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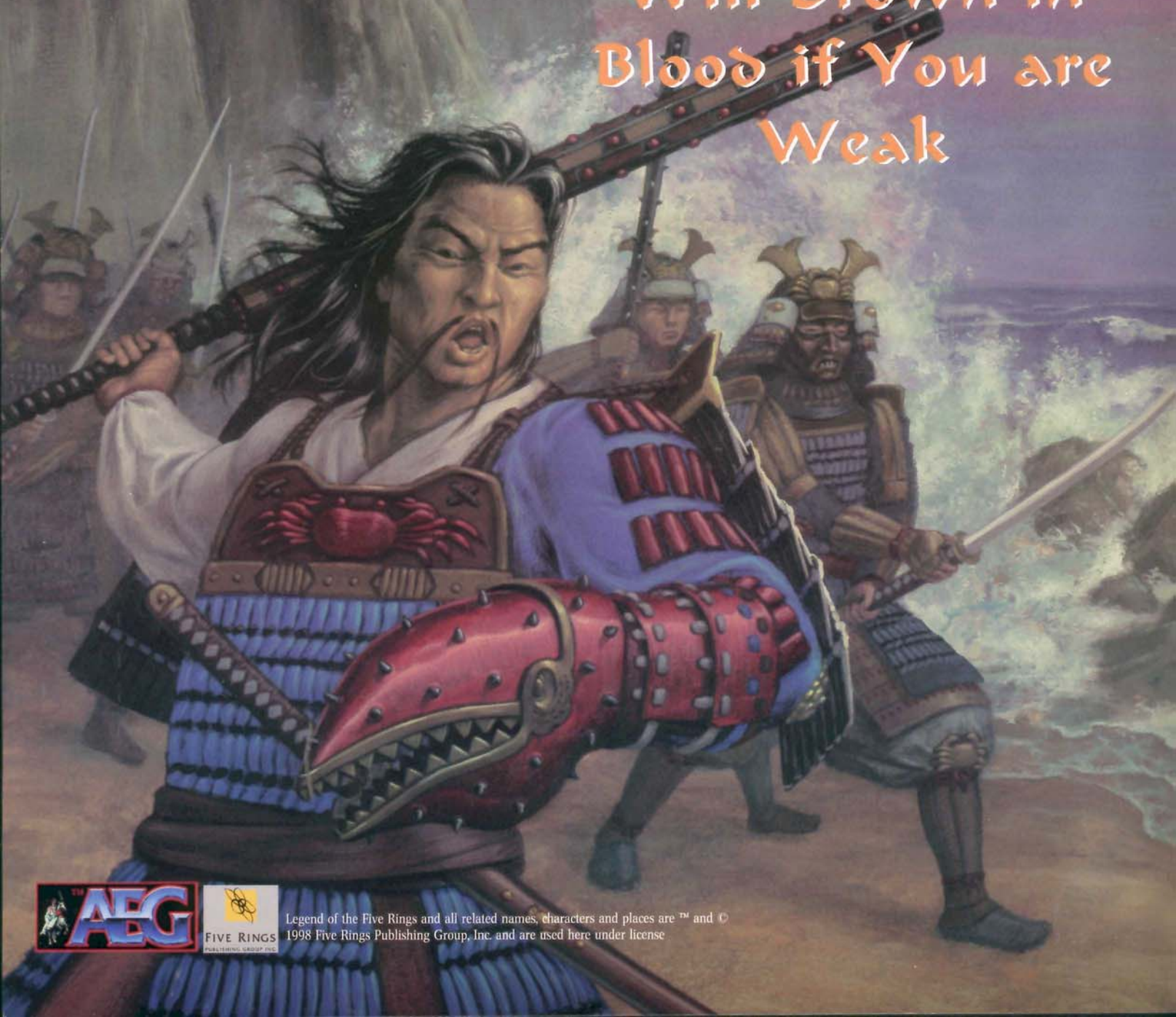
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# CLAN WAR

Twenty Million  
Will Drown in  
Blood if You are  
Weak



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## "The Storming of Morikage Castle"

### The Strongholds of the Empire Storyline Event

Everyone has been asking us when they can be involved in a Storyline tournament, without having to shell out the money to travel to one of the big conventions. And we have an answer for you... the weekend of January 15 to 17, 1999!

That weekend we are going to allow all of our interested Stronghold Stores to run a tournament in their stores that will affect the ongoing Legend of the Five Rings story. Only Stronghold Stores will be able to participate.

The results of this world-wide weekend extravaganza will be felt in the world of Rokugan for many a long year... The Emperor Toturi, missing these many months, and thought by many to be dead, is being held in the ruins of a castle in the forest town of Morikage. The clan who wins the day will be the one that saves him from his durance vile. We will take into account many other factors of tournament participation, such as how many members of each clan engage the enemy, and other such details and craft the continuing story of the Emerald Empire.

To participate, all Stronghold Stores will need to fill out and return the special tournament application that will be mailed out to them at the beginning of November. If your local store is a Stronghold, make sure that they get that form filled out and in on time! If you are a Stronghold, and you do not have your special tournament application by the 20th of November, please call us so that we can fax one to you. There is a listing of all of the current Stronghold Stores on page 16. If you are not a Stronghold, keep reading...

### Certified Stores and Strongholds of the Empire

So, now that you can clearly see one of the benefits of being a Certified Store (you have read the above copy regarding the Storyline weekend, right?), if you are interested in becoming one, please read the following, and then fill out the handy form and return it to us. If you want to become a Stronghold in time to be a part of the Storyline Tournament Weekend, we need to receive your form no later than the 15th of December.

Here is the basic deal: If you own or operate a retail store that meets the following criteria, you're eligible to become a Certified Store for Five Rings Publishing.

1. Your store sells one or more FRPG products regularly, meaning you order at least one more display of each release for the game you are selling

than you have orders for, and you regularly restock product when it is available.

2. You have gaming space sufficient to allow at least six people to sit down and play games in your store.
3. You are willing to run a sanctioned tournament, or hold a sponsored demonstration event at least once a month.
4. You are able to hang special signage and posters to support the Certified Store Program in your store.
5. You are willing to report your sales to an independent survey, currently Comics Retailer, every month for at least the TCG category.
6. You will allow us to use your store name and address in advertising of "Certified Stores", and put your store name and contact information on our web site so local gamers can find you.

In general, these criteria help us identify your store as the type of environment our products are likely to flourish in. We're not saying that every store that meets these criteria will be successful with all, or even any of our games. We're saying that the likelihood of your store being very successful is high.

### What you get for being a Certified Store:

We are working on creating more benefits for our participating stores, but here is what we offer right now:

1. Special mention in ads and on our web site. If and when we activate a telephone based store locator service, Certified Stores will have first priority in that system.
2. You'll receive advance notice of production schedules, product information, prices and systems directly from us at about the same time the distributors get that information.
3. You will get special store signage and posters to help promote the products.
4. Your store will be subscribed to the official "fan club" for the game you are supporting - plus we'll send you extra fan club material to help get new players interested in the game.
5. We'll direct mail you special posters, flyers, and other marketing material so you're sure to have the latest and greatest stuff to show your customers.
7. You'll have first priority on getting sneak-peeks at new games before they go on sale, and we'll attempt to get official demos in your store for new products as they are released.

Each store is eligible to participate in any number of Certified Store programs, provided that they meet the prime criteria for each one -- that is stocking, restocking and supporting each game.

## The Imperial Herald

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# Walking the Way™

## More Winning Decks

### Naga

Using the Shinomen Forest stronghold of the Naga this bad boy goes after the big numbers. I have seen other decks that play in a similar fashion. The Warlords come out and start stacking followers on top and then the shugenja come out to help. Things can get so gross that at the deck's peak it is bringing out at least 21 force in followers every turn. (Just think about it) Naga Warlords and Dameshes make for a quick start to this bad boy. The strategy is simple, when your numbers are plentiful - attack and hold nothing back.

### Scorpion

The way this deck works is through incredible speed. There are only 6 cards in the entire Dynasty deck that require a gold expenditure to bring into play, and all 6 can be payed for with just the stronghold. The Fate deck is a little more costly, but not much. And, between

the Ring of the Void, and Enlistment, you'll fly through your fate deck at a phenomenal rate. I've gotten 2nd turn kills before (more than once) and a 4th or 5th turn kill is actually about average. With a province strength of 11, you can pretty much attack fearlessly for 3 or 4 turns before you even have to consider defense, and by that time, most games are over. It really doesn't look like much, but it'll surprise you.

### Dragon

This deck takes a nice pace to the honor victory, through the duel. Paths of Wisdom keep focus cards in your hand and The People's Champion prevents someone from beating you to the honor victory. This is a Dragon version of the robot Crane deck, but when this deck faces a Crane it stands a good chance of coming out on top, due to the fact that it is prepared to

#### The Heart of the Shinomen Forest

by

4 Naga Warlord  
4 Naga Shugenja  
4 Dameshes  
3 Isha  
2 Radakast  
1 Shahadet  
1 Shashakar  
Isha exp

2 Merchant Caravan  
3 Small Farm  
3 Jade Works  
3 Forest  
3 Black Markets  
1 Kirin's Shrine  
3 River Delta  
1 Kisadas Funeral  
1 Inheritance  
1 Imperial Gift  
1 Proposal of Peace  
1 Tao of the Naga

3 Sneak Attack  
3 Deadly Ground  
4 Naga Bushi  
2 Naga Spearmen  
3 Charge  
2 Destiny Has No  
Secrets  
2 Block Supplies  
2 Wedge  
3 Rally Cry  
3 Test of Courage  
3 Superior Tactics

1 Naga Spearman  
1 Naga Standard  
1 Armor of the Earth  
3 Stand Against the  
Waves  
2 Ambush  
2 Poison Weapons  
3 Avoid Fate  
1 Ring of Void





### The Scorpion's Hammer

By Mitch Teasue

3 Geisha House  
2 Merchant Caravan  
3 Small Farm  
2 Corrupted Geisha House  
3 Bayushi Tange  
3 Yogo Shidachi  
3 Tokus

1 Oni no Akuma  
1 Oni no Ogon  
1 Are You With Me?  
1 Enlistment  
1 Peasant Revolt  
1 Winter Warfare  
1 Imperial Quest  
1 Shadow of the Dark God  
1 Desperate Measures  
2 Farmlands  
3 Avoid Fate

3 Stand Against the Waves  
3 Charge  
3 Destiny Has No Secrets  
1 Toturi is Drugged  
2 Wedge  
1 Sneak Attack  
1 Ring of the Void  
3 Ashigaru  
3 Berserker

3 Light Infantry  
3 Swamp Spirits  
2 Peasant Levies  
2 Skeletal Troops  
1 Ruby of Iuchiban  
1 Broken Sword of the Scorpion



run in second place. Agasha Gennai is included to provide you with cards to focus. And unlike most dueling decks this deck has a good number of in play duels to work with should the challenges not come up.

### Junzo

The mainstay of this deck is the Forgotten Tomb/Essence of Air combination to speed the deployment of personalities and holdings critical to an enlightenment victory. With the 0 gold cost of many Shadowlands Holdings and the Forgotten Tomb bringing out many others for free. It also allows for a somewhat larger Dynasty deck. If the Personality or Follower is Force 0 (like the numerous Goblins and the War Machine) they arrive that turn! Essence of Air

will let you rapidly move through your Dynasty Deck. Almost all the shugenja have special abilities which makes playing the Ring of Air relatively easy. Coward's Way and Test of Might bring the Ring of Fire up and Merchant Caravans assist in bring the Ring of the Void out. With the wide array of denial terrain in the deck, the Ring of Earth (traditionally the easiest Ring) is a snap. The Dark Oracle of Earth and Go Master are essential as no Shadowlands personalities are capable of manipulating terrain, and since most of the Rokugani are just too honorable to work with your fetid horde. As always, the Ring of Water is the most difficult to play.

As with any enlightenment deck, Monks are required to play Enlightenment. Combined with Lost Moment and Walking the Way these are essential for manipulating lost, discarded or just not appearing

### Stronghold - Mountain Keep of the Dragon

By Chris Bergstrom

3 Bend Like a Reed  
3 Breach of Etiquette  
3 Fires of Retribution  
3 Focus  
1 His Most Favored  
2 Iaijutsu Art  
2 Iaijutsu Challenge

3 Iaijutsu Duel  
3 Path of Wisdom  
3 People's Champion  
1 Ring of Earth  
1 Ring of Fire  
1 Ring of Void  
3 Strike of Flowing Water  
2 Superior Tactics  
3 Walking the Way  
1 Ancestral Sword of the Dragon

2 Tetsubo  
1 Chrysanthemum Festival  
1 Emperor's Peace  
1 Imperial Gift  
1 Inheritance  
3 Gold Mine  
2 Hiruma Dojo  
3 Jade Works  
3 Merchant Caravan  
3 Sanctified Temple  
3 Shinsei's Shrine

3 Agasha Gennai  
3 Hitomi exp3  
3 Kitsuki Uasu  
3 Matsu Seijuro  
3 Mirumoto Daini  
3 Togashi Sukune  
3 Togashi Yoshi



**Junzo's Army**  
*Jeff Kyer + Lee Horrocks*

2 Exalted Ugu  
 2 Goblin Wizard  
 1 Goblin Shaman  
 2 Iuchiban  
 1 Kuni Yori (exp)  
 2 Kyojin  
 1 Matsu Hiroyu  
 2 Moto Tsume  
 2 Necromancer

1 Necromancer (exp)  
 1 Ogre Outlaw  
 2 Oni no Shikibu  
 1 Oni no Tsuberu  
 2 Sunabe  
 3 Black Markets  
 3 Corr. Iron Mines  
 3 Corr. Geisha House  
 2 Merchant Caravan  
 1 War Mach. of Fu Leng  
 3 Forgotten Tomb  
 1 Dark Oracle of Water

1 Dark Oracle of Earth  
 1 Skull of Fu Leng  
 1 Corrupted Region  
 1 Plains of Otusan Uchi  
 1 There is No Hope  
 1 In Time Of War  
 1 Sev. from the Emp.  
 2 Avoid Fate  
 1 Bend Like A Reed  
 2 Block Supply Lines  
 2 Brash Hero  
 3 Corrupted Ground

2 Cowards Way  
 3 Enlightenment  
 2 Enough Talk  
 3 Entrapping Terrain  
 2 Iajitsu Challenge  
 2 Iajitsu Duel  
 2 Lost Moment  
 2 Rallying Cry  
 2 Superior Tactics  
 2 Test of Might  
 2 Path of Wisdom  
 1 Utter Defeat

2 Ikoryo  
 2 Skeletal Archers  
 1 Animate Dead  
 1 Blood of Midnight  
 2 Essence of Air  
 2 Horde of Fu Leng  
 2 Walking the Way  
 1 Ring of Air  
 1 Ring of Earth  
 1 Ring of Fire  
 1 Ring of Water  
 1 Ring of Void

Rings. Walking The Way can be used to bring out other components of combos needed for Rings if necessary.

Other elements, such as Oni no Shikibu and Oni no Tsuberu are just too useful to be discarded from the fold. Shikibu, infamous as the amazing indestructible Ernie, is more useful than even Toku as a reusable sacrifice. The Necromancer, easily brought out through the Forgotten Tomb, combines very well with Fu Leng tokens, especially when defending the Corrupted Region. If one brings in a Corrupted Ground, the Shadowland tokens are 4F each.

Traditional cards such as Evil Portents and Wedge have not been included as they tend to slay the Monks necessary to the concept and, since this is not a "power" deck, finesse is more important. A Confusion at Court or Test of Courage would probably work well in the deck as would an Avoid Fates but I wanted to avoid bulking up the Fate Deck too much (but bringing in Ring of Void nips this problem in the bud nicely) The Ogre Outlaw provides a much needed bit of weight in the Force department and acts as Duel bait.





# A Tale of Honor KAPUKKSU'S STORY and Glory

by Ree Soesbee

*Author's Note: I was alone in the forest one day some months ago, shortly after the great Battle at Beiden Pass. It was about the time when the Crab forces were fighting against Toturi's men on the southern fields near the lands of the Doji. Suddenly, I heard behind me a coughing noise, as if some animal was choking on a bone. Turning to see what it was, I discovered a rather loathsome goblin standing near me. He saw that I was fearful and assured me that he meant no harm. He pleaded with me to hear and recount his story to the people of Rokugan, and that intrigued me. After I listened to it, I agreed that the Seven Clans could learn much from the tale, and thus, I recount it here, as close to the original form as possible.*

-Doji Shizue

My name's Kapukksu, and I'm the Goblin Chieftain of the Great Goblin Clan of Biteeye. My lineage is long and honorable, and my mother was renowned through all the tribes of the Squat People for her ability to spit a walnut into a mujina's eye at 100 feet. But that ain't the story I'm here to tell you.

My tribe, the Biteeye, is seven of the bravest bushi in the whole Shadowlands, and we was the first goblin clan the honorable Hida Kisada got to join his armies. Ya see, we've lived near the fortress of the Crab Clan for lotsa years, and've been in and out of the great iron mines there. In fact, we've been in and out and in and out and in . . . my people are a hardy folk, ya see. But that ain't the story I'm here to tell you neither.

I'm Kapukksu, I said, and I was in charge of a buncha goblins who fought under Hida Sukune and the Crab Clan Banner at the battle of Beiden Pass. Literally, I mean, we fought under Hida Sukune after he was nailed to the Crab Clan Banner. Right under him. We was sort of a banner guard and . . . but that ain't where the story starts.

My goblins are fierce, and skilled with the sling and the tanto, and we're usually given the honor of leading the charge into enemy lines. One time, during the siege just after Beiden Pass, I was

watchin' the sharp military formation of my troops. Each one had lotsa stones, had carefully slapped mud all over their bodies, and had their mucus packed against the grip on their weapons so as they wouldn't slip from their fists in combat. Yup, I was proud of my bushi. One of 'em, my son, Ropputtu, had been placed in command of an entire regiment of mujina, and we had them little demons working hard to carry our gear and spit-shine our boots. Well, at least the spit part.

We was so good, a great warrior of the Crab Clan musta noticed our military ways, and came to us that night in camp. That night the smoke hung about our camp from the fire we made to eat by, and we was all coughin' and hackin' all over the food somethin' awful. We offered the warrior a chunk of the dead thing we was eating, like was polite, but he didn't want none. I guess the smoke was thick in his eyes too, because he kept a dark piece of cloth wrapped around his face the whole time he talked to me. But that was all right, I knew I could find him later from his smell if I had any questions about the job. We goblins have a better sense of smell than you do. Why, my old grandfather could smell a piece of carrion and tell you how long ago it died, right to the minute. Which is real useful for finding food, 'cause you don't want to eat anything too fresh, now do you?

Well, this warrior told me our new orders was to climb a ridge nearby and dig out this tremendous rock on top of it, so's to be ready to roll it down on the enemy tomorrow. And I thinks, "What a right smart idea!" We was eager to help, and it was safe too, what with being all the way across the encampment from the enemy. Usually, we was put right up near the front lines, but this time we was all the way at the back of our army. No way the Dragon forces could see what we was doing, and it would sure be a surprise.

I called my goblins together, kicked them all a few times like a good leader, and we trudged up the cliff with Ropputtu's mujina to dig out the big rock. It was real dark at the top of the mountain, since the Crab Clan warrior had told us we didn't need torches, but that was all right. We goblins see better than you people do. Did I tell you about my brother, Cakkitan? He once seen a bear

rushing at him out of the depths of a cave he was camped in. He didn't get out of the way, more's the pity, but I'll swear to my dying day that he seen it first.

So, anyway, we got the rock dug out. Just like that guy told us, and it was ready to roll as soon as anybody even looked hard at it. I was mighty proud of my goblins, and ordered a free round of rotten apple mead for all of us when we got back to camp. The next day, we was ready to go with that rock. But the fella didn't show. Instead, a bunch of other Crab Clan guys showed up saying that we had to clear out so's that Hida Kisada could set up his camp where our camp was. "Now, hold on here," I said, but you know how it goes. We was out on our ears looking for another place to bed down between fights, and the Crab Clan Champion has all our good hard rocky places.

Well, that was bad enough, but what was worse was that the guy who had us up all night with that stupid rock never came back and told us to roll it. So we spent a coupla days fighting stuff, and got promoted to banner guard after Hida Sukune got hanged up. That was good, 'cause at least we had a job that smelled ripe.

So anyway, I finally smells this rock fella climbin' up the cliff a coupla nights later, and I yells to him, "Hey now, buddy, when

we gonna roll that rock?" and he starts acting like he don't know me. So I get in a real yelling fight with him, and what happens but Hida Kisada comes walkin out of the tent yellin' at us all and causing more ruckus than we was in the first place. Like he was in charge or something. And I goes, "I'm sorry, m'lord, but I've got a rock all ready to roll down here on yer tent and what does this guy do but tell me that now he's gonna roll it and not me." I told him how hard my goblins worked on that rock all that time past, but he doesn't listen much. The rock guy, he starts yelling real loud about how I was insultin' his honor, and how I'm making it sound like it was his idea to roll a great big boulder down that hill (which it was, you remember?). He's howlin' like he's a real nutcase, and then he goes and challenges me to a duel.

Well now I'm stuck. Here I am, right in front of Hida Kisada, and I get challenged to a duel. Not that I know which end of a katana you eat off of, but I can't right refuse it. I look at the warrior, and I go, "Well, I guess I'm fighting ya then, 'cause if anybody's rolling that rock its me what's doing it."

Now, it's dark out, but they says we gotta fight right then. Which is all right by me, cause goblins see better than you folk do. Have I told you about my brother already? Yeah, well, I guess I did,







but don't you forget that. Then they try to give me a sword but I says, "What'm I gonna do with that? Chuck it?" and I pulls out my sling. Now all these Hida boys are coming over to us, and its just me against that warrior who made us dig that rock out. Here I am, surrounded by the house guard and in front of Hida Kisada's own tent, and me ready to duel some crazy man with just my sling. Now, the Champion holds a white scarf in his hands and says to me, "When this falls, you hit 'im." And I says allright, and the loony guy says all right, and Kisada drops it.

Now, I'm a fair shot with my chucking sling, but I was a lot nervous. So, I got the biggest dang rock I can find in it, and when that hanky falls, I sling it at the guy. If'n I was a lying skank like some of those Slobberknuckle tribe, I'd say I hit him square and he fell like dung from a greased vulture. Well, I didn't. I missed by a mile, and the stone flew way up in the air. He starts grinning and walking toward me with that big sharp sword and I'm cursing my luck. Then, out of the corner of my ear, I hear a rumble.

Not a little rumble, like a stomach with no dead things in it, and not a medium rumble, like a coupla ogre bushi with a new samurai to play with, but a big rumble. The biggest rumble I ever heard, and here it was coming down the mountain towards us. Well, that dratted bloody big rock is what I hit with my chucking stone, and of course it fell right on us. The tent Kisada was supposed to sleep in gets crushed, and the guy I was fighting gets squashed, and all those Hida boys start yelling and screaming.

Well, I thought Kisada was gonna be thinking about ripping my head off for crushing his tent like that with a huge boulder, I

mean what with him not even in there to see if the trap worked or not, but he wasn't even mad. Seems that his guard pulled that loony guy's body out from under it, and he was wearing a little piece of gold 'round his neck, and that made them all nervous. I'm not sure what a 'kolat' is, but it seems this guy was one. I guess 'kolat' means somebody who dies by having a rock dumped on him, 'cause that's all the guy was now. Well, Kisada got real mad when he sees this gold thing, and he crushes it all up in his hand. And I says, "Can I go now, boss, or do you want me to try to put that rock back so you can use it right?"

Now I'm hoping he doesn't say yes, 'cause like I said that rock was BIG. But he looks at me and he smiles. Smiles, can you believe that? At a goblin. He gives me the smashed gold thing, and he says "You've earned much honor this day, goblin, by saving the life of the Champion of the Crab Clan," or somesuch, and right there, bang, he makes me a samurai. A samurai! Not the Slobberknuckle clan, not the Bangjaw clan, not any goblin clan that ever was had a goblin who was a samurai.

So that's my story, and here I'm wearin' the crushed gold necklace Hida Kisada gave me that day, to prove it. So you and yours remember, when you're pushing the Squat People around like you do, that there's one goblin out there who don't take to being pushed. And that's me, Kapukksu, Samurai of Clan Biteeye. I can spit a walnut 100 feet into a mujina's eye if I need to, and I made the Champion of the Crab Clan smile when he wasn't even killin' nothing. And that's a story to be proud of.

# The Oracle of the Void™

## Notes on the FAQ

These are only the most recent additions and changes to the L5R FAQ.

## L5R CCG Frequently Asked Questions

(by Jeff Alexander)

**Q:** Where do I get the Fate cards that go under the new Kyuden Hitomi Stronghold, from my deck or from all the cards I own?

**A:** *They come from your deck, which must be legally constructed prior to their removal (your remaining Fate deck MAY violate the minimum deck size afterwards). Cards go under it face-down, and you choose which card you get when you use the Stronghold ability.*

**Q:** Can I use reactions like Coordinated Fire or the strength-boosting effect of Arrows From the Woods in combination with Blackened Sky?

**A:** *No. Reactions are actions, and Blackened Sky says that all the actions you take during its effect must produce ranged attacks in and of themselves.*

**Q:** The main rules say Events are resolved as soon as they're revealed, but the Quick Summary on the back page says to turn all my Provinces face-up first and then resolve Events. Which is right?

**A:** *The main rules.*

**Q:** I've got a card that says it stays in effect for two turns, or three turns, or whatever. According to the Glossary, a "turn" is just a single player's trip through the six Phases. This won't even make it around the table in a large multiplayer game! Is this right?

**A:** *Any card that talks about "this turn" or "the end of the turn" is referring to just the current player's trip from her Straighten Phase to her End Phase. Any reference to more than one turn (e.g. "for 3 turns" or "two turns after this one") is actually referring to a complete trip around the table to the current player's next turn.*





Q: Does the new Naga Stronghold limit of 4 non-Unique Naga cards apply to Events and other 1-per-deck-but-not-Unique cards?

A: No. Only to cards you can normally have three of.

Q: Is Kanbe's change in clan alignment permanent, like Oath of Fealty?

A: Yes. All changes in alignment are permanent by default. This is actually a new rule. It will appear formally in a future rulebook.

Q: Can I use Hantei the 38th to stop a samurai from committing seppuku to reduce an honor loss? Seppuku is a Political action, right?

A: Not right. There's a subtle distinction that the rulebook's definition of "Political action" overlooks: if an effect isn't an action to begin with, it can't be a "Political action".

Q: Some cards refer to Yogo Junzo's Army by name. Do they apply to the Shadowlands Horde too?

A: Yes. These two alignments are completely equivalent, just like "Mantis Clan" and "Yoritomo's Alliance" are. Also note that "Shadowlands Horde" is a single phrase and is NOT equivalent to "Shadowlands"! A Horde player can not purchase Shadowlands Personalities for 2g less.

Q: How can I tell if an action is targeted?

A: There are two things to check. Some will actually tell you. For the rest, you have to consider whether you ever have to decide what the action affects or references. If an action is ever targeted, it is always considered a targeted action, even in situations where there is only one thing it may be played on.

For example, *Iaijutsu Duel* starts a duel between one attacking and one defending Personality. Since the rules of the game allow both attacking and defending armies to contain any number of Personalities, *Iaijutsu Duel* targets both of them. Because it is a targeted action, it is considered targeted even in battles where there is only one unit on both sides and your selections are forced.

On the other hand, *Togashi Yoshi's reaction* is used when one of your Personalities enters a duel. Since duels can only be fought between Personalities belonging to different people, and since

*the game rules do not allow starting multiple duels simultaneously, you will never have more than one Personality who can receive Yoshi's bonus at any given instant. Yoshi's effect is therefore not targeted.*

## Errata

The Scouting Team must be at the battle to use either Reaction, not just the first.

Mukami (Exp) is with Yoritomo's Alliance, not Yoritomo's Army.

Tchickchuk is a Creature.

The Dai-Kyu of Anekkusai is correct as printed (it does not count as a weapon).

## L5R RPG Frequently Asked Questions *Show Me The Money*

For about a year now, I've been doing Game Master seminars around the country, answering questions about the RPG, Rokugan and running games in general. Without a doubt, the single most frequently asked question is: "How does money work in Rokugan?" So often does this question ring up in my ears that I've decided to spend all the space necessary to answer it. If that means we're going three pages, then by Shinsei, we're going three pages. Ready? Get set. Here we go.

### Economics 101

The purpose of studying economics is to discover a way to measure "value." In other words, what makes one thing more valuable – and therefore expensive – than another? When you have guys studying economics, you get a few economic theories floating around. The United States and Rokugan have two very different economic theories: free market and a funky kind of feudalism.

The United States is firmly entrenched in its free market economy. We have the opinion that a thing is worth what people will pay for it, and people will pay what they believe it is worth. The rules of supply and demand are fully in effect, but more importantly, the customer is aware of them. Collectible trading card games are a prime example of how a free economy works. How much is a promo edition of Bayushi Kachiko worth? Well, that all depends on who you try to sell it to. If you're trying to sell it to a gal who has only ever played

Mythos or Highlander, it's not even worth a penny. On the other hand, if you're trying to sell it to a L5R/Kachiko fan, it'll probably be worth more.

This is how our economy works. The value of an item depends on how many of that item are available and how much each individual customer wants it. Items do not have inherent value, their value is determined by supply and demand.

Now, over the pond in Rokugan, things are a little different. It's a quirky kind of feudalism that uses rice as its main denomination. Let's take a look at how Rokugan's economy breaks down from top to bottom.

## Top to Bottom

First off, the Emperor owns all the land. Every last bit of it. In exchange for fealty, he has divvied out portions of it to the clans. In exchange for their fealty, the clans have the right to tax the land, while still handing over a healthy portion of that tax to the Emperor (it is his land, after all).

Now, let's go down a step and look at how each of the clans deals with their land. A clan daimyo has whole bunch of land to manage. Obviously, he can't manage it all himself, so he puts a bunch of magistrates in charge of various sections of land. Each clan is in charge of four provinces, and each province has a provincial governor in charge of collecting the taxes of that province and handing those taxes over to the clan daimyo. In each province, there are a number of cities, and each city has its own magistrate, who in turn, collects taxes and

hands those over to the provincial governor. See a pattern developing here?

Each city – including the clan capitals – is surrounded by farms. Each farm produces rice, silk, vegetables, milk and other products, that are all taxed by the city's magistrate. Each city is also a military garrison with blacksmiths, coopers, carpenters and other workers to maintain the city and the soldiers who stay there. All the samurai who are sworn to a city magistrate have their needs provided for by the city. If a samurai needs a new sword, the magistrate orders the blacksmith to make it for him. If he needs a new horse, the magistrate provides him one from the stable master.

All a samurai's needs are taken care of by his lord. After all, that's the feudal system: a king takes care of his knights. If the king doesn't, then the knights find a king who can. Of course, that last sentence doesn't happen in Rokugan ... at least, the history books don't mention it happening that often.

## Bottom to Top

So, now that we've looked at how Rokugan breaks down from the top down, let's look at it from the other way around. You are a Rank 1 samurai. When you pass your gempukku, you swear fealty to a lord (not necessarily your family lord). You go to that lord's castle and you serve him. He provides you with the tools necessary to do so. Like we said above, if you need a horse or a sword, you've got it.

When spring rolls around, you go to the farms surrounding your lord's land and collect taxes from the peasants. When the harvest is good, you get a lot of rice. When it's bad ... well, that's when things start breaking down.

People need to eat. The more rice a lord has, the more men he can feed. When he can feed more men, he can hire more samurai, not to mention more blacksmiths, coopers, carpenters, sake brewers, geisha, etc. If the rice crop comes up short, he can no longer fulfill his end of the feudal contract. Men start going hungry, and have to look for other lords who can feed them. Of course, loyal samurai will stick by their lord through famine as well as feast, but some men are more loyal to their stomachs than their lords.

When a daimyo's crop comes up short, that's when Rokugan's bartering system comes into play. When Bayushi Shoji's crops are short, he has to turn to other clans to feed his men. Of course, he has to trade for their rice; nothing in Rokugan is for free. Perhaps he could part with that lovely silk his southern provinces are so famous for? Or how about a few of those Shosuro-trained geisha?





## Ronin

Yes, it's cool to be a ronin. You get all those extra points. You get to wander the countryside on your own time, with nobody telling you what to do. Pretty neat.

But what are you going to eat?

How are you going to repair that sword and saddle?

When a samurai needs help, he turns to his family and his lord. When a ronin needs help, he has nobody to turn to. He comes into town looking for a blacksmith to make him a new sword, and the blacksmiths says, "I cannot. I am busy making swords for Shiba-sama."

That's right. A peasant telling a samurai, "No." And just what is the ronin going to do about it? If he's smart, he'll bow and walk away. If he's dumb, he'll probably just kill the peasant and take a sword ... and call down the wrath of the Phoenix Clan. Remember what Shinsei said: "Those who stand alone, fall alone."

The path of the ronin is not an easy one. The entire world stomps in your face, even when they don't mean to. Peasants have no time for you. Samurai laugh at you. You're on your own, with nobody to help you out. Congratulations, you're a loner. Hope you got what you asked for.

## End

So, that's a little Rokugani economics lesson. There's more, but I've run out of room. That should give you a good idea how things work, though. And by the way, if you've got more questions, be sure to check us out at [l5rrpginfo](mailto:l5rrpginfo). The sign up stuff is in a nearby sidebar. See you there!

**This is the official place to get all your L5R RPG questions answered and talk with L5R designers and players. It's your direct link to the RPG. Check out new rules, get clarification on old ones and chat with John Wick, Ree Soesbee and everyone else at AEG. All you have to do is follow these steps and you'll be subscribed.**

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**It's just that simple.**



# Private Lessons

by David Thun

An old man and a young boy walked in silence down the Tachibana Road.

A group of peasants working in the fields alongside the road stopped to stare as they passed, for the two made an unusual pair. The boy was perhaps thirteen years of age, small but well-built, dressed in the blue silk of a nobleman's son. His dark hair was worn long, the tail dyed white in the fashion of a Crane Clan youth. He wore no weapon, and when he smiled the younger peasant girls in the field blushed and covered their faces.

In contrast, when the old man walked past, crows flew from the fields squawking in fear. His faded gray robes looked as if they had been slept in, and his tangled, unbound hair matched the color of his robes. His arms and chest were wiry and criss-crossed with scars. But the hilts of his swords were bright and well-cared for, and his unblinking black eyes seemed to take in everything around them—even when he wasn't looking.

"Hoturi-kun," said the old man, suddenly coming to a halt.

"Hie, Toshimoko-sensei!" the boy said, snapping his attention away from the field where the pretty girls were working.

"Are you staring at those peasant girls?"

Doji Hoturi gulped. He knew if he answered truthfully, he would most likely get

into trouble. But he also knew if he lied, he would most likely get into big trouble.

"Hai, sensei," he gulped.

"Good," said Toshimoko, starting forward again. "If you aspire to be a kengo—a master of the sword—you should always be aware of what's around you." He scratched his chin in a philosophical way. "Especially when pretty girls are involved."

Hoturi blinked in confusion. He was, after all, only thirteen.

Altogether, the old man and the boy made for a peculiar spectacle. But peasants everywhere are a practical lot, and when peasants in Rokugan are faced with a peculiar spectacle, the safest solution is to bow deeply and hope it goes away on its own. This time, however, it didn't work.

A clanging of metal and a chorus of hoarse shouts rang out behind the pair.

"What's that?" The boy spun completely around, but the old man remained where he was.

"That," Kakita Toshimoko said, "is not a pretty girl."

Standing in the road behind the pair was a burly samurai wearing the colors of a Lion Clan warrior. His fleshy face was mottled with rage, and a jeweled katana was in his hand. The creak of armor laced with silken cord, the



rustle of his bronze horsehair plumes, every part of the samurai seemed to sing a song of anger. Even the ivory band holding his warrior's topknot in place seemed to quiver with barely-suppressed rage. The peasants glanced up at his arrival, sighed, and quickly ducked their heads again.

The Lion samurai roared in outrage.

**"Kakita Toshimoko!"**

The old man lifted his head a little, but still did not turn.

"Hai?"

The Lion samurai glared. "I am Matsu Shigatori! I have come to the capital to test my sword against yours. For five days and four nights, my messengers have carried challenges to your dojo. For five days and four nights, you have ignored them! And now, in order to face you, I must chase after you like an alley dog? You are a coward!"

The boy glared and stepped forward, but stopped as Toshimoko lifted his hand.

"I receive many challenges," said the old man. "What did you say your name was again?"

"Matsu Shigatori! I slew six Scorpions at the battle of the White Pines! It was I who faced Hida Matahachi in battle with my blade broken—and still bested him in single combat at the Sengyo Bridge! It was I—"

"Oh yes," Toshimoko said, cutting him off in mid-shout. "Shigatori. Careless of you to break your sword."

The boy watched with interest as the Lion's face flushed several different shades of purple. Shigatori sputtered and choked, but said nothing else.

"At the moment," Toshimoko continued, "I am occupied with other matters. I am escorting my student, Hoturi-kun, on a training

journey," he gestured, and the boy bowed politely as he had been taught, "and will be gone for a day or two. Afterwards, however, you are welcome to make an appointment at my dojo. Beginner's classes start at the Hour of the Hare..."

"Beginner? **Beginner!**" Shigatori shrieked. Swinging his katana over his head, he charged forward.

Toshimoko's shoulders twitched, and his katana—still sheathed in its saya—was in his hand. His wrist flickered, there was a sharp crack! crack! like a woodpecker at its favorite tree, and two bright bruises blossomed on Shigatori's face. A small step to the right, a sound like laundry beaten with ironing sticks, and Shigatori lay unconscious on the road, his jeweled sword broken in two.

"Your elbow was bent," Toshimoko remarked as he returned his own weapon to his belt. "No wonder you break your swords." He glanced at Hoturi. "Student, come here."

"Yes, sensei?" Doji Hoturi asked, running forward. His eyes shone with admiration.

Toshimoko pointed. "Kindly rummage through that man's money pouch and fetch me two gold koku."

Hoturi blinked. After all, rummaging through purses is not something a well-bred Crane youth is known for. "Sensei? Isn't that stealing?" he asked.

Toshimoko stared at him. Hoturi knew that stare very well. The boy gulped, gingerly fished two gold coins from Shigatori's pocket, and silently handed them to Toshimoko. The old man tossed the coins in the air, caught them, and smiled thinly.

"Private lessons," Toshimoko said, "cost extra."

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# The Art of War

By Frank L. Chafe

Many of the philosophies of the combat system in L5R were derived from Sun Tzu's 2000 year old book, *The Art of War*. Sun Tzu always emphasized that one of a general's most important virtues was adaptability. The Art of War is dedicated to honing your ability to bring multiple elements together to make a devastating effect.

If you have an idea for a card combo, or have come up with some interesting card effects, please let us know.

## **The Armor of Sun Tao, Narrow Ground, Samurai's Fury, Heart of the Inferno**

During a battle play Narrow Ground from the Armor. Then play Samurai's Fury to allow you to play another action and wipe out the entire opposing army with Heart of the Inferno.

*This was submitted by Joseph Allsup.*

## **Morito Tokei, Mantis Shugenja Apprentice, and Fury of Osano-Wo.**

Attach the spell and followers and begin unleashing strength eight ranged attacks. Nuff said.

*This was submitted by Miss Sara Austin.*

## **Shosuro Hametsu and the inexperienced Ninja Shapeshifter.**

The inexperienced Ninja Shapeshifter with those poison tokens and his unrefusable duel is quite nasty.

*This one is submitted by Jim Pinto.*

## **Hitomi Kokujin, Armor of the Golden Samurai, Foxwife, Mirimoto House Guard.**

Wow! Talk about a really awesome duelist with personality control to boot. This combo was used quite effectively at Gen-Con recently. It allowed Dragon to dominate the board and eliminate threats as they entered play.

*This was submitted by the Pewter Crew.*

## **Tidal Land Bridge and Clan Heartland.**

This combo allows for a reoccurring Emperor's Peace effect of not being able to attack every other turn provided of course you can get the regions on two separate provinces.

*This combo was used in a lot of Crane decks at Gen-Con and it allowed some of the Crane decks to walk all over the attack decks.*

## **Hitomi Akuai And Kachiko's Kiss.**

This personality allows you to go through your deck and remove events before they happen. Or, in the case of Kachiko's Kiss after they have happened. This would allow you to keep the Imperial Favor from ever coming back into play, which for a attack Dragon deck could prove very helpful.

*Was brought to my attention from Ree Soesbee, who heard it from multiple people on the internet.*

## **Damesh and Ruined Keep of Fu Leng.**

Get that region out on one of your provinces and all of your opponents provinces have a zero strength when attacking with Damesh. This can be really frustrating since you still have one 11 strength province.

*Submitted by the Pewter Crew.*

## **The experienced Kyoso No Oni and Mountain Goblins**

Talk about all you can eat Buffet. This combo allows for a really huge Kyoso No Oni every turn because those mountain goblins just keep coming back for more.

*This one is submitted by Brendan Goodyear.*

## **Alderac Entertainment Group**

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# Factions of Rokugan

## Playing The Kaiu Walls

By Eric Devlin

With the recent move to the forty-forty format, I am presenting an honorable one on one Crab deck. This deck is not heavy on the rare cards and might be a good place for new players to start.

The idea of the deck is to get as much as possible out with just your stronghold. If things work out well, you can take out a province on your second turn. With the Frenzies and Strength of Purities combined with followers, you should be fired up and ready to go quickly.

If you have someone in your province that is very expensive, send one of your smaller people on a suicide run. When they die, use Duty to the Clan to bring out your expensive personality for free and then Feign Death the person that died. Keep in mind that Feign

Death will kill followers so you need to be careful about who goes on that suicide run. Your best choice will be the experienced Hida Sukune, who gets shuffled into your deck if he is honorably dead.

In your early game, if you have a choice between dropping a follower and attacking or using that money for another personality, you should drop the follower. A chance at a province is always worth more than a given personality.

No Fortifications makes this Kaiu deck an anomaly. We are using this stronghold for the 4 starting honor and the 7 province strength. This will put you on slightly more even footing for honor. You won't miss the bowing the stronghold for a three higher province strength, you'll be using the stronghold to pay for followers.



## ***Dynasty***

### *Events:*

As the Shadow Falls  
Time of the Void  
Are You With Me?  
Imperial Gift  
The First Scroll is Opened

### *Personalites:*

Hida O-Ushi exp

Kuni Sensin \*3

Hiruma Yoshi \*3

Hida Sukune \*3

Hiruma Kage \*3

Hiruma Osuno \*3

Hida Kisada

Hida Kisada inexp.

Hida Yakamo

Hida Sukune

### *Holdings:*

Merchant Caravans \*3

Sanctified Temples \*3

Iron Mine \*3

Black Smith \*3

Jade Works \*3

Quarry \*3

## ***Fate***

### *Actions:*

Duty to the Clan \*3  
Strength of Purity \*3  
Frenzy \*3  
A Test of Courage \*3  
Rallying Cry \*3  
A Call to Arms \*3  
Feign Death \*3  
Stand Against the Waves \*3

### *Items:*

Ancestral Standard of the Crab  
Ancestral Sword of the Crab  
Dragon Pearl

Hida House Guard

Light Infantry \*3

Naga Bushi \*3

### *Followers:*

Berserkers \*3  
Spearmen \*3  
Lieutenant Sukune

## ***Substitutions***

If you run into a problem with a Scorpion Military Deck you can remove your Feign Deaths and put in Evil Portents. You will have a disproportionate amount of personalities with three Chi. If you are able to drop two Evil Portents, you stand an excellent chance of crippling your opponents army while keeping yours intact (and remember, Evil Portents does not affect non-Shadowlands followers, so you can still attack that turn).

This tactic will work well against Scorpion, Unicorn or a Crab deck using Berserkers.



# TAKA'S TREASURES™



## What are Koku?

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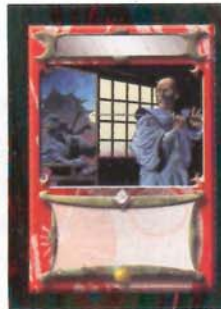
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*Legend  
of the  
Five Rings*

# Way of the Magistrate

By Scott Gearin

Few other positions in the Emerald Empire so clearly reveal the complexity of politics as that of Magistrate. There are in fact two distinct types of Magistrates: the Imperial Magistrates and the Clan Magistrates. Each follows a separate (if similar) hierarchy while acting to uphold the law and to enforce the will of their lord. The situation is made more complicated by fact that while there are several Magistrate schools, service as a Magistrate is by appointment and samurai of any school may find themselves called upon to serve their lord (or the Emperor) in this way. Clan Magistrates are selected by a family *daimyo* or the Clan daimyo. Imperial Magistrates are chosen by the Emperor himself. Occasionally the Emerald Champion will "recommend" someone for a particular place in the Emperor's service.

The roles of Clan Magistrates tend to be narrowly defined and fairly consistent from Clan to Clan. Magistrates of higher rank (by birth or experience) serve as the judges, either in a specific region or city or wandering their lord's lands. They report to the daimyo's *karo* and are answerable to the *karo* and the daimyo. Lower ranking Magistrates are known as *yoriki*, or aides, to a more powerful Magistrate. These are the vassals of the Magistrates, and actually enforce the laws rather than sitting in judgment. *Yoriki* are hired by the Magistrate directly, and after a period of testing may be asked to swear fealty by the Magistrate. Clan Magistrates are almost always a member of the that daimyo's Clan, but *yoriki* may be from any Clan dependent on the skills of the *yoriki* and the tastes of the individual Magistrate. It is not at all uncommon for a Crab Magistrate to attract a Scorpion *yoriki* to help him ferret out black market activity in his city or for a Lion Magistrate to hire a Phoenix *yoriki* to watch for *maho* amongst his peasants.

Imperial Magistrates are the enforcers of the Emperor's Law. Headed by the Emerald Champion, the Imperial Magistrates form a complex web of political favors and family politics. Like Clan Magistrates, Imperial Magistrates receive their post by appointment. Traditionally Imperial Magistrates are chosen only from the Seven Clans by the Emperor. Exceptions have been made for ronin of exceptional merit, or when the Emperor has wished to send a particularly pointed message of displeasure to the Clans. After he has chosen someone to join his service, the Emerald Champion

determines the function each Magistrate will perform. Only a fraction of the Imperial Magistrates hear cases and decide upon punishment. Those that do are immensely powerful, determining the sentences of those brought before them. These Magistrates are often assigned territories: an entire Clan's lands, a family's, a single province or city being the most common. This role is parallel to that performed by the daimyo's judges, but Imperial Magistrates hear crimes which occur between two Clans, or crimes which cover the territory of more than one Clan. Many more act as agents for the Emperor, gathering information on the state of the realm and acting directly to quell unrest. Others are assigned as aides or bodyguards (and discretely as spies) to persons in the Emperor's favor (or suspicion). The Imperial Magistrates are also charged with the protection of the Empire's roads and the legitimate travelers there on. This last task requires enormous manpower.

As these appointments are made by the Emperor personally, who also has a hand in their assignment, the Imperial Magistrates are undoubtedly the Emperor's most powerful tool toward controlling the Clans. In a single stroke the Emperor can remove a threat by appointing a samurai to his service (refusal is nearly impossible) and then seeing to it that the samurai is dispatched to an area where he has no power-base, no friends, and is likely to stymie another opponent. Magistrates can be dispatched both publicly and covertly to watch troublemakers and provide a constant reminder that the Emperor is watching. The appointment also carries a large element of prestige, making it a useful tool in rewarding samurai who have promoted the interests of the Emperor. The Seven Clans put great stock in the Imperial Magistrates, and in seeing that members of their Clan are appointed. Controlling a large number of posts in the service is an important part if the inter-Clan jockeying for position.

The position of the Emerald Champion is also filled by a member of the Seven Clans. When the previous Emerald Champion retires or dies a grand tournament is held to select a new Champion. The format is one used for many tournaments in the empire. A series of written and verbal tests weed out those who lack the minimal legal expertise to serve as the chief Magistrate of the Empire. Those who remain then perform a series of *iai*jutsu duels to determine the



individual most fit to serve as the Emperor's hand. This process is presided over by the Emperor. One of the signs of the true power of the Clans over the Emperor rest in the fact that the Emerald Champion retains his names, both family and personal. He serves the Emperor but there is no implication that he is severed from his family or Clan.

In Imperial service the younger, more active Magistrates wander the empire dispensing justice where needed. These Magistrates are often present for annual festivals and gatherings, oversee the conduct of duels, and are given charge of the roads of the Empire. They share the powers of the judge Magistrates on a more immediate level. Both judges and traveling Magistrates in the Imperial service must remain cordial with the lord(s) of their districts, but are only answerable to higher-ranking Magistrates and ultimately to the Emperor. Imperial Magistrates also retain *yoriki*, though somewhat less often and fewer than Clan Magistrates do. This is primarily because the duties of the Imperial Magistrate are so much more changeable.

*Yoriki* are employees or vassals of a particular Magistrate and act as investigators and police chiefs for their lord. They gather individuals who have relevant testimony, record that testimony, and otherwise prepare the case for speedy consideration by their master. *Yoriki* also handle prisoners and conduct questioning which ranges from polite inquiry to outright torture. *Yoriki* do not share in the protection from the local daimyo that their superiors possess and must walk a fine line in the performance of their duties. The *yoriki* have considerable autonomy and are far more numerous than Magistrates, with over a hundred serving some powerful Magistrates. The *yoriki* also direct and oversee the *doshin*.

*Doshin* are the lowest rank of samurai in the Magistrate chain.



Their dress clearly identifies them as peace officers and they patrol the streets and roads for their *yoriki*. They reduce crime with their mere presence, and can be quite skilled at intimidation. They have power to arrest, detain, and question anyone they suspect of a crime. In practice, a character with a much higher glory will be approached more gently or the *doshin* may simply relay his suspicions to his superior, avoiding a public scene.

At the bottom of the pyramid are the deputies. These are members of lower castes chosen and employed by a *doshin* to aid in the prevention of crime. They act as aids and informants for the *doshin*. They do not necessarily make public their service, which could interfere with their work as informants. Many of these deputies come from the family of the village headman. In some cities service as a deputy has become hereditary. They may take action to end or prevent violence, but have no other powers to enforce the law.

## Symbols of the Law

Imperial Magistrates carry a jade orb (about 4 inches in diameter) as a symbol of office; their own mon and the Imperial crest are often etched on the surface. This orb is a symbol of authority, the purity of the Emperor's rule, and also a handy gavel; making an unmistakable sound when struck against a table. Clan Magistrates may carry a variety of symbols, but the most common is the mon of their lord worked in jade. Lower ranking officers (*yoriki* and *doshin*) of both services carry a *jitte*, as the symbol of their authority and a useful tool for quelling fights. The *jitte* may be as ornate or simple as the bearer likes. Traveling Magistrates promoted "from the ranks" often still carry their *jitte* for its practical value.

## Court of the Magistrate

While the *yoriki* and *doshin* perform their duties on the streets and roads, the Magistrates sit in judgment in special offices. The Magistrate's courtroom is generally an open yard in the middle of the court buildings. A raised dais on one side provides a shady and comfortable place for the Magistrate to sit. A scribe and a bodyguard are located close by. The other end of the yard is dominated by "the white sands of judgment": a flat, cleared area several yards wide covered with pure white sand. The accused is brought before the Magistrate and kneels on the sands. Troublesome prisoners may be beaten until they kneel or fall. The court scribe reads the list of crimes with which the accused is charged, followed by his confession (see below). Then the Magistrate may question the prisoner if he wishes. This is usually done if the judge wants to clarify any points or to determine more of the prisoner's character before passing judgment. At this point the Magistrate determines the sentence, which is carried out immediately.

The court buildings will include scribe offices, storage for legal



documents, a library of legal texts, and barracks for the yoriki and doshin. The Magistrate's home may be attached to the court complex or elsewhere.

As Magistrates are busy people they can not always get away from their court to meet with their yoriki or other characters. Characters of lower rank than the Magistrate may find that their audience places them on the white sands; an uncomfortable position indeed!

## Salary and gifts

Servants of the Emperor receive a salary commiserate with their station. Average salaries are listed in the table below. These salaries may seem high, but Magistrates are expected to attract loyal vassals out of their own pockets. The wages listed for yoriki and doshin vary more, depending on their Magistrate's salary. Magistrates and lesser officers can also expect to receive gifts from the daimyo of the region they protect. These gifts (often fine clothing bearing the daimyo's crest) are not seen as bribes, but as the rightful reward of diligent service. No mere material goods should sway a Magistrate from his dutiful service to his lord or the Emperor. Magistrates and lesser officers convicted of taking bribes (or rewards for false service) can expect a lingering, shameful death.

## A Word about Torture

Before an accused criminal may be tried, a confession is required. If the criminal will not confess willingly, a confession may be extracted through torture. This is both a legal and proper way for a yoriki to gain a confession. Torture, however, involves both blood and dead flesh. This makes it very distasteful to the samurai class. Magistrate judges will have a number of eta retainers who are practiced in this unpleasant skill. When a yoriki wishes to employ torture on an accused criminal he must petition his master to use the eta. This situation requires the yoriki to present a thoughtful, well conceived petition to a superior, justifying the use of torture while keeping the spiritual pollution and possible loss of honor from reaching the yoriki (and keeping the use of torture firmly in the hands of a NPC/the GM). In this case, even though torture is both a low skill and repugnant in our society, it is being used in the service of the character's lord with both the lord's knowledge and permission. In Rokugan it is better to confess quickly.

## Rank and the Law

A rough guide comparing a character's glory rank and position in the Magistrate hierarchy is provided below. Particularly senior or respected servants of the Emperor may have a glory rank one (or rarely two) higher than their position would indicate. Glory rank is

very important at the higher levels as a defendant may appeal the decisions of a Magistrate of lower rank than himself. Appeals are considered a wasteful process, so the case is usually placed before a Magistrate of sufficient rank in the first place.

Glory	Position	Salary
8	Chief Magistrate of a Clan	5000 koku
7	Chief Magistrate of a Family	1000 koku
6	Chief Magistrate of a Province	400 koku
5	Traveling Magistrate	120 koku
4	Yoriki	40 koku
3	Minor Yoriki	15 koku
2	Doshin	10 koku
1	Doshin	7 koku
0	Deputy	varies

## Playing as a Magistrate

The process for creating a Magistrate character is essentially the same as for creating a bushi. Select a Clan and family, then select a school. Families with popular Magistrate schools include the Asako (Phoenix), Shinjo (Unicorn), and Kitsuki (Dragon) families. The Way of the Dragon sourcebook describes the Kitsuki Magistrate school. The others are described below. Once a school has been selected, write down your first rank technique and kit, then complete the character as you would a bushi. Unless the character has purchased additional glory, they will most likely begin as a doshin. Remember that being a Magistrate is also simply a matter of filling a post, so you may have a "Magistrate" character who was not trained by a Magistrate school. Bushi and shugenja Magistrates are common, and although they do not attain any of the abilities of the Magistrates schools listed below, their knowledge of other areas often proves of great use.



## Running Magistrates

Having one or more characters serve as Imperial Magistrates is one of the most simple and handy ways of explaining why characters from multiple Clans are working together in close concert. If you choose to use this device it is helpful to understand the types of service such characters are expected to perform and who they will be reporting to. "Magistrate campaigns" are both mobile and colorful. Play up the glory aspects and spice with a few "bad seeds" and vicious battles. Vary the duties required of the players regularly as well as the location. They may even live long enough to see the entire underbelly of Rokugan.

Playing as Clan Magistrates can be equally rewarding. A yoriki balancing allegiance to his Magistrate, the local lord, and his own family has a challenging life ahead. Such characters are less able to roam. Focus on a single locale and develop the atmosphere. Intrigue as well as complex, slow building plots are the meat of such campaigns.

Remember that Magistrates come from many different schools and every Clan. The opportunities for mixed groups cannot be over-emphasized. Characters with an appointment to serve should consider at least one level of law, but otherwise anyone's favorite concept can be adapted and quickly brought into the group. When a Lion works hand in hand with a Scorpion, woe betide any enemy of the Emperor.

## Unicorn Magistrates

Many Unicorn samurai-ko who do not wish to join the battle maidens turn to the Shinjo Magistrates as a place to serve with honor, continuing the tradition of what may be the oldest school of Magistrates in the Empire.

Since their return to Rokugan 200 years ago, the Magistrates of the Shinjo have served the Emperor chiefly as trackers, pursuing escaping criminals and fleeing enemies. It is a role in which they have excelled. Shinjo yoriki can be found in the service of every great Clan. However, their barbarian ways have hampered their advancement in other areas. Outside of Unicorn lands, few trained in the Shinjo school have become judges. Most Unicorns are unconcerned however, feeling that their fierce blood serves best in the saddle anyway. Shinjo Magistrates are considered a bushi class.

## Magistrate Outfit

(All items are of fine quality): Katana, Wakizashi, Jitte, Light Armor, Traveling Pack, 3 Kimonos, 6 Koku, Mount.

## Shinjo Magistrate

Benefit: +1 Willpower

Beginning Honor: 2, plus 5 boxes

## Skills

Horsemanship, Heraldry, Hunting, Investigation, Kenjutsu, Law, and pick one bugei skill

## Techniques

### Rank 1: *Chasing the Wind*

The Magistrate is driven by the righteousness of her cause. When facing an opponent (in skirmish or duel) with an Honor rank of less than 2, she will keep an extra die for both attack and damage rolls.

### Rank 2: *Path of the Hunter*

At second Rank, the Magistrate is taught the methods of sensing each clue the prey leaves behind; these form a path, straight from the hunter to the prey. The Magistrate keeps all the dice she rolls for Hunting and Investigation.

### Rank 3: *Ride until Dawn*

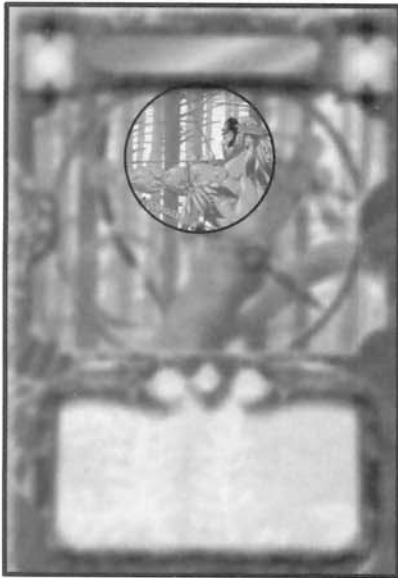
The Magistrate learns to endure the rigors often required by her work. Her devotion to justice carries her through trying times. She may operate normally with minimal sleep (three hours per day) for a number of weeks equal to half her Earth Rank. At the end of this ordeal she will require three extra hours of sleep each night, for a number of day equal to the number of weeks spent using this ability.

### Rank 4: *Swift Justice*

At this rank, the shinjo have learned to strike twice per round: Once for themselves and once for the Emperor, in whose honor they serve.

### Rank 5: *Ki-rin's Blessing*

The Lady Shinjo's true form and spirit was said to be the Ki-rin. That spirit still guards those who have given their life to the pursuit of justice. Any being with an Honor Rank of 0, 4, or 5 falters when attacking the Magistrate, dropping their highest die both to attack and for damage.



# Zen's Card Focus

Legend  
of the  
Five Rings

by Zen Faulkes

## Card Focus: *Show Me Your Stance*

Picture two samurai on a battlefield. Momentarily separated from their troops, they are in heated conversation ("shouting match" might be a better description). Each is convinced of the rightness of his cause -- and how dare the other stand in the way! Both stake part of their reputation on convincing the other to stand aside and let him pass. That's the contest of wills depicted in *Show Me Your Stance*.

My favorite feature of *Show Me Your Stance* is that a lot of personalities who ran from duels like scared rabbits suddenly become very capable duelist when honor is compared. Otaku Kamoko has an edge over Togashi Mitsu. Toku becomes an even match for Matsu Agetoki.

Because *Show Me Your Stance* creates a duel of personal honor and sends people home from battle, some think this card is only good for Crane. Wrong. Crane does not have exclusive rights to honorable personalities. Daidoji Uji is a solid duelist, but he's less noble than Ikoma Ryoza or Hiruma Yoshi. More important, *Show Me Your Stance* can be used by the attacker to send home defending units, too.

Packing *Show Me Your Stance* in your deck has a risk. Because *Show Me Your Stance* is about "pulling rank" in Rokugan's honor-conscious society, neither the challenger nor challenged can be non-human. If you're facing a Shadowlands Horde or Naga player (or are one yourself), *Show Me Your Stance* will be all but useless. With a focus value of one, this card doesn't make good fodder for other duels or Merchant Caravans, either. The risk that this card will be dead wood is small -- most personalities are human, after all -- but it's a risk nevertheless.

A duel of personal honor will usually be very close. Most personalities are more evenly matched for personal honor than chi or force. Few personalities have 3 personal honor, and only exceptional, champion-level personalities have 4 or 5 personal honor. Furthermore, personalities tend to stay evenly matched in personal honor. Even with Sunabe, Kenku Teacher, Traveling Poet, and Foxwife floating around, you seldom see personal honor breaking into double digits

like force or chi does. While honor duels are usually tight, the consequences of losing *Show Me Your Stance* are less severe than most other duels (unless someone focuses *Fatal Mistake*). If you lose, your opponent isn't gaining much honor and you still have your unit.

Because duels of honor are a little unusual, be careful about playing *Reactions* to entering this duel. It's very embarrassing to give yourself a hefty chi bonus and then realize that the chi boost is useless during a duel of honor. Cards that provide an extra focus, or say they're played as if they were a focus, work fine (e.g., *Oracle of Fire*, *Bend Like a Reed*, or even a *Garrotte*). Despite the name of the trait, *Double Chi* affects focus cards played during *Show Me Your Stance*, too.

The simplest way to turn the odds in your favor is to dishonor your foe's personality (e.g., *Marries a Barbarian*, *Frenzy*). The *Unclean Cut* is especially tasty: it almost acts like a *Poisoned Weapon* for honor duels! If you've focused better, play *The Unclean Cut* to remove the advantage of your foe's higher printed personal honor, and you win. You may be dishonored too, but you won't be the one walking home.

Weapons and armor add pizzazz to any duel. A *Tetsubo* is a nice way to guarantee a lock on the duel results. The -1C penalty from a *Tetsubo* is meaningless in a duel of honor, but you still have the first option to focus or strike. Similarly, *Bloodswords* still gain +2F/+2C tokens when you win a duel of honor. Finally, since you're hoping to have a very honorable personality as your challenger anyway, having your challenger don the *Armor of the Golden Samurai* is a natural.

For those of you seeking Enlightenment, *Show Me Your Stance* is a one card answer to playing the *Ring of Fire*. The *Ring* only requires that you entered the duel with lower chi; it doesn't require you win a chi-based duel.

One common question about this card is whether you can play *Test of Courage* on a personality targeted with *Show Me Your Stance*. The answer is no. *Test of Courage* must be played when the action is taken, and there's no way of knowing in advance whether you'll have to leave.



# Veterans of The Shadow

by jim pinto

## Hiruma Basurai

*No Beast, so fierce, but knows some touch of pity.  
But I know none, and therefore am no beast.*

– Richard III

Hiruma Basurai was born to a very honorable Hiruma family. His father, Hiruma Kabe served his clan with great duty and reverence, scoffing the cynical ways of his clan. Kabe raised his sons (three in all) to share in his care of bushido. Kabe taught his children the importance of respecting one's family and kin. The emperor and all of his subjects are to be honored and treated well. Even the peasant was here to be protected, and not harmed by the arm of a Hiruma. Kind words were very important to Kabe, so when he spoke loudly his children knew it was important. On the day of winter solstice, some few days after first hearing the news of his attendance to the Kuni Witch-Hunter school, Kabe brought his eldest son to gathering of witch-hunters. As a Hiruma, Kabe had to garner many boons to secure an invitation to this event. Not being a Kuni would be a great drawback to the eldest of Kabe's children, but he had great faith that the duty and dedication he had taught to his children would pay off. When the time arrived, the castle teemed with children from all over the Kuni stronghold, each eager to prove themselves. As Kabe ushered his oldest into the stronghold, he told his younger two children to watch and observe the strength of being a samurai and being dedicated to a cause – the *tsukai-sagasu* would show them this.

Fourteen witch-hunters showed to examine the prospects. Each child was asked to perform tasks of endurance, agility, honor, focus, and guile. Endless tests were given and the children could feel their bodies

grow weary and useless as the tests progressed. At the end of the test, all of the children were asked to line up. The leader of the witch-hunters walked among the rows of moaning, slouching children. When he stopped before Basurai he spoke and said "This year only one child will be chosen. What is your name young one?"

Kabe interrupted. "But my lord, he is my youngest, he is not here to become a witch-hunter. My eldest is – Yohaiko is here to test."

The Kuni, cut him short. "I have chosen. This boy is my new apprentice. If you do not wish to have a son among our ranks than by all means remove him from this place. But this child has unmatched resolve and I will not have you tell me who is a remarkable choice and who is not."

Basurai looked up at the towering Kuni. He did not wish to be picked. He was still young. His life ahead was full. To choose now would mean the end of his youth. Surely his father would not say yes. Surely he would understand that he was far too young and weak for such a task. Either of his brothers were suited for the challenge.

"*Hai*. His name is Basurai and he shall honor my family and our clan." Kabe bowed his head and did not look upon his son's face. Basurai watched to see if he would, and he did not.

So it went that Basurai would join the Kuni and hunt evil alongside his sensei. For the next 12 years, he would never see anything but the face of death and the sharp hand and eye of his sensei hunting and cutting away at vile, unimaginable evil.

The training was daunting and his sensei unassuming, and no matter how impossible the task seemed, Basurai always achieved success as if the tests

were just out of reach each time. With each success came a new test and a new challenge would fall before him just like the rest. Basurai could feel himself changing with each day - after mastering walking across a wet log, he walked across a wet, floating log, and then a wet, spinning log, and finally a wet, log covered with sea snakes and maggots. Basurai could feel the days slip away and his past begin to melt.

Basurai's gempukku came without thought. His sensei, Kuni Utagu came to him in the middle of the night and woke him saying, "You are now a witch-hunter, we will walk together no longer. Be a good soldier. The empire is counting on you. This charm is for you. It will draw out poisons from the body. Its magics are limited, so be careful." With that he walked away into the night. On the ground where he stood, lay a small ornate piece of wood, sculpted into a disk and inscribed with arcane shugenja markings. Since that time, Basurai has seen Utagu twice, but has never again visited upon his family.

A recent battle with a minor oni has left Basurai horribly wounded in his left shoulder. Permanent, severe muscle damage was done by the flying monstrosity when it tore a large hunk of flesh from his body. Basurai swung but was unable to harm the beast as it flew away. Afterwards, he was unable to heal the wound, and has been unable to Concentrate for some time as it continues to nag at his senses, a constant throbbing pain as if the body were constantly fighting against something - it could be part of the creature's magic, and Basurai has determined that other tsukai-sagasu should be made aware of its presence. Since then he has tried to use his magical charm to remove any toxins from his body that the attack may have left, but it would seem that the Oni's powers are beyond the scope of medicine, and his wound may never heal. He has since named the Oni Niku Yaburu until the real name is determined.

Basurai's memories are clouded now. He can no longer envision the sight of his father, nor his look of shame that night at the Kuni stronghold, when the youngest, weakest child was chosen. He can not imagine being that child any longer, nor can he dream of anything but the destruction of evil, and the shadowlands; his destiny is set. He can not imagine a father giving up his youngest child to a stranger to be trained, and yet for his own child (if there

ever came a time for such a thing) he can think of no other way. The reluctant child has become a fully indoctrinated warrior of virtue and integrity. What his father did not teach him, he built for himself. What his sensei did not teach him, he improvised. What the world would teach him, is that independence and interdependence were two vague enemies fighting back to back.

Recent word of an evil shugenja known as Girakuma has begun to surface. Basurai has started his investigation and is traveling north to the Plains of Foul Tears.

## **New Skills**

### **ANATOMY**

This skill is used by when deciphering the insides of a creature, animal, or human. Kuni, and some shugenja from the Phoenix are skilled at examining the remains. Anyone using the anatomy skill will be able to learn about the various organ functions within a creature, the use of certain muscles, and come to a greater understanding of a creature's origin and place. Shugenja interested in studying the remains of the dead will get strange glances from others as it is dishonorable to touch the dead. Maho-users would most certainly be interested in the anatomy of the creature they wish to use in their blood rituals. This skill is available for each creature that a shugenja wishes to understand, except for unique creatures, and oni.

### **AUTOPSY**

Where anatomy allows a samurai to understand the intricacies of the body, autopsy allows the user to understand how these functions cease. When cutting open a body, it may become important to understand that the heart stopped because of a poison or the rupture of a vessel. In conjunction with anatomy, a samurai may perform an autopsy on the body of non-human creatures as well. Although this skill may determine how someone was killed (after opening them up), with the proper lore skill (poison, weaponry, etc.), the information will be vague and inconclusive. For example, a courtier is killed by a rare poison known as *green lotus tongue*. The samurai using Autopsy will only be able to discern that a poison killed the courtier, but will not identify the poison without a poison skill roll. Like anatomy, this skill is considered dishonorable to use.



# Legend of the Five Rings

**Name:** Hiruma Basuru **Clan:** Crab **Profession:** Witch Hunter

## Fire

**Agility:** 4  
**Intelligence:** 4

## Air

**Reflexes:** 3  
**Awareness:** 3

## Primary Weapon

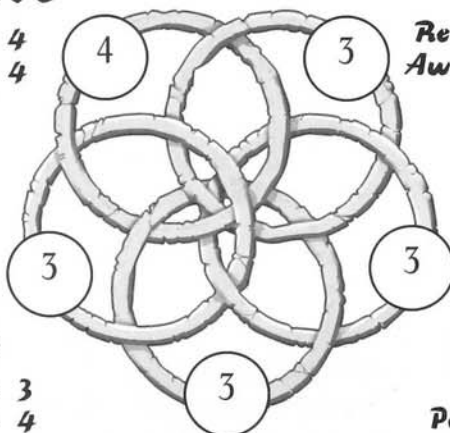
Tetsubo 2k2

## Primary Armor

Lt. Armor

## TN to be Hit

(Reflexes x 5 + Armor)  
15 + 5



## Earth

**Stamina:** 3  
**Willpower:** 4

## Water

**Strength:** 4  
**Perception:** 3

## Void

**Void Points Spent:**

## Skill

Archery	2
Etiquette	3
Defense	3
Hunting	2
Herbalism	1
Lore: Bakemono	2
Lore: Ogre/Troll	1
Lore: Shadowlands	2
Tetsubo	4
Iaijutsu	1
Kenjutsu	2
Stealth	4

**Insight:** 187

## Techniques/Spells

To Strike the Darkness  
To See the Darkness  
\_\_\_\_\_  
\_\_\_\_\_

## Wounds

6	-0
6	-1
6	-2
6	-3
6	-4
6	Down
6	Out
6	Dead

**School:** Witch Hunter **Rank:** 2

## Advantages/ Disadvantages

Quick  
Permanant Wound  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Glory: 3

☒ ☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

## Honor: 1

☒ ☒ ☒ ☒ ☒ ☒ ☒ ☒ ☐ ☐ ☐

## Shadowlands Taint: 1

☒ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐



## *Oni no Niku Yaburu*

Basurai was attacked by this Oni, but it is undetermined whether or not it is a unique creature or a new creation from Fu Leng.

Senseless and tenacious, this is the worst sort of Oni. They follow orders, and do it well. Unable to think for itself, it is a favorite of shugenja bent on domination. With wings, giant claws, and fierce strength, the Niku Yaburu tears the flesh of the victim from the body and carries it away to an oni, shugenja, or whatever master it is serving at the time.

**Earth:** 3

Stamina: 6

**Water:** 2

Strength: 5

**Fire:** 2

Agility: 5

**Air:** 2

Reflexes: 6

**Attacking:** 6k3

**Damage:** 6k3

**TN to be hit:** 25 on the ground, 45 in air

**Armor:** 1

**Wounds:** 20: -1; 50 - 2; 100: dead

**Special ability:**

Permanent wound.

Any damage done by Oni no Niku Yaburu can only be healed up to 25% of the full damage. The creature's claws, and salient toxins make the skin weak, and the muscle tissue believes that the flesh is

still there and while not try to repair the body. Even magic will only heal 50% of this damage. The toxin is of an unknown variety and so far the Nanko Dokuso nai Omamori has been unable to root it out.

## *Nanko Dokuso nai Omamori*

The healing amulet of Hiruma Basurai has limited uses and each time within a given day, it becomes more and more difficult for the Omamori to siphon out toxins. If a samurai wishes to implement the power of the Omamori, they must read the arcane words inscribed on its shape while holding the disk against the body of the afflicted individual. The samurai is then allowed to roll 2 dice plus their Void, keeping their Void. The TN to remove a toxin from the body varies with each

toxin. Weaker toxins require a TN of 10 or 15, while a more powerful toxin could require a roll of 40 or 50 or more. Each use of the Omamori in the same day reduces the number of dice rolled by one, until it can no longer be used. If ever used enough times to deplete its power the Omamori becomes inert for one day.



# Gaijin Commerce

By Enrico Pallozo

It seems that until recently, if you wished to slake your thirst for accessories for Legend of the Five Rings, you were limited to the fine products of Kirby Signcraft. Although these honor counters were useful and aesthetically appealing, when you were done purchasing counters, what were you going to do? Recently Wizards of the Coast (the people that own Legend of the Five Rings) have licensed images and rights to those images to two other companies.

Activision, an old pro in the computer game field, has obtained the rights to produce a Legend of the Five Rings computer game. Although the game's release has been delayed as the company works on a new engine to drive it, company representatives questioned at Dragon Con seemed very excited about the project and its possibilities.

Kamwied Inc. has obtained the rights to produce numerous items related to Legend of the Five Rings, Legend of the Burning Sands and Doomtown. These items include clan mon baseball caps, a five coins cap, embroidered polo-style shirts, key rings (which they call "Ki-Rin Key Rings"), bumper stickers and window decals.

Company executives were seen talking to people at Pinnacle, White Wolf and FASA. Will Rage, Battletech and Doomtown faction hats be far behind? When speaking to Ian McGuigan, of Kamwied, he told us that although Kamwied might look at a small line of products outside of the L5R family, Kamwied is and will remain dedicated to producing the highest quality merchandise possible for games produced by Alderac Entertainment Group. "L5R is and will remain our passion, professionally and recreationally."

It seems that Kamwied has invested a significant amount of time and energy into creating a web site that is not just a center for L5R sales, but a resource for the players. Mr. McGuigan showed us what was currently on the site and what was to be expected. "We plan on having regular articles by writers such as Eric Devlin, who has written for Duellist, Gamer, Scrye and other magazines, David La, this year's Gen Con winner, Chris Bergstrom, last year's winner and others. We currently have an article that Dave Williams was kind enough to write for us. We will also have short fiction set in Rokugan or the Burning Sands and convention and tournament updates. We want the L5R player to feel comfortable coming to us whether they buy something or not."

When talking to representatives of all three companies (Kamwied, Kirby Signcraft and Activision) at Dragon Con, it seemed that the overriding concern was not profit, but quality. Activision could have released the L5R game earlier with a lesser end result, but preferred to invest the time and resources to ensure the game is top quality. Although the public is very satisfied with the products he produces, Kevin Kirby is looking at a new manufacturing method to tweak the quality of his beautiful counters. Kamwied Inc. is currently switching hat manufacturers to ensure a higher quality of fit and to ensure that child, slave or prison labor is not used in the creation of their hats.

You can contact Kamwied Inc. at their web site ([www.kamwied.com](http://www.kamwied.com)) or you can call them at (516) 549-2564. Kirby Signcraft can be reached by calling (937) 253-0869 and their web site can be accessed through Kamwied's.

# National Rankings

Collated and compiled by  
KEVIN

If you have any questions about the  
rankings, send email to:  
[15rherald@AOL.com](mailto:15rherald@AOL.com)

Last	First	Clan	98	Overall	Brown	Jason	Phoenix	6050	17575	Cooper	Tom	Lion	1000	16600
Alexander	Jeff	Phoenix	800	7025	Brown	Sean	Crane	100	100	Corby	Stephen	Unicorn	150	150
Amick	Randall	Dragon	1800	1800	Brown	Tom	Lion	100	300	Corderi	Eddie	Phoenix	900	900
Anderson	James	Ronin	5500	5500	Brown	Travis	Phoenix	1500	1950	Corson	Bill	Crane	2000	2500
Anderson	Ryan	Dragon	1000	1000	Brownridge	Scott	Unicorn	600	600	Cowell	Andy	Lion	1100	1100
Anderson	Shane	Toturi's Army	800	800	Brozovich	Robin	Lion	300	525	Cowgill	Jeffrey	Dragon	450	450
Andrade	John	Junzo's Army	150	150	Buksar	Cathy	Crab	300	750	Cox	Andy	Crane	850	1200
Anshus	Paul	Scorpion	150	350	Burkley	Daniel	Crab	600	750	Crane	Gabe	Dragon	600	600
Archer	Vincent	Junzo's Army	1300	2350	Burrows	Peter	Scorpion	300	1000	Cranium	Richard	Junzo's Army	150	150
Arlington	Dave	Lion	1050	1175	Buser	Chris	Unicorn	1300	1525	Cripe	Rick	Phoenix	500	9275
Arndorfer	Dave	Dragon	150	150	Buso	Scott	Lion	1000	1500	Croston	Christopher	Crab	300	300
Arndt	Robert	Scorpion	50	50	Bustamante	Frank	Phoenix	400	3700	Cruz	Gil	Lion	300	400
Arthur	Brendan	Lion	600	600	Bustin	Rob	Ronin	50	500	Cudworth	Ron	Ronin	100	875
Asato	Ryan	Dragon	1900	2200	Cabrera	Rommel Y.	Lion	6100	7925	Cummings	Ernest A.	Scorpion	900	1800
Averett	Edward	Unicorn	1800	1800	Calpo	Mykal	Mantis	1100	1100	Curd	Joe	Junzo's Army	750	750
Bagley	Phil	Unicorn	300	775	Campbell	Robert	Crane	150	200	Cusick	Robert	Dragon	500	500
Barmore	Jon	Phoenix	150	150	Carey	Jill	Crane	150	150	Cyr	David	Unicorn	3300	3300
Barnas	John	Unicorn	550	550	Carlson	Ronald	Scorpion	4050	4250	Czechowski	Ed	Unicorn	250	2400
Barrera	Lupe	Unicorn	150	200	Carmical	Justin S.P.	Naga	50	225	Czechowski	Kathleen	Dragon	500	1400
Barrineau	John E.	Unicorn	300	300	Caron	Derek	Naga	50	50	Dabben	J. Brent	Dragon	200	250
Bateman	Craig	Toturi's Army	900	7950	Carson	Brad	Crane	1500	1500	Dacumos	Erick	Crab	100	200
Bauer	Scott	Dragon	300	300	Carson	Robert	Crab	1750	6900	Dalagin	Darrian	Junzo's Army	150	150
Baveux	Jean-Marie	Lion	2400	5850	Carter	Brian	Dragon	300	300	Damour	Paul	Unicorn	50	275
Beacham	Paul	Scorpion	5200	6600	Carter	Steven	Crane	500	3150	Daniel	Kenyon	Lion	2100	2100
Beat	Randall	Junzo's Army	150	150	Castro	Chris	Scorpion	50	50	Daniels	Robert E.	Junzo's Army	50	400
Beck	Jim	Phoenix	800	4100	Catinari	Michael	Phoenix	2250	5075	Daron	Charles	Dragon	50	100
Beckett	Jon	Phoenix	3550	3550	Ceccardi	Peter	Phoenix	2150	4975	Daugherty	Ray	Unicorn	150	1600
Bender	Kevin	Unicorn	500	600	Cetorelli	Daniel	Lion	400	2000	Davis	Brady	Junzo's Army	200	200
Benito	Christian C.	Crab	600	625	Chafe	Frank L.	Scorpion	1400	4300	Davis	Greg	Phoenix	1500	1500
Berdichevsky	Gene	Crane	2400	2400	Chaleant	Samatha	Ronin	150	150	Davis	Scott	Phoenix	150	2375
Bergdale	Jeremiah	Dragon	500	500	Chambers	Dan	Crab	50	50	Day	Morgan	Ronin	300	300
Berge	Steve	Crab	750	750	Chambers	Mark	Ronin	1000	2550	De Lorey	Dan	Ronin	150	150
Bergstrom	Chris	Lion	1750	12450	Chan	Richard	Lion	150	200	Deboer	Matt	Junzo's Army	600	600
Betts	Everett	Junzo's Army	1050	2050	Chang	Douglas	Dragon	50	50	Delaney	Tom	Phoenix	900	2000
Beyer	Brian	Crab	100	1250	Chase	Will	Unicorn	400	700	Delbose	Thomas	Unicorn	1300	1300
Beyer	Sarah	Unicorn	250	750	Chin	Jason	Unicorn	300	300	Deling	Mark	Unicorn	500	10075
Bishop	George	Phoenix	300	900	Choi	Derek	Scorpion	700	700	DeMartine	Patrick	Naga	300	2075
Black	Thomas	Crane	800	1300	Chow	David	Scorpion	1050	1050	Dempster	Earl	Crane	900	900
Blado	Len	Phoenix	1300	1300	Chow	William	Dragon	750	750	Derderian	Vaughn	Crane	100	450
Blikman	Ricardo	Ronin	300	300	Christian	James	Unicorn	50	550	Derouchie	Michael	Lion	3150	3650
Boehm	Jermey	Toturi's Army	1700	1700	Chuang	Peale	Mantis	2950	5250	Devine	Kevin	Ronin	300	300
Boersma	Jeremy	Scorpion	50	50	Chung	Magnus	Scorpion	12900	16400	Devlin	Eric	Junzo's Army	22450	32650
Boileau	Jon	Junzo's Army	1800	1800	Ciccolini	Robert	Scorpion	1150	1150	Dewley	Toby	Scorpion	600	600
Bolton	David	Ronin	50	50	Clark	John	Ronin	300	300	Diephouse	Adam	Phoenix	550	550
Bonahoom	Tobie	Phoenix	150	1025	Clarke	Jon	Crab	800	1250	Dilday	Chris	Crab	200	200
Booras	George	Dragon	800	800	Clouter	Justin	Naga	50	50	Dlodgett	Aaron	Scorpion	600	600
Boos	Brent	Junzo's Army	100	250	Coach	Robert	Ronin	750	750	Doberstein	Chad	Phoenix	900	1250
Borea	Hyper	Mantis	600	600	Cochran	Michael	Phoenix	600	5650	Dokka	Gerald	Unicorn	750	2200
Boss	Ted	Junzo's Army	2350	2350	Coelho	Marco	Toturi's Army	300	700	Dolan	Andrew	Scorpion	150	1200
Boyle	Robert	Ronin	600	600	Colbert	Kevin J.	Unicorn	300	2000	Dolan	Zak	Dragon	600	1500
Bradley	Benjamin	Phoenix	50	50	Coleman	Afshin	Phoenix	12750	27575	Doner	Terry	Monk	3450	11900
Branch	Lou	Crab	600	600	Coleman	Joseph	Crab	300	2325	Dotter	Mike	Ronin	300	950
Brandt	Andy	Crab	1650	2250	Collier	Steve	Mantis	1950	2375	Dovico	Mark	Lion	1350	12000
Brayfield	Doug	Scorpion	1800	2475	Collins	Karl	Crane	350	350	Drake	Darrell	Crab	50	50
Bresner	Max	Scorpion	500	1400	Colson	Mike	Lion	850	1150	Dreyfus	Stephane	Naga	300	400
Bress	Bill	Lion	50	50	Comstock	Ross	Scorpion	150	150	Drum	Cynthia D.	Ronin	50	50
Broadus	Don	Phoenix	750	3650	Coombs	Shana E.	Toturi's Army	300	1250	Duckworth	Paul	Unicorn	300	850



Duff	Brian	Crab	100	100	Gillen	William	Ronin	550	550	Howard	Josh	Lion	2600	6200
Dufour	Pierre	Dragon	650	800	Giuliano	Robert	Ronin	600	600	Howes	Matthew	Toturi's Army	50	50
Dunn	Grant	Toturi's Army	450	450	Glasco	Bruce	Phoenix	1400	1400	Hranek	Peter	Phoenix	1600	1650
Duong	Felix	Crab	2050	6775	Glewwe	David	Naga	100	100	Hubbard	John	Phoenix	450	450
Duyan	Jim	Dragon	100	100	Gollihar	Jesse	Dragon	150	2600	Huisjen	Derek	Naga	300	5750
Dyker	Bruce	Dragon	200	350	Gonzales	Albert	Ronin	750	2200	Hulett	Robert	Lion	1100	1100
Earl	Dennis	Unicorn	300	300	Goodyear	Brendon T.	Lion	1700	3300	Humphrey	Alan	Unicorn	150	150
Eaton	Randy	Crab	300	850	Gorkisch	Jason	Crane	50	50	Hunkele	Ted	Ronin	1350	1350
Eckel	Jim	Phoenix	2900	3900	Goss	James	Scorpion	300	1400	Hunnicutt	Eric	Lion	100	100
Edwards	Anthony	Ronin	1400	1400	Gozzi	Carlo	Lion	3800	3800	Ilario	Dane	Monk	350	350
Edwards	Bryan	Crab	50	50	Grable	Thomas	Crane	1200	2900	Italiano	Joseph	Crab	1050	1050
Edwards	Craig	Crane	2450	2450	Graesser	Joshua	Phoenix	650	650	Jackson	Conrad	Dragon	600	600
Edwards	Craig	Mantis	500	500	Graesser	Justin	Unicorn	1100	5725	Jackson	Jerry	Ronin	300	400
Edwards	David	Lion	200	675	Grant	Steven	Lion	1350	1350	Jacques	Lionel	Unicorn	400	400
Eisele	Don	Crab	650	650	Greeley	Troy	Ronin	50	50	Jaecle	Michael	Ronin	200	200
Elbrecht	Dieter	Ronin	1100	1100	Green	Anthony	Ronin	3350	19325	Jahnke	Michael	Mantis	500	500
Elder	Stephen	Junzo's Army	150	150	Greenholdt	Michael	Crane	450	450	James	Brian	Toturi's Army	150	3150
Elias	Andre	Dragon	300	300	Greenwald	Mark	Lion	400	1650	James	Conan	Crab	1450	1450
Ellis	Thomas	Dragon	450	450	Griffin	Nicholas	Naga	450	2150	Jarrott	Ken	Crane	150	150
Elson	J.T.	Naga	50	225	Grogan	Jeffrey A.	Phoenix	250	350	Jerome	Mark	Toturi's Army	1350	8225
Eng	Edwin	Dragon	1300	1300	Gross	Bob	Lion	300	1550	Jilot	Chris	Crab	2150	6150
Enoksen	Kurtis	Mantis	600	8075	Grover	Ed	Dragon	500	700	Jin	Mark	Crab	150	150
Enoksen	Kurtis	Mantis	600	8075	Gu errero	Boris	Lion	750	750	Johnson	Bruce	Junzo	300	900
Evans	Jon	Toturi's Army	150	825	Gulick	Arian	Ronin	2750	2750	Johnson	Paul	Crane	650	3000
Evans	Wesley	Ronin	150	150	Gurman	Jonathan	Ronin	150	150	Jones	Eric	Crab	1350	1350
Everett	Andrew	Naga	350	350	Guth	Brendon	Lion	300	300	Jones	Jack	Crane	850	1350
Fair	Jack	Unicorn	900	900	Guthrie	John	Ronin	550	550	Jones	Jeffrey	Monk	350	350
Faubus	Michael	Crab	250	250	Hadsall	Scott	Naga	200	750	Jones	Richard	Junzo's Army	1700	1700
Faulkes	Zen	Crab	1400	5150	Hafezi	Nema	Mantis	50	500	Jones	Royden	Crane	450	850
Faulkner	Dennis W.	Junzo's Army	1600	6125	Hafezi	Sena	Scorpion	50	2450	Jordan	Robert	Unicorn	100	100
Fehr	Chris	Scorpion	150	2625	Haggerty	Brian	Crab	750	750	Katayama	Ed	Ronin	1400	1800
Fernandez	Fred P.	Mantis	3850	16925	Hakki	Ibrahim	Junzo's Army	2400	2400	Keenan	Christopher	Scorpion	400	400
Ferrito	John	Phoenix	1500	1500	Hall	Eddie	Phoenix	850	850	Keith	Brent	Junzo's Army	450	450
Fiala	John C.	Dragon	50	1425	Hall	Michael	Scorpion	100	100	Kenan	Richard	Crane	950	950
Fiedler	G. Curt	Phoenix	350	400	Halterman	Alex	Unicorn	600	1350	Kessel	Justin	Ronin	200	5850
Field	Charlotte	Lion	550	550	Hamer	Bas	Monk	150	150	Keyser	Joe	Dragon	8900	9050
Field	Tom	Unicorn	100	100	Hampton	John	Toturi's Army	400	400	Kidwell	Jeffrey	Scorpion	50	50
Fielder	Justin	Unicorn	600	600	Hansen	Jeff	Dragon	150	200	Kim	Donny	Unicorn	500	1675
Fikes	Edward	Dragon	600	1100	Hardy	Travis	Lion	500	500	Kim	Steve	Crane	400	400
Fillipponi	Mike	Toturi's Army	650	650	Harrington	Randy	Ronin	800	3100	Kinleck	Julian	Phoenix	150	150
Fisk	David	Crab	2200	5350	Hartmann	Peter	Mantis	600	1100	Kirby	Eric	Mantis	150	4525
Flores	Philip	Phoenix	150	525	Hatin	Shawn	Ronin	900	950	Kleen	Boyd	Phoenix	100	100
Fogel	Scott	Toturi's Army	100	100	Haustein	Ulrike	Unicorn	500	950	Kluiber	Linda	Ronin	300	300
Fong	Andrew	Ronin	1750	5925	Hawkus	Clifford	Unicorn	150	2325	Klump	John	Lion	2850	2850
Ford	Joshua	Scorpion	50	50	Hay	John C.	Crane	3500	4050	Knight	Craig	Toturi's Army	1000	1300
Forrest	Steve	Crab	300	300	Heaver	Paul	Crab	8350	8350	Koestner	Shane	Crane	300	300
Forrey	Mike	Naga	2800	2800	Heflen	Ryan	Dragon	300	350	Kosler	Kenneth	Crab	100	1150
Fortman	Charles	Junzo's Army	400	400	Hembree	Ronnie	Scorpion	50	50	Kotan	Jason	Ronin	1500	1500
Foster	Andy	Lion	300	450	Henderson	Mike	Crane	50	50	Kotan	Jason	Ronin	1500	1500
Franklin	John	Toturi's Army	750	750	Hepler	Thaine E.	Phoenix	350	350	Kothencz	Adam	Dragon	900	1825
Franklin	Mike	Crab	300	450	Herkes	Paul	Dragon	50	50	Kozlowski	Steve	Scorpion	300	3050
Fraser	Jack	Dragon	450	1325	Hesla	Chris	Crab	450	650	Krakauer	Mai	Dragon	600	1100
Frees	Mark	Lion	300	300	Hilborn	Jeremy	Scorpion	50	50	Kramer	Rob	Crane	36850	54700
Friedrich	Martin	Scorpion	100	100	Hilborn	Josh	Crab	300	300	Kraus	Sean	Lion	950	950
Frink	Brian	Crane	500	500	Hinshaw	Brian	Crab	50	50	Krause	John	Unicorn	500	500
Frobel	Derek	Ronin	100	100	Hocker	Tom	Unicorn	500	650	Kravitz	Michael	Ronin	1150	8175
Furnish	Jeff	Unicorn	3750	9850	Hoeh	Chris	Toturi's Army	350	350	Kreder	Karl	Crab	300	1350
Gable	Clair	Lion	50	50	Hoerig	Dave	Dragon	600	600	Kreiser	Scott A.	Dragon	300	300
Gable	James	Lion	250	250	Hoffer	Kevin	Monk	400	400	Kretch	Michael	Junzo's Army	300	300
Gaddis	Craig	Mantis	200	500	Hogg	Bret	Dragon	750	750	Krumn	John	Junzo's Army	1900	2750
Gales	Paul	Naga	900	900	Hoipkemeier	Karl	Unicorn	50	50	Kubat	Steven	Ronin	200	200
Galley	Bob	Unicorn	250	325	Holland	Greg	Crab	600	600	Kuciak	Mike	Dragon	50	50
Gambliel	Emmanuel	Unicorn	300	325	Holub	Jake	Scorpion	350	850	Kunz	Dale	Lion	650	650
Gamblin	Patrick	Mantis	100	100	Hooijmaijers	Dennis	Crane	150	150	Kuper	Aaron	Lion	600	1475
Garrett	Morgan	Ronin	1700	3395	Horvath	Stephen G.	Dragon	7550	19225	Kyer	Jeff	Phoenix	3300	3300
Gearin	James	Phoenix	900	900	Hoskins	Matt	Phoenix	200	200	La	Dave	Ronin	4600	4600
Gerardi	Paul	Naga	10800	14650	Houle	Jonathan	Mantis	300	1000	Labine	Stephane	Dragon	600	600
Gerwe	Paul V.	Dragon	200	200	Houston	Craig	Phoenix	500	500	Lahti	Dylan	Dragon	150	675

Lam	Woon	Scorpion	2450	2600	McGuigan	Ian	Toturi's Army	22000	25350	Paguirigón	Marvin	Ronin	300	300
Landis	Scott	Crab	2350	3550	McKeay	Marty	Lion	1400	1400	Pak	John	Lion	1900	1900
Landwaster	Andrew	Crab	1050	1950	McKelvey	Tom	Lion	1400	1400	Palmer	Jonathon	Crane	2400	2400
Lang	Damon	Dragon	200	200	McLemore	Doug	Naga	50	50	Paluska	James	Scorpion	100	100
Lang	Scott	Scorpion	300	300	McMenamin	Andrea	Unicorn	300	300	Parker	Sean	Naga	1150	1950
Leader	Mike	Scorpion	1200	1200	McQueen	Jeff	Lion	1100	1100	Parker	Zak	Junzo's Army	50	50
Lecocq	Jean-Michel	Dragon	50	1700	McVey	Michael	Dragon	650	2250	Parks	Al	Scorpion	1500	3050
Lee	Mike	Dragon	3000	3000	Medus	Brian	Junzo's Army	150	450	Parrish	Scott	Dragon	1050	1625
Lee	William	Crane	200	750	Megaw	Shawn	Mantis	150	150	Pate	Christopher	Scorpion	600	600
Leeuwen	Mario van	Dragon	1000	1450	Mercier	Patrick	Mantis	450	450	Paulson	Jon	Dragon	3150	5700
Lehmann	Tom	Lion	1050	1050	Meroney	Brett	Scorpion	550	1450	Paulson	Leif	Lion	1400	3950
Leistra	Todd	Junzo's Army	3250	3250	Messer	Joby	Crab	200	1700	Pearson	Tim	Scorpion	950	950
Lenz	Michael	Dragon	300	300	Meyer	Cheyenne	Monk	150	150	Peck	Benjamin	Crab	4100	27525
Leukering	Andrew	Ronin	50	50	Meyer	Noel	Lion	6350	8300	Pena	Ramon	Junzo's Army	1200	1200
Leung	Kevin	Scorpion	350	500	Mikrut	Terrance	Scorpion	50	50	Penney	Douglas	Dragon	350	500
Lewandowski	Jamie	Junzo's Army	150	150	Miller	Matt	Mantis	100	100	Penoyer	Eric	Junzo's Army	150	150
Lewis	Charles	Toturi's Army	750	850	Miller	W. Peter	Dragon	300	3150	Perdomo	Willy	Dragon	400	675
Lewis	Larry	Phoenix	300	300	Milliner	Randy	Crane	1250	1550	Peters	Bear	Unicorn	550	1025
Lewis	Phil	Scorpion	2200	4350	Milobar	Stephen	Scorpion	7550	10250	Pettella	Matt	Crab	1600	1600
Leyden	Michael	Phoenix	600	600	Mixon	Chad	Lion	200	200	Phillips	Leon	Toturi's Army	1300	4925
Lin	Chuan	Lion	1700	1850	Mlto	Anthony	Mantis	650	650	Phillips	Richard	Dragon	600	600
Linakis	Michael	Scorpion	1050	1100	Montano	Ralph	Ronin	500	1500	Phipps	David	Scorpion	200	200
Lindemann	Kim	Crane	150	150	Monteith	Robert H.	Dragon	100	175	Picha	Pat	Ronin	50	550
Lindemann	Steve	Dragon	1200	1200	Monteleone	Anthony	Ronin	2400	2400	Piecuch	Phillip	Unicorn	650	5525
Lindenmuth	Paul V.	Crab	650	650	Montenegro	Brighton	Lion	2300	8425	Pierro	Sergio	Dragon	18050	19700
Lindstrom	Shane	Naga	1350	2250	Montgomery	Stanley	Mantis	300	300	Pitcole	Jason	Ronin	3550	3550
Lively	Kevin	Phoenix	1150	1150	Moore	Greg	Unicorn	1550	1600	Pitkiewicz	Jim	Dragon	50	50
Lo	Ernest	Ronin	2400	2475	Moore	Jay	Crab	50	50	Plummer	Charles	Crab	50	50
Loftus	Marty	Naga	1950	1950	Morgan	Jason	Dragon	1500	1500	Plutt	James	Phoenix	300	300
Logan	Joel	Crane	2000	2000	Morgan	John	Dragon	1350	1400	Pollock	Robert L.	Ronin	150	150
Logoteta	Mark	Lion	150	150	Morgan	Matthew	Scorpion	200	200	Porritt	Steven	Mantis	4550	5300
Lomison	Marc	Ronin	3000	3900	Morris	Andy	Scorpion	600	4000	Post	Bryan	Phoenix	450	450
Long	Jim	Ronin	150	150	Morris	Scott	Dragon	1800	1800	Pregartner	Jason	Unicorn	2800	3400
Lopez	Casey	Crane	150	150	Morton	Brad	Scorpion	1000	1000	Preston	Garry	Lion	200	375
Lopez	Henry	Dragon	200	2200	Mruzik	Chris	Phoenix	300	300	Pui Boon	Mark	Lion	1400	2900
Louie	Richard	Ronin	9900	11450	Munkacsy	Brian	Phoenix	450	450	Purcell	Les	Scorpion	2650	2650
Lucero	Eric	Dragon	600	1175	Munkacsy	Brilly	Phoenix	750	750	Quinn	Robert	Dragon	150	150
Lueck	Josh	Lion	1200	1200	Murari	Jordan	Crane	4200	4200	Rampias	Ross	Junzo's Army	1650	2200
Luha	Kevin	Lion	900	900	Murray	Stephen	Scorpion	5400	5450	Rappaport	Ray	Ronin	50	50
Luhr	Kevin	Unicorn	300	300	Murphy	Fransz	Lion	150	800	Rathja	Eric	Lion	500	2950
Lund	Martin	Ronin	1300	1300	Murphy	James F.	Lion	100	100	Ratliff	Robert	Crab	100	100
Lyday	Bill	Scorpion	150	150	Murray	Reg	Unicorn	50	1025	Raynor	Frank	Crane	2500	2500
Lykken #1	Geoffrey	Monk	150	150	Myhre	Hunter	Scorpion	50	50	Redys	Daniel	Naga	4200	4200
Lykken #2	Geoffrey	Monk	100	100	Nabbe	Kenneth	Crane	3850	4000	Reedy	George	Unicorn	300	300
Mainster	Scott	Monk	100	100	Nagorny	Alan	Unicorn	300	300	Reese	Bryan	Unicorn	4400	9175
Maleki	Ben	Scorpion	600	600	Neidenbach	Nic A.	Scorpion	50	850	Reil	Joseph	Naga	2450	2450
Malott	Aimee	Phoenix	50	50	Nelson	Scott	Crane	300	300	Reil	Josh	Crane	1600	1600
Manders	Mathew	Lion	2000	2000	Ng	Steven	Unicorn	600	600	Reinhart	Rick	Crane	500	5700
Maners	Michael	Crane	300	6800	Nguyen	Lam	Crab	500	500	Renner	Ted	Crab	500	2750
Mangaser	Anthony V.	Ronin	900	1400	Nichols	Fritz	Crab	50	50	Rentas	Carlos	Crab	7600	14975
Mara	John	Phoenix	300	300	Nooryaldie	Renee	Scorpion	100	100	Rentas	John A.	Lion	1500	6325
Marcoft	Kyle	Ronin	1000	1000	Nowak	James	Junzo's Army	2400	14500	Repine	Jimmy	Toturi's Army	2500	2500
Martella	Art	Crane	2400	2550	O'dea	Damian	Naga	300	300	Rex	Harold	Dragon	150	450
Martin	Frank	Crane	600	1600	O'hara	Brian	Crane	800	1850	Richardson	Matthew	Phoenix	300	1800
Martin	Randy	Lion	1350	1400	Ogata	Kevin	Lion	500	500	Rickey	Rick	Mantis	1250	1250
Martinez	Johnny	Dragon	3050	3050	Ogle	Wayne	Unicorn	1150	1150	Rieder	Shawn	Ronin	200	2000
Mason	John	Scorpion	150	150	Oglesby	Mc Lean	Crab	800	800	Rife	Brian	Scorpion	550	550
Mason	Robert	Unicorn	500	500	Olah	Nik	Naga	450	2750	Rigdon	Dion	Dragon	8400	8950
Matsumoto	J. Scott	Ronin	150	150	Olea	Brian L.	Crab	1750	3400	Riley	Richard	Crab	2650	4450
Matteson	Brad	Crab	3300	32575	Olsen	Brian	Crab	2050	2500	Rill Jr.	Stephen	Crab	950	950
Matthews	Tom	Phoenix	800	1750	Olsen	Matt	Crane	1250	1250	Rinaldi	Keith	Crab	300	300
Mazorra	Joel	Lion	11200	16150	Orlando	Scott	Unicorn	16100	41775	Ringland	William	Mantis	500	500
Mazzei	Matthew	Crab	150	150	Osburn	Greg	Unicorn	650	800	Robert	Jason	Monk	1600	5800
McAbee	Jonathan	Phoenix	1100	1100	Oshner	Jacob	Ronin	150	150	Robison	Matthew	Crane	300	300
McCabe	Philip	Phoenix	1000	1000	Outzen	Steve	Scorpion	1300	13200	Rocchi	Paul	Lion	650	800
McClain	Ian	Unicorn	1050	1050	Ownby	Justin	Ronin	50	50	Roche	Matthew	Unicorn	150	300
McCord	Brad	Scorpion	50	50	Pafumi	Ryan	Crab	600	2300	Rodine	T. Mark	Lion	500	500
McDermott	Kevin	Phoenix	150	150	Pagle	Alex	Scorpion	750	8600	Rodriguez	Christian	Scorpion	700	1700
McDowell	Cory	Monk	200	200	Pagliaroni	Scott	Unicorn	100	900	Rodriguez	Pedro	Lion	300	300

Ross	Ian	Dragon	150	625	Smith	Steve	Naga	350	575	Vikander	Christian	Crab	1100	1100
Ross	Philip	Scorpion	1400	1450	Smith	Tim	Ronin	1150	1450	Vincent	Nikolaus	Phoenix	500	500
Rubel	Neil	Phoenix	350	725	Smith	Walter	Phoenix	50	50	Vincent	Stefan	Naga	300	300
Rudd	Samuel	Crane	300	300	Snider	Warren	Scorpion	950	1050	VonSpreck	Oliver	Crane	400	600
Ruelan	Nazario	Lion	2300	2300	Snyder	David	Crane	100	150	Vonasek	Jonathan	Scorpion	100	100
Ruland	Peter S.	Naga	100	900	Sommer	Justice	Naga	6100	32100	VonRanzow	Matthew	Phoenix	900	1300
Russell	Aaron	Lion	200	200	Soto	Tim	Dragon	150	150	Vosburgh	Kirby C.	Lion	700	950
Rutledge	Stephen	Naga	200	1200	Spangler	Mark	Scorpion	1450	1850	Vucci	Russell	Scorpion	200	550
Rutter	Jeff	Ronin	750	750	Sparks	Steven	Dragon	500	525	Waechtler	Craig	Lion	2750	17500
Ryan	Kathleen	Scorpion	50	50	Spaulding	John	Ronin	150	150	Wagner	Steve	Scorpion	300	2350
Ryan	Paul	Crab	1500	1500	Stamm	John	Phoenix	1750	2700	Wallace	Kelly	Crab	1500	2900
Salmon	Nathan	Naga	2550	4500	Stanchi	Eugene	Crane	750	2400	Walsh	Elizabeth	Unicorn	100	200
Salsman	David	Junzo's Army	33200	54625	Stark	Jason	Lion	800	4425	Walters	Daniel	Lion	800	800
Sanders	Chris	Toturi's Army	50	250	Stathes	Jim	Unicorn	300	300	Walton	Brent	Unicorn	1050	1050
Sanders	Curtis	Dragon	3100	3100	Steele	Richard	Crane	150	150	Wang	Chunkai	Naga	250	250
Sanders	Robert	Dragon	400	1300	Steinbacher	John	Ronin	600	2050	Wang	Patrick	Ronin	2500	2500
Sanzone	Joe	Dragon	50	50	Steiner	Mike	Crane	1300	1300	Watkins	Rob	Crane	2000	2100
Saris	Arron	Lion	300	1050	Sterling	Jack	Naga	50	700	Watson	Tom	Lion	50	50
Sassaman	John W.	Dragon	50	350	Stevens	Joe	Scorpion	15800	17300	Watts	Michael	Crab	150	150
Sauter	David	Dragon	50	50	Stillson	Philip	Toturi's Army	50	50	Watts	Steven	Dragon	350	350
Schafer	Chris	Lion	650	650	Stine	James	Naga	100	100	Waugh	Simon	Ronin	250	300
Schamun	Don	Naga	450	450	Stoa	Jeremy	Unicorn	150	150	Weinberg	Matt	Scorpion	500	500
Scharrer	Jonathan	Crane	750	750	Stone	Corey	Naga	750	950	Weller	Jon	Ronin	1100	1100
Scheffel	Dan	Monk	250	250	Stone	David	Ronin	350	350	Wells	Matt	Scorpion	600	600
Scheiman	Heath	Monk	500	500	Stone	Trevor	Monk	1900	1900	Welshans	Brian	Ronin	1550	3125
Schlers	Troy	Crab	150	150	Stuart	Andrew	Phoenix	950	950	Whaley	Kevin	Unicorn	750	1450
Schmidt	Jerry	Crab	750	750	Sturtzer	Manfred	Crab	750	750	Whitaker	Monica	Phoenix	700	700
Schneider	David	Naga	50	100	Suess	Eric	Crab	450	950	White	Greg	Dragon	1600	1800
Schoch	John	Crab	50	50	Sullivan	Sean	Crab	300	7200	White	Jason	Crane	750	750
Schroeder	Stephan	Monk	150	150	Sullivan	Shawn	Ronin	600	600	White	Kenneth	Dragon	150	150
Schumaker	Joey	Scorpion	50	50	Summers	Robert	Crane	1250	4300	Whitney	Dylan	Crab	150	150
Schuster	Rob	Mantis	100	100	Summerside	Nate	Crane	100	1300	Whitney	Erik	Scorpion	3850	11050
Scott	Lee	Ronin	450	450	Sweigart	Sean	Unicorn	750	750	Whitt	Jerry	Lion	100	100
Scudgington	Craig	Unicorn	200	200	Szela	Ben	Crab	50	200	Widman	Matt	Scorpion	750	1450
Scudgington	Kris	Crab	350	350	Szymczak Jr.	Bernard	Phoenix	350	2175	Wiener	Eric	Crane	700	4350
Sedgwick	Bill	Toturi's Army	1200	1250	Takitaki	David	Crane	1050	1050	Wilkins	Corwin	Toturi's Army	200	200
Self	Bryan	Lion	1750	5400	Tang	Matthew	Scorpion	400	550	Wilks	Lon	Monk	50	50
Settle	Bryan	Junzo's Army	750	750	Tarenaga	Connie	Toturi's Army	1000	1000	Williams	David	Monk	3250	3250
Seyffarth	Thomas	Naga	250	900	Theiring	Robert	Crane	300	300	Williams	Richard	Dragon	450	450
Shackelford	John	Dragon	150	150	Thomas	Charles	Lion	2300	13150	Williams	Shawn	Phoenix	1600	1700
Sharp	Ray	Unicorn	50	50	Thomas	Rick	Ronin	1550	1550	Williamson	Jeff	Crab	150	150
Sharpe	Jeff	Unicorn	50	50	Thomason	Ash	Dragon	3550	3550	Williamson	Peter	Lion	50	50
Shelley	Jason	Lion	2550	2550	Thompson	Ian	Toturi's Army	150	575	Williamson	Scott	Dragon	500	500
Shelley	Scott	Toturi's Army	2200	2200	Thompson	Sean	Crane	2550	3250	Winchester	Patrick	Dragon	150	150
Sherman III	Earl	Ronin	3200	6950	Thompson	Steven	Lion	1700	1700	Winston	Cameron	Dragon	1200	1500
Shiomi	Chris	Crane	600	600	Thorgrimson	Paul	Crab	100	200	Witzling	Eric	Crane	700	2200
Shlasinger	Zev	Phoenix	16850	23950	Thornton	Mike	Lion	300	1075	Wolcott	Travis	Monk	500	500
Siegel	Paul	Ronin	50	50	Thornton	Sean	Dragon	400	400	Wolff	Bill	Lion	7200	9500
Silva	Brian	Crab	100	100	Toback II	Keith	Crane	800	1025	Wong	Alex	Phoenix	700	4000
Silva	Joe	Unicorn	1800	1800	Tordilla	Don	Dragon	2300	15575	Wong	Elliot	Unicorn	2700	4350
Silva	Ron	Ronin	1950	3150	Tormey	Daniel	Ronin	800	1200	Wong	Janson	Phoenix	1850	1850
Silva	Sean	Dragon	7150	23550	Torres	Daniel	Dragon	300	300	Wood	Dale	Phoenix	1000	1000
Silverman	Ephraim	Dragon	50	125	Torsten	John	Crab	1150	4150	Wood	David	Unicorn	50	50
Skelton	Xaen	Scorpion	1800	5300	Tosh	Christopher	Scorpion	350	2325	Wood	Peter	Scorpion	400	400
Slaten	Brandon	Lion	1000	2150	Tran	Tom	Dragon	50	50	Woodruff	Clayton	Toturi's Army	300	300
Sloman	Randy	Ronin	400	900	Treanor	Eric	Lion	1400	3650	Wootton	Mark	Crane	2750	2750
Slouinski	Gerard	Unicorn	50	50	Trent	Sigtrio	Junzo's Army	750	750	Woros	Robert	Unicorn	300	1450
Smigelski	Peter	Phoenix	1000	1000	Trostle	J.P.	Dragon	150	150	Wray	Nathan	Dragon	1150	5350
Smith	Barry	Lion	50	50	Turla	Rodolfo	Dragon	900	900	Wyman	Jim	Scorpion	300	300
Smith	Casey	Scorpion	150	150	Turnbull	Drew	Ronin	4650	6150	Yager	Bob	Crab	600	600
Smith	Charlie	Crane	1300	1300	Turon	Victor	Unicorn	1750	1800	Yamamoto	Miles	Unicorn	150	150
Smith	David	Phoenix	8500	8800	Tyra	Keith	Unicorn	1050	1050	Yap	William	Crab	50	50
Smith	Jason	Crane	1600	1600	Umel	Froilan	Lion	1400	1400	Yeung	Kenneth	Dragon	450	450
Smith	Jason M.	Lion	250	400	Van Winkle	Jason	Unicorn	50	1975	Yu	Benny	Lion	600	1250
Smith	Marshall	Dragon	50	1100	Van Wormer	Gary	Unicorn	750	1800	Zamborsky	Steve	Unicorn	350	350
Smith	Nick	Unicorn	800	1600	Vance	David	Dragon	50	250	Zander	Kevin	Unicorn	100	2950
Smith	Nick	Unicorn	1000	2450	Vanderpoel	Craig	Toturi's Army	1650	1800	Zinkevich	Dennis	Lion	150	1850
Smith	Sonya	Lion	500	500	Vasilakos	George	Lion	300	300	Zohn	Mark	Scorpion	2350	2350



# Top 10's

## Legend of the Five Rings

### Top 10 Players

Rob	Kramer	Crane	54700
David	Salsman	Junzo's	54625
Scott	Orlando	Unicorn	41775
Eric	Devlin	Junzo's	32650
Brad	Matteson	Crab	32575
Justice	Sommer	Naga	32100
Afshin	Coleman	Phoenix	27575
Benjamin	Peck	Crab	27525
Ian	McGuigan	Toturi's	25350

### Top 10 International

Steven	Porritt	Australia	4550
Carlo	Gozzi	Canada	3800
Jeff	Kyer	Canada	3300
Mark	Wootton	Scotland	2750
Craig	Edwards	Australia	2450
Jean-Marie	Baveux	France	2400
Ernest	Lo	Canada	2400
Felix	Duong	Canada	2050
Victor	Turon	Spain	1750
Paul	Ryan	Australia	1500

### 1998 Top 10

Rob	Kramer	Crane	36850
David	Salsman	Junzo's	33200
Scott	Orlando	Unicorn	16100
Eric	Devlin	Junzo's	22450
Afshin	Coleman	Phoenix	12750
Ian	McGuigan	Toturi's	22000
Zev	Shlasinger	Phoenix	16850
Sergio	Pierro	Dragon	18050
Joe	Stevens	Scorpion	15800
Magnus	Chung	Scorpion	12900

### Top 10 Outside of CA and NY

Joel	Mazorra	NJ	11200
Dave	La	VA	10900
Joe	Keyser	PA	8900
Paul	Heaver	NJ	8350
David	Smith	NJ	8300
Noel	Meyer	IL	6350
Stephen	Murray	NJ	5400
Drew	Turnbull	VA	4650
Daniel	Redys	GA	4200
Jordan	Murari	MI	4200

### Clan Daimyo Over all Champion

Brad	Matteson	Crab	32575
Rob	Kramer	Crane	54700
Sean	Silva	Dragon	23550
David	Salsman	Junzo's	54625
Craig	Waechtler	Lion	17500
Fred P.	Fernandez	Mantis	16925
Terry	Doner	Monk	11900
Justice	Sommer	Naga	32100
Afshin	Coleman	Phoenix	27575
Joe	Stevens	Scorpion	17300
Ian	McGuigan	Toturi's	25350
Scott	Orlando	Unicorn	41775

### Clan Warlord 1998 Champion

Paul	Heaver	Crab	8350
Rob	Kramer	Crane	36850
Sergio	Pierro	Dragon	18050
David	Salsman	Junzo's	33200
Joel	Mazorra	Lion	11200
Steven	Porritt	Mantis	4550
Terry	Doner	Monk	3450
Paul	Gerardi	Naga	10800
Zev	Shlasinger	Phoenix	16850
Joe	Stevens	Scorpion	15800
Ian	McGuigan	Toturi's	22000
Scott	Orlando	Unicorn	16100

# Hidden Emperor

## Scroll 1-3

The number next to the rarity is the scroll in which the card was released.

### Action

Flanking Maneuver .....	1C
The People's Hero .....	1C
A Time for Mortal Men .....	1C
Concealed Archers .....	1C
Open Fields .....	1C
Master's Tactics .....	1R
Aiki Tactics .....	1R
Day and Night .....	1R
Broken Guard .....	1R
Journey to the Burning Sands .....	1U
Political Marriage .....	1U
Blackened Sky .....	1U
Show Me Your Stance .....	1U
Drawing Fire .....	2C
Sting of the Wasp .....	2C
Flooded Pass .....	2C
The Song of Blood .....	2C
The Dragon's Heart .....	2R
Double Agent .....	2R
Doubt .....	2R
Purging the House .....	2R
Shinjo's Breath .....	2U
Betrayal .....	2U
Veil of Shadows .....	2U
Deadly Message .....	2U
Hold This Ground .....	3C
Face of Ninube .....	3C
Mushin .....	3C
Where Shinsei Stood .....	3C
Let Your Spirit Guide You .....	3R
The Efforts of the Clan .....	3R
Move to the Bushes .....	3R
Empty Words .....	3U
Stand or Run .....	3U
Trusted Council .....	3U
Not While I Breathe .....	3U
Kamoko's Charge .....	3U

### Event

The Hidden Emperor .....	1R
Naga Storm Mirumoto Mountain .....	1U
Selection of the Chancellor .....	1U
Rebuilding the Empire .....	1U
Ancestral Duty .....	2R
Imperial Ambassadorship .....	2R
Norikazu's Ravings .....	2U
Kisada's Funeral .....	2U
Suspensions .....	2U
The Search Begins .....	2U
Finding the Balance .....	3R
Ascension of the Mantis .....	3R
Sacrifices For Our Future .....	3U
Abandoning the Fortunes .....	3U
Restoring the Doji Treasury .....	3U

### Followers

Elite Spearsmen .....	1C
Scouting Team .....	1C

Shiryo no Tsuko .....	1R
Shiryo no Hoturi .....	1R
Naga Apprentice .....	1U
Imperial Legion .....	1U
The Tattered Ear Tribe .....	2C
Shiryo no Tadaka .....	2R
Tattooed Men .....	2R
Chitatchikkan .....	2U
Shireikan .....	2U
Fortified Infantry .....	3C
Shiryo no Kisada .....	3R
Kobune Crew .....	3U
Enlightened Tutor .....	3U

### Holding

The Hiruma Dojo .....	1C
The Scorpion Children .....	1C
Fu Leng's Skull .....	1R
Grove of the Five Masters .....	1U
The Shinjo Stockades .....	2C
Palisades .....	2C
Ki-Rin's Shrine .....	2R
Tattooing Chamber .....	2R
Retired Wasp General .....	3C
River Bridge of Kaiu .....	3C
Monastery .....	3R
The Dark Sanctuary .....	3R
Torii Shrine .....	3U

### Item

Cricket .....	1C
The Jade Throne .....	1R
Dai-kyu of Anekkusai .....	1U
A Token of Jade .....	2C
Shinsei's Fan .....	2C
A Meishodo Amulet .....	2C
Writ of the Magistrate .....	2U
The New Way .....	3C
Takao's Jingasa .....	3C
Tsuruchi's Arrow .....	3R

### Kiho

Chasing Osano Wo .....	1C
Mizu-do .....	1C
Flee the Darkness .....	1U
Root the Mountain .....	2C
Hitsu-do .....	2C
Slap the Wave .....	2R
Rise Again! .....	2U
Tsuchi-do .....	3C
Mercy Shrouds the Earth .....	3C
The Touch of the Lands .....	3C
Banish all Shadows .....	3R
Grasp the Earth Dragon .....	3R
Ryoku .....	3U

### Personality

Ikudaiu .....	Brotherhood 1C
Kirazo .....	Brotherhood 2C

Hoshi Eisai .....	Brotherhood 3C
Hoshi Masaru .....	Brotherhood 3C
Togashi Hoshi .....	Brotherhood 3R
Kuni Utagu .....	Crab 3C
Daidoji Rekai .....	Crane 1C
Kakita Yoshi .....	Crane 1R
Daidoji Tsumerai .....	Crane 2C
Hitomi Akuai .....	Dragon 2C
Hitomi Tashima .....	Dragon 2U
Hitomi Kazaq .....	Dragon 3C
Hitomi Kokujin .....	Dragon 3R
Hitomi .....	Dragon 2R
Ikoma Ryoze .....	Lion 3R
Mukami .....	Mantis 1U
Kitsune Diro .....	Mantis 2C
Yoritomo Hogosha .....	Mantis 2U
Ralish .....	Naga 1C
Damesh .....	Naga 1C
The Daini .....	Naga 2R
Shahadet .....	Naga 1R
Naka Kuro .....	Phoenix 1R
Shosuro Nishiko .....	Scorpion 2U
Bayushi Aramoro .....	Scorpion 3U
Hasame .....	Unaligned 1C
Takuan .....	Unaligned 1R
Kyoso No Oni .....	Unaligned 1R
Otomo Banu .....	Unaligned 1U
Tchickchuk .....	Unaligned 2C
Ginawa .....	Unaligned 2R
Ninja Mystic .....	Unaligned 2R
Seppun Myoni .....	Unaligned 3C
The Grey Crane .....	Unaligned 3R
Kuni Yori .....	Unaligned 3R
Suzume Yugoki .....	Unaligned 3U
Otaku Tetsuko .....	Unicorn 1C
Shinjo Yokatsu .....	Unicorn 1R
Iuchi Shahai .....	Unicorn 2C
Moto Soro .....	Unicorn 3U

### Region

Haunted Lands .....	1C
The Mountains Below Kyuden Hitomi .....	1C
Tidal Land Bridge .....	1R
Hiruma Castle .....	1U
Mystic Ground .....	2C
The Bayushi Provinces .....	2C
Ryoko Owari .....	2R
Fields of the Morning Sun .....	3C
Otaku Meadows .....	3C
Umi Amaterasu .....	3C

### Stronghold

Heart of the Shinomen Forest .....	3R
Kyuden Hitomi .....	2R
The House of Tao .....	1R

# 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 *L5R* storylines.

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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City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

Phone Number \_\_\_\_\_

Clan Affiliation \_\_\_\_\_

E-Mail \_\_\_\_\_

☐ I'm renewing. Assembly # \_\_\_\_\_





# Twilight Honor

It is Always Darkest  
Before it Turns Pitch Black



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*Legend of the Five Rings*

# Walking the Way

December 1998

Every page  
a new spell,  
Every spell  
a new adventure.

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