actions
3 Breach of Etiquette
2 Fu Leng's Steeds
2 Superior Tactics
3 Frenzy
2 Oath of Fealty

3 Ninja Kidnappers
3 Confusion at Court
3 Refugees
2 Avoid Fate
3 Charge
2 Traversable Terrain
Items
2 Mask of the Oni
1 Ancestral Sword of Crab Clan

Nik Olah	Dynasty	3 Island Wharf	Waves	3 Spirit Guide
Naga	<i>Personalities</i>	3 Pearl Divers	3 Sneak Attack	<i>Items</i>
This Naga is well	2 Shalasha	3 Pearl Bed	3 Crushing Attack	1 Ancient Spear of the
paced using Island	3 Naga Warlord	3 Jade Works	3 Rallying Cry	Naga
Wharfs as Ports and	3 Naga Shugenja	3 Small Farm	2 Utter Defeat	1 Ancestral Sword of
Pearl Divers bought	1 Shahadet	1 Bushi Dojo	3 One Koku	Lion Clan
with a Small Farm or	1 Ashamana	1 Merchant Caravan	1 Egg of Pan Ku	1 Ancestral Sword of
One Koku. If given half	2 Isha	<i>Events</i>	Ring of the Void	Phoenix
the chance this deck	2 Belash	The Price of War	<i>Followers</i>	1 Armor of Earth
produces a writhing	1 Qamar	The Tao of the Naga	3 Naga Bushi	
mass of snakes all	1 Mamoru	Fate	2 Naga Guard	
buffed up by the Naga	<i>Holdings</i>	<i>Actions</i>	2 Naga Spearmen	
Shugenja and Shahadet.		3 Stand Against the	2 Travelling Poet	

removing his helmet and his armor. "I am here, Fu Leng!" he cried out and the Thunders winced from hearing the name spoken. "I am here to show them that you can bleed!"

Suddenly, the Dragon Champion transformed before their eyes. His skin turned to scales and his legs and arms grew long as his body twisted and shifted until his true form was revealed to all.

"It is me!" he cried out. "It is your brother Togashi! Face me now if you dare!"

Another dragon appeared, this one made of smoke and shadow. The battle of the two brothers was swift and certain. Togashi's teeth drew blood from Fu Leng, but the dark one twisted his brother's body in his arms, snapping his back. Then, he threw the broken dragon at the feet of the Thunders and laughed.

Hitomi knelt down before Togashi, her obsidian hand glowing with a hungry light. She plunged the hand into the dragon's chest and pulled from it both his heart and the lost twelfth black scroll. Then, she squeezed his still-beating heart, stealing his strength, making it her own.

MONK STRONGHOLD

The 12th Scroll is Opened

When Togashi's heart was nothing but a dried husk, Hitomi cast it aside and broke the seal on the last black scroll, releasing the last remainder of Fu Leng's soul. His triumphant laughter filled the room and he called out to the Thunders. "Do what you will! My power is now complete! A

thousand years ago, your descendants died to trap me in those scrolls. Look at you now. Look at me! My power is a thousand times greater than what it was. My victory is complete!"

But from the shadows, a different laughter was heard. Its owner stepped from the darkness, clapping his hands and nodding his hooded head. "You are right, dark one. Your power is greater than ever before. But there is one thing you did not count on. One thing that I have known and my father and his father and even the first Shinsei you killed a thousand years ago. You see, now that your soul is fully released, it is also fully bonded into the body of the last Hantei."

As Fu Leng realized what Shinsei said, his eyes began to dim with the darkness of fear.

"That's right, Fu Leng," Shinsei said, his face twisting into a smile.

"You are mortal."

UNICORN STRONGHOLD

The First Thunder to Fall

At the Imperial Palace, Shinjo Yokatsu arrived with his army of peasants and horsemen. Leading the charge was Otaku Kamoko and her battalion of battle maidens. When Junzo retreated from his doomed army, Kamoko charged after him. The undead shugenja turned on the battle maiden, pulling black scrolls into his hands, summoning his

Phil Piccuch	back ready with a	3 Shinjo Rojin	Fate	3 Strength of Purity
Unicorn	Counterattack.	<i>Holdings</i>	<i>Actions</i>	3 Deadly Ground
The strength of the	Dynasty	3 Stables	1 Test of Honor	<i>Followers</i>
Unicorn is the speed of	<i>Personalities</i>	3 Jade Works	1 Enough Talk	1 Shinjo House Guard
its steeds. This deck	2 Shinjo Mosaku	3 Small Farms	2 Rallying Cry	3 Scout
comes out fast and	1 Iuchi Daiyu	1 Master Smith	2 Counterattack	<i>Items</i>
keeps ahead on Honor.	3 Otaku Kamoko	2 Sanctified Temple	2 Defend Your Honor	Ancestral Armor of
It throws Deadly	1 Otaku Kamoko exp.	<i>Events</i>	2 Lies, Lies, Lies	Unicorn Clan
Ground down with a	1 Otaku Baiken	Iris Festival	2 Bad Karma	Ancestral Sword of
Scout and uses	1 Shinjo Yasoma	Inheritance	3 Breach of Etiquette	Unicorn Clan
Rallying Cry to sit	3 Shinjo Sadato	Imperial Gift	3 Superior Tactics	

Don Tordilla	on him.	3 Merchant Caravan	Fate	Followers
Lion	Dynasty	2 Sanctified Temple	Actions	1 Matsu House Guard
This is a Lion Speed	<i>Personalities</i>	<i>Events</i>	3 Gift of Honor	1 Shiryo no Togashi
Deck trapped in a	3 Mirumoto Daini	Naming the True Evil	3 Iaijutsu Challenge	<i>Items</i>
Dueling Dragon deck's	3 Togashi Yoshi	The Return of Fu Leng	3 Iaijutsu Duel	1 Ancestral Sword of
body and it likes it. It	3 Matsu Gohei	Peasant Revolt	3 Refugees	Dragon Clan
will Duel you with	3 Matsu Seijuro	Imperial Gift	3 Strength of Purity	1 Ancestral Armor of
Mirumoto Daini, and	2 Kitsu Yasu	Inheritance	3 Superior Tactics	Lion Clan
attack you with Matsu	1 Togashi Hoshi	<i>Regions</i>	2 Oath of Fealty	3 Tetsubo
Gohei with the Ancestral	<i>Holdings</i>	2 Farmlands	2 Counterattack	
Armor of the Lion and	3 Gold Mines		2 Poisoned Weapon	
the Matsu House Guard	3 Jade Works		1 The Egg of Pan Ku	

dark lord's power. With naught but a whisper from his mistress, Kamoko's steed burst into a sudden blur of speed and his body was crushed by the steed's mighty strides. With Junzo crushed under the hooves of the Unicorn, the undead army of the Emperor had no will to guide it. Together with the Crab and Lion armies, Kamoko crushed the remainder of the porcelain-masked creatures while Yokatsu waited behind, blocking any possible reinforcements from aiding the doomed army. Then she watched as the Phoenix destroyed themselves and met Bayushi Kachiko at the gate. Finally, the Thunders were assembled. They entered the palace, saw the death of Togashi Yokune and Mirumoto Hitomi open the last black scroll. As she watched the power of the dark lord grow, Kamoko could stand by no longer. The descendant of Shinsei tried to hold her back, but she shrugged him off and charged at the Emperor, with her Clan's sword in her hand a wild battle cry in her heart ...

TOTURI'S STRONGHOLD

The Thunders Attack

In the darkness of the Throneroom, Toturi watched Kamoko charge Fu Leng and watched Fu Leng swat her aside like an inconsequential insect. The jade fire that erupted beside him came from Yakamo's hand and the eyes of the wounded Master of Earth. Yakamo charged Fu Leng,

Tadaka's magic shrouding him with holy light. Black fire blasted from his palms, but Tadaka's jade aura protected the Crab Thunder as his father's sword drew Fu Leng's black, corrupt blood. Doji Hoturi was just behind Yakamo, his own Clansword held high over his head. Both Thunders sliced at Fu Leng's mortal body once more before the dark lord expelled them from his presence with an unholy wind. Toturi looked about quickly, then turned to Tadaka. "The Throne, Tadaka! The Emerald Throne!" The Master of Earth nodded and his chants rose the chair high into the air and before Fu Leng could move, Tadaka dropped the Emperor's Throne on the dark lord.

Toturi charged the Emperor then, raising his sword, but Fu Leng recovered too quickly. He grabbed Toturi's throat with his death-cold grip and smiled through bloody teeth. "Now, you are mine Lion!" Toturi felt the inhuman grip squeeze ... then release. He opened his eyes to see Kachiko ripping at the dark lord's eyes. He was dropped to the floor as black blood poured out of the dark one's wounds, and his fist clenched about Kachiko's slender throat ...

JUNZO'S STRONGHOLD

And so they fall...

Fu Leng's grip held fast about Kachiko's throat. Doji Hoturi charged again, but the dark lord put his hand

Kevin Kirby	Imperial Favor by using	2 Small Farm	<i>Regions</i>	3 Refugees
Toturi	Confusion in Court.	2 Merchant Caravan	2 Farmlands	2 Crushing Attack
This Toturi's Army has	Dynasty	2 Black Market	Fate	Ring of the Void
its Alliance with the	<i>Personalities</i>	1 Jade Works	<i>Actions</i>	<i>Followers</i>
Dragon Clan. It brings	1 Mirumoto Daini exp.	<i>Events</i>	3 Rallying Cry	1 Scout
out a Tattooed Man or a	3 Mirumoto Hitomi	Alliance	3 Confusion at Court	2 Hawk Riders
Mirumoto, and slaps	3 Togashi Mitsu	Desperate Measures	3 Traversable Terrain	3 Heavy Infantry
down some heavy	2 Ginawa	Glimpse of the Unicorn	1 Forced March	3 Imperial Honor Guard
followers, and ignores	3 Toku	Inheritance	1 Breach of Etiquette	
your attempt to send	<i>Holdings</i>	The Return of Fu Leng	2 Deadly Ground	
him home with the	3 Basecamp	Time of the Void	3 Sneak Attack	

Robert Baranowski

with Rick Raven

Monk

This Monk deck holds you at bay long enough to bring out the Five Rings. It uses its Block Supply Lines, its defensive terrains, and duels to keep from losing provinces. The items help bring out the Rings.

Dynasty**Personalities**

3 Morito Tokei

3 Seikua

2 Togashi Jodome

2 Suana

2 Hitoshi

1 Koichi

2 Takao

1 Taro

1 Tsuo

1 Norio

1 Yodin

Holdings

2 Stables

2 Gold Mine

3 Prayer Shrines

2 Sanctified Temple

3 Market Place

3 Jade Works

3 Small Farm

2 Geisha House

1 Go Master

1 Bridged Pass

Events

Naming the True Evil

Emperor's Peace

Light of the Sun

Goddess

Regions

1 Temple of Osano - Wo

Fate**Actions**

3 Enlightenment

2 The Way of Earth

2 The Way of Air

1 The Way of Fire

1 The Way of Water

1 Block Supply Lines

1 Traversable Terrain

3 Entrapping Terrain

2 Strike of Flowing

Water

3 Iaijutsu Challenge

3 Iaijutsu Duel

1 Dispersive Terrain

1 Contentious Terrain

All Five Rings

Spells

2 Torrential Rain

1 A Glimpse of the

Soul's Shadow

1 The Spirit of Water

2 Strength of My

Ancestors

2 Void Strike

1 Wisdom The Wind

Brings

1 Double Chi

1 Battlefield of Shallow

Graves

Followers

3 Brothers of Thunder

Items

3 Robes of Shinsei

1 Gunsen of Water

1 Drum of Water

1 Hammer of Earth

1 Armor of Earth

1 Mantle of Fire

1 Star of Laramun

1 Candle of Void

through the Crane's chest and watched him fall back, his eyes full of pain and surprise. Tadaka sent arrows of jade at the dark lord, and he returned them back at the Master of Earth, and they riddled his tainted body with purity. Toturi was next. The dark lord caught his sword in his grip, twisted it until Toturi lost his grip and he smacked the ronin with its pommel and he fell back into the darkness. Yakamo screamed and ran forward, but Fu Leng changed the darkness about the hero into chains and bound Yakamo to the floor. At the door, Hitomi watched with the last black scroll and her obsidian hand ... and did nothing.

"You have failed, Scorpion," Fu Leng whispered to Kachiko. "I will kill your comrades and keep you as a trophy."

"Then take a good look at your trophy, dark one," she said. "For its the last look you'll get."

Only then did Fu Leng notice her black hair flowing over her shoulders. He looked down and saw the long needle hair pins in her hand ...

CRANE STRONGHOLD**Hoturi's Last Request**

After their fateful duel with Fu Leng, Bayushi Kachiko knelt with the head of the dying Crane Champion on her lap. His blood flowed freely from his wound and his cough

was wet and painful. With only moments of life left in his body, he whispered, "Take my hand." She did. "Life is too short for regrets," he told her. "Regrets ... and revenge." The strength in his fingers was fading. She held tighter. "You know, my father petitioned yours for our marriage. What a pair we would have made." He tried to laugh, she laughed for him, and he felt a tear fall on his face. "I saw your courage today. It saved my best friend's life." She put her fingers on his lips, but he shook his head. "No. I must speak before I can speak no longer." The pain in his chest stole more of his breath and she told him to rest. "No. I must say this before I can speak no longer." He looked deep into her eyes. "Take off your mask," he said. She did not protest. Hoturi saw her and smiled. "I forgive you," he whispered. "Pray, forgive me so my soul can pass in peace."

With her mask set aside, she nodded. "I forgive you, Hoturi."

He bit his blood-spangled lip and his eyes squeezed shut. Kachiko took the braid from his belt and slipped it into his hand. "And I'm certain she forgives you, too."

He tried to smile, but his pain took it from him. Then, Doji Hoturi cried out once and he died.

Jean-Marie Baveux

The last Foreign Player Eliminated (Quarter Finals)

Titled "Tsuko's Revenge", this Lion Speed Deck is built around its Counterattacks to be able to attack during the opponents attack phase and then again in its attack phase, capitalizing on an army that is bowed. The Death of Tsuko is to destroy the

one unique personality the opponent has spent the most resources on.

Dynasty**Personalities**

3 Matsu Agetoki

3 Matsu Gohei

2 Matsu Yojo

1 Matsu Chokoku

1 Kitsu Motso

2 Morito Tokei

Holdings

3 Small Farm

3 Merchant Caravan

3 Copper Mine

3 Jade Works

1 Hawks and Falcons

Events

Inheritance

Imperial Gift

Iris Festival

The Return of Fu Leng

The Death of Tsuko

Shadow of the Dark

God

Winter Warfare

Fate**Actions**

3 Charge

2 Strength of Purity

3 Superior Tactics

3 Counterattack

2 Rallying Cry

3 Bountiful Harvest

2 Defend Your Honor

1 Lies, Lies, Lies

1 His Most Favored

1 Flight of the Dragons

Spells

2 Walking the Way

1 Touch of Death

1 Wasting Disease

Followers

3 Heavy Cavalry

1 Matsu House Guard

1 Spearmen

1 Samurai Warriors

Items

1 Ancestral Sword of

the Lion Clan

1 Ring of the Void



DRAMATIS PERSONAE

The GM may notice that the NPCs of this adventure are not listed by name. Names matter little in this adventure, for all the NPCs are either dead or corrupted into a twisted, non-human form.

However, for completists, we've included the names of the characters who have an active role in the doom of the Crab fortress.

Hida Uso
The Crab Commander

Kuni Datsuda
The Corrupt Shugenja

Hiruma Hidso
A restless ghost

Hiruma Udonu
A samurai sent for help

Alone in the Dark

An L5R adventure
By Jennifer Mahr

Game Master Info

Several miles inside the Shadowlands is a Hida outpost. The actual fortress was found, not built by the Hida clan. A force of about thirty samurai man the fort at any one time, along with a commander and shugenja. The samurai are rotated with fresh men, a third at a time so that no one man stays for longer than twelve weeks. The purpose of the fort is to provide an early defense and lookout post for the larger forces on the border.

Approximately twelve weeks ago the current shugenja went out on a scouting expedition, taking six samurai with him. The foray was routine, a regular exercise scheduled at three week intervals, so the shugenja has an opportunity to check for any abnormal incursion and to query the surrounding land. The party was gone for three days, and upon their return the shugenja closeted himself in his rooms for several more.

On the second day the commander, having ascertained from the recently returned samurai that nothing had gone amiss during their time away, and knowing his shugenja to be prone to moods as well as melancholy fits, left the fort on a scouting expedition of his own.

Two days after the commander's departure the shugenja emerged in good spirits and with an irregularly shaped, opalescent stone cradled in the top of his staff. That night at dinner however, things began to go wrong.

Two samurai moved to take the same place at one of the tables. They traded grunts, then insults. Then, as the first began to turn away from the table, the second samurai, one of those returned from the shugenja's expedition, bashed in his companion's skull with a heavy iron serving pot from the table.

The hall erupted into immediate chaos. Horror and anger mixed in the air as the offending samurai was borne thrashing to the ground. The man he had struck was dead. Amidst the cries and accusations, the shugenja stood forward, calling for an example to be made. At his urging a kind of group hysteria broke out. The samurai was hauled violently from the room, taken to the top of the wall and, a rope about his throat, thrown down. All the while he screamed inarticulate, guttural curses, frothing at the mouth. But then, so did several of the men carrying him.

At the end of three more days, an unusually heavy rain broke out, forcing the commander's return. The grotesque, bloated remains at the gate greeted him. Furious, the commander entered his hall to find it an unruly den. Samurai hunched sullenly at the tables, sprawled drunkenly on the chairs, slurring insults and boasts.

A few warriors retained their dignity. They spent the past few days keeping to themselves and awaiting their lord's return before choosing a course of action. They had come to regard the current state of affairs as a kind of contagion. With the four loyal men, plus those who had been abroad with him, the commander confronted the others. What ensued was disturbing at best. The samurai ceased their unruly behavior and came to attention, but slowly. And while a few had something in their eyes that resembled shame, the majority moved like oafish dogs, reluctant and seeming to obey out of habit.

The commander ordered them back to their duties and then, at the advice of one of the warriors who had retained his post and his dignity, called for the shugenja to come to him in the dining hall. The shugenja came reluctantly away from his rooms, claiming to be in deep studies. When confronted about the recent goings on he stated ignorance of martial matters, claiming to have been distracted by his meditations. The suspicious commander questioned him about his recent foray. The shugenja replied that it had been routine in the extreme. They had found no cause for alarm of any kind. When asked what had transpired during his most recent conference with shugenja back at the border (arcane means of communication at regularly scheduled intervals



being the standard method of communication from this far-reaching post) the shugenja replied with a tone of disdain, that he had seen no need to make a communication as there was nothing to report. The commander, enraged, insisted that the shugenja make the contact immediately, to which the shugenja replied that the intense elemental energy of the storm outside interfered with his ability to communicate. The shugenja then excused himself with extreme politeness, claiming to be weak from energy expended in meditation.

For four more days, the commander waited for the rains to subside enough to move his entire command back to the border and away from what he knew was a contaminating force. The storm continued on with increasing vigor, turning the already marshy lands surrounding the fort into a veritable lake: impossible to pass on horse, and extremely treacherous on foot.

Most of the samurai, including some of those who had been out with the commander had become wholly uncontrollable, erupting into brutal conflict at no provocation and responding little if at all to authority. Unable to wait any longer, but unwilling to abandon his post or to force those men remaining loyal to him into the storm, the commander sent his most trusted man out to bring help if he could from the border. Perhaps a contingent of shugenja with the appropriate purification rituals could yet save his men. By now – to his horror – physical changes had begun to occur in the most violent cases.

The messenger was to leave through a little used hidden exit, kept for purposes of escape should the fortress be overcome by a frontal assault. He was intercepted at the passage's entry by samurai now responsive only to the dictates of the shugenja and his altered staff. He was viciously slain and his carcass devoured by the attackers. The commander, unfortunately, had no way of knowing this.

Within a few more days, changes in the remaining samurai became extreme, both in physical form and in character. They became exclusively carnivorous. Their speech was reduced to guttural sounds. Their bodies hunched, pallor became grayish, and their overall frame seemed somehow to grow. The commander and a sparse handful of men not much affected used

religious symbols and objects of family and clan honor to drive their brethren out of the fort. Such objects appeared to become increasingly distasteful, and then painful to them as their transformation continued. The remaining men then barricaded themselves inside and settled in to wait for the reinforcements they fervently hoped their runner was bringing.

Of the shugenja, they could find no trace. The last anyone had heard from him he had been locked in his rooms, moaning and chanting in a singsong manner, pausing often for breath as if under some physical strain. After clearing the interior of the keep, attempts to locate him failed. His staff too was gone.

The stalemate was brief. Not long after running their fellows out into the Shadowlands, most of the remaining samurai fell victim to their fate. Before long they could no longer bear to look upon the holy items they had so recently used to defend themselves. They cached all their religious and honorable items in a back room and covered them over with blankets and debris. Four days after they had shut themselves in, they tore down their barricades and ran out in search of meat.

The last three samurai to retain their humanity made their way to the storage room where they had hidden away their family swords and religious symbols and committed *seppuku* rather than face their inevitable transformation.

The commander remained alone in the keep, the determination and brute force of will that had seen him through a hundred battles now driving him not to give into this thing that pulled him away from himself. As if following some intuition, he went down into the storerooms below the keep. He came across two of the monsters that had been his men and cut them down without a thought. Farther in he came across the dried husk that remained of the shugenja and the warmly pulsing stone atop his staff. The commander picked it up and locked his hands, his stare, and his will on it. He is keeping it in check, but only barely. He sits under the fort chained to the rock that is the prison of a ravenous oni. And with his will he keeps it from questing any farther in its need to feed on the essence of men. He no longer knows where he is, or what he does, only that he must not stop.



THE CREATURES

EARTH 5

WATER 1

Strength 6

FIRE 1

AIR 1

Reflexes 5

VOID 0

Wounds:

□ □ □ □ □ □ - 0

□ □ □ □ □ □ - 1

□ □ □ □ □ □ - 2

□ □ □ □ □ □ - 3

□ □ □ □ □ □ - 4

□ □ □ □ □ □ Down

□ □ □ □ □ □ Out

□ □ □ □ □ □ Dead

How To Run This Adventure

"Everyone is Alone in the Dark" is divided into "Scenes." Each Scene is further divided into three parts: **The Set-Up**, **The Action**, and **The Follow-Up**.

THE SET-UP

... explains in brief detail things you (the GM) have to know and remember about the Scene. It's a quick reminder list, designed to remind you of important details that you may otherwise forget.

THE ACTION

... tells you in further detail and explanation of the events of the Scene.

THE FOLLOW-UP

... lets you in on how the characters' actions in this Scene could effect details of other Scenes.

Each area of the fortress (including the outside) is considered a separate Scene. For instance, Scene One: The Shadowlands details the characters' approach to the fortress. The Set-Up tells you that there is a beast waiting to ambush the characters as they march through the Shadowlands. The Action gives you further information, including a description of the Scene. The Follow-Up tells you how the characters' observations of the beast may lead to further clues in the fortress.

Scene One: The Shadowlands

THE SET-UP

One creature will attack the party
Four more are nearby. The party will hear their approach shortly after they dispatch the first.

The walls of the Crab fortress are within sight.

Ahead a decomposing Crab samurai hangs from the front wall. He appears to have been here for some time.

THE ACTION

The air is hot and heavy with moisture. Everything is very still, without the slightest breeze for relief. The players have been walking

for several hours inside the Shadowlands, and the experience has been rather disheartening. The surrounding vegetation gives off a sickly odor, like that of decayed flesh, and strange insects pass in small swarms. The ground is soggy, slurping a little at the feet as if half-heartedly trying to hold them there. Just as the walls of the Crab fortress come into view over the tops of the strangely twisted trees, a gurgling snarl comes from the brush to the left, and a shambling thing crashes out onto the pathway.

It is a little over eight feet tall, shoulders well over three feet across. It has a hunch to its back and walks as if its torso is too heavy. The gait is uneven, but not slow. It is naked and holds no weapons, but its great gnarled hands move in grasping, tearing motions and it reaches for the character nearest its point of emergence.

The characters should be able to fight the thing off and kill it, but not without difficulty. If they are observant, they will notice that although the thing is very quick, it is not particularly coordinated. Several times it swings its massive arms in what might have been killing blows had they not been a bare few inches over the target's head.

Almost as soon as the creature has been disposed of, more thrashing sounds will come from the distance, further to the left of the path, along with more growls and guttural mutterings. If the characters decide to try their luck, four more of the things will appear shortly. Two are armed with heavy tree branches, apparently recently torn from still living trees, and one carries a very large stone which he will proceed to throw at the characters. He will then stumble after the rock, pick it up and throw it again. The fourth is unarmed and will fight by attempting to grasp a body and then tear it apart.

When and if the characters reach the fortress, they will find a twenty-five-foot stone wall. In the middle, a large wooden gate is pushed several feet open. The door is approximately ten and a half feet tall.

Hanging by a rope from the top of the wall to the right of the gate is a Crab samurai. He's wearing a kimono and is barefoot. He'd dangling from a rope wound tight against his swollen neck. A good many of the swarming insects have been at work on him for a long while. Just as the characters reach the fortress, the thunderstorm

that's kept the air so thick and still over the past several hours, breaks.

THE FOLLOW UP

Observant characters will notice the unusual gait of the creature and its uncoordinated movements. They may also be disconcerted by the thing's cloudy black eyes. Every now and again, and just as it died, there was almost something familiar in them. Also, the characters will be unable in any practical way to leave the fortress while the storm continues. The already moist ground will be a swampy mire within moments after the start of the storm.

Scene Two: The Front Entry

THE SET-UP

The remains of a barricade, made of loose wood, broken furniture etc. lies torn down just a little inside the gate, apparently from within.

THE ACTION

The bodies of two Crab samurai in full armor, and four creatures like the one (or more) the characters have already encountered lie where they appear to have fallen. The exposed flesh of the two samurai is badly mutilated, and their armor has been ripped open in places as if by brute strength. Weapons and several more pieces of Crab armor are strewn about the area as if rapidly discarded.

It looks as if a fierce siege lasted here for several days. Bedrolls and some food lie about the place.

The gate is thick wood and sturdy, but has been badly scarred from the outside. It looks as if some kind of large cat or other animal with great claws has spent much time wearing at it. The overall situation looks as if it should have been secure, especially with the heavy objects that were apparently reinforcing the door from the inside.

THE FOLLOW UP

If the characters re-barricade the door it will hold for at least two more days. Once the creatures outside realize that there is fresh meat again inside the fortress, they will attempt to

break in with incredible fervor. If the characters do not barricade the door, the creatures will wander in, two at first (about an hour after the characters' arrival) and then more. The characters stand very little chance if they do not take some course to secure their position either at the gate, or further in the fortress.

Scene Three: The Ghost In Main Hall

THE SET-UP

The three main tables are missing. They appear to have been dragged out and used as part of the barricade.

The hall looks generally a wreck, and very observant characters may notice that the level of decay here is much older than the remains at the front gate, three or four weeks perhaps.

There is a spirit remaining in this room from whom the characters can gain a great deal of insight regarding recent events in this fortress. In order to resist possession, the target must make a successful Contested Willpower vs. Willpower roll (Ghost Willpower is 5).

THE ACTION

If anyone in the party is a shugenja they will notice a very troubled presence in the room. If none of the players fit this description, the ghost will attempt to contact the character with the highest Awareness. The ghost will not speak with the players, but will attempt to 'possess' one of them briefly and 'show' them what he has seen transpire. He cannot show or speculate on events which did not transpire in this room. Reluctant targets will have to make a successful Contested Willpower vs. Willpower test in order to resist the spirit. The ghost has a Willpower of 5.

If any of the characters allow the spirit to communicate with them, they will relive the night the shugenja first emerged with his new find. They'll partake in the argument with a fellow samurai, will turn away, and will see the world fall away before them as they are struck with the killing blow from behind. Time will seem to stretch for several lost moments, and then the perspective will change to one higher up in the



THE GHOST

Ghost Willpower 5

In order to possess one of the characters, the ghost must make a Contested Willpower roll.

If successful, the ghost will possess the character until the character has seen the entire description the action



hall and farther back. All the voices in the hall will be equally clear. The shugenja's staff will take on a strange, blurred tint of green and the character/spirit will feel queasy looking at it. Also, several of the samurai, including the attacker, will also have a blurred look to them, as if their image is doubled and slightly offset.

The character/spirit will hear the cries of anger and horror and disbelief, all as if standing next to the individual speaker. And they will hear very clearly the shugenja's call for immediate and absolute discipline. They will witness several of the samurai bear down the attacker, beat him brutally, and bear him from the room.

They'll continue to watch as days pass and samurai set about in and out of their armor, eating, gaming and drinking. They'll see petty squabbles break out and threats made. And they'll see the commander's furious return. They'll hear the commander's heated words with the nonchalant-seeming shugenja, and a little while later his instructions to one of his samurai to take the tunnel passage out and bring aid from the Crab clan.

The communicating character will then feel a brief shock and several moments of disorientation as he comes to himself. Only a few brief moments have passed to the rest of the party.

THE FOLLOW UP

There's a lot to be learned here, assuming one of the characters is willing to communicate with the ghost. As GM you can choose to make the possession mandatory, or leave it to the players to decide. Releasing the trauma-trapped spirit can be accomplished with a cremation of his remains (he's still under the table and easily recognizable to the possessed samurai) or proper burial outside the Shadowlands. Doing so is worth 2 Honor Points to the characters who participate. If he is cremated, characters will feel their spirit fill with an unearthly aura ... and they will receive an extra Void Point. Also, anyone who brings the body back for a proper burial in Crab territory will be rewarded with 3 bonus Void Points. All of these extra Void Points may exceed the current Void Ring, but they will not return once spent.

The characters now have some idea that things have gone very wrong in the Crab fortress. They also know that no messenger ever arrived at any of the other Crab outposts bordering the

Shadowlands. And if they were paying attention, they've learned that there is potentially another entry to the fortress (the alluded to tunnel passage).

After the characters have explored two more scenes they will encounter another creature. It doesn't matter what part of the fortress their in: he'll sniff them out. The creature has come in through the passage in question. Not all of the creatures are aware of its existence. Only a few of them knew of its existence prior to their corruption, and only now and again do they remember it and go wandering in. Two scenes after the first appears, if the players haven't found and blocked the tunnel, two more will arrive and split up. The first will appear immediately, the second, one scene later.

Scene Four: The Kitchen

THE SET-UP

Any and all meat goods are gone, devoured. Nonmeat foods have been abandoned, as if worthless.

THE ACTION

The kitchen appears to have been ransacked. Bags of rice and dried vegetables are torn open; their contents cover the floor. Not a scrap of meat remains in the place, dried or fresh, fish, fowl or otherwise. Bones are scattered about, many with deep grooves as if from the teeth of a large predator. All stores of sake are also empty.

Behind a carefully closed door (the only deliberate looking thing in the room) the characters will find the bodies of three samurai who appear to have committed *seppuku*. Beside them there is a heap of blankets and debris. If the characters explore the pile, they will find ancestral armor, swords and banners; religious scrolls and artifacts; and some other personal affects, including several jade figurines and decorations.

THE FOLLOW UP

Whatever is out there appears to be meat eating, and it's been inside. And what looks to be every spiritual and revered article in the place has

been discarded in here and covered over, almost as if there were some reason to fear them.

Scene Five: The Shugenja's Room

THE SET-UP

The shugenja's personal notes will document his discovery.

The other books on his worktable are texts on the Naga.

The silken cloth which was binding the object.

THE ACTION

The shugenja's room holds a large work table, a smaller writing desk with a chair and his bedroll which appears from the cumulative layers of dust not to have been disturbed for weeks. Plates of uneaten food lie on the floor, the desk, the bed. All of it has decayed, and insects appear to have come and gone.

The work table is filled with open books and a clutter of bottles and jars holding insects, unidentifiable bits of this and that and varying colored liquids. Several of these containers have been knocked over and broken. The smell is noxious. The strange liquids have seeped into the pages of some of the texts, locking their pages together in a sticky mess. Anyone able to read will be able to identify most of the texts as being about the Naga.

The top book appears to be the Shugenja's notebook. A character will need the Calligraphy Skill in order to read it. Past chapters record the results of various studies the shugenja was working on involving Shadowlands insects. Approximately four weeks ago he documents a discovery while traveling. He found a silk-wrapped bundle in some stone ruins, carved with unfamiliar symbols.

Unable to read the runes it was inscribed with, the shugenja returned to the fort in a hurry, eager to discover the nature of what he'd found. He documented his extreme excitement at having found them to be similar to Naga runes appearing in one of his oldest texts. His best attempts to translate came to identifying the phrases Great One, Great Power, and Binder Of

All Things. His writing displays a mix of excitement and ambition.

Starting with the next entry, his handwriting is scratchier, more hurried even than before. Having unwrapped the object he describes the find as incomparable. He will hold off making his next scheduled report to shugenja at the Crab palace for fear that they will sense his find and try to take it for themselves. The next few entries go on to say he is experimenting with a communication, attempting to awaken the sleeping power. The entries degenerate near the end into brief scribbled phrases about the glory and the joy, and finally his expectation that the final oneness will be soon. His writing by the end is thin, barely legible.

A moderately thorough search of the room will turn up a green silken cloth covered in intricate characters, and buried under a pile of kimonos and blankets, discarded in a back corner of the room.

THE FOLLOW UP

If no one in the party is able to read Calligraphy, they will be able to follow the dates of the entries and the change in the quality of the writing. If they were able to read it, the party now has a good idea of the source of the Crab fortresses problems. Also, if they've located the cloth they are currently in possession of the only thing able to bind the oni in the crystal.

Scene Six: The Commander's Room

THE SET-UP

A religious statuette on the bedside table.

Everything is in order.

Scrolls recounting the ancestral lineage of the commander's family, also by the bedside.

Copies of several treatises on battle and a copy of the *Tao Of Shinsei*.

THE ACTION

The characters will not find much here to tell them of the events that transpired in the rest of the hall. What they will find is evidence that the commander is an exceedingly orderly, disciplined, and honorable man. The room consists of a



CONTINUED

ON

PG. 18

15



What are Koku?

You can find Koku on the back of every Destiny Pack and on the inside flap of every Dynasty Deck. Decks have three Koku each and Packs have one, and if you can find Taka you'll have even more access to the wealth you deserve.

So, how do you use the Koku once you've found them? Send them to Taka to exchange them for L5R cards and other merchandise! However, make sure you follow the shipping and handling procedures.



Mis-backed Taro & Chime of Harmony C&J cards are now worth 3 koku each!

5 - 1



5 - 1. The most treasured possession of a family, the ancestral sword of the Clan 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. Provided by the master smiths at Weapons Emporium. Availability subject to local laws and restrictions.



2500 plus \$10 S&H

5 - 2



5 - 2. Here it is. The shirt that everyone wants. The '97 Gen-Con Game Fair "Day of Thunder" shirt with the Clan logo of your choice. It's currently unavailable at stores and the only way to get it is here. Specify Size (L, XL).



200 (\$4 S & H domestic \$10 S & H Foreign)



5-3. The master smiths of Rokugan have really produced a marvel this time. *Clan watches!* That's right, you can get your favorite Clan on the face of a wrist watch! All in full color. Specify your Clan when ordering.



5 - 3



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The Card Shop

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

If you're missing cards to complete your collection or are just looking for a little something to give you that extra edge against your opponent, then peruse this month's selection of cards. Each order must be accompanied by a **self-addressed stamped envelope**, the order form, and any protective materials you want your cards to travel in. Also, if you are ordering from another edition of the Herald, please look at the bottom of the order form for a list of cards we've run out of. All artwork © 1996, 1997 by respective artists and used by permission.



20 each plus an SASE

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of Fu Leng (IE)



7-P. Desperate
Measures (SL)



7-Q. Fu Leng's Horde
(AOD)



7-R. Kusatte Iru
(AOD)



7-S. Plains of Otosan
Uchi (FK)



7-T. The Arrow
Knows the Way (FK)



7-U. Kakita
Toshimoko (FK)



7-V. Winning
Kachiko's Favor (SL)



7-W. Tomb of
Iuchiban (AOD)



7-X. Togashi Kokujin
(AOD)



7-Y. To the Last Man
(AOD)



7-Z. The Tao of the
Naga (AOD)



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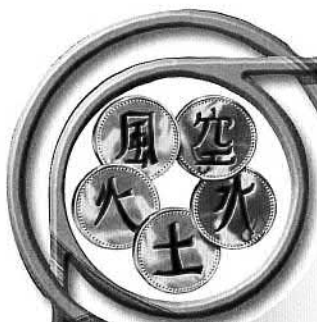
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**Legend
of the
Five Rings**



THE ONI AND THE COMMANDER

If the characters disturb the Commander's concentration, the oni will gain the upper hand in their test of wills and possess the commander.

If they approach carefully, they will see the commander and will be able to assist him with the orb.

The oni way to fully defeat the oni is to trap it with the silk cloth from Scene Five.

bedroll, a bedside table, a writing desk and chair, a shelf of books, and a rack for the commander's armor, katana, and wakizashi. None of these are on the stand. Tools for maintaining and cleaning these items are beside the stand and appear very diligently used.

The books on the shelf include the *Tao of Shinsei* and several volumes of strategy and discussing the art of war. Beside the commanders bed rest a figurine depicting Osano-Wo and scrolls that list generations of the commander's ancestors and their great deeds. The scrolls look as though they have been often read of late.

THE FOLLOW UP

This scene gives the players two hints they may find useful in the very near future. The general's character is revealed here to a great extent. He is very honorable and very competent in combat. This will reinforce anything they have previously heard about this commander. He is respected in his own clan and others. Also, it seems that he has recently felt the need to remind himself of his family's long and honorable tradition.

Scene Seven: The Barracks

THE SET-UP

The haiku of Hida Sinuju.
General disarray.

THE ACTION

The samurai share a single long room. Bed beside a stand for personal effects line either side of the room, places for sixteen men on either side. Most of the room looks a wreck. Bedding is tossed about carelessly. Some of the stands have been thrown over.

Some of the places reek of spilled sake and an almost animal stench. Several of the personal areas appear to be less disordered than the others. In one of these the characters will find the idealistic, if not particularly talented haiku journal of a young Crab samurai. The early writings are mediocre in every respect. They praise flowers, glory and the daughter of a commander neighboring his family's land. The

last several entries though have an edge of first nervousness, and then despair to them. The final ones no longer have much structure, but are full of anger. Like the shugenja's notebook, the penmanship deteriorates rapidly until it is only ink splattered onto the page.

THE FOLLOW UP

The players should have a pretty clear idea that there's been an internal degeneration at work for some time in this fortress. Also, if they're diligent, they will be able to tell by searching the stands for personal objects, just how many men were stationed at the fort most recently. That information may come in very handy.

Scene Eight: The Underground

THE SET-UP

The secret tunnel entrance through which creatures have been occasionally wandering in.

The commander, locked in his silent battle.

The object, clenched in the commander's hands.

The wasted remains of the shugenja.

THE ACTION

The lower level of the fortress, below ground, is essentially a large storage area. It is divided into two large rooms. One of these appears empty, but diligent players (looking with investigation) will find the tunnel door hidden in the back south wall.

There is a trigger in the wall on either side that will open the false face in the stone wall. Once opened the door remains so until it is closed, or else for about two minutes after which time, barring its obstruction it will swing closed on a weight trigger. Once shut the door is very secure unless the person attempting to pass knows how to trigger its mechanism (something known only by the commander). The air coming from the passage is somewhat fetid, but the characters can also smell and hear the rain fairly clearly, indicating that it is only a short distance to the outside.

In the other chamber, in the corner farthest back from the stairway, the characters will spot what remains of the crab commander. He is now a hulking, gray-skinned thing. He squats in the dark, clutching the object, his eyes never leaving it. A low guttural moan issues from deep in his throat in a kind of eerie sing song. The commander will not be easily distracted from his battle of wills. He is the only thing preventing the trapped oni from sucking the power from others, making it strong enough to take another physical body. He is the only reason the characters have not felt the orb's corrupting touch. The characters will have to decide quickly how to handle the situation. Although they don't know it, the commander is almost finished. Lack of nourishment and the oni's constant barrage have worn him down.

Unfortunately for the players, almost any violent action will break the commander's concentration, thus freeing the oni, and its first action will be to possess the ruined body of the commander. If the characters approach him carefully and calmly, however, his concentration will remain intact, and he will be able to keep his control over the oni.

The players have many options at this point.

• *If the characters attack the commander ...*

...he will be distracted and the oni will have the strength it needs to inhabit his body. If this happens, the commander will attack the characters with extreme ferocity. The oni is not yet adjusted to its new form, so its physical abilities are limited, particularly its coordination. The commander is however still a proficient fighter and that ability now belongs to the oni.

• *If the players slay the commander after he's possessed by the oni ...*

... the oni will be free from the commander's mortal form and will be able to possess another (one of the characters). In order for the oni to possess one of the characters, he must make three successive Contested Willpower rolls. If the oni fails even a single roll, he will try another target. Of course, the oni will begin with the character with the lowest Willpower.

If he fails to possess any of the characters, the oni will flee into the Shadowlands.

• *If the characters have found and brought the silk cloth and use it to imprison it again ...*

... they can carry it out of the Shadowlands. The oni cannot be destroyed, only contained, so if the shroud is removed from the orb, the oni's mind will again begin working its influence on those that surround it.

• *If they have not brought the cloth ...*

... they can still attempt to escape with or without the object. If they take it with them unfettered, they will almost certainly be tainted before they arrive at the border.

If they slay the commander and destroy the object, the oni will be released as if they were to kill the possessed commander. It will be forced to flee and attempt to regroup.

• *If the characters manage to use the silk to bind the orb before the commander gives in ...*

... the commander will regain his mental faculties and will. The corruption will cease but will not reverse. The commander will thank the characters for their intervention. He will then gather the what remains of his samurai and will lead them off into the shadowlands to finish out their days away from humankind.

Meanwhile the rain has stopped outside. In a few hours the ground will dry enough to walk on. If any Crab samurai are still outside, they won't venture more than a mile or two from the fort. Their humanity still binds them to it even as it makes it difficult for them to spend much time inside. Once the characters have made it a couple of miles from the fort, they're more or less in the clear.

Conclusion

Experience points should be awarded or deducted for accomplishing or failing the following:

- 1 point for burning the corpse and releasing the ghost in SceneThree
- 1 point for finding the silk shroud
- 1 point for each character that survives the adventure
- 1 point for not attacking the commander and releasing the oni
- 1 point for trapping the oni with the shroud while it is still in the orb



THE COMMANDER POSSESSED BY THE ONI

EARTH 5

WATER 3

Strength 5

FIRE 4

Agility 5

AIR 3

Reflexes 5

VOID 4

Skills:

Defense: 3

Kenjutsu: 4

Tetsubo: 5

Jiu-jutsu: 3

Wounds:

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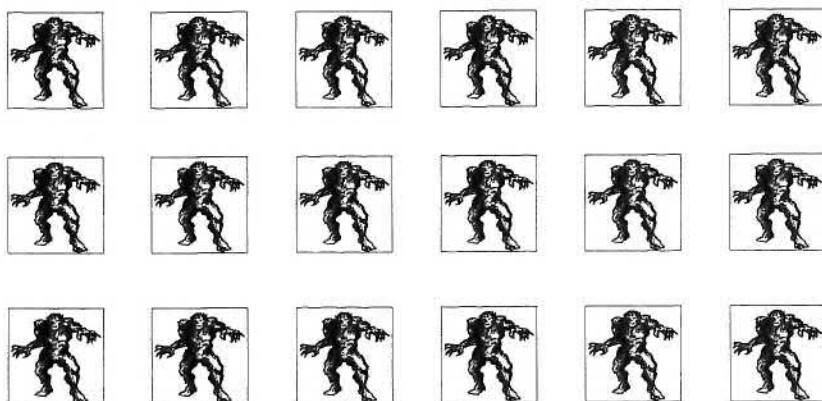
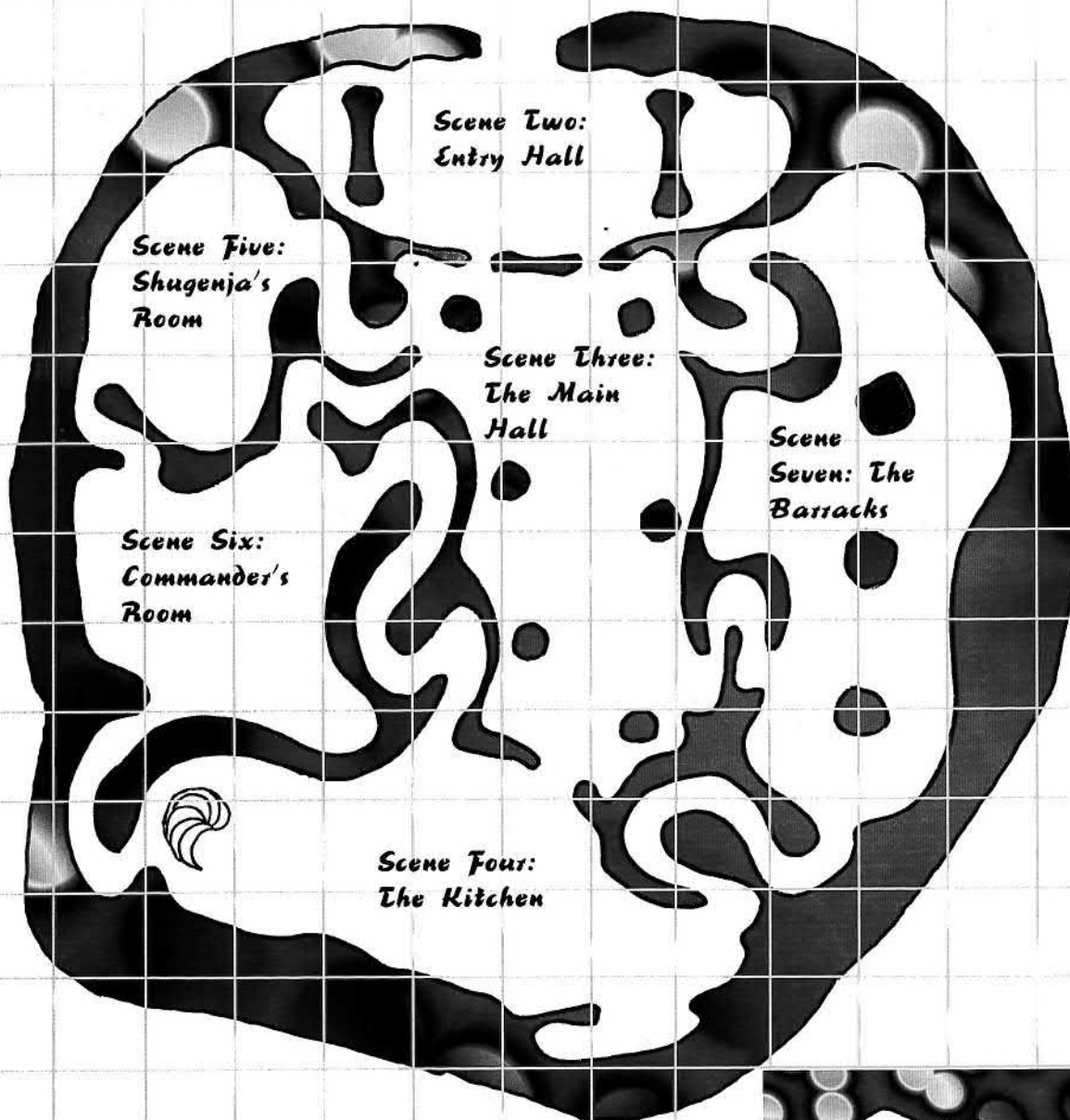
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The

Oracle of the Void™

Notes on the FAQ

Below are printed only the most recent additions and changes to the L5R FAQ – we simply don't have room to print the whole thing.

Special thanks go out to Jeff Alexander, maintainer of the FAQ. *Arigato gozaimasu!*

Q: Is the One Koku card worth one koku on trade-ins?

A: Yes.

Q: The Toturi's Army Stronghold Card in Imperial Herald #6 has higher numbers than the original box. Are these new numbers correct by the Latest Version Rule?

A: No. That Stronghold Card was accidentally misprinted. Play it with the stats on the original Clan Deck box.

Q: Can I use the Yoritomo's Alliance Stronghold to cause myself a huge honor loss and then cause an equal loss to someone else with Bayushi Goshiu?

A: No. When using Yoritomo's honor-for-gold effect, every point of honor loss is separate due to the "1-for-1" clause. You can use Goshiu, but only to duplicate one of the 1-pt losses.

Q: I have a card that can remove a unit from battle. Does it also bow that unit?

A: Only if it says so. If it doesn't say, the cards in the unit keep their orientation.

Q: The current player just declared an attack against me. Can I make him go back so I can take some Open actions first?

A: If you have all been formally following the action sequence, with every player in turn either taking an action or clearly passing, then the answer is "No". The Attack Phase can only start once every player has passed in a row, which means YOU must have passed, which means you deliberately chose, for whatever reason, not to take your action at that time. You can't go back and change your mind now that you have new information.

On the other hand, if your opponent is rushing things and not waiting for you, you can call him on it and take one action, then let him either pass or act, then either act or pass yourself, and so on until you both formally pass in succession.

Q: Can I ignore honor requirements and other restrictions when I attach or move cards onto a Personality with a spell or by stealing?

A: No. Anytime you try to "attach", "exchange", or "move" a card, you're bound by the same rules as though you were trying to play it from your hand.

Q: Can a Kolat Servant bow to keep a Ninja Stronghold bowed?

A: The answer to this is "No", and here's why:

Strongholds are a special element of the game. They're not Holdings, and they're not cards – not even if you use one of the special Imperial Assembly Stronghold Cards to represent yours. In fact, they're completely divorced from cards as far as game mechanics go. Something that can affect Strongholds can't affect cards, and vice versa.

Notice that since Strongholds aren't cards, the Foo Rule doesn't apply to them. The "Ancient Temples of the Naga" are neither a Temple nor a Naga card, for example.

Q: So even though the Ninja Stronghold is a "Stronghold" by the Foo Rule, any card that refers to a "Stronghold" can only be played against a player's clan box thingie?

A: Exactly.

Q: Are there any other terms where the Foo Rule doesn't really count?

A: Why, yes, there are. Any card state or game term, such as "bowed", "dishonored", "dead", "army", and "ally", can only be achieved by actually fitting the definition. For instance, a member of Toturi's Army is not "in an army" unless he's actually at a Province during an Attack Phase. Also, even if a Personality is a member of "Clan X", Clan X is not a valid affiliation for cards like Alliance unless it's listed as a formal Clan in the most recent rulebook.

Changes/Reversals

Q: Can I use Sympathetic Energies or Dance of the Elements to move Togashi Mitsu's +1F/+1C fire tokens onto any other Personality, or only onto another Mitsu? The spell says the new recipient has to be legal, and only Mitsu creates fire tokens.

A: Here's the deal. Unless there is specific text to the contrary somewhere, any token may be placed on any Personality. Even if the token's original source couldn't generate the token on the card you're trying to move it to, if nothing forbids the possession of such a token, it's legal to move it.

Errata:

Biting Steel: Should grant +3/+3 to a Dragon Clan Personality, not a Dragon Personality.

Otaku Kamoko (Unicorn Clan Thunder • Experienced 2) is Unique.

Roleplaying Game

Frequently Asked Questions

John Wick

Since the publication of the L5R RPG, we have been besieged with questions regarding vague rules, missing pages (gulp) and movement rates.

Here are answers to all of your questions, one by one. But remember, the Game Master always has final authority when it comes to rules and rulings. If you don't like the answers, feel free to make up your own. Remember, the only rule you can't break is: "Have fun!"

Q: Do you or do you not drop dice for a Contested Roll?

A: You do not drop dice from a Contested Roll.

Q: Do the negatives given by Wound Levels affect the dice rolled or the number of dice kept?

A: When your character is wounded, you must drop dice equal to his Wound Level before you roll. So, if your samurai is rolling seven dice with a Wound Level of -2, he's only rolling 5 dice. Wounds do not directly affect the number of dice kept - unless you are rolling less dice than you keep due to Wounds, in which case, you keep the dice you roll.

Q: What and where is the Survival Skill?

A: It's a hold-over from beta playtesting. The only character that gets the Bureaucracy Skill is the ronin, and this is his new Skill list: Hunting plus any other six Skills.
(Remember, Survival does not exist. It's only Hunting in disguise.)

Q: What do Fine quality items do?

A: (I'm suddenly reminded of a favorite film of mine: "Did you just order a five dollar milk shake?")

A fine quality fan doesn't necessarily do anything different than a regular quality fan, it's just . . . well, better quality! Of course, the big question is: "What does fine quality armor do?"

I initially put down Fine quality stuff as flavor and a tool for game masters to give their characters nicer stuff (you know, replace the regular quality kimono with a Fine quality kimono).

As a GM, I'd say that a samurai dressed in Fine Quality stuff makes a much bigger impression than one who isn't (I'd give him an extra die to roll or a Free Raise).

Q: I've got my grandfather's katana and my daimyo gives me another one as a gift. I'm stuck! What do I do?

A: Sounds like a great roleplaying opportunity. Everything depends on your daimyo. I think it's fair to say that a daimyo would not expect his samurai to replace his family sword with another, but he would expect to see the gift katana displayed proudly on a mantle when he comes to visit. Or perhaps your samurai can wear his daimyo's katana during court, but wear his family katana during battle and duels. If you use your daimyo's katana in duels and battles, it shows him that your respect for him is greater than even your love for your family. In some cases, that may be the correct thing to do. It all depends on the circumstances.

Q: I've got a player who has a Lion samurai with an Honor of 4 and a Compulsion (for *sake*). He keeps putting himself in situations where he has to make an Honor roll against a 15 so he can get Honor Points. What do I do?

A: The smartacre answer to this question is:

"You mean you LET somebody do this?!? Sounds dishonorable to me. I'd deduct Honor Points for abusing the system."

The correct answer is:

Unfortunately, a roleplaying game isn't like a card game: the rules really can't cover every situation. However, unlike a card game, the

Game Master has game balance right in his back pocket.

I have a policy when it comes to players who choose to abuse the system. I show them I can abuse the system, too. In fact, I can abuse it better than they can. If you've read my essay in the Game Master Pack, you know what I mean. Let's take a look at Lion boy here, and see what we can do.

Let's let Lion boy go to a geisha house. He sees the sake, makes an Honor check and gets an Honor Point. He refuses the sake. Then, he gets approached by a lovely geisha who offers him sake. By a strict reading of the rules, this is not a test of his Compulsion, this is a test of his Willpower (or Awareness, however you want to do it). The geisha is seducing him (Awareness + Seduction) so you can have him make a Contested Roll against that. Sure, he'll also want to make an Honor roll. We'll let him. Make the TN be equal to her Awareness + Seduction roll.

Good luck, Lion boy.

And as he sticks around, the Target Numbers are going to get higher . . . and higher . . .

Sooner or later, he'll fail.

Then, he'll wake up with a bad headache.

And blood on his hands.

And a dead body on the floor.

And a magistrate with arrest papers at the door.

What's his Honor now?

Q: The Rank 1 Scorpion Technique allows me to roll two dice for Initiative. Does this mean I get to act twice?

A: No, it means you get to roll two dice, add them together and that's your Initiative total for this Round.

By the way, it's official: A Scorpion with the Quick Advantage rolls three dice, keeping two.

Q: You answered my question about the Crab Technique in the Game Master Pack, now what about the Lion?

A: We thought we were clear, but apparently we botched it, so here's some clarification.

The Rank 1 Crab and Rank 2 Lion read: "add Earth/Honor to the roll." This means that you roll the dice, then add the bonus.

You do not - repeat - do not add the Crab's Earth in dice to the roll, nor do you add the Lion's Honor in dice to the roll.

Q: In order to increase any Skill above 5, you must have a Shintao of 3. Are there any other restrictions?

A: First off, you cannot increase Traits, not Skills, higher than 5 without Shintao. Skills cannot be increased beyond 5.

Q: How do ronin advance in Techniques? Can they pick and choose which School to go to at each Rank? Can they learn from Ratlings and Ogres? What are their Techniques?

A: Ronin do not advance in Techniques. They have to find someone to teach Techniques to them if they wish to learn them. It would be dishonorable for a family school to teach a ronin a family technique that is supposed to be passed down only to other family members. Sorry, ronin. Hope you liked those 45 character points.

As for Ratling and Ogre techniques . . .

The Techniques listed in the rulebook are family secrets, passed down and refined for a thousand years. Ogres have enough trouble remembering their own names, let alone learning a Technique that requires years of practice and discipline to acquire.

If your GM wants Ratlings and Ogres to have Techniques, that's up to him. I could possibly see Ratlings having Techniques (and you may even see them in our upcoming Shadowlands book), but Ogres. Come on folks . . .

Q: Was it intentional for a trained Unicorn to be nigh-impossible to hit? I mean, assume Reflexes 3, Kenjutsu and Defense of 4 and light armor . . . we're talking a TN of 60 to be hit! And does that count as his Full Defense?

A: Yes, that does count as a Full Defense maneuver.
Yes, Unicorns are very hard to hit when they don't want to be hit.
But then again, it's hard to go before the Scorpion goes.
And it's hard to hurt a Crab.
And the Lion always seems to hit what he's aiming at.
And the Phoenix always gets more Raises than anybody else.
And the Crane always wins iaijutsu duels.
Find your advantage and stick to it. That's the surest path to victory.

Q: The Outfits on page 62 are different than the Outfits on the Clan pages (the color pages). Which one do I use?

A: Ignore the Outfits on page 62. Besides, we forgot to include the Scorpion on that page.

Q: The Dragon Technique "the Unrighteous Will Fall" ... if his attack doesn't count, when does he attack again?

A: If the Dragon kills his opponent with his strike, that doesn't count as his attack, and he may attack again ... immediately.
Have you seen Seven Samurai? If you have, you know exactly what we're talking about.

Q: Is it possible, and exactly how would a character become a Shugenja AND a Samurai (like Togashi Yokuni, for example)?

A: A character spends eleven years learning to be a bushi or a shugenja. If he wants to spend another eleven to learn the other profession, well ... I guess that's up to the Game Master (let's see, eleven plus eleven plus nine would make your character ... thirty one years old. Just about retirement age, I'd say). If a player asked me to do the bushi/shugenja thing, I'd probably say, "Sure! The rest of the party can adventure while you go train. Have fun!"

There is a specific reason Yokuni is a samurai/shugenja and that he's the only samurai/shugenja in the entire game. I can't tell you why, but I will tell you it has something to do with his ancestry.
Those of you who are too curious for words can check out *Time of the Void* and *Way of the Dragon* for details.

Q: If a school gives you "plus 2 extra High skills", is it possible to get one extra High skill at level 2 instead?

A: Certainly. but you'll want to ask your GM before you go ahead and do that. It's his game after all.

Q: The book says that a person's Glory Rank is "almost always" at least the same as the School Rank. Is it solely up to the GM to give out Glory, or are there some guidelines set out? If there are no guidelines, for example, it should be possible to have a 5th Rank Samurai with Glory 1...it would be tough, but possible.

A: Yes, it's very possible to be School Rank 5 and still only have a Glory Rank of 1. On the other hand, it's also possible for a Glory Rank 5 character to have a School Rank of 1.

Q: When spending Void points for a roll, are the extra dice always kept? Specifically, the Void adds to the trait, but when casting spells, you use the Ring value, NOT the trait.

A: Dice gained from spending Void Points are always dice you keep.

Q: Do you have estimations on how many scrolls or spells you should be able to write into one book? I understand the wide variety of book sizes out there, but is it 5 or 25 or 100 or 500?

A: One.

There are no books, only scrolls.

Q: Do you have an idea yet on exactly what a First Aid Kit should do? Does it heal wounds or allow wounds to heal faster or something else?

A First Aid kit should give anyone using the medicine skill to do their job better. I'd give them two free Raises for using a First Aid kit, but

that's just me.

Q: Can spells that have Raises to the Casting Time have their Casting Time "raised" to "0 Actions" or Instantaneous?

A: No. All spells require at least a single action.

Q: Are there any plans for Void spells in the future? If so, can you give any kind of rough general description of the type? If not, is it a possibility?

A: Void is a tricky thing to play with, mainly because no-one can really agree on what it really is. Some shugenja say that "Void" (which should really be interpreted as "emptiness") is the moment of clarity, when you are unclouded by perception. Because we are fallible, imperfect creatures, our perceptions are also fallible and imperfect. However, there are times when we are able to sense passed our perceptions to touch what is "most real" or "most true" in the world. This, some shugenja would argue, is when we are in touch with emptiness, or Void.

Others would argue that the other Four Elements are truly one element, and when we realize that, we are in touch with the deepest element, and that is Void.

There are no Void spells because Void is something both greater than and lesser than the other elements. It is something that is unique to humanity (which is why monsters and creatures don't have Void), a gift from Amaterasu. Void may or not be an element, but it's easier to call it that until we understand what it truly is.

(Sounds like a good campaign quest for a shugenja party, doesn't it?)

Q: There are no rules for movement. How do characters move?

A: A character may move a number of feet per second equal to his Agility +5.

Q: How about some damage ratings for ninja weapons.

A: Ninja? What ninja? Any information on Ninja should be reported immediately to ork@lightside.com. Burn the evidence after it's sent and pretend you have no knowledge of it if asked. (Thanks Andy!)

Q: Shiro begins life as a "Clan Ronin" learning the first level Dragon skill before being thrown out. He gains enough skill and insight to reach second rank and is accepted at the Hida School. Does Shiro learn the first or second bushi level ability from the Crab school?

A: He learns the first Technique.

You have to make your first step before you can make the second.

Q: Let's say a Rank 3 Phoenix bushi begins learning at the Lion bushi School. Does that mean he can't use his Phoenix abilities until he reaches Rank 3 Lion?

A: No. He doesn't have to put his memory on hold until he "catches up."

Q: Using the Inheritance Advantage ... how much do magic items cost?

A: That's the GM's call. I'd say it would cost at least 5 points for a magic item of consequence (a sword that delivers more damage, armor that reduces Wounds taken, etc.), but your GM may want a high magic campaign. If you want to keep magic to a minimum, give magic items an even higher point cost.

On the other hand, here's a good question:

"How much does your grandfather's sword cost? How much gold is the Ancestral Sword of the Dragon really worth?"

That's it for now. If you have any questions regarding the roleplaying game, you can send them to us here at AEG, but be sure to send along a self-addressed stamped envelope, so we can send answers back to you. We can't guarantee any answers to questions sent without a self-addressed stamped envelope.

Also, you can e-mail questions to ork@lightside.com.

Strongholds of the Empire

Retailers who have pledged their loyalty to the Emerald Throne of Rokugan

Canada:

Dragon's Den, Saskatoon, SK, (306) 955-3826
GNU World Games, Victoria, BC, (250) 475-3587

Hairy Tarantula Comics & Cards, Toronto, ON, (416) 596-8002

Mission Games, Mission, BC, (604) 820-3224
Paragon Hobbies, Montreal, PQ, (514) 842-0256

Phoenix Rising, St. Catharines, ON, (905) 688-0119

Silver Snail Comics, Toronto, ON (416) 593-0889

Philippines:

Gaming Circles, San Juan, Metro Manila, +011 (632) 363-4599

USA:

Game Depot, The, Tempe, AZ, (602) 966-4727
Paperback Paradise, Phoenix, AZ, (602) 944-5835

A Hidden Fortress, Simi Valley, CA, (805) 526-6457

Ace Computers & Games, Santa Rosa, CA, (707) 575-5797

All Fun & Games, Riverside, CA, (909) 781-2772

All Star Games, Diamond Bar, CA, (909) 598-4700

Chicago Comic Company, Blythe, CA, (619) 922-3600

Collector's Corner, Orangevale, CA, (916) 987-1979

Collector's Asylum, West Lake Village, CA, (818) 865-0324

Dark Star Comics, Stanton, CA, (714) 798-4050
Dean of C.C.C., The, Fresno, CA, (209) 278-6918

DNA Cards & Comics, Pacifica, CA, (415) 355-8629

Dwarf Mountain Games, San Diego, CA, (619) 569-4263

Epic Worlds, Castro Valley, CA, (510) 733-2585
Game Empire, San Diego, CA, (619) 574-6740

Game Towne, Carlsbad, CA, (619) 270-1555

Games Unlimited, Concord, CA, (510) 798-1176
Great Escape Games, Sacramento, CA, (916) 927-0810

Match Play Game & Computer Ctr., Mountain View, CA, (415) 947-0398

Odyssey Games, Fairfield, CA, (707) 437-3833
Slam Pit, The, North Hollywood, CA, (818) 763-4748

The Dragon Hobby Games, Santa Cruz, CA, (408) 429-9095

Xaos Games, Anaheim Hills, CA, (714) 970-8904

Attactix, Aurora, CO, (303) 699-3349

Compleat Games & Hobbies, Colorado Springs, CO, (719) 473-1116

Dragonfire Games, Boulder, CO, (303) 543-9882

Marshak's House of Fantasy, Fort Collins, CO, (970) 224-3599

Gamesters, Miami, FL, (305) 226-4267

Time Travellers, The, Brandon, FL, (818) 651-4494

War Room, The, Norcross, GA, (770) 729-9588

Warzone, Alpharetta, GA, (770) 753-0030

Bookworm, Cour deLaine, ID, (208) 765-0335

Brain Snacks, Downers Grove, IL, (630) 241-1040

Gamer's Paradise, Villa Park, IL, (630) 279-1212

Games Plus, Mt. Prospect, IL, (847) 577-9656

The Gamestore, Oak Park, IL, (708) 445-0030

Village Bookstore, The, Pontoon Beach, IL, (618) 797-2292

Clubhouse Comics, Highland, IN, (219) 922-4855

Divine Collectibles, Louisville, KY, (502) 634-5507

Greater Trader, Elizabeth Town, KY, (502) 763-1413

Tom's Triple Play, Bossier, LA, (318) 747-6153

3 Trolls Games & Puzzles, Chelmsford, MA, (800) 342-6373

Card & Comic Co., The, Amherst, MA, (413) 586-8711

Knight's Quest, Gardner, MA, (508) 630-4489

Gamemasters, The, Beltsville, MD, (301) 595-3506

Mint Card Co., The, Glen Burnie, MD, (410) 766-8071

All About Games, Belfast, ME, (207) 338-9984

Comic Store, The, Alma, MI, (517) 466-2113

Gamer's Inn, The, Troy, MI, (248) 740-7022

Rider's Hobby Shop, Lansing, MI, (517) 485 0700

A to Z Comics, Blue Springs, MO, (816) 224-0505

DreamTime Games, Columbia, MO, (573) 443-4722

Heroes Aren't Hard to Find, Charlotte, NC, (704) 375-7463

Hobbie Quest, Goldsboro, NC, (800) 858-7256

Pair-A-Dice Games, Winston-Salem, NC, (910) 723-7247

Storyteller's Comics, Manchester, NH, (603) 644-1230

Jester's Playhouse, The, CMCH, NJ, (609) 463-8644

Tall Tales Comics & Novelties, Albuquerque, NM, (505) 296-6178

Wargames West on Central, Albuquerque, NM, (505) 265-6100

Asgaard Games, Las Vegas, NV, (702) 368-1881

Crazy Egor's, Rochester, NY, (800) 724-8628

Neutral Ground, New York, NY, (212) 633-1288

Saratoga Sci-Fi, Saratoga Springs, NY, (518) 584-2699

Strategy Game Corner, The, Huntington Station, NY, (516) 271-5995

Wizard's Guild #5, Clifton Park, NY, (518) 371-8336

ACME Games, Inc., Cincinnati, OH, (513) 231-3866

Cathartic Dreams, Dayton, OH, (513) 461-3990

Comic Adventures, Mansfield, OH, (419) 529-8480

Comic Book World, Inc., Cincinnati, OH, (513) 661-6300

Glass City Games, Toledo, OH, (419) 474-0304

Game Head Quarters, Oklahoma City, OK, (405) 691-0509

Jester's Games, Tulsa, OK, (918) 664-6617

Original Game Shop, The, Tulsa, OK, (918) 663-5525

Adams Family Ent., Portland, OR, (503) 294-1767

Eternal Elysium, Portland, OR, (503) 761-4420

Funtastic Cards, New Brighton, PA, (412) 846-4078

Homefront Hobbies, Williamsport, PA, (416) 326-4889

Out of Time Comics, Philadelphia, PA, (215) 569-3669

Pastimes, Palmyra, PA, (717) 838-9502

Green Dragon, North Charleston, SC, (803) 797-2052

Barony, The, Oak Ridge, TN, (423) 482-5892

Blackthorn, Dickson, TN, (615) 446-6057

Gamemasters, Memphis, TN, (901) 752-3904

Book Browser, The, Houston, TX, (713) 680-1870

Bookstan, Killeen, TX, (817) 628-1515

Grand Slam, Fort Worth, TX, (817) 244-7311

Mad Hatter's House of Games, Lubbock, TX, (806) 763-4054

Pegasus Loft, Wichita Falls, TX, (817) 692-7571

Dragons Laire, Austin, TX, (512) 454-2399

Quarterstaff Comics, Burlington, VT, (802) 863-3666

Descordia Games, Bremerton, WA, (360) 415-9419

Games Plus, Woodinville, WA, (206) 485-7295

Outpost #1 Book and Game Company, Spokane, WA, (509) 747-3993

Psycho 5 Comics, Lake City, WA, (425) 462-2869

B & N Collectibles, Rothschild, WI, (715) 359-7355

Clairemont Comics, Eau Claire, WI, (715) 831-2112

Rogue Traders, Green Bay, WI, (414) 490-9690

Nth Dimension, The, Shephardstown, WV, (304) 876-2263

National Rankings

Collated and compiled by
Kevin

If you have any questions about the rankings, send email to:
l5rrankings@frpq.com

Last Name	First Name	Affiliation	'97	Total	Bridges	Phillip	Ronin	150	150	Coleman	Afshin	Phoenix	12625	12625
Alexander	Jeff	Phoenix	4675	5475	Britto	Robert	Lion		650	Coleman	MC	Crane	350	350
Allen	David	Crane		1350	Broadus	Don	Toturi's Army	1850	1850	Coleman	Joseph	Crab	1525	1525
Allen	Daniel	Dragon	700	2000	Brooker	Travis	Crab		450	Collier	Steve	Crane	425	425
Alonso	Alyr	Phoenix	300	300	Brown	Douglas	Ronin		800	Cook	James	Phoenix		200
Anderson	Miles	Dragon		500	Brown	Jason	Phoenix	5875	9075	Cook	William	Dragon		13975
Anderson	Ralph N.	Dragon	3900	4650	Brown	Tom	Lion		200	Coolidge	Ray	Crab	200	1550
Ang	Paul	Phoenix		250	Brown	Travis	Phoenix	450	450	Coombs	Shana E.	Toturi's Army	850	850
Anglin	Jack	Dragon	225	225	Brown	Geoffrey	Dragon	150	150	Cooper	Tom	Lion	4700	14600
Anshus	Paul	Scorpion	50	50	Brown	Russel	Scorpion	550	550	Cornelius	Jeff	Dragon		300
ARCHER	Vincent	Junzo's Army	900	900	Brozowich	Robin	Lion	225	225	Corriden	Ross	Crane	625	625
Arlington	Dave	Lion	125	125	Brungardt	Chris	Phoenix	325	325	Corson	Bill	Unicorn	200	200
Artz	Bruce	Phoenix	375	375	Bruns	Dan	Crab		2400	Cox	Andrew	Crane	150	150
Asef	Alex	Crab		2050	Bryant	Chris	Scorpion		775	Cripe	Rick	Phoenix	7275	7275
Athelain	Roland	Scorpion	100	300	Bui	Truc	Unicorn		200	Cudworth	Ron	Ronin	775	775
Atteberry	James	Unicorn		150	Buksar	Cathy	Phoenix	200	200	Cummings	Ernest A.	Scorpion	900	900
Bachelor	Dean A.	Lion	125	425	Burdick, Jr.	Bart D.	Unicorn	400	1300	Cushman	Robert	Phoenix	750	2850
Bagley	Phil	Unicorn	175	475	Burgess	Eric R.	Crane		150	Czechowski	Kathleen	Dragon		800
Baker	John D.p	Unicorn		800	Burghardt	Chris	Unicorn		150	Czechowski	Ed	Unicorn	250	1800
Baker	Justin	Unicorn	1050	1050	Burkley	Daniel	Ronin	150	150	D' Amico	Gabe	Phoenix		300
Baker III	John D.	Unicorn	150	950	Burrows	Peter	Scorpion		700	Dabben	J. Brent	Dragon	50	50
Baldwin	Mike	Monk	25	25	Burson	Robert	Junzo's Army		1050	Daley	Daniel N.	Naga	450	2100
Banda	Paul	Naga	25	925	Burton	James	Crab	300	2550	Damour	Paul	Unicorn		225
Bankhead	Joe	Toturi's Army	450	450	Buser	Chris	Unicorn	225	225	Daniel	Richard	Ronin	50	50
Barents	Owen	Unicorn	450	900	Bush	Hal	Naga	1025	4425	Daniels	Robert E.	Unicorn	300	300
Barker	Wayne	Dragon		150	Buso	Scott	Lion	500	500	Daugherty	Ray	Unicorn	1050	1050
Barrera	Lupe	Unicorn	50	50	Bustamante	Frank	Phoenix	800	800	Davies	Lucifer	Unicorn		500
Barrick	Jennifer	Unicorn	100	100	Bustin	Rob	Ronin	300	300	Davies	Stephen	Dragon		50
Bateman	Craig	Toturi's Army	3900	4800	Butcher	Boyd	Unicorn		450	Davis	Scott	Phoenix	575	1925
Bates	Jason	Scorpion		1050	Cabrera	Rommel Y.	Lion	1525	1525	Day	Travis	Ronin	2250	2250
Baveux	Jean-Marie	Lion	3150	3150	Callaway	Pete	Unicorn	150	650	Deavers	Brad	Dragon	50	50
Beacham	P. J.	Scorpion		1400	Carlson	Chris	Naga		50	DeGlopper	Peter	Dragon	500	500
Beatty	Charlie	Scorpion	1200	1200	Carlson	Ronalo	Scorpion	150	150	Deich	Michael	Phoenix		50
Beck	Jim	Phoenix	750	750	Carmical	Justin S. P.	Naga	175	175	Delaney	Tom	Phoenix		1100
Bender	Michael	Crab	225	225	Carnes	Shawn E.	Ronin	225	225	Deling	Mark	Unicorn	2775	2775
Bender	Kevin	Unicorn	100	100	Carpenter	Ken	Phoenix	800	7550	DeLoura	Robert	Lion	25	25
Benito	Christian C.	Crab	25	25	Carson	Robert	Crab	1100	4200	DeMartine	Patrick	Naga	1775	1775
Bergstrom	Eric	Ronin	50	350	Carter	Jason	Dragon	150	150	Dendinger	Daniel	Crane	100	100
Berman	Justin	Phoenix	2100	2400	Carter	Steven	Crane	2150	2150	DeShetler	Thomas	Ronin	150	150
Berstrom	Chris	Lion	9600	9600	Carter	Richard	Ronin	150	150	Deutsch	Donald	Lion	550	550
Bertram	Lance	Unicorn	575	1325	Cartozian	Aaron	Scorpion		50	Devlin	Eric	Junzo's Army	6550	6550
Bertram	Michelle	Lion	150	150	Cascone	Nicholas	Lion	1700	4175	DiMeo	Pasquale	Ronin		1700
Besaw	David	Ronin		150	Castillo	Xavier	Ronin		250	Dix	Terry	Mantis	350	350
Betts	Everett	Junzo's Army	1000	1000	Catinari	Michael	Phoenix	2225	2375	Dixon	Andy	Lion	75	75
Beyer	Sarah	Unicorn	200	200	Caton	Craig	Ronin	975	975	Doberstein	Chad	Phoenix	350	350
Beyer	Brian	Crab	850	1150	Ceccardi	Peter	Phoenix	1775	2675	Dokka	Gerald	Unicorn	1050	1050
BhandarKar	Naveen	Crab		50	Celli	Antonio	Scorpion	75	400	Dolan	Zak	Dragon	900	900
Bigg	Chris	Crab	150	150	Cetorelli	Daniel	Lion		1500	Dolan	Andrew	Scorpion	1050	1050
Biller	Ryan	Crab		450	Chacon	Dave	Phoenix		925	Doner	Terry	Monk	5200	8450
Birkelbach	Philip	Crane	300	1200	Chafe	Frank L.	Lion	1500	2900	Donohue	John	Ronin	600	600
Bishop	George	Phoenix	300	300	Chamberland	Paul R.	Dragon		150	Dorrough	Mark	Dragon	400	400
Bishop	Jeffrey	Ronin	500	500	Chambers	Mark	Ronin	500	500	Dorsey	Eric	Crab	475	1625
Bjornseth	Lisa	Unicorn		750	Champlin	Jeremy	Lion	500	500	Dotter	Mike	Ronin	200	650
Black	Thomas	Crane	200	500	Chase	Mike	Junzo's Army		100	Douglas	Les	Phoenix		5300
Blackwell	Matt	Dragon	225	225	Chase	Will	Unicorn	300	300	Dovico	Mark	Lion	900	3550
Blair	Craig	Crab	150	150	Chotoff	Gail	Dragon	300	300	Dovico	Mickie	Unicorn		225
Blenkinsop	Brian	Dragon	100	100	Christensen	Doyle	Phoenix	425	2100	Dovico	Mark	Lion	900	3550
Bligh	Rick ^	Dragon	2250	2250	Christian	James	Unicorn	500	500	Dowd	Kenneth	Ronin	75	75
Bloom	Tracy	Lion	475	800	Chu	Toshi	Scorpion	575	575	Dracula	Jack	Scorpion	1625	3025
Blloyd	Jeremy	Ronin		600	Chuang	Peale	Unicorn	2300	2300	Drake	Alex	Crane		200
Bogus	Dimitrios	Unicorn	300	300	Chung	Abraham	Ronin		450	Dreeszen	Derk	Dragon		1450
Bonahoom	Tobie	Phoenix	875	875	Chung	Magnus	Crab	3000	3000	Drew	Kisa	Unicorn	25	25
Box	Monte	Crab	25	475	Clark	Andrew	Phoenix	200	1500	Dreyfus	Stephane	Naga	100	100
Boyer	Michael	Junzo's Army	300	300	Clemente	Brian	Phoenix	200	200	Duann	Tom	Crab		4450
Bradley	John	Lion	525	525	Clemente	Robert	Unicorn		550	Dube	Gregory	Crab	200	200
Brand	Melinda	Unicorn	525	975	Clements	Ira - Shaine	Naga	25	675	Dubuque	Chris	Scorpion		700
Brawner	Chris	Unicorn		300	Clingan	Ted	Crab		450	Duckworth	Paul	Unicorn	450	450
Brayfield	Doug	Scorpion	575	575	Clough	Sean E.	Ronin	775	775	Duenez	Richie	Scorpion		450
Brejtfus	Caj	Ronin		1850	Cochran	Michael	Phoenix	1150	1750	Dufour	Pierre	Dragon	150	150
Brenden	Adam	Lion	50	50	Coelho	Marco	Toturi's Army		400	Dunkle	Nancy	Unicorn	50	50
Bresner	Max	Scorpion	300	300	Colbert	Kevin J.	Unicorn	75	1700	Dunkle	Jeffrey	Toturi's Army	50	50

Duong	Felix	Crab	2175	4425	Goss	James	Scorpion	450	900	Kibrick	Keenan	Unicorn	150
Duskin	Kirk	Unicorn	25	25	Grabbe	Thomas	Crane	200	200	Kim	Donny	Unicorn	1175
Dyker	Bruce	Dragon		150	Graesser	Justin	Ronin	1425	3425	Kimes	Dean W.	Unicorn	1050
Eastman	Stuart	Lion	1075	2325	Granato	John	Lion		600	King	Robert D.	Ronin	250
Eaton	Randy	Crab	450	450	Granich	Jamie	Dragon	600	600	Kirby	Gary	Unicorn	350
Eckel	Jim	Phoenix	800	1000	Green	Anthony	Ronin	6100	15175	Kirby	Eric	Mantis	1425
Edge	Ellen	Unicorn		150	Grendell	Dan	Naga		300	Kirk	Robert D.	Ronin	150
Edge	Brad	Crane		50	Grey	Erik J.	Lion		1000	Klabis	Jeremiah	Crab	100
Edmonds	Matt	Lion		150	Griffin	Nicholas	Naga	650	1450	Kletzing	Jim	Junzo's Army	325
Edward	Harry A.	Dragon		450	Grogan	Jeffrey A.	Phoenix	100	100	Kling	Michelle	Dragon	450
Edwards	Colin	Junzo's Army	1975	3475	Gross	Bob	Lion	150	1050	Knight	Craig	Toturi's Army	200
Edwards	Mark	Dragon	475	1975	Grover	Ed	Dragon		200	Knowles	John	Phoenix	150
Edwards	David	Lion	275	275	Groves	Jason	Crane	200	200	Knox	Kevin	Lion	900
Elson	J. T.	Naga	175	175	Hadsall	Scott	Naga	500	500	Kochly	Jeff	Ronin	300
Embley	Tyler	Ronin	500	2850	Hafezi	Sena	Crane	1475	1850	Koenings	Dirk	Ronin	450
Eng - Kohn	Bradley	Ronin	150	150	Hafezi	Nema	Mantis	350	350	Kohler	Thomas	Unicorn	100
Enoksen	Kurtis	Mantis	1375	6125	Hahn	Teya	Crab		1500	Kolacinski	Russell	Ronin	75
Escarcega	Bernie	Lion		150	Hakes	Jim	Unicorn	50	50	Kolacinski	Mike	Lion	75
Evans	Jon	Unicorn		375	Hall	Robert	Unicorn		800	Kosler	Kenneth	Crab	150
Exline	Mike	Dragon		200	Hammond	Justin	Crane	250	250	Kothencz	Adam	Dragon	625
Fagan III	Nick	Dragon	1500	1500	Hannah	Jeffrey	Scorpion	300	300	Kozlowski	Steve	Scorpion	2250
Fahrenkopf	Michael	Lion		900	Hardin	Joe	Scorpion	50	50	Krakauer	Mai	Ronin	150
Fair	Jason	Unicorn	325	2725	Hardy	Mark	Dragon	300	300	Kramer	Robert	Crane	13800
Faleafa	Motau	Phoenix		50	Harrington	Randy	Ronin	700	1600	Kravitz	Michael	Ronin	5125
Faleafa	Sam	Phoenix		650	Hasselbacher	Matthew	Crab	1175	1175	Kreder	Karl	Crab	750
Faulkes	Zen	Crab	3200	3200	Hatcher	Mike	Phoenix	500	500	Kreutz	Rudy	Dragon	175
Faulkner	Dennis	Lion	2850	4475	Hatfield	Tyson	Unicorn		2050	Krieger III	Billie	Dragon	300
Fehr	Chris	Ronin	1875	2475	Hawkus	Clifford	Unicorn	1875	1875	Kristiansson	Lars	Phoenix	50
Feldman	Jonah	Ronin	775	775	Hay	John C.	Crane	500	550	Kruger	Mike	Crab	1000
Ferguson	Joel	Phoenix	25	25	Hederman	Rea S.	Naga	75	1925	Krumm	John	Junzo's Army	500
Fernandez	Fred P.	Dragon	6825	12425	Helmhold	David	Ronin	600	600	Kugler	Tad	Crab	350
Fiala	John C.	Dragon	1225	1225	Helvensteijn	Robert	Ronin	1425	1425	Kuper	Aaron	Lion	750
Fikes	Edward	Dragon		400	Hendricks	Ieroy	Toturi's Army	200	200	Kushnerick	Ed	Ronin	25
First	Matthew	Toturi's Army	1075	1075	Herome	Victoria	Unicorn	2000	2000	Lahti	Dylan	Dragon	375
Fisk	David	Crab		1050	Hess	Lane	Ronin		450	Lai	Simon	Crane	150
Flatland	Joe	Unicorn	150	150	Hew	Ronald	Unicorn		225	Lam	Dieu	Dragon	500
Flood	Paul	Ronin	325	325	Hidalgo	Quentin	Dragon	350	650	Lam	Woon	Scorpion	150
Florence Jr.	John L.	Lion		500	Hixon	Michael	Ronin		775	Lambert	Michael	Scorpion	225
Flores	Philip	Phoenix	175	175	Hodge	Allen	Dragon		4100	Lancaster	Forest	Lion	50
Floyd	Kevin	Crab	25	300	Holley	Tom	Unicorn		450	Land	Richard	Dragon	125
Foley	Michael	Dragon	325	325	Hood	Garth	Dragon		300	Landis	Scott	Crab	600
Fong	Andrew	Ronin	2675	2675	Horde	Heiji	Ronin	100	625	Landwaster	Andrew	Crab	900
Fong	Andrew	Ronin	2675	2675	Horton	Jesse	Ronin		1000	Lansangan	Kris	Scorpion	450
Ford	Alan	Scorpion		1250	Horvath	Stephen G.	Dragon	7050	7975	Larramendi	Frank	Crane	100
Forest	Dewayne	Dragon		3550	Houle	Jonathan	Mantis	700	700	Larsen	Erik	Crab	200
Foronda	Justin	Crane	175	175	Howard	Josh	Lion	600	3000	Laska	John	Dragon	125
Fortenberry	Gary	Phoenix	5600	8800	Howlett	Lawrence A.	Dragon		450	Lauver III	William	Naga	375
Foster	David	Crab		300	Hoyt	Ben	Phoenix		425	Lazar	Jonathan	Crab	200
Foster	Andy	Lion		150	Hoyt	Timothy	Lion		3900	Le Bouef	Jason	Unicorn	50
Foster	Doug	Crab	375	375	Hubbard	Tom	Lion		3025	Lecocq	Jean-Michel	Dragon	1650
Foster - Keddie	James	Ronin		300	Hudson	Akoni	Dragon		525	Lee	Jonathan	Phoenix	875
Fox	Jesse	Unicorn		150	Huggins, Jr.	Samuel	Ronin		50	Lee	William	Crane	150
Fox	Corey	Phoenix		300	Huisjen	Derek	Naga	5450	5450	Lehto	Ed	Junzo's Army	900
Fraugun	Ron	Unicorn		436	Ingram	Bill	Lion	50	350	Letsch	Dennis	Alan	Crane
Frame	Russell	Crane		950	Jackson	Jerry	Ronin	100	100	Lewis	Phil	Scorpion	900
Franks	Phoenix S.	Scorpion	50	50	Jacokes	Allan	Lion	50	50	Lewis	Charles	Toturi's Army	50
Fraser	Jack	Dragon	375	425	Jaeger	Lyle	Ronin		450	Lin	Chuan	Lion	150
Frazier	Ryan	Toturi's Army	200	200	James	Brian	Toturi's Army	2250	2250	Lindholm	Jesse	Ronin	300
Freidin	Stanislav	Phoenix	350	800	James	Bronson D.	Naga	450	975	Lindstrom	Shane	Naga	900
Fretze	William	Lion	225	225	Janssen	Brian	Unicorn	50	300	Lipman	Richard	Toturi's Army	900
Frey	John W.	Lion	150	475	Jerome	Mark	Toturi's Army	3275	5175	Lo	Ernest	Ronin	75
Fukumoto	Jason	Crab		1600	Jilot	Chris	Crab	4000	4000	Lococio	Todd	Lion	450
Furnish	Jeff	Unicorn	3100	3100	Johnson	Ryan	Toturi's Army	200	1100	Lomison	Marc	Ronin	400
Gaines	Michael	Phoenix		500	Johnson	Ivan	Crab		200	Lomison	Marc	Ronin	400
Gallagher	Aaron	Lion		150	Johnson	Eric	Naga		450	Lopez	Henry	Dragon	150
Galley	Bob	Unicorn	75	75	Johnson	Paul	Crane	2250	2250	Lord	Jeffrey	Ronin	375
Gambliel	Emmanuel	Phoenix	25	25	Jones	Tom	Scorpion		900	Louie	Daniel	Crab	2400
Garcia	Paul	Phoenix		800	Jones	Kevin	Dragon	25	25	Louie	Jerome	Phoenix	300
Garcia	Tim	Crab		150	Jones	Royden	Crane	50	50	Isuskin	Christina	Unicorn	150
Gargus	John	Unicorn	50	50	Jones	Timothy	Ronin	50	50	Lucero	Eric	Dragon	575
Garland	Charles	Naga	250	250	Jones	Chris	Dragon	500	500	Luikart	Todd	Dragon	25
Garrett	Morgan	Ronin	200	1545	Jones	Daniel	Scorpion	600	600	Lujan	Daniel Ray	Crab	5100
Garrison	Mason	Toturi's Army		900	Joyce Jr.	George E.	Phoenix		300	Luna	Henry	Naga	100
Gerardi	Paul	Naga	1800	3100	Jukes	David	Phoenix	25	1260	MacPhail	Duncan	Dragon	625
Glass	Ron	Toturi's Army	200	200	Kampschroer	Michael	Dragon	75	75	Macy	David	Crane	300
Glenn	Will	Crab		1700	Kane	Richard	Unicorn	100	400	Madden	Terry	Crane	900
Glover	Bryan	Dragon		175	Kassabian	Matt	Naga		1100	Malec	Dale	Ronin	775
Goins Jr.	Ronald Lee	Crab	675	675	Kaufman	Wayne	Ronin	200	1200	Maners	Michael	Crane	2600
Gollihar	Jesse	Dragon		2450	Kay	Erik	Ronin		900	Mans	Wade	Crab	50
Gomez	Tony	Unicorn		1050	Kearney	Talbert	Crane		50	Marga	Tom	Ronin	50
Gomez	Matt	Unicorn		1500	Keenan	Brian	Ronin	900	900	Martell	Max	Crane	150
Gonzalez	Joaquin	Toturi's Army		300	Kessel	Justin	Ronin	875	1800	MARTIN	M. Claude	Ronin	900
Goodman	Beverly	Phoenix		150	Keyser	Joe	Dragon	150	150	Martin	Frank	Crane	1000
Goodyear	Brendon T.	Lion	750	1550	Kiang	James	Dragon		450	Martin	Andrew	Scorpion	800

Maruyama	Lawrence	Ronin	550		Pagle	Alex	Scorpion	2700	7800	Santos	Eddie	Phoenix	2100	2100
Masterson	Kevin	Scorpion	375	675	Pagliaroni	Scott	Unicorn	450	800	SarisArnon		Lion	750	750
Mathews	John E.	Scorpion	875	925	Palmattier	Shan	Ronin	450	450	Sassaman	John W.	Scorpion	300	300
Mathews	Tom	Phoenix	950	950	Papp	Joe	Dragon	150	150	Satterlee	Christy	Crane		50
Matos	Luis	Naga	150	150	Parco	Justin	Phoenix		975	Sauer	Steven	Unicorn	500	3050
Marteson	Brad	Crab	14975	27025	Parker	Sean	Naga	300	300	Savage	Brandy	Ronin	525	2200
Maxham	Bradley	Lion		150	Parks	Al	Scorpion		50	Savage	R. Hyrum	Crab	75	75
Maxwell	Duane	Toturi's Army		825	Parrish	Scott	Dragon	575	575	Schafer	Joe	Unicorn		1200
Mazorra	Joel	Lion	2300	2300	Patterson	Jeremy	Crane	325	625	Schick	Travis	Unicorn		900
Mc Clean	Jason	Dragon		1150	Paulson	Jon	Dragon	2250	2250	Schultz	Russell	Dragon		1100
Mc Cormick	Steve	Ronin		150	Paun	Owen	Scorpion		650	Schumm	Damian	Phoenix	1025	1025
Mc Goe	Arthur	Crane		900	Pavlik	Andrew	Ronin	25	25	Scott	Matthew Ken	Lion		125
Mc Manama	Sean	Naga	425	2875	Peck	Benjamin	Crab	8875	20875	Scott	Dan	Scorpion	175	175
McAllister	David	Crane	50	450	Peck	Charles H.	Crane	2525	11250	Self	Bryan	Lion	1950	1950
McCauley	Troy	Phoenix	1000	2150	Perdomo	Willy	Dragon	75	175	Sellers	Josh	Dragon		3850
McIver	John	Crab	400	400	Perrey	David	Lion	750	750	Settle	Bryan M.	Ronin		600
McNeill	Dylan	Scorpion	25	25	Peters	Bear	Unicorn	475	475	Seyberth	Allan	Lion	75	4225
McVey	Michael	Ronin	850	1300	Peterson	Teresa	Ronin		750	Seyffarth	Thomas	Naga	50	50
Meany	Gerilyn	Scorpion		450	Peterson	Scott	Dragon		625	Seymour	Marcus	Dragon	425	425
Medeiros	Jonah	Scorpion		50	Petty	Ken	Ronin		600	Sherlock	Jason A.	Ronin		125
Meroney	Brett	Scorpion	900	900	Phillips	Leon	Toturi's Army	1725	3125	Sherman III	Earl	Ronin	2550	2550
Mifsud	Gino S.	Ronin		50	Picha	Pat	Ronin	50	50	Shinabery	Tom	Ronin	25	325
Milburn	Jeff	Crane		600	Picuch	Phillip	Unicorn	4575	4575	Shlasinger	Zev	Phoenix	5350	6050
Miller	W. Peter	Dragon	2100	2100	Pitcher	Steve	Phoenix	1175	1175	Sideras	Glen E.	Crab		300
Miller	Mike	Scorpion	300	500	Pitts	Zachary	Crane	500	500	Sillbaugh	Shawn	Scorpion	400	400
Miller	Keith A.	Crane	500	500	Pollock	Jesemay	Lion	25	1675	Silva	Sean	Dragon	7625	12950
Milobar	Stephen	Scorpion	700	700	Pough	Gary	Dragon	500	500	Silverman	Ephraim	Dragon	75	75
Mo	Andrew	Crane	1200	1200	Powlishta	Jeff	Unicorn		900	Sisk	Eric	Crab	150	150
Modreski	Brian	Phoenix		1550	Preston	Garry	Ronin	175	175	Skelton	Xaen	Scorpion	50	50
Molinar	Valentino	Monk	1275	5375	Proctor	Bob	Lion		150	Skovronsky	Tom	Ronin		300
Moneymaker	Mike	Crane	150	150	Protis	Robert	Lion		1700	Slaten	Brandon	Lion	250	1150
Monson	Gordon	Unicorn		300	Raley	Michael	Crane		1600	Sloan	Michael	Lion	225	225
Montano	Ralph	Ronin	400	800	Ramias	Jason	Crane	2675	2675	Sloman	Randy	Ronin		500
Monteith	Robert H.	Dragon		75	Ramroop	Anderson	Crane	25	1325	Smith	Nick	Unicorn		800
Montenegro	Brighton	Lion	3825	4625	Rast	Andrew	Crane		750	Smith	Nicholas	Unicorn	875	875
Montoya	John	Unicorn		250	Ratliffe	Jeremy	Mantis	150	650	Smith	Marshall	Dragon	750	750
Moore	Ian	Crab	50	50	Rathja	Eric	Lion	1700	1700	Smith	Steve	Naga	225	225
Morales	Marcelo	Lion		1050	Rattner	Paul	Scorpion	1000	1000	Smith	Tim	Phoenix	375	375
Moreno	Carlos	Ronin	250	250	Ray	Ronald L.	Unicorn		1800	Smith	Nick	Unicorn	1200	1350
Moreno	Demian	Unicorn	50	50	Redden	Alan	Toturi's Army	750	750	Soesbee	Valerie J.	Crane	900	1900
Morris	Andy	Scorpion	750	2250	Reddy	Venk	Lion	2425	9025	Solomon	Jeff	Dragon	150	150
Morrow	J. Todd	Scorpion		750	Reese	Bryan	Unicorn		1025	Sommer	Justice	Naga	8050	17950
MOSCA	Christophe	Crane	900	900	Reinhart	Rick	Crane	4300	4300	Soper	Brad	Crab		550
Mundy	Steve	Unicorn	125	125	Reinlieb	Andrew	Phoenix	750	750	Sord	Stan	Unicorn	150	4900
Munier	Brian E.	Crane	400	400	Renner	Ted	Crab	2250	2250	Sord	Tye	Unicorn		1200
Murdock	John A.	Dragon	175	175	Rentas	John A.	Lion	1700	4775	Spagnuolo	Eric	Scorpion		1100
Murphy	Jim	Crane		300	Rentas	Carlos	Crab	4050	5775	Sparks	Steven	Dragon	25	25
Murphy	Fransz	Lion	150	650	Reyes	Eric	Crane	1500	7425	Sproule	Tim	Dragon	450	450
Murray	Reg	Unicorn	275	925	Richardson	Matthew	Phoenix	1500	1500	St. Croix	David	Crab	625	2200
Murray	Mason	Crane	1150	1150	Richardson	John	Phoenix		250	Stamm	John	Phoenix	150	150
Myatt	Howard	Ronin		1850	Rieder	Shawn	Ronin	1500	1500	Stark	Jason	Dragon	1825	3025
Myer	Chris	Dragon		3200	Riley	Richard	Crab	1200	1200	Steinhacher	John	Ronin	1450	1450
Myers	Belton	Ronin	150	150	Rivera	William	Lion		800	Steinhardt	Jane	Ronin	25	25
Nachtman	Christopher	Ronin	100	100	Robbins	Clifford	Dragon	150	300	Sterling	Jack	Naga	350	350
Nakamura	Stewart	Crane		300	Robert	Nelson	Scorpion	850	850	Stolt	Jeff	Naga	975	1725
Nanongkhai	Victor	Ronin		3850	Robert	Jason	Monk	1750	3050	Stone	Corey	Naga	200	200
Nash	Buddy	Naga	1275	1275	Roberts	Phil	Phoenix		900	Stueve	Andrew N.	Ronin	1725	6900
Neahusan	Jack	Ronin	300	300	Roberts	Jeremy	Naga	1525	1675	Sullivan	Sean	Crab	6550	6700
Neidenbach	Nic A.	Scorpion		700	Robertson	Howard	Ronin	350	500	Sulser	Donavin	Lion		400
Nguyen	Nha	Phoenix	150	150	Robinette	Jason	Toturi's Army	25	25	Summers	Robert	Crane	2300	2300
Nichols	Tony	Dragon	650	650	Rocchi	Paul	Lion	150	150	Summerside	Nate	Crane	1200	1200
Niddrie	Joel	Junzo's Army	150	150	Rodriguez	Nelson	Crab	1200	1250	Sundseth	Douglas	Ronin	850	1350
Nielsen	Forrest	Unicorn	1700	1700	Rodriguez	Christian	Scorpion	300	950	Surette	David	Toturi's Army	975	975
Niisato	David	Crane	3500	3500	Rogers	Gabe	Unicorn	150	1850	Swafford	Micah	Ronin	200	200
Norse	Robert	Ronin		300	Rollins	Mark	Lion		50	Swamer	Stephen	Toturi's Army	2200	9500
Nowak	James	Junzo's Army	5325	12000	Romig	Kurt	Ronin		150	Sweearingen	Steven	Crane	50	1100
O' Dell	Adam	Unicorn	1000	1000	Romuald	Monsieur	Dragon	50	50	Szymczak Jr.	Bernard	Phoenix	1375	1375
O'Farrell	Dan	Unicorn		650	Rooney	Scott	Lion		300	Tabuchi	Patrick	Phoenix		150
O'Byrne	Chad	Monk	775	1225	Rose	Scott	Unicorn	225	325	Taira	William	Ronin	400	450
O'hara	Brian	Crane	150	150	Rosehill	Dave	Crab	500	575	Tallon	Tim	Ronin		200
Ockershauser	Patrick	Crab	3150	3150	Ross	Bruce	Crane		300	Tatroe	Keith	Ronin	3500	3500
Oei	Lawrence	Unicorn		450	Ross	Ian	Dragon		475	Tauscher	Ryan	Naga	275	1750
Olah	Nik	Naga	2250	2250	Rowe	Joshua E.	Naga	675	1525	Teasdale	Jeremy	Ronin	2000	3575
Oldaker	Matt	Crane		1050	Rubel	Neil	Phoenix	375	375	The Bard	Pendar	Unicorn		350
Olea	Brian	Crab	1500	1500	Ruland	Peter S.	Naga		800	Thomas	Robert	Scorpion		400
Olsen	Brian	Crab	450	450	Rutledge	Stephen	Naga	450	450	Thomas	Charles	Lion	2400	9350
Orlando	Scott	Unicorn	13475	21325	Salmon	Nathan	Naga	1650	1650	Thompson	Sean	Crane		246
Osborne	Jonathan	Lion	175	860	Salsman	David	Junzo's Army	11525	18025	Thompson	Ian	Ronin	275	275
Osborne	Samuel	Crab	500	500	Sanchez	Rufino	Lion		250	Thompson	Michael	Naga		1000
Ostrand	Adam	Crane		300	Sanders	Robert	Dragon	900	900	Thompton	Mike	Lion	725	725
Outzen	Steve	Scorpion	2800	9300	Sanders	Chris	Toturi's Army	200	200	Tiepelman	Mark	Unicorn	475	925
Oversby	Charles	Crane		600	Sandoval	James	Ronin		1600	Timmers	Josh	Toturi's Army	150	150
Padron	Raul	Crane		100	Sandusky	Michael	Unicorn	500	500	Titus	Lance	Crab	325	325
Pafumi	Ryan	Crab	1400	1400	Santellano	Ben	Ronin		425	Tobeck II	Keith	Crane		225

Tom	Warren	Dragon	500	500
Tordilla	Don	Dragon	7450	13175
Tosh	Christopher	Scorpion	325	325
Toshimitsu	Mari	Unicorn	200	200
Tracy	Craig	Dragon	125	125
Trauzzi	Joe	Ronin	50	50
Treanor	Eric	Lion	850	1750
Trubowitch	Zev	Crane		200
Truskolaski	Ed	Phoenix	50	50
Tsukakoski	Marc	Crane	475	4350
Turnbull	Drew	Ronin	1500	1500
Turner	Christopher	Dragon		450
Tyler	Jim	Dragon	175	975
Udewitz	Jon	Scorpion	100	700
Vail	Troy E.	Lion	2250	8350
Van Haaften	Douglas	Naga	50	50
Van Nortwick	Mark	Ronin	225	225
Van Winkle	Jason	Unicorn	375	1775
Vega	Niguel	Scorpion		50
Vincenzi	Wayne	Dragon		300
von Ranzow	Matthew	Phoenix	300	300
Vosburgh	Kirby C.	Lion	250	250
Waechtler	Craig	Lion	11050	12600
Wagner	Steve	Scorpion	1450	1450
Wagner	Jon	Unicorn		300
Walker	Scott M.	Lion		900
Wallace	Kelly		900	900
Walls	James	Dragon		300
Walts	John	Scorpion		1274
Wang	Bing	Ronin	100	100
Watkins	Jim	Crab	1100	1100
Watkins	Mark	Dragon	150	150
Way	Charles	Dragon		900
Webb	Eric	Ronin	1500	1650
Wedig	Geoff	Phoenix	750	750
Weiss	Aaron	Unicorn		300
Wells	Bradley	Unicorn	150	150
Welshans	Brian	Ronin	1525	1525
Weng	Lum Kok	Ronin	200	200
Wesley	Brian	Lion		150
Whaley	Kevin	Unicorn	400	400
Wheeler	James K.	Dragon		675
Wheeler	Zeb	Crab		125
Whistler	Greg	Lion	775	775
Whitmill	Art	Unicorn		900
Whitney	Fred	Ronin		225
Whitney	Erik	Junzo's Army	4200	4200
Widman	Matt	Scorpion	200	200
Wiener	Eric	Crane	3150	3150
Wilhelm	Calvin	Ronin		50
Willett	Donovan	Mantis	150	150
Wilson	Glenn	Unicorn		300
Wilson	Michael	Crab	50	50
Winans	Craig	Phoenix	50	2600
Wise	Dennis	Unicorn	100	100
Wishon	Gregory	Scorpion	700	1000
Wisniewski Jr	Phillip	Ronin	100	100
Witchell	David	Ronin	75	75
Wolf	Matt W.	Dragon	150	150
Wolff	William	Lion	100	100
Wong	Stephen	Crab	400	1650
Wong	Alex	Ronin	1800	2000
Wood	Jared	Lion		450
Wood	David	Toturi's Army		3150
Woodward	Keith E.	Dragon	175	175
Woodworth	Andrew	Scorpion	150	950
Woros	Robert	Unicorn		1150
Wray	Nathan	Dragon	2800	4200
Wright	Kurtis	Crab	100	100
Wright	Shannon	L.Naga	25	25
Wu	Yu Chao	Phoenix	750	750
Wyatt	Darrell	Dragon	350	1100
Yaple	Eric	Crane		450
Yates	Ken	Dragon	300	300
Yeager	David	Dragon		50
Yoon	Edwin	Unicorn	575	575
Young	Adam	Phoenix	225	225
Zander	Kevin	Unicorn	500	2850
Zane	Alexander	Lion		3900
Zheng	Hua	Lion	100	100
Zinda	Michael W.	Dragon	225	375
Zinkevich	Dennis	Lion		1550

Top Ten Players

Matteson	Brad	Crab	27025
Orlando	Scott	Unicorn	21325
Peck	Benjamin	Crab	20875
Salsman	David	Junzo	18025
Sommer	Justice	Naga	17950
Green	Anthony	Ronin	15175
Cooper	Tom	Lion	14600
Cook	William	Dragon	13975
Kramer	Robert	Crane	13800
Tordilla	Don	Dragon	13175

'97 Top Ten

Matteson	Brad	Crab	14975
Kramer	Robert	Crane	13800
Orlando	Scott	Unicorn	13475
Coleman	Afshin	Phoenix	12625
Salsman	David	Junzo	11525
Waechtler	Craig	Lion	11050
Berstrom	Chris	Lion	9600
Peck	Benjamin	Crab	8875
Sommer	Justice	Naga	8050
Silva	Sean	Dragon	7625

Outside of California

Kramer	Robert	Crane	13800
Berstrom	Chris	Lion	9600
Fortenberry	Gary	Phoenix	8800
Doner	Terry	Monk	8450
Cripe	Rick	Phoenix	7275
Stueve	Andrew N.	Ronin	6900
Devlin	Eric	Junzo	6550
Shlasinger	Zev	Phoenix	6050
Huisjen	Derek	Naga	5450
Sord	Stan	Unicorn	4900

Clan Warlords

Last	First	Clan	Clan Total	Honor
Matteson	Brad	Crab	143625	27025
Kramer	Robert	Crane	94846	13800
Cook	William	Dragon	13725	13975
Salsman	David	Junzo	49475	18025
Cooper	Tom	Lion	147285	14600
Enoksen	Kurtis	Mantis	11950	6125
Doner	Terry	Monk	18125	8450
Sommer	Justice	Naga	64100	17950
Coleman	Afshin	Phoenix	116460	12625
Green	Anthony	Ronin	119470	15175
Outzen	Steve	Scorpion	60574	9300
Swarner	Stephen	Toturi	39925	9500
Orlando	Scott	Unicorn	119561	21325



Time of the Void Card List

Actions

□ A Good Day to Die.....U
□ A Moment of Clarity.....U
□ A Moment of Truth.....R2
□ A Test of Courage.....C
□ An Exhibition.....C
□ Bend Like a Reed.....C
□ Burning Your Essence.....R
□ Chi Strike.....R2
□ Concealed Weapon.....R
□ Contested Ground.....C
□ Coordinated Fire.....C
□ Counting the Lost.....U
□ Dark Lord's Favor.....C
□ Destiny Has No Secrets.....C
□ Disenlightenment.....R2
□ Distractions of the Flesh.....C
□ Familiar Surroundings.....C
□ Fatal Mistake.....R
□ Final Stand.....R2
□ Fog.....C
□ For the Empire.....U
□ I Believed in You.....C
□ Jiu-jutsu Duel.....U
□ Know the School.....C
□ Kolat Spy.....C
□ Kyujutsu.....C
□ Lessons From the Past.....C
□ Offer of Fealty.....C
□ Plans Within Plans.....U
□ Salute of the Samurai.....R
□ Shinobi.....U
□ Strike Without Striking.....U
□ Surrender.....U
□ The Path of Wisdom.....R2
□ The Scorpion's Sting.....R
□ The Stance of the Mountain.....C
□ The Time is Now.....U
□ Today We Die.....R
□ Toturi's Tactics.....R
□ Troops from the Woods.....C
□ Untrustworthy.....U
□ Wedge.....R
□ Your Last Mistake.....U

Events

□ A Soul of Thunder.....U2
□ Bonds of Darkness.....R
□ Enlightened Ruler.....R
□ Enlistment.....U
□ Factionism.....R
□ Festival of Long Sticks.....R
□ In Time of War.....U2
□ Rebuilding the Kaii Walls.....U2
□ The Darkest Magics.....R
□ The Heavy Shadow of Fear.....U
□ The Hero's Triumph.....U2
□ The Longest Night.....R
□ The Regions of Rokugan.....U
□ The Teeth of the Serpent.....U2
□ To Save an Empire.....R
□ Toturi's Last Stand.....R

Followers

□ Berserkers.....C
□ Elite Heavy Infantry.....U2
□ Elite Light Infantry.....C
□ Elite Medium Infantry.....C
□ Gaijin Merchant.....U2
□ Goblin Madcaps.....C
□ Goblin Sneaks.....C
□ Heavy Mounted Infantry.....U2
□ Horsebowmen.....C
□ Light Mounted Infantry.....C
□ Mounted Spearmen.....C
□ Ninja Stalkers.....U2
□ Sailors.....C
□ Shahadet's Legion.....R2
□ Shiryō no Asahina.....R2
□ Shiryō no Asako.....R2
□ Shiryō no Ide.....R2
□ Shiryō no Ikoma.....R2
□ Shiryō no Kaiu.....R2
□ Shiryō no Mirumoto.....R2
□ Shiryō no Yogo.....R2
□ Shiryō no Yoritomo.....R2
□ Swamp Goblins.....C
□ The Horde of Fu Leng.....C
□ The Twelve Ronin.....R2
□ Warrior Monks.....U2

Holdings

□ Akodo Tactical School.....R
□ Corrupt Geisha House.....C2
□ Corrupt Gold Mines.....C2
□ Corrupt Stables.....C2
□ Crystal Gate.....C2
□ Hida War College.....R
□ Izaku Library.....C2
□ Kakita Kenjutsu School.....R
□ Mujina Miners.....U
□ Oracle of the Void.....R
□ Ruins of the Isawa Library.....R
□ Shinjo Riding Stables.....R
□ The Hidden Heart of Iuchiban.....R
□ Togashi Testing Ground.....R

Items

□ Ancestral Standard of the Scorpion.....R
□ Armor of The Qamar.....R
□ Battle Standard of Shinsei.....R
□ Battle Standard of the Mantis.....R
□ Battle Standard of the Naga.....R
□ Flying Carpet.....R
□ Goblin War Standard.....C2
□ Junzo's Battle Standard.....R
□ Nogoten's Bow.....U2
□ Obsidian Blade.....C2
□ Ryokan's sword.....C2
□ The 12th Black Scroll.....R
□ Toturi's Battle Standard.....R
□ Yoritomo's Armor.....R

Kiho

□ Forgiveness.....C2
□ Kaze-do.....C2

□ One With the Elements.....C
□ Rest, My Brother.....U2
□ The Sight of Death.....U2
□ The Touch of Amaterasu.....U2
□ Unattuned.....U2

Personalities

□ Hida Amoro.....U.....Cb
□ Hida O-Ushi.....R2.....Cb
□ Hida Tadashiro.....C2.....Cb
□ Hida Yakamo.....F.....Cb
□ Kuni Sensin.....C.....Cb
□ Yasuki Taka.....U2.....Cb
□ Doji Chomei.....C2.....Cn
□ Doji Hoturi.....R.....Cn
□ Doji Kuwanan.....U2.....Cn
□ Doji Shizue.....C.....Cn
□ Doji Yosai.....R2.....Cn
□ Kakita Yoshi.....U.....Cn
□ Agasha Gennai.....C2.....D
□ Mirumoto Hitomi.....R.....D
□ Mirumoto Yukihira.....U2.....D
□ Togashi Kama.....C.....D
□ Togashi Yokuni.....R2.....D
□ Togashi Yoshi.....U.....D
□ Ikoma Tsanuri.....R.....L
□ Kitsu Okura.....C.....L
□ Kitsu Toju.....U.....L
□ Matsu Agetoki.....R2.....L
□ Matsu Gohei.....U2.....L
□ Matsu Turi.....C2.....L
□ Moshi Wakiza.....U.....Ma
□ Tsuyu.....C2.....Ma
□ Yoritomo.....R.....Ma
□ Gekkai.....U.....Mo
□ Harima.....U.....Mo
□ Hizuka.....C2.....Mo
□ Komaro.....C.....Mo
□ Seikua.....R2.....Mo
□ Yodin.....R.....Mo
□ Ashan.....C.....N
□ Dashmar.....U.....N
□ Eshru.....C2.....N
□ Isha.....R2.....N
□ Qamar.....R.....N
□ Radakast.....U2.....N
□ Sysh.....C.....N
□ Taquar.....C.....N
□ Asako Ishio.....U2.....P
□ Asako Togama.....C.....P
□ Isawa Suma.....C2.....P
□ Isawa Tadaka.....F.....P
□ Isawa Uona.....U.....P
□ Shiba Tsukune.....R.....P
□ Bayushi Goshū.....R2.....S
□ Bayushi Hisa.....U2.....S
□ Bayushi Kachiko.....R.....S
□ Bayushi Marumo.....C2.....S
□ Shosuro Hametsu.....U.....S
□ Yogo Oshio.....C.....S
□ Akiyoshi.....U.....Un
□ Akodo Kage.....R.....Un
□ al-Hazaad.....U.....Un

□ al-Rashid.....C.....Un
□ Goblin wizard.....C.....Un
□ Jade Dragon.....R2.....Un
□ Kapukksu.....U2.....Un
□ Lady Kitsune.....C.....Un
□ Matsu Hiroru.....R.....Un
□ Mikio.....U.....Un
□ Mujina Chieftan.....C.....Un
□ Necromancer.....R2.....Un
□ Oni no Iaiwa.....R.....Un
□ Oni no Pekkle.....C.....Un
□ Oni no Ugulu.....C.....Un
□ Toku.....U2.....Un
□ Toturi.....R.....Un
□ Iuchi Karasu.....U2.....U
□ Otaku Kamoko.....R.....U
□ Shijo Hanari.....R2.....U
□ Shinjo Sanetama.....C2.....U
□ Shinjo Shirasu.....C.....U
□ Shinjo Yasamura.....U.....U

Regions

□ Agasha Tunnels.....C
□ As Far as the Eye can See.....R
□ Corrupted Region.....C
□ Plains of Amaterasu.....U
□ River Delta.....U
□ Sanctified Ground.....C

Spells

□ Augury.....R
□ Curse of the Jackal.....C2
□ Depth of the Void.....U
□ Essence of Air.....U
□ Essence of Earth.....U
□ Flight of Doves.....U
□ Legions of Fu Leng.....C2
□ Mighty Protection.....R
□ Mystical Terrain.....C2
□ Strength of Osano-Wo.....C2
□ Strength of the Dark One.....U
□ The Light of Amaterasu.....C2
□ The Phoenix is Reborn.....U

Strongholds

□ Crab Stronghold.....U
□ Crane Stronghold.....U
□ Dragon Stronghold.....U
□ Junzo's Army Stronghold.....U
□ Lion Stronghold.....U
□ Yoritomo's Stronghold.....U
□ Brotherhood Stronghold.....U
□ Naga Stronghold.....U
□ Kaii (Crab) Stronghold.....F
□ Shiba (Phoenix) Stronghold.....F
□ Phoenix Stronghold.....U
□ Scorpion Stronghold.....U
□ Toturi's Army Stronghold.....U
□ Unicorn Stronghold.....U

Zens Card Focus

Legend of the Five Rings

Know Your Enemy

by Zen Faulkes

Know Your Enemy is a card to play when you're already winning. The tactician personality you play it on gets a 1F bonus for each action your opponents make. On average, how much does a single battle action change an army's force total? I've never kept exact count, but I'm willing to bet koku that it's usually more than the 1F provided by Know Your Enemy.

Another problem with this card is that playing it makes you personality into a target. After all, if the tactician is just going to get bigger and bigger as the battle wears on, your opponent would be smart to send them home, or duel them, or otherwise try to get rid of the him.

Thus, a good move for Unicorn players is to play Know Your Enemy on one of your tacticians (Shinjo Yasoma and Shinjo Yokatsu) when they have Shiryo no Shinjo attached. The ancestor prevents anything from happening to your tactician in battle, so they're guaranteed to get the force boost from Know Your Enemy.



On the plus side, playing this card is not considered to be using the Tactician ability (unlike Superior Strategist), so you can use a personality's Tactician trait in addition to playing Know Your Enemy. Likewise, the force bonuses may be enough to prevent a Personality from being picked off by a Ranged Attack, or win a Test of Might.

Know Your Enemy generally won't turn battles around for you, but it is helpful in maintaining a lead when you go into battle.

The Imperial Assembly

The Imperial Assembly is an organization of *Legend of the Five Rings* players who have an important voice in the Saga of Rokugan. Through contests and tournaments, these players' decisions will have a direct influence on the outcome of the *L5R* storyline at GenCon '97.

An annual membership includes four issues of *The Imperial Herald*, at least four cards only available to Assembly Members, and Clan letters updating you on changes in the Empire. Members also get to see how their tournament performance stacks up in the *Herald's* national rankings.

If you would like to join the Imperial Assembly, send a check, money order, or credit card number (Visa or MasterCard only) for \$15 (\$25 for overseas and Canadian subscriptions) to the address below.

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*History is rewritten by
the victor ...*