

Issue #9

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Legend of the Five Rings™

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# CLAN WAR

Fantasy miniatures wargaming in the Emerald Empire.™



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## ***The Assembly Has Spoken***

By an overwhelming margin (nearly four-to-one), the members of the Imperial Assembly have voted in favor of moving to a 40 card deck limit for tournaments. All tournaments being run by members of the AEG and FRPG staff will use these new limits, but it is very important to note that this tournament style is only a suggestion, and not a requirement for running a tournament. FRPG has, and will continue to support and sanction all sorts of tournament types and styles. The goal is to have fun.

My staff chose today to give me a hard time about my first writing assignment for the L5R RPG. "Night of 1000 Screams", an adventure set in the *City of Lies*. What did they find so funny? The adventure starts when the PCs gather in a local tea house. (Read Tavern)

I am constantly being accused of being an old fashioned gamer, and I guess this proves it's true. Luckily for you and me I had some help on the project from Ree Soesbee (Crane Book) and Chris Dornaus (Shadowlands) and it has actually turned out pretty well. Now that I will have my name on the cover of one of our projects, I guess it's time I turn my attention to the truly important thing making sure that the Emerald Empire products are cool, and that they come out when you expect them.

We have an amazing summer planned for the fans of the L5R universe from new products to story line tournaments and two new additions to the family of Emerald Empire products. I should probably start by letting you know a few of the products which did not make the cut. Kevin has been pestering us to do a Tickle me Oni stuffed toy for the mass market but we have decided to pass...for now. I keep waiting for the Hida Yakamo action figure with the kung fu grip. This has a better chance of making it to the future product line than Tickle me Oni but unfortunately you will not be seeing it this year. Other new releases that have been suggested: The Deamon Bride Barbie doll and Emerald Throne Toilet seats and Lawn chairs

I know that many of you may be disappointed that we have not put these products on our schedule but here is a run down of all the great stuff we do have coming this summer!

### **L5R CCG**

Jade Edition will be out by the time you get this and you will notice we have changed the card mix a little. Premium decks for all the clans and a jumpstart on the Hidden Emperor story line.

Hidden Emperor, the next major story arc in the L5R CCG, is a 9 month 450 card expansion with great cards and plenty of story line action.

Speaking of the L5R story line! Look for story line tournaments all over the country this year. Stores and conventions are going to be able to hold major story line events all summer long!

Be sure to check out Shadis Magazine #48 For the first of the Minor Clans from AEG

## ***The Way of The Wasp***

### **Legend of the Burning Sands**

Legend of the Burning sands will mark the first "spin off" story arc for the Emerald Empire. Players of the L5R CCG will find the game mechanics familiar (but noticably different). Strategies that work in the rolling hills of Rokugan don't work in the arid deserts of the Burning Sands. A few of your favorite L5R Characters have made the dangerous trek. Will you follow them into a new world of adventure?

### **L5R Roleplaying Game**

*May*- Way of the Crane

*June*- Way of the Scorpion,

Night of 1000 Screams

*July*- Way of the Lion

*August*- Way of Shadow, Tomb of Iuchiban

Plus other adventure modules and accessories

### **Clan War**

(THE L5R TABLE TOP MINIATURES GAME)

In this issue you will get a preview of what is coming on August 14. I won't rehash the article here but I will say that the Yakamo figure is so big we could give it the kung fu grip!

### **Where are my promo cards?**

FRPG has a promo sheet with cards for all it's major summer releases. We expect to get caught up by next issue of the Herald. You will also get bonus cards for the Burning Sands game!

### **Don't sign up twice!**

The fan clubs for the Legend of the Burning Sands and the Legend of the Five Rings are the same. We will be producing one issue of the Burning Sands newsletter to launch the product and then it will become part of the Imperial Herald! Look for a preview of the Burning Sands world next month!

### **Help Wanted**

AEG is looking for talented Miniature painters to paint figures for cash and free product. If you are interested, contact Ken Carpenter at:  
(909) 390-5444 or E-Mail [L5rherald@aol.com](mailto:L5rherald@aol.com)

John Zinser

## ***The Imperial Herald***

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# Walking the Way™

## More Winning Decks

### "Purple Haze"

#### Unicorn

...At first it is only a gentle rumble, moving slowly towards you from the hills along the horizon...So soothing is the sound, that you step forward over the hillside to look and see...Until its too late and you are crushed and trampled under the hooves of the Purple Lovin' Pony People!

This deck is what you would call a geometric deck. Everything builds off of each other until you have such a large army that you will in variably smash anything that tries to stop you. Its fast and deadly, and is strong in both the early and late game. The Fate deck is perfectly suited to handle anything you could possibly come up against. One of the unique differences about this deck though is that it is just as strong when attacking as infantry as it is when attack as calvary.

### Bowed, Controlled, Dead or Discarded Scorpion

This deck will bow opposing personalities from the the get go so that they never have enough force to take a province. Aramoro's sole job in life is to remove personalities before they can enter play. The Shapeshifters allow you to copy either the Asami's ability or Aramoro's. You use the Call to Arms when they do announce an attack, to use your Yogo Asamis to bow the the guys you couldn't bow in their action phase. Goshiu and Kachiko are there to control your honor loss and kill off opposing personalities. Once your opponent's dynasty deck has been depleted have your shapeshifters assume the largest force and start taking provinces.

The fate deck does its share of controlling as well.

#### Purple Haze

Unicorn Deck

By David Cyr

#### Dynasty

- 3 Shinjo Mosaku
- 3 Shinjo Rojin
- 3 Otaku Kamoko
- 1 Shiryo no Shinjo
- 3 Shinjo Goshi
- 1 Shinjo Yokatsu
- (Inexp)

- 3 Iuchi Katta
- 3 Stables
- 3 Jade Works
- 3 Merchant Caravans
- 1 Prayer Shrine
- 1 Inheritance
- 1 In Time of War
- 1 The 12th Black Scroll
- 1 Doom of the Dark
- Lord
- 1 Return of Fu Leng

#### Fate

- 3 Refugees
- 3 Bad Karma
- 3 Sneak Attack
- 3 Block Supply Lines
- 3 Rallying Cry
- 1 Call to Arms
- 3 Deadly Ground
- 3 Superior Tactics
- 2 Fires of Retribution

- 1 Battlefield of Shallow Graves
- 1 Egg of Pan Ku
- 1 Ancestral Armor of the Unicorn
- 1 Ancestral Sword of the Unicorn





### **Bowed, Controlled, Dead or Discarded**

*The Scorpion Deck*

### **The Shadow Stronghold**

*By: Soshi Tagaro*

#### **Dynasty**

- 3 Bayushi Aramoro
- 3 Bayushi Tange
- 1 Bayushi Kachiko

- 3 Yogo Asami
- 3 Ninja Shapeshifters
- 1 Exp. Bayushi Goshiu
- 3 Jade Works
- 3 Geisha House
- 3 Corr. Geisha House
- 2 Ninja Stronghold
- 1 As the Shadow Falls
- 1 Emperor's Peace
- 1 Inheritance
- 1 The First Scroll is

- Opened
- 1 Doom of the Dark
- Lord
- 1 In Time of War
- Fate**
- 2 Fires of Retribution
- 1 Egg of Pan Ku
- 1 Test of Honor
- 3 Refugees
- 1 The 12th Black Scroll

- 3 Entrapping Terrain
- 3 Kolat Master
- 3 Block Supply Lines
- 3 Bad Karma
- 3 Feign Death
- 3 Call to Arms
- 3 Kolat Assassin
- 1 The Broken Sword of the Scorpion



With some help from your friendly neighborhood Kolat, you will have even the toughest personalities begging for mercy. The rest of the deck will allow you and your personalities to stay alive long enough to allow you to control the game.

Beware of those pesky honor decks, but you can tune this deck to your play style. I really don't play against honor decks except in tournaments.

## ***The Ancient Halls of the Akodo***

### **Lion**

This lion deck is a reactive deck as opposed to a deck that attacks as often as possible. It capitalizes on its tiny numbers that get bigger with the attack and the followers.

Cards like Fires of Retribution are in there to handle the spells like Wasting Disease that never seem to go away. Lies, Lies, Lies are in the deck for those pesky dishonorable people out there, and Narrow Ground, because you will most likely outnumber them. And of course Suspended Terrain. Who wouldn't want another Peasant Revolt in a deck like this?

All but three cards come out with your stronghold so the deck will move rather quickly, allowing you to start shelling out those followers. Your events will win you the game. None of your personalities are affected by the Peasant Revolt or the Levying. After your events go off you can capitalize on your opponents personalities being bowed to launch your offensive.

### **The Meow, Meow Deck**

*Lion Deck*

*By Frank L. Chafe*

### **The Ancient Halls of the Akodo**

#### **Dynasty**

- 3 Matsu Gohei
- 3 Matsu Yojo

- 3 Kitsu Okura
- 2 Ikoma Kaoku
- 1 Ikoma Ujiaki
- 3 Jade Works
- 3 Copper Mine
- 2 Merchant Caravan
- 2 Prayer Shrine
- 2 Farmlands
- 1 In Time of War
- 1 Inheritance
- 1 Doom of the Dark
- Lord

- 1 Return of Fu Leng
- 1 Peasant Revolt
- 1 12th Black Scroll

#### **Fate**

- 3 Refugees
- 3 Lies, Lies, Lies
- 3 Rallying Cry
- 1 Counterattack
- 1 Imperial Levying
- 1 Entrapping Terrain
- 1 Suspended Terrain

- 1 Call To Arms
- 1 Egg of Pan Ku
- 3 Narrow Ground
- 1 Ancestral Standard of the Lion
- 1 The Iron Citadel
- 2 Fires of Retribution
- 3 Block Supply Lines
- 3 Superior Tactics





### "Who Turned Out the Lights?"

*Yogo Junzo's Army*  
By Jon Boileau

#### Dynasty

3 Oni no Ugulu  
3 Moto Tsume  
1 Moto Tsume (Exp)  
1 Oni no Ogon  
1 Oni no Akuma  
1 Kappuksu

1 Moto Sada  
3 Black Market  
3 Corrupted Iron Mines  
3 Corrupt Geisha House  
1 Festering Pit of Fu  
Leng  
1 Hidden Heart of Iuchiban  
1 Severed From the Emperor  
1 Inheritance  
1 Imperial Funeral

1 Heavy Shadow of Fear  
1 Doom of the Dark Lord  
1 There is No Hope  
1 Kuni Wastelands  
1 Plains of Otosan Uchi  
  
Fate  
3 Skeletal Troops  
2 Goblin Chuckers  
2 Zombie Troops  
3 Evil Portents

3 Test of Courage  
3 Dark Lord's Favor  
3 Avoid Fate  
3 Refugees  
2 Rallying Cry  
2 Kolat Assassin  
3 Feign Death  
1 Explosives



### "Who Turned Out the Lights?"

#### Junzo

This Junzo deck is very strong and has won several tournaments. This deck relies on big force, quickly, and cheaply. It never allows opponents to build, as it will almost always attack on the second turn, and certainly attacks on the third.

This deck will just continue to build and attack and smash that you will eventually crumble under the attacking force. Its use of Kappuksu's 1 personal honor to get around Ki Rin is the crowning touch. This is a lean, mean, and deadly fighting machine.

### "The Wing of the Crane"

#### Crane

This Crane Honor Deck uses Shinsei's Shrines to gain honor quickly and steadily. The low number of personalities allows it to run with very little gold, leaving room for a plethora of events to shut down your opponent and accelerate your honor win.

The Personalities work well together and when they die you gain more honor for it. The events will slow your opponent to a crawl, giving you time to build and gain honor. Your gold is very simple since you don't really need to spend very much at all.

The deck tells opponents to stay away and should they not heed its warning they will be destroyed, dueled, or sent home.

### "The Wing of the Crane"

*A Crane Deck By*  
Brian Frink

#### Dynasty

3 Kakita Shijin  
3 Daidoji Uji  
1 Ki Rin  
3 Doji Reju  
3 Shinsei's Shrine

3 Market Place  
3 Merchant Caravan  
1 Inheritance  
1 Imperial Gift  
1 Imperial Levying  
1 Emperor's Peace  
1 Peasant Revolt  
1 Light of the Sun Goddess  
1 Emergence of the Tortoise  
1 A Soul of Thunder

1 Iris Festival  
1 Chrysanthemum Festival  
1 Retirement  
  
Fate  
3 Avoid Fate  
3 Block Supply Lines  
3 Refugees  
3 To Do What We Must  
3 To The Last Man  
3 Superior Tactics

3 Entrapping Terrain  
3 Iaijutsu Duel  
2 Arrival of the Emerald Champion  
1 Ring of Earth  
1 Shiryō no Asahina  
1 His Most Favored  
1 The 12th Black Scroll





# A Good Little Wife

## The Marriage of Hida O-Ushi

By Ree Soesbee

"Marriage?" The shriek thundered like a hammer across a wasteland of broken pottery, and a sobbing maid cowered in a heap by the shattered balsa door. Another *sakizuki* bowl tore through the thin rice paper, and a guard in the hallway ducked to avoid the flying crockery. Within minutes, a snarling Hida O-Ushi stalked past them both, tying her helmet firmly over her jet-black hair. As she passed the hastily bowing samurai, she stormed, "If my brother sends for me, tell him I'm in the Shadowlands cleaning up some trash."

The Crabs did not move until she was far down the corridor, her iron-shod boots ringing on the solid mahogany like the pounding of a smith's forge. When she was out of sight, the samurai raised their eyes from the floor and looked after her. "Today," murmured one, "I can almost feel sorry for the goblins."

On the high parapets of the Kaiu Wall, Hida Yakamo stood in the whipping wind, glaring out over the broken land that was his demesne. Every struggling branch, each wasted tree and blackened river, he knew them all. He fought them all.

His cold brown eyes looked down at a lone figure moving toward the great gates, a figure in battered armor. Behind Yakamo, a Crane peered past the Crab Champion's broad shoulders and spotted the samurai. "Your sister at last, Yakamo-sama?" Daidoji Uji asked, smiling. Yakamo's only answer was a nod.

As she approached the wall O-Ushi met an out-going party of Hiruma scouts, lightly armed and armored. Their ringing voices echoed up the high stones of the wall, and Yakamo could hear their cheers and banter as his sister swung the tremendous head of an Oni in greeting. "My sister," Yakamo growled, "who has been 'hunting' in the Shadowlands for nearly six days..."

Uji laughed, a deep, ringing sound that held little mirth. "Don't be angry, my friend. With the news you gave her, you're lucky she's chosen to return at all!"

"She has her duty to fulfill to our Clan," Yakamo gripped the wall with clenched fists. "Even if she doesn't agree with me, she must obey my command."

"I'm sure she will, Yakamo-sama." Uji's voice lost all humor as he leaned against the parapet wall. On the ground, O-Ushi was telling the story of her triumph with grand gestures and mighty swings of her hammer. The scouts gathered easily around her, their voices lost

beneath the shouts of Yakamo's sister. "I'm sure any man would be glad to marry your sister. She's educated in all the courtly manners," O-Ushi's bloodstained hammer lifted towards the heavens, "And skilled in all the...ah..." With a gleeful scream, the hammer came slamming down against the darkened earth, and the Hiruma erupted into cheers of pride and battle "...womanly arts."

A bit of powdered granite wafted down from beneath Yakamo's clenched hand, and the jade fingers shone in the noonday sun. "Call my sister here. Tell her I wish to discuss her wedding plans." A servant behind them bowed swiftly, rising from seiza to dash down the high stone stairs toward the courtyard.

O-Ushi swaggered up the stairs toward her brother and the Daidoji daimyo, though she left the Oni's head behind. Her armor was stained and dirty, the shoulder plate in need of repair and one panel of her helmet entirely missing, but her smile was bright and fierce. "Good day, Uji-sama, Yakamo-sama," she said cheerfully, crossing her arms rakishly after a brief bow. "You needed me?"

Yakamo nodded and Uji returned the bow. "I needed you, O-Ushi, six days ago." His sarcasm seemed to be completely lost on O-Ushi as she grinned up at her brother.

"I'm very sorry, Yakamo-sama. I wasn't given the word that you wished me back from the Shadowlands. And my prey was very troublesome..."

Yakamo waved his hand for silence, and O-Ushi cut off her excuse with a smile. "Enough. You must marry, sister. I order it. Now we must decide who will be your husband."

"I hope you choose a strong husband, my Lord." O-Ushi's voice strained to be polite, and her hand twisted about the hilt of her hammer. "Or he may not survive the wedding night." Uji and Yakamo stared openly as her smile grew broader, and then Yakamo slammed his jade fist upon the stone of the wall, opening a wide crack in the granite.

"O-Ushi!" Yakamo raged. "I will not tolerate disobedience!"

"I have not disobeyed you, brother," she snarled. "I agreed I would marry, didn't I?"

"You will be wife to this man! You will arrange his house, keep his finances and entertain guests!" Yakamo's veins bulged from shouting, but O-Ushi stood like a rock in his path. "Your duty is to be a good wife!"



"A good little wife." O-Ushi spat. "If there is to be a marriage, why don't *you* bring in a good little wife, and let me be a warrior!"

Before the altercation could come to blows, Uji stepped between the feuding Crabs. "Yakamo sama! O-Ushi!" Uji waited a moment, watching the anger dim in their eyes. "Your brother will not relent, O-Ushi-san, and it is not your place to question his decision. Let us at least come to terms on your husband. There are many in the Empire who would seek your hand... Do you have a preference?" Her only answer was a dark glower, as Uji's eyes stared into hers with a challenge.

"I. Will. Not. Choose." O-Ushi said through clenched teeth. She would have said more, but Yakamo interrupted.

"Very well. If she will not choose, let the news go to all the Clans. A fight for my sister's honor."

"And the winner claims me?" O-Ushi's face reddened. "So I'm rice for the champion's table?" Her fists rose and her voice turned into a shout. "A broodmare!?"

Yakamo's roar broke through the air. "You're a Crab who has a duty!" In the angry silence that followed, O-Ushi bowed her head in fury and obedience.

"All right, brother. Have your contest. I'll marry the victor." O-Ushi spat. "But for duty. Nothing more." She bowed curtly, spun, and stormed down the stairs, away from the wall.

Yakamo glowered at her retreating form for several minutes, his face troubled and resolute. Finally, the Crab Champion turned to his friend, "You do it, Uji-san. I know you Cranes have much knowledge in... this sort of thing."

"As you wish, Yakamo-sama. I would be honored to be your nakodo." He bowed, speaking the traditional phrases which formally accepted the position of go-between for a noble marriage. "The tournament will be held in three weeks, on the grounds of Hida palace. I will invite members of all the noble houses of Rokugan."

"Three weeks, Daidoji-san." Yakamo turned and walked along the parapets of the Kaiu Wall, glaring out at the dark wastes of the Shadowlands.

"Yes, Yakamo-sama." Uji bowed again, and when he straightened, his eyes were narrow and cunning. "When we meet again, Crab Lord, it will be to congratulate me on victory... and offer me the hand of your sister!"

The day dawned cold and gray, a light rain falling from the sky as the samurai gathered on the plains surrounding Hida Palace. Among them, the banners of the Lion, the Unicorn, and the Crane fluttered in a dull breeze. Even the bright colors of the minor clans assembled among them could not bring cheer to the day, and the courtiers stood huddled under the eaves of the palace's wooden walkways.

Yakamo strode onto the field with his house guard, bowing formally to the assembled Champions. Doji Kuwanan for the Crane, Shinjo Yokatsu of the Unicorn... even Hitomi. The dark Dragon Champion stood to one side of the courtyard, attended only by a single man whose skin was blackened by tattoos. "She makes my skin crawl," one of the guards muttered angrily as she half-mockingly returned Yakamo's formal bow from across the field.

"Enough, Tampako-san." Yakamo barked quietly. "Those days are

over." Nevertheless, the Crab's eyes narrowed and his lip curled in a silent snarl as he turned away from his old enemy. One by one, the other dignitaries approached Yakamo, their smiles and bows churning his stomach and making his palm itch for a tetsubo. Finally, once the ceremonies were concluded, the Crab Herald stepped onto the rain-soaked field.

"Noble and honorable gentles," the Yasuki said, bowing to the field, "we, the Crab, thank you for coming to this most joyful celebration. It is our pleasure to be your hosts, and our honor to share this festival with the other Great Clans of Rokugan. Many years ago, the Clan of the Crab hosted another such assemblage..." The Yasuki's voice droned on, and Yakamo began to scour the gathering for his sister. Unable to find her, he frowned and shifted uncomfortably on his chair. At last, the speech ceased, and polite applause drifted from the audience. Yakamo stood and raised his Jade Hand above his head.

"On this day, one of you will gain a prize above all other prizes. One of you who stand here will claim a place among the heart of my Clan." Yakamo's voice rumbled in defiance of the thunder. "Only the strongest."

"I would fight for that honor, Yakamo-sama!" The shout rang from the Lion forces, and a young bushi stepped out of the crowd. Another shout, from a Mantis, all in green. A third, then a fourth, then the field was full of cheers.

"I, for the Unicorn!"

"I, for the Fox!"

"I fight for the noble Kaiu!"

"And I fight for the Crane." The voice was Uji's, and his black masked mempo hid the danger in his eyes. With a swift movement, he raised the tetsubo the Crab had given each of the competitors, and saluted.

As the shugenja completed the circle around the competitors, another voice called from the side of the field. "And I," it rang across the startled competitors, "I fight... for myself." O-Ushi strode down the walkway of the Crab palace in full battle armor, raising her hammer above her head mockingly. The shugenja looked up at the interruption, and there were murmurs and whispers from the field. O-Ushi glared challengingly at Yakamo. "There is no reason I cannot win my own hand. I demand a place on the field." The little Yasuki councilor gaped openly as she stepped into the ring, tying her mempo to her helm.

"You said anyone could fight in this match, brother," O-Ushi chided. "Is that not true?"

Outmaneuvered, Yakamo glared at the Yasuki running the tournament, and nodded once, briskly. At that, the little man in the gray robes stepped forward, and raised his hand above the ring. When it fell, chaos reigned within the battle-ground.

Tetsubos rose and fell in mighty strokes, and screams echoed from the fierce warriors in the huge chalk circle. Soon, the ground turned to mud beneath steel-shod boots, and chiurgeons dragged away the unconscious and fallen challengers. In the center of the ring, O-Ushi stood in a wide stance, swinging her hammer in long, bone-crushing attacks.

To the side, three Lions formed a phalanx as they were charged by some of the minor clan bushi. Their tetsubos flailed wildly, crashing against bone and armor, and chi screams ripped through the



air. To one side, a Unicorn samurai dodged nimbly beneath his larger opponent's swing, slamming his own tetsubo into the Kaiu's stomach. Chaos reigned on one side of the circle, as the tattooed man lifted one of the Lion over his head and flung the protesting bushi from the ring. A savage smile broke through the Dragon's concentration, and a howl of battle rose from his chest. He leapt upon the Crane, reaching for a hold upon Uji's armor, but the Daidoji flung himself backwards, crushing the tattooed man beneath their combined weight. Before the Dragon could regain his wind, the Crane had knocked him senseless with the ruthless swing of a gauntleted fist.

Two of the Lion had been eliminated by the Mantis contender, lying sprawled in the mud beneath him. He turned, and faced the Unicorn's swift blow. Stepping backwards and shaking his head to clear it, the Mantis steadied himself for the Unicorn's charge, only to find his feet knocked from beneath him by a charging Scorpion. But before they could stand again, both were crushed beneath the weight of an unconscious Hida samurai, his tremendous bulk pinning the two warriors and making them easy prey for the last Lion.

O-Ushi stood, confident and smiling with eagerness, in the center of the chaos, her great hammer whistling as she swung it over her head and smashed it into the side of her opponent. As he fell, unconscious, at her feet, she looked up into the steel mask of the Crane.

Swing for swing, evenly matched, the two warriors parried and smashed their weapons, seeking an opening in their opponent's defense. As the last few samurai struggled to keep their footing in the heavy mud, O-Ushi and Uji struggled in a titanic match of strength and will. With a heavy thud, Uji's tetsubo tore away O-Ushi's hammer, casting both weapons outside the boundaries of the chalk circle. The two competitors stared for a moment, then Uji reached down to pick up one of the discarded weapons.

Unwilling to let him have the advantage, O-Ushi charged. Her footing slipped on the wet muck beneath them, hurling her forward against the Crane. With a solid crack, their heads met and both samurai fell reeling to the ground.

Above them stood the young Unicorn, his purple and gold armor filthy from the mud and rain, a tetsubo hanging precariously in his thin hand. No other warriors remained in the circle of the tournament, and no others were standing to accept the honor when Yakamo leapt from his chair.

"Shugenja!" Yakamo howled, pointing at the unconscious O-Ushi. "Quickly! Before she awakes!"

The Kuni scurried into the circle, gripping the samurai-ko's gauntlet and pulling her bruised hand from within. With a lunge, he grabbed the Unicorn's hand and held the two together, murmuring the ancient rites of marriage. Others converged on the scene, their hands waving in a spell-like pattern as the first sprinkled water upon the ground as a benediction.

By the time O-Ushi awakened, it was over. The Kuni shugenja backed away as if her fluttering eyes were a striking snake, but the Unicorn knelt at her side. "Are you all right, Ushi-chan?" He murmured, brushing a strand of sweat-and mud-covered hair from her eyes.

"Who are you?" O-Ushi roared, and her eyes focused blearily on Uji's oblivious face, half-ground into the earth.

"I'm Shinjo Yasamura, my sweet lady. We are married." O-Ushi looked down at the red ribbons which encircled their wrists like the ropes of a prisoner. She tried to scramble to her feet, reaching for her lost hammer, but the sucking mud and her own disorientation made her fall to a seat on the ground again. Yasamura's doting smile shone down through the steady rain.

Yakamo's hand reached out for O-Ushi's, and with a heave, the two men pulled her to her unsteady feet.

"Married..." she cursed staring at Yakamo. With a flailing hand, she gestured toward the slender young man at her side. "How could you marry me to this..."

"This is your husband's father, Shinjo Yokatsu." Yakamo glowered at O-Ushi threateningly. "The Champion of the Unicorn Clan."

"A pleasure to meet you, O-Ushiko." Yokatsu stepped forward, his bowed legs making his body sway as he walked. "Congratulations on your wedding. My son is a fine warrior, fit to stand beside you on the wall. Of course, I have talked it over with your brother first," he smiled at Yakamo, "and we have decided that Yasamura shall take your name, as a gesture of goodwill between our families." Yokatsu's smile was sincere, and he looked at his young son with pride.

As the two Champions began to negotiate the dowry, O-Ushi turned to stare at the grinning youth on her arm. "So, you thought to find yourself a slave today, Unicorn?" Her voice was low and venomous and Yasamura stepped away, to be stopped by the rope which bound them.

"No...no, not at all, Ushi-chan." His eyes were wide and surprised.

"Then why did you come to fight for me. Was it because you thought to take the dowry back to your own kind?" O-Ushi growled.

"Um, no." Yasamura smiled, and his limpid brown eyes met her hate with kindness. "Actually, we were just traveling through these lands. I didn't even know there was a tournament until I was here." O-Ushi's glare turned to confusion as the irony sank in.

"You didn't know?"

"Not at all. My father didn't tell me we were to be married. It must have slipped his mind..." Yasamura sighed, and O-Ushi wondered what else tended to slip the Unicorn Champion's mind when his youngest son was involved.

"So, tell me, my dear new love." Yasamura bowed with a courtier's grace. "What is the prize for the tournament? I'm rather confused about the whole thing..."

O-Ushi stared at him, her mouth hanging open, as Yakamo and Yokatsu returned. The gathering of the Clans was beginning to crowd around the young couple, offering their congratulations and numerous wedding gifts.

"So, my sister, what do you think of Hida Yasamura?" Yakamo smiled in victory, seeing the confusion on his sister's face.

O-Ushi glared at him, then bowed and stepped away, headed back to the Crab palace with the rest of the courtly throng. As she yanked on the brightly colored ribbons that bound her to the Unicorn, he tottered and quickly followed in step behind her. O-Ushi looked back over her shoulder at her brother and muttered, "I think he will make a good little wife."



# The Oracle of the Void™

## Notes on the FAQ

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

### Card Game Frequently Asked Questions (by Jeff Alexander)

#### General Rulings and Previous Expansions

Q: What happens if an Experienced Personality that I've overlaid goes to my dead pile or back into my deck, then comes back into play later?

A: *All overlaid cards under an Experienced Personality are removed from the game if the top one leaves play in any way. Keep them around for reference though, since the top one will still have the abilities she acquired from them if she returns to play. She'll just be a single card from that point.*

Q: Some cards that give other cards permanent bonuses, like Sysh, have limits like "this can only be done once". Is that once for each booster card or once, period, for all of them?

A: *Once for each. Three Syshes can all train the same card separately, giving it a +3. (This is a reversal for some cards, like Kaiu Kenru.)*

Q: What, exactly, constitutes "performing" an action? If another player puts down a Careful Planning on someone I control, is my card still performing it? What about bowing to activate an ability printed on another card, like a spell?

A: *Any time a Personality uses an ability written on his own card or bows as part of the cost of using an action on any card, he's*

*performing that action. As for Action cards played from the hand, there's no hard-and-fast rule, but generally any targeted card that's not purely detrimental is considered performed. One thing that doesn't matter is which player plays it.*

Q: If more than one player is tied for lowest honor, can any of them use Dark Lord's Favor, or is it like lobbying for the real Favor and none of them can play it?

A: *This card isn't worded like the rulebook entries covering the Imperial Favor. Any of the tied players can use it.*

Q: How does Dark Lord's Favor work on a Personality with a weapon? With Followers?

A: *Anything in L5R that just refers to a number on a card, without saying the "base" or "printed" value, refers to the entire current total for that number. From the rulebook, we see that the Force and Chi bonuses from all Items, and from Followers that use the "+" symbol, add directly to the Personality they're attached to. Since these are part of the Personality's current total Force, they'd also be lost to the DLF. Normal Followers add to their unit's total, not the Personality. Their contribution would be unchanged.*

#### Scorpion Clan Coup

Q: Garrison says that I'm always considered to have a unit in its battle. Can it be sent home? Challenged? What's its Force?

A: *The units provided by Garrison and Whispers of the Land aren't really there. They can't be targeted or affected by anything and they don't contribute to your army. You only consider them when deciding whether it's legal to play an action.*

Q: There are so many cards now that let someone act before the Defender in a battle... How do I tell which one goes first?

A: *For simplicity, these have all been ruled to work at the same speed, no matter whether they say "before the Defender's first action", "before any other actions", "immediately after the start of a battle", or whatever. The first chance to use one of these goes to the player whose turn it is, then it proceeds normally around the table in turn order.*





Q: Are these cumulative? Can I act twice before the Defender if, say, I have two Daikuas in the battle?

A: *Cards that give you the exact same kind of extra action aren't cumulative with each other. Even if you have ten cards that give you "one action before the Defender", what you get is exactly that: "one action". Different types of extra action (for example, a general action from Daikua plus a terrain from a Scout) will stack with each other. Also notice that Sneak Attack is subtly different. It doesn't give the attacker an extra action, but rather changes the order of play for the normal actions for that battle. It's cumulative with cards like Daikua – but, again, not with itself.*

Q: I'm confused by the Monk Advisors. Who is the "current controller"? Can the player I give them to really destroy them immediately? And does the phrase about one player having units on both sides in a battle let me attack myself if I give the Advisors to someone else?

A: *If you play this card on another player's Personality, she is their controller and, yes, can immediately dispose of your "gift". And since you assign the Monks' unit as though you controlled it, you can't attack yourself with it. That clause just clarifies that you can attack a player with her own unit.*

Q: Can I really bow Yoritomo's Stronghold for infinite gold while Political Distraction is in effect?

A: *Reread your Stronghold. The honor loss you suffer when you generate extra gold cannot be altered. (If it were alterable, you wouldn't be able to use it at all, since this is one of a very few effects where the honor loss is part of the cost, not a side effect.)*

Q: The People's Champion sets my honor to 39 if I refuse or lose its challenge. Can I cancel this loss with the Favor? What about using something like the Crane Poet to gain honor even if I lose, so I immediately go back over 39?

A: *People's Champion causes an ordinary loss – there's nothing unusual about it except that the amount is flexible – so the Favor can prevent it. But reactions played during the duel won't help. The reduction doesn't happen until after resolution (otherwise it would replace the normal consequence of the loser dying).*

#### Errata and Most-Recent Printings

Yogo Junzo's Army

*Changed: Now produces 4g for Shadowlands cards instead of reducing their cost.*

Soshi Bantaro

*Changed: Personal Honor is now always 0, not the printed value.*

Bayushi Shoji (Inexp)

*Errata: The two point honor loss applies to any card played or used, not just played.*

*Errata: Stolen cards go into their owner's discard piles when discarded or destroyed.*

Hida Kisada (Inexp)

*Errata: Will only join Crab Clan.*

The Ancestral Sword of the Scorpion and Bayushi Yojiro are correct as printed.

## RPG Game Frequently Asked Questions

(by John Wick)

Q: How does Path to Inner Peace work?

A: *Healing spells are very handy, but they can also get a little out of hand if they aren't managed properly. The idea of a shugenja firing off healing spells while his samurai buddies get back up from getting their skulls crushed by an ogre's fist kind of knocks me for a loop. It goes against nearly everything the samurai believe about fighting: if there's no chance to get killed, there's no honor.*

*With that in mind, let's look at Rokugan's one and only "healing spell."*

*Path to Inner Peace heals Wound Points, but it does not heal wounds. The spell allows a shugenja to keep a samurai's soul from leaving a dying body. When the body takes an inordinate amount of damage, something happens to the link between the body and the soul. No-one is really sure how this works out. Path to Inner Peace is a spell that soothes the soul of a wounded samurai, convincing it to stay put until the initial shock of the damage is over. Once the body has calmed down, the soul decides to stick around.*

*Path to Inner Peace will not heal broken bones, internal bleeding or organ damage. As a general rule, I usually say that this kind of "heavy damage" is caused when a samurai receives damage while Incapacitated. That's when I start handing out Permanent Wounds. Path to Inner Peace does help abrasions and contusions to heal very quickly. The spell is really the shugenja appealing to the flesh to speed up the healing process. Raises probably indicate the shugenja even helping out the flesh a little with its job.*

Q: Can Path to Inner Peace work on poison?

A: No.

*I mean, yes.*

*Okay, kind of.*

*Path to Inner Peace keeps the soul in the body long enough for it to be convinced to stay for supper. The problem with poisons is that they are all trying to convince the soul to take a hike. I'd say that Path can be used to keep the soul around in the body until the effects of the poison run its course. This can be anywhere from ten minutes to four days, which would require a lot of shugenja casting one spell over and over again while the victim suffers the symptoms of the poison for a prolonged period of time.*

Q: Can I meddle with the whole Wound Rank system?

A: By all means, yes! Please do.

*Like I said in the GM screen, increase the Earth multiplier to x3 or x4. Add more -0 boxes if you want. On the other hand, forget the whole Wound Rank thing and just say that if you get hit with a katana, your character is tomorrow's tuna casserole. Try playing a game like that for a while and see what happens.*

Q: Why can't I use a tetsubo in an iaijutsu duel? I can do it in the card game.

A: *There's been a lot of talk about this particular question on the net, and here's my final official answer.*

*In a card game, the most important thing (besides having fun) is game balance. That means that story elements often have to take a back*



seat to number crunching. It's a fact of life, and one that I will never complain about. There have been too many really good card games that allowed story and/or setting to take precedence over game play, and they suffered for it.

Now if that means that you can have an iaijutsu duel with a tetsubo in the card game, that's fine. I don't care. But then we cross that fine delicate line from card game to roleplaying game ... and that's when things get a little different.

"Iai" is a specific skill. It is the skill of drawing a sword – specifically a sword – from a sheath and striking your opponent with it in one fluid motion. Iai is not a general term that refers to "quick drawing" a weapon. Bringing a tetsubo to a iai duel is like bringing a gun to a karate match and saying, "It's a fight, isn't it?"

I'm sorry we did not clarify that in the main book and that my ambiguity caused a bunch of confusion. Hopefully, this clears things up.

Q. Exactly how did the fight between Hitomi's brother and Hida Yakamo go? There's two different stories in the main book and the Way of the Dragon.

A. The reason Hitomi remembers the duel differently is because ... well, she remembers it differently than the way it actually happened. Hitomi was very young when the duel occurred, and between the reality of the act and her continued obsessive dreams, she's muddled the facts a little bit. I hoped this would come across in the story, but I was a bit too ambiguous and things didn't work out. Sorry.

Q. Um ... Full Defense doesn't work.

A. Well, that's not really a question now, is it? But, you're right. It doesn't work. At least not well. That's why you should try this out, instead. When a character goes to Full Defense, roll a number of dice equal to his Defense score and keep the highest. Add that total (the highest die) to his TN to be Hit. That's the new Full Defense rule. Try it out and tell me what you think.

Q. When is the due date for the Tell Me About Your Character Contest?

A. The official due date is August 1, 1998.

Q. Do you really collect orks?

A. Yes I do.

Q. I have never been a real fan of hit point based systems in which each weapon can transmit some basic amount of damage, because they never seem to capture the inner reality of their genre. Why are there "hit points" in L5R?

A. Many of you know just how deadly a katana is. On the History Channel just the other night, they had a guy saying, "In 500 years, we still have not been able to improve the technique of swordsmanship the Japanese developed. In 500 years ..."

A katana can cut through 4 - 6 human bodies, bones and all! It's a 4' razor blade, for Shinsei's sake!

You can drop a silk scarf on it, and the silk scarf will fall in two pieces!

And when we told Sensei Tony about the way traditional RPGs handle damage (Strength + Weapon damage), he said "Strength has nothing to do with it. It's all in the wrists."

And he's right. After studying for over a year with the guy we've learned that kenjutsu is indeed all in the wrists. Anybody who plays drums can attest to this. Playing drums has absolutely nothing to do with the arms; it has everything to do with the wrists.

So, here's the dilemma. Do we follow tradition and go with Strength+Weapon, or do we break with tradition and go with Reflexes+Weapon? The second is obviously more correct, but it is so weird that we couldn't get our minds around it.

Then, there was the practical aspect of the question. We were already breaking so many traditions, we didn't dare break another. So, we compromised reality for play and went with Strength.

At least, that's the way it's printed.

How I handle damage is entirely different.

If it were entirely up to me (and it isn't always up to me, sometimes it's up to you), if a character got hit with a katana, that would be it. Game over. You lose. You die. I've seen what a REAL katana does to things. It scares the hell out of me. I never wanna get near one of those. The real ones, that is.

So, with this in mind, let's take a look at the way samurai live in Rokugan.

They live four feet from their death.

Every day.

Every duel is fatal.

Every duel is a 50/50 chance you'll die. It's just that simple.

Now, there's a lot of folks who don't dig that. I can clearly understand why. I like my character, too. I want him to live a long and glorious life. I want to see him get to Rank 5 Bayushi School. I understand, folks. Really I do.

But then there are folks who are intrigued by the danger. Imagine how many sword fights would occur if they were just that deadly.

Now, if you want to play a more heroic game, make more heroic characters.

HEY! GM! THIS IS THE LINE DEVELOPER!

LET YOUR PLAYERS MAKE RANK 3 CHARACTERS!

Go ahead. That's just fine. Start off as something a little bit more than a wimp.

But if you, you'd better know when to back down ... or at least call in your big brother (he's right behind me, Mr. Troll ... and he's so much bigger and fatter than me!).





# CLAN WAR

TM

## Welcome to Rokugan The Land of Honor.

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You've been hearing rumblings for a while now so it's time we came clean—*Clan War*<sup>TM</sup> is only a few months away! *Clan War*<sup>TM</sup> is the miniatures game of unit level tactics and high fantasy based on *Legend of the Five Rings*<sup>TM</sup> CCG and RPG. It introduces a battle system consistent with the spirit of the CCG and totally compatible with the mechanics of the RPG.

...

The initial release, in August, and first few months of expansions will detail the six great clans that started it all: Crab, Crane, Dragon, Lion, Phoenix, and Unicorn. Unaligned troops and personalities are also available.

...

The boxed set will have **58 Metal Figures**: Included are a rulebook, a ton of unaligned models, an army list book with the six clans, dice, a quickstart rules summary, a beginning scenario, and a deck of Tactical cards.

...

The Tactical card deck, similar to the Fate deck in the CCG, allows armies to compensate for weaknesses or to **exaggerate** their strengths. The game also has a great magic system designed to make spells useful, even a threat, but not overwhelming or over-balancing.

...

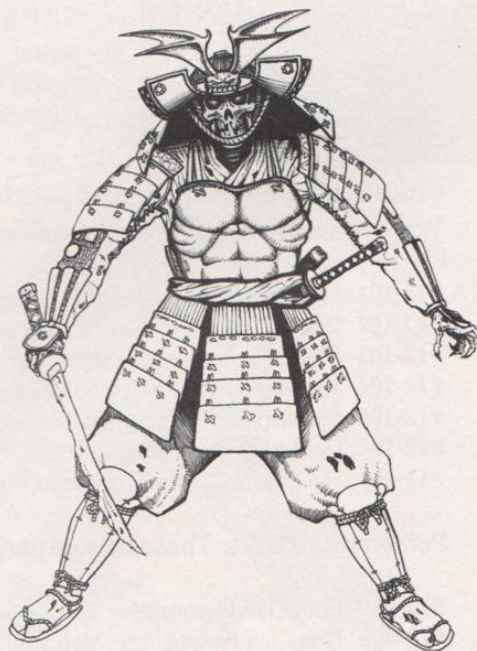
To the right are the sketches we based some of our figures on. Believe it or not, the miniatures are better... In the coming months we'll show you the miniatures, but right now we're in the middle of having them sculpted, molded, and cast.

...

Also available in August will be an Infantry Expansion box with more of the infantry and archers from the boxed set, plus a Cavalry Expansion box with a good-sized unit of cavalry troops. Last but not least, beginning in August, each month will see the release of more Unit Packs (4-pack blisters) and Personality Packs (1 and 2 pack blisters), with an occasional Beast Box (stuff like dragons and oni) thrown in for good measure.

...

The game will be more affordable than the hobby is used to, have incredible figures, and we will support the game and players like no one has seen in this hobby... ever.





Legend of the Five Rings™

# CLAN WAR™

Fantasy Miniatures Wargaming in the Emerald Empire™



**Clan War Boxed Set**  
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Samurai, shugenja, and mythological creatures meet to do battle in Legend of the Five Ring's Rokugan! Includes everything a player could need to play, including: rules, army lists, dice, tactical cards, and 58 metal figures! (Play area, terrain, and players sold separately.) Clan War is an exciting fantasy miniatures battle game of tactics, strategy, and honor. Finally - a fantasy miniatures game without Orks.



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- #12-101 Light infantry (4): Four different samurai figures with katana and yari. SRP \$11.95
- #12-102 Heavy Cavalry (4): Two different samurai cavalry figures with mounts. SRP \$11.95
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- #12-104 Yojimbo (4): Four different yojimbo figures, used to protect shugenja in Clan War. SRP \$11.95
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- #12-106 Geisha (2): Two beautiful geisha. SRP \$6.25
- #13-101 Ogre bushi (2): The Shadowlands will not be ignored! Two powerful ogre bushi charge into battle. SRP \$11.95

**Personality Packs:** These blister packs include figures useful for Clan War or regular L5R play.

- #10-108 Crab Clan Personalities: Hida Amoro and a mounted Hida Tsuru. SRP \$11.95
- #10-408 Lion Clan Personalities: Matsu Yojo and a mounted Matsu Agetoki. SRP \$11.95
- #10-207 Crane Clan Personalities: Doji Yosai and Asahina Tomo. SRP \$7.95
- #10-508 Phoenix Clan Personalities: Isawa Uona and Isawa Tadaka. SRP \$7.95



# The Art of War

By Frank L. Chafe

Here it is, the long-awaited return of the *Art of War* column. I was glad to be allowed to bring back this wonderful column; I hope it will expand the minds of players out there. I also thought it might be cool for you, the players, to send in your combos and maybe be lucky enough to have your combo put in our column.

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. In other words, Master Sun was a card combo monster.

## **The Shadow Stronghold of the Scorpion and the Obsidian Mirror**

With this you can quickly deplete an opponent's hand. This would allow you total, advantage in duels and in battle. Having no hand it is like having no options with which to work. Simply attach the mirror to a personality and away you go. I would recommend that you run with one fantastic gardens to counter the honor loss.

## **Doom of the Dark Lord, New Years Celebration, Test of Honor, and Kolat Whisperer**

With these four cards you should be able to run your opponent out cards rather quickly and let Doom of the Dark Lord destroy their provinces. This is especially effective against those card-hungry Crane players who likes drawing cards with the favor. Also it will eliminate some of those pesky personalities.

## **The 12th Black Scroll, Sneak Attack, and a personality with Cavalry**

When I first saw the 12th Black Scroll, I immediately thought of how cool it would be to play it in a Unicorn deck with lots of cavalry. Here's why. Imagine sending your 12th Black Scroll into the province with the most defenders every single time. If the opponent sends no one to block they lose provinces. Either way you win. Use Sneak Attack to make sure they don't send it home.

## **Dark Lord's Favor and Arrows from the Woods**

Listen up, Junzo players. Here's a way of defending or attacking a province and taking out the biggest opposing personality. Simply Dark Lord's Favor any cards force to zero and with your next action shoot it down. Fast, easy and fun to do.

## **Troops from the Woods, and Stand Against the Waves**

With this two card combo you can to not only take a province, but destroy a personality, early in the game. Simply attack, and play Troops from the Woods, attach a follower from your hand, then with your next action play the Stand Against the Waves.

## **The Toku-Ambush Combo**

Here is an oldie but a goodie. Have Toku Ambush the biggest force bowed personality in play. Sure they both die, but then... its only Toku

## **Oni no Pekkles Gift of Fealty, Kolat Master, Night Medallion, and Dragon Pearl.**

If you ever wanted a way to earn massive amounts of honor with your Scorpion deck here's how. First, give your Oni no Pekkles to your opponent with Gift of Fealty. Kolat Master it back, which gives it the Kolat trait. Then attach Night Medallion, Dragon Pearl the Night Medallion, and you have a Oni no Pekkles producing five honor a turn. With a few shape shifters in play, the game will be over in seconds.

## **The 6 Card Combo of the Month:**

Have you ever been in one of those situations where you want to take a province, not kill your personality, and still have cards in your hand? Well this combo will allow you to do that and so much more.

Here's the combo. Attack with any personality of a least 4 force. play Sneak Attack, Deadly Ground, give your opponent the opportunity to pass, then play Samurai's Fury, Wedge, and Feign Death. Then drop the Ring of Void. This will allow you to accomplish all three things mentioned above and still come out looking really cool. If they defend against the personality then you let it die, Feign Death, and then play Duty to the Clan and bring in your really awesome personality just waiting in your province.

Now here's your chance to get your combo in this column. Please send suggestions to:

## **Alderac Entertainment Group**

Attn: Imperial Herald - Frank

4045 Guasti Road #212

Ontario CA 91761-1531



# Awakenings

## A Prelude to Tao of the Naga

By Ree Soesbee, Kevin, and Frank Chafe

Deep in the heart of the Shinomen forest, long before the time of humans and the Children of the Sun, the race of Naga thrived. Their cities were built within the sheltering boughs of the forests, and the Naga raised great magics in order to protect their cities and villages. Time passed, and the Naga grew in their understanding of natural magic, such as the power of pearls. The Naga were foes to the Darkness: a powerful evil that hunted the land unchecked, destroying all creatures it could find. Terrible Oni-like creatures and shadows with no faces were their enemies, but the Naga fought back, conquering the Evil and sending it away. It is a time of Naga history known as "The First Burning of the Land."

After the war, prophets and astrologers spoke of a time of Great Sleep, a period of Ages in which the Naga would rest, undisturbed, waiting to fight the Dark again, in a far-distant time called only "The Second Burning of the Land." It was accepted by their people as the duty to which their race had been born, and the Naga faced their Sleep with the peace and serenity of wisdom. When it came, the race of Naga vanished from the face of the land, their cities hidden with great spells prepared by their magicians, deep within the forest of Shinomen.

For a thousand years and more, the Naga have slept. Their lands remain undiscovered, only the ruins of outlying cities exposed to mortal eye. They slept, and they waited, confident that when the Evil returned to the lands of the mortal world, they would be awakened to fight it again, as their duty demanded. To the humans who conquered Rokugan, the Naga were little more than a child's tale, an ancient and mythical race of unknown origin whose ruins occasionally dotted the Western lands. No more.

Now, as the evil in the Shadowlands begins to awaken, and the days of the Scorpion Clan Coup draw ever closer, a few Naga have awakened. Their Scouts, ever prepared to clear the way for their people, rise from the Great Sleep to find a world that has been shattered by change, turned from the peaceful forests and rolling hills they once knew into a civilized land, covered in sprawling cities and towering palaces.

A people whose language was foreign and harsh-sounding leveled their shining katana toward your face, calling you hideous names, or worse yet – fell before you, huddled and crouching, as though you were gods.

And, somewhere within all the astonishing change, the strange and terrifying world into which these simple Scouts have awakened, something terrible lies in wait. The Evil is returning...The Second Burning of the Land awaits.

### Cultural Overview

There are five different 'types' of Naga, or bloodlines of the race. Naga are born from eggs, hardened in sacred eggcoves, from the nest of their mother and father's bloodline. Naga eggcoves are tended by all members of the bloodline, and often, the duty to protect these coves is given to Naga warriors just past their ascension to adulthood. The duty is never a tedious one, nor one without respect, for while a group of young Naga are defending the eggcove (however ritualized it may be), the rest of the bloodline brings them food and weapons, making sure they are rested and able to carry out their duties. Because all eggs from a given bloodline, (or all eggs in general, in smaller Naga habitations) are kept in one cove, a Naga might never know who their parents are. This is not a difficulty for the Naga, who consider all children to be part of the village, and therefore a piece of all Naga. In certain cases, a Naga might be aware of his biological parentage, but it would be uncivilized to claim any possession of a child. Despite this, a few Naga keep careful tabs on their sons and daughters, avoiding mention of heritage but maintaining pride in one's children.

The Naga bloodlines are rather like the families in traditional Rokugani Clans. They dictate the size and basic physical abilities of a Naga, and in some cases, they provide innate strengths and weaknesses. Some of these types include: Asp (the bruiser tacticians, warlords of the race), Constrictor (the duelists and masters of sheer strength), Greensnake (diplomats, intelligence gatherers and scouts), Chameleon (able to adapt to their surrounding, often woodsmen and hunters) and Cobra (mutated users of the Naga pearl magic). Each of these bloodlines has a differing aptitude, similar to the Clan Families bonus to Strength, Willpower, etc. The children of a Naga have their heritage dictated by the bloodline of their father and mother, and these distinctions do not mix in any way – the child of an Asp and a Greensnake is always either an Asp or a Greensnake, never a half-Asp character.

While most Naga have a rather centauroid appearance, a human torso, head and arms on a long, serpentine tail. Some Naga look more serpentine, having mutated from the usual form. These mutations are more common in Naga shugenja, particularly the Cobra bloodline, whose eggs are placed near magical pearls while they gestate. In fact, some members of the Cobra whose mutations are particularly severe do not have a humanoid aspect to their heads and chests. These Naga instead have scaled torsos and slitted eyes, strange, snake-like faces, scaled hoods at the back of their necks and shoulders, and other



mutations. To the Naga, these mutations cause the Cobra to be somewhat repulsive and distinctive, but the Cobra bear their mutations with honor and pride. Once in a generation, a true Abomination is born – a Naga whose appearance is so abhorrent to the Naga that they are forced to shun the child. Most of these Abominations die out rapidly, and all are born sterile, due to their mutations. In many cases, severely mutated children are left in the forest after birth, shunned by the race. The Naga will not raise a hand against their own kind, and so instead of killing the child, they give them a slim chance to live on their own. The dangers of the forest slay many of these mutated children, but the few who survive to adulthood can earn their place and rejoin the Naga.

### **Naming Practices**

Naga go through many names in their lifetimes: first, their childhood name, then their adult name, and lastly, a list of names of their profession. After choosing a profession, a Naga is rarely known by any name other than their job. A typical Naga might be known as “Shallish” as a child, then pass their Naming ceremony and become an adult, choosing the name “Marisa”, and then go into the scout profession. The name for a minor Naga scout, assigned to the southern Shinomen forest might be “Ashaphra,” and then they might be promoted from the Ashaphra, through Shazaar, to Isha. Wshew!

A Naga is always referred to by the name they currently attained. This means that a Naga might be called the Ashaphra, even by their childhood friends (who knew them as Shallish), but as soon as they are promoted to Isha, they are referred to by that name. In the event of two Ashaphra (two characters with the same profession), they would be differentiated by using their professional name, and their adult name: Ashaphra Marisa and Ashaphra Qazach.

### **Physical Characteristics**

A Naga's tail is usually from 10–20 feet long, depending on their bloodline – Constrictors, for example, are larger and more weighty than most other bloodlines, while Greensnakes tend to be smaller and more agile. For each foot of overall length of the Naga, their approximate weight is 25 pounds per foot of length, including the torso. Thus, a 15 foot long Naga (a typical size) would weigh approximately 375 pounds. If a Naga is 10 feet long, this means the body/torso of the Naga stands 4 feet high, with a 6 foot ‘tail’ along the ground (a rather small specimen), while a 20 foot Naga would stand 6 feet high, with a 14 foot ‘tail’ along the ground. Naga can rear to a greater height (up to half their total length) with preparation (coiling), but they cannot walk or travel while coiled and rearing.

A Naga's movement, consists of sliding, both coiling and flexing their tail muscles, at the same pace and endurance as a typical human can walk, but difficult terrain means less to the tremendous tail of a Naga, as does water. Naga can travel at normal human pace over any terrain. They do, however, leave a very discernible trail unless trained to cover their path.

The race have an equivalent to the Rokugani gempuku ceremonies, a ritual shedding of skin performed when the young Naga is prepared to enter the adult world and take their first name. At the same ceremony, Naga are inducted into society and are exposed to an elaborate spell woven with pearl and jade. This ritual makes them forever immune to the Shadowlands Taint, known to the Naga as the ‘Dark Gift’.

The civilization of the Naga is unchanging, a static environment which has evolved only minimally, even in the hundreds of years before the Great Sleep. Their civilization is caste based, defined by bloodline but not limiting the social advances a Naga can achieve (A simple Scout can become the Dashmar, for example, but a Greensnake will never evolve into a Cobra.) Because of this, the Rokugani culture is inscrutable to the Naga – particularly those who have just awakened, meaning all Naga characters played before the Scorpion Clan Coup. Naga are not used to adapting their beliefs, particularly when the beliefs of others seem to be nonsensical. Thus, a Naga will always be at +10 TN to all etiquette, courtier or social skills dealing with the Rokugani people.

All Naga make horses nervous – the smell of serpents causes them to panic, forgetting their training and skittering sideways, or even charging away from the Naga. Because of this, controlling horses in the presence of a Naga – whether in ‘human’ form or not – requires constant attention.

### **Female Naga**

Playing a female Naga can be an interesting experience, and a unique role-playing opportunity. Only female Naga have the ability to alter their physical form, exchanging their tails for humanesque legs. This ability occurs at the onset of puberty, and females can begin using their legs almost immediately. However, constant use of legs means that they are not as good as other Naga with the use of their tail – which becomes somewhat stunted through disuse, and may be shorter than a typical Naga of their size. If this is the case, the GM should feel free to penalize the female with leverage, movement, or other difficulties. Also, female Naga must study their skills twice, learning how to use their bodies with and without the leverage provided by their tail. Because the female Naga must learn the skills in both legged and tailed form, it costs twice as much to purchase and raise her physical skills during character generation. In addition, it will cost 2 experience points, instead of one, when the Naga buys a new physical skill during game play. During the game the cost of raising her ability, after the initial purchase, is the same as any other character. Only the purchase cost is raised.

In order to exchange her tail for legs or reverse the process the Naga must spend 5 hours in meditation. She may attempt to shorten this time by making an Agility + Akasha skill check with a TN of 10. Every raise will reduce the time needed by 1/2 hour, with a minimum of one hour.

In Rokugan, just before the start of the Scorpion Clan Coup, there were few Naga awake in the lands. Those who had awakened knew only that they were alone in a strange new world, a world whose mountains remained familiar, but the people on the face of the land were hostile and strange. Naga interactions with humans were difficult because of language and culture barriers, and Naga were often mistaken for kami, or even Oni. Reactions vary, from abject terror to devoted worship, and everything in between. Even after the Clan Wars, Naga are isolated from society, and only through the aid of Mirumoto Daini have the Naga begun to understand the bizarre behavior of their human comrades.

A beginning Naga character at the time of the Scorpion Clan Coup could have many reasons for joining a human party. Certainly,



discovering all they could about this new race in order to pass it along to the rest of their people, would be of priority to the first Scouts. Secondly, Naga are a tightly integrated society – one whose worst penalty is to be cast out of the culture, to walk alone. The first Naga Scouts may realize that if they have awakened, so too must other Naga. Yet, in their hearts, they know that they are alone, and that loneliness could drive them to seek companionship with the odd humanoid inhabitants of Rokugan.

### High Skills:

*Lore: Pearl magic*

*Lore: Naga civilization*

*Rokugani language*

One difficulty that all awakening Naga face is learning the language of the humans. Humans chatter, where Naga hiss. Humans chirp, where the more civilized tongue uses long syllables and open vowel sounds. With a knowledge of 1 in the Rokugani tongue, a Naga can converse with humans in simple words and phrases. ("Where are the horses?") With a knowledge of 3, the Naga is considered fluent in the language of humans, and can converse freely. (Excuse me, honorable Kakita-sama, but where are the stables located?). At 5, a Naga has mastered the language to a great extent, and is capable of showing off his study and huge vocabulary, ("Excuse my interruption, oh exquisite maiden of the lineage of the Kakita *daimyos*, but I am in turmoil over the disputable loss of my equine. Could you, with all eloquence, assist me in locating the magistrate?")

All characters are assumed to have a mastery of 3 in their native tongue, but this skill does not add to their insight.

### Naga Language

Naga do not begin with the skill to speak the Rokugani language, and must learn the language of humans. All Naga can speak the Naga language, a combination of sibilant sounds and long, meaningful pauses coupled with soft motions of the face. It is extremely difficult for humans to learn.

### Akasha

This skill is equivalent to the human skill Shintao, and reflects the Naga's dedication to duty and the tenets of their race. Naga who take this skill are extremely loyal to the Naga race, and pursue their life knowing that they are a small part of a greater whole. Further, only Naga with a Rank 3 Akasha skill can have Traits higher than 5. This skill reflects their knowledge of the guiding tenets of the Naga race.

### Bugei Skills

#### Conceal

This skill can only be used in a natural environment, such as forests, mountains, or underwater. It allows the Naga to move silently and without being seen, you may also hide your trail with this skill. Raises can be used to raise the TN to be detected or you may use a raise to conceal an extra character's tracks (this takes much more time). Only Naga can learn this skill.

#### Pearl Kyujutsu

Some Naga are raised in the Cobra pearl bed egg-pits, but do not become shugenja. Many of these retain a slight bit of magical

prowess, enough to perform rudimentary attacks with the power of a pearl. A Naga with this skill can destroy a pearl to do a 1k1 die ranged attack at up to 50 feet (2k2 against Shadowlands Tainted creatures). Resolve this like an archery attack (with Agility instead of Reflexes) except strength does not affect the potency of this attack. Only one pearl can be used for such an attack per action. Only Naga can learn this skill.

### Banned Skills:

All Low Skills, Horsemanship, Courtier, Heraldry, Sincerity & Tea Ceremony.

The following advantages and disadvantages may only be purchased by Naga.

### Advantages:

#### Amphibious (3)

The amphibious advantage means they can stay underwater for a maximum of one hour per earth rank, without breathing. A Naga with this advantage does have small gills on their neck or upper torso.

#### Immune to Fear (2)

Naga are naturally aware of the Shadowlands, and have much knowledge of the creatures within. With this advantage, the Naga has enough knowledge of the Shadowlands to resist their fearful presence, and is no longer affected by fear effects.

### Disadvantages:

#### Watersnake (5)

This Naga is less able to survive above water than most of his kin. He must return to the water every 24 hours, or be completely immersed in water, such as a cool bath, for at least an hour per day (He is +5 to all TN for each day he fails to do so).

#### Mutation (2 points per rank)

Some Naga are born with minimal mutations in their bloodstream, possibly caused by their parent's exposure to pearl magics, or the pearls used in the egg-pits. These mutations range from mild facial or torso elongation, scales on their faces or hands, and human-colored, or albino skin to more severe forms of mutation, including serpentine eyes, fins, or useless gills, or webbed hands. For each rank in this disadvantage, the Naga must have some easily discernible trait of their mutation, and only 6 points may be spent on this disadvantage. If a Naga has a rank 3 mutation, as well, they are sterilized with powerful magic by their clan, so that their mutations will not further taint the race. The Naga are not kindly disposed to children born with mutations, and tend to treat them poorly. This means the more heavily a Naga is mutated, the more his own people will tend to shun or ignore him. Because, to the Naga, unity of race is more important than an individual's own self, being shunned by a Naga's people is one of the worst things a Naga can endure. Consider this to be the equivalent of the "Social Disadvantage" in the basic rulebook, and Naga cannot take that disadvantage.



## The Naga

The Naga Scout is led by the Isha, the recognized authority among the Scouts. Other scouts may attain this title through hard work, devotion and faithfulness to the duty of their profession. Some of the other titles in Scout craft include the Shazaar and the Shalasha, both titles of respect, associated with leadership. A Shalasha might be the leader of a small troop of Naga Scouts, while the Shazaar would lead a troupe of diplomatic scouts, trained to interact with other races and cities.

## The Bloodlines

Two bloodlines are commonly called into the duty of the Naga Scout, preferring to serve their people through woods lore and exploration. The Greensnake and the Chameleon are both appropriate for a Naga player character. Note that Naga cannot learn any of the other schools of Rokugan: shugenja, samurai or otherwise. Further, Naga do not adhere to the Code of Bushido, and therefore have no concept of honor. They do have a very dedicated ideal of duty – duty to their race, their home, and their people.

### Greensnake:

The Greensnakes are the small, diplomatic bloodline within the Naga civilization. They are often chosen to be scouts because of their ability to negotiate and understand strangers, and frequently have abilities which reflect this. The Dashmar, the sleeping Naga Venerable Lord, is almost always a Greensnake. Greensnakes are the smallest of the Naga, ranging from only 10–15 feet in total length, and have a slender physique. **Benefit: +1 Intelligence.**

### Chameleon:

The Chameleon are another bloodline of Naga which are commonly scouts, as their ability to hide and remain unseen is well known throughout the Naga civilization. Chameleon Naga are slightly longer than Greensnakes, ranging from 13–17 feet in total length, and their bodies are bulkier in proportion. Chameleon can alter their body's coloring to an extent, allowing them to blend in with their surroundings. **Benefit: 2 free raises when using (Stealth) skills.** They lose this benefit if they take a mutation that affects skin color.

## Naga Scout Outfit

(The bow is Fine Quality, everything else is average)

Bow (Yumi)

40 arrows of any type

Clothing

Spear (use Naginata stats)

Hunting Knife (use Tanto stats)

Traveling Pack

4 pearls

## The Naga Scout

**Benefit:** +1 Perception.

**Beginning Honor:** 0. Naga will not gain or lose honor for their actions.

**Starting Glory:** None.

### Skill:

Archery (2) (Based on Agility rather than Reflexes), Hunting, Conceal, Akasha, any two High or Bugei skills.

### Techniques:

#### Rank 1: The Isha's gift

At this rank, the Naga scout has gained enough acuity of vision that they can see well in the dark, even to the extent of making out the faint presence of individuals in almost pitch darkness. The Naga scout has trained their sensitive eyes to see a broader spectrum of light than human eyes are able to, and they can register an individual's presence even in the faintest of starlight. As long as any degree of light is ambient, the Naga can see as clearly as if in full daylight.

#### Rank 2: Know your Enemy

At this rank, the Naga can sense the impurity of the Shadowlands Taint within a creature or item. With a successful perception check, the Naga can sense how tainted, and whether the taint is innate or gathered through use of maho or other dark means. Her aura of awareness is equal to 10 feet times the Naga's school rank, but the Naga must see the individual or item in question.

#### Rank 3: Blackened Sky

At this rank, the scout may make two attacks per round with their bow. The arrows are launched one after the other, and this is handled by the combat system in the same manner as a bushi making two kenjutsu attacks per round.

#### Rank 4: Strength of the Soul

At this rank, the Naga scout has so conquered his body's weaknesses that they are able to resist sleep for a number of days equal to their Earth ring plus their school rank. They are not wearied by this action, but may not perform it again until a they have spent a number of days with a normal sleep routine equal to the amount of time spent without sleep.

#### Rank 5: Wisdom the Wind Brings

At this rank, the Scout's perception is so heightened that they are aware of all life nearby. A Scout at this level can concentrate slightly (still able to move and talk while doing so) and discover all forms of life within a range equal to ten times (School Rank + Perception) in yards. The Scout may follow their movements, aim arrows at them, or attempt to discover their identities (In general terms, such as goblins, humans, other Naga). The Naga can use this ability even if there are trees, stone walls, or other barriers in the way. However, a Scout can only successfully fire an arrow at their target if there is a logical chance of actually hitting - through leaves, rice paper walls, or brush, for example, would be fine, while firing through a stone wall would not be. If the Scout uses this ability to fire at an opponent without seeing them, they do not receive any penalties for this attack.



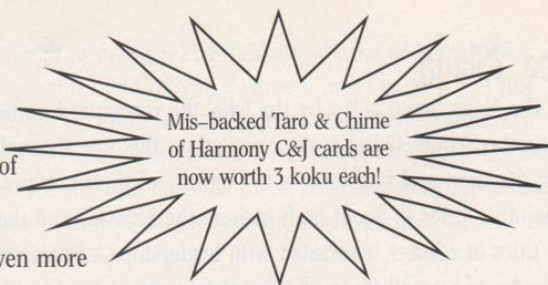
# TAKA'S TREASURES™



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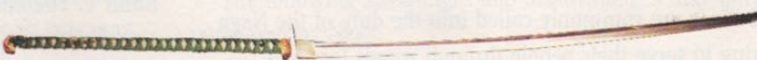
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5 - 1



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5 - 3



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9-Z. Battle Standard of the Naga



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*Legend  
of the  
Five Rings*



# Kakita Artisans

Zoenka (Gardener)

Ryorishi (Cook)

The Way of the Crane will be out soon, but we thought we would give you a preview of the Artisan class by including two of the sub-classes in the Herald. These new classes can stand alone, or be used as helpful NPC's for your campaign.

Kakita artisans can be found in all parts of the Empire. From Jesters to Storytellers, they are the finest creators of art and literature in Rokugan. It can be argued that the most famous graduates of the Kakita Academy are certainly the students of the art of the sword – the famous Kakita Iajitsu Masters, detailed in the first book of the Legend of the Five Rings RPG series.

The Kakita Academy teaches a variety of subjects, including the famous Iajitsu duelists. Both of the artisans listed below as well as the Iajitsu masters listed in the basic RPG are considered students of the Kakita Academy. The Crane consider the mastery of the sword to be like any other art. A duelist and a storyteller are considered with the same respect and admiration for their mastery of their respective arts. Further Artisans, such as Acrobats, Poets, and Noh/Kabuki Actors, as well as their maya and abilities, will be available in the upcoming source book, Way of the Crane.

Kakita artisans (other than students of the Iajitsu school) are neither a bushi nor a shugenja class, but are similar to the ise zumi detailed in the Way of the Dragon sourcebook. They do not have 'techniques,' per se, nor do they gain spells as a shugenja might. Artisans gain *maya* abilities, as defined below, for each rank they rise within their school. Characters made with the Kakita bushi school do not gain any of the maya abilities outlined below, nor can they choose to take an artisan maya in place of their normal school rank. Further, an Artisan has the school rank as defined by their insight, not by the number of maya which they have mastered in an art. For example, Kakita Miyagi, a well-known Crane Clan Zoenka, might be a rank four Artisan, with the maya: Zoenka 1, 2 & 3, and Origami 1. Or, he might have mastered Zoenka 1 & 2, Poetry 1 and Origami 1; or Zoenka 1 & 2, and Poetry 1 & 2. In any of these three cases, Kakita Miyagi is still considered a School Rank 4 character, and any rolls needing School Rank will consider him at the 4th level of ability. If an Artisan gains all three maya abilities from one specialization, they are considered to be a Master of that art.

When an Artisan begins at Rank 1, they gain the first maya ability of their specialization. When an artisan wishes to learn another maya they must return home after gaining enough insight to have acquired another School Rank, and entreat their Master to teach them further. Alternately, they may choose to learn the Rank 1 maya of another art, and will automatically gain the relevant skill. If the Artisan wishes to gain more expertise, however, they must purchase further levels in that skill.

Unless otherwise specified in the descriptions, each maya takes five minutes to perform. Art is a delicate matter, and requires the correct implements, creativity, and concentration.

**Benefit:** +1 Intelligence

**Skills:** Courtier; Etiquette; Any one artistic skill (choice determined by the artisan's first school rank); Calligraphy; Lore: Myth and Legend; Any one High Skill

**Beginning Honor:** 3, plus 5 boxes

The specializations are listed below in the following format:  
**Art:** The actual type of work for which the maya is a focus, and a brief description of the art and its applications within society.  
**Rank One (through Three):** What the maya does, its effect and how it is used. Also, any limitations and drawbacks, if any, of the ability. In order to utilize the maya ability, the character must make a performance roll Intelligence + Skill, and keeping Intelligence. Unless otherwise specified, all mayas last a number of hours equal to the artisan's school rank, and can be performed a number of times per day equal to the artisan's school rank.

The Target Number of the specific action which the character is attempting to perform will be determined by the Game Master, and the artisan may make a number of raises equal to their skill rank. These raises may be used to increase the duration, accuracy, or other property of the artisan ability, as approved by the GM in each situation.

## New Skills: *Cooking*

## *Gardening*

These skills are designed to be used by Kakita artisans. However, it is not unreasonable for any character to have working knowledge of an art. These skills grant basic knowledge of how to perform the skill, and what purposes the skill has in cultured situations. For example, a character with the Cooking skill would have a knowledge of food preparation, simple herbology and medicines, and a character with the Gardening skill would have knowledge of botany, herbal remedies and crops, as well as the ability to recognize plants. These skills are considered High skills.

*"Are you a bushi? - student*

*"No. I'm just the Cook." - Daidoji Seigaru*

## Ryorishi

Rokugani cooks are more than mere culinary specialists – they have full knowledge of herbs, flora and the uses of unusual spices. They are skilled not only in the preparation of food, but in the creation of antidotes and the detection of poisons. Often, because of this unique position, they are a type of between-world figure, both samurai and house servant. The greatest *ryorishi* in Rokugan have also been the greatest herbalists, with their knowledge of remedies which cause sleep, healing, or even death, all with natural ingredients. A good Ryorishi can recognize poisons and toxins easily, allowing the noble whom he serves to rest in peace – as long as the chef is loyal.



**Rank one:** At this rank, the ryorishi is competent in most natural, herbal medicines, and can identify herbs and their uses on a successful skill roll. With a successful maya roll, they can create herbal medicines and minor toxins. Some examples include:

*Medicine:* heals 1 die of wound ranks with a daily application

*Sleeping potion:* causes drowsiness, (-1 Awareness) for 1-3 hrs.

*Smokebomb:* a concoction of brightly burning herbs which burn with a massive amount of smoke and foul-smelling fumes.

**Rank two:** A second rank ryorishi can identify and create more potent substances. They may cause major changes in the body's metabolic processes. These non-magical potions have a rather slow onset time, often taking ten minutes or more to take effect, but they can speed the metabolic rate, sharpen the senses, or cause the recipient to answer questions truthfully. Examples include:

*General Antidote:* Slows the progress of an unknown poison.

This is designed to give the Ryorishi the time he will need to discover the actual poison which has been used, and create an antidote for it.

*Sleeping draught:* If someone ingests this tasteless powder, they will be overcome by a wave of sleepiness within 10 times their Earth in minutes. Within twice this allotted time, the person who has taken the substance falls into a deep sleep for a number of hours equal to the artisan's school rank.

*Truth serum:* This substance will make the person who ingests it unable to speak a lie for a number of minutes equal to 10 x the artisan's school rank. A quick acting, potent drug, the effect will be obvious to the person who has ingested the powder, and the drug often leaves its imbiber with a foul taste in their mouth and a hint of nausea for as long as a day after the incident.

*Paranoia elixir:* Within minutes of ingesting this liquid, the imbiber will begin to experience feelings of paranoia and nervousness. This drug can affect their reaction rate, slowing it to 1/2 of normal.

**Rank three:** At this rank, the ryorishi can make a maya roll to create and identify natural poisons and toxins, both ingested and touch-based, and can create antidotes for all natural poisons with which the artisan is familiar. Note - this is not the full (Scorpion) ability to create toxins and elaborate poisons - this is merely a creation of organic substances which have adverse effects on the human body. These poisons are often weaker than alchemical concoctions, but are harder to identify. Gamemasters should keep in mind that poisons are not only extremely dishonorable, they are also extremely difficult to make. A Ryorishi is not a murderer, and they are not killers-for-hire. They are Artists, whose purpose rests in the honorable fulfillment of their duties. A few examples are:

*Weakness:* After touching something coated with this substance, the recipient must roll of a number of dice equal to their Stamina against a target number of 20, or one ring other than Void (chosen by the maker of the substance) drops to 1 for a number of hours equal to the artisan's school rank. This toxin takes 10 minutes to be fully active in the recipient's system.

*Nausea:* If someone eats this substance, they must make a simple Stamina roll versus a target number of 20, or lose a number of wound ranks equal to the artisan's school rank. This effect cannot kill, but can incapacitate. This toxin takes as long as 5 minutes to become fully active in the recipient's system, and lasts a number of days equal to the artisan's school rank.

"Can you break a board with your hand?" - student  
"Dont know. Never been attacked by tree." - Kakita Miyagi

## Zoenka

Gardens in Rokugan are carefully cultivated, often requiring hours of intensive labor over many seasons. They are designed as small incarnations of the world, and display nature on a small scale. Moss, bamboo groves, maple trees and small streams are incorporated into the features of a garden, as well as flowering shrubs, wisteria and cherry trees. Groupings of rocks are a basic element of Rokugani gardens, representing mountains and often found at the center of the landscape. Arching bridges and carved stone lanterns provide touches of civilization within the boundaries of nature. Dripping fountains of water through bamboo pipes pour into pieces of bamboo called *shishidoshi*, which move up and down as they fill and empty, striking against rocks with a rhythmic, soothing noise. Such intricate touches are the mark of a master *zoenka*. Strolling gardens are often built around teahouses and in the view of tremendous mountains or other natural features. Such gardens increase the beauty of the simple tea ceremony, and provide a certain solitude which is rare in the heavily populated cities of Rokugan.

**Rank one:** Zoenka have the ability to create simple sand gardens (*kare sansui*) in the bare earth, forming patterns of serenity and insight. Characters can meditate on these impromptu gardens for a half hour to regain all spent Void. The garden requires sand, some small rocks, and a few rounds of shaping. Such meditation will only affect an individual once per day. This does not require any skill roll, on either the artisan's part, or those using the garden.

**Rank two:** The zoenka has gained the ability to understand the nature of plants, and can meditate in order to speak freely with them. The preparation of this maya takes about a half hour, and the plant will have limited understanding of what has occurred in its area. It can relay visual and sensory information: "Three men passed this way a short time ago. One was wearing blue." Or, "A woman in a white kimono sits beneath my branches every day when the sun is at its height." Plants have no ability to affect their surroundings, they cannot be bargained with, and they generally don't care too much about the human world. Once a zoenka has performed this maya on a single plant, he will be able to speak to that plant thereafter with a Intelligence + Skill roll TN 20, so long as he is within five feet of the plant.

**Rank three:** When the zoenka achieves Mastery of his art, he has the ability to travel within the plants themselves, passing from one to another as though no distance separated the two. Both Plants must be at least the size of the zoenka and he must make an Intelligence + Skill roll TN 45, he gets a -5 to the target number for each month he has spent tending the plant he is traveling to (Minimum TN15). The gardener can only use this ability to pass between plants with which he is familiar - that is, both plants must have been tended for at least one week. A failed roll means that the Zoenka has failed, and cannot attempt this ability again for three days. Even when successful, he can perform this maya only once every three days, and the maya will only allow the Zoenka to travel between plants, with a minimum of clothing and items.



# Zen's Card Focus

by Zen Faulkes

## Legend of the Five Rings

### Card Focus: Plain of Fast Troubles

The Plain of Fast Troubles surround the Imperial City, Otosan Uchi. According to the L5R RPG, "It is illegal to move armed men through this area. Those who do so soon find the whole of the Empire moving against them."

Before talking about strategy, let's clear up any possible confusion about how this region works. There are two main rules to remember when using the region's battle action. First, there is always a battle at every province when an attack is declared. Second, it's legal to perform actions where you have no units if it will move a unit into battle. Therefore, if your opponent attacks, it doesn't matter whether or not any units get sent to Plain of Fast Troubles. When the battle at that province is resolved, you can bring any personality in the region into play. (Incidentally, Hizuka doesn't work this way. Hizuka requires that he be in a province "being attacked." Although "being attacked" isn't formally defined in the rules, the official clarification is that there must be a unit attacking Hizuka's province for him to enter play with his action.)

Although Plain of Fast Troubles effectively gives a personality a zero gold cost, you won't gain personal honor when you bring a clan-aligned personality into play. Although you did hire him or her at full price (zero), you can only gain honor for hiring personalities during the Dynasty phase. Also note that it doesn't Waive any other costs, like those of Hantei the 38th or Kyoso no Oni.

Plain of Fast Troubles is great in a deck with lots of power personalities. Quite often, personalities with a high gold cost or honor requirement don't find their way into many decks (especially two player decks), regardless of how strong or nifty they are. Against a fast attack deck, you're often fighting tooth and nail for your very life before you have an opportunity to meet the requirements for those top ranked personalities. But Plain of Fast Troubles can give fast attack decks reason to pause. If you've got an big, expensive personality sitting in the Plain, your opponent should think hard about attacking you. Will the attack be worth letting you bring a Clan Champion level personality into play for free? The possibility of a Counterattack makes this dilemma even more pressing.

For example, Plain of Fast Troubles would be ideal in a "Seven Thunders" Dragon deck. After all, that's a deck that typically has nine expensive personalities: the seven thunders, the Experienced Hooded Ronin, and the Experienced 2 Togashi Yokuni. The Seven Thunders are all awesome, but they cost more gold than anything else in the game and several have

steep honor requirements. By the time you've added gold and a couple of events to your list of personalities, your Dynasty deck is pretty much full. In that deck, an early Plain of Fast Troubles may be enough of a deterrent to an aggressive opponent to buy you the time you need to get into the game.

Of course, there's no guarantee that your star personalities will show up in Plain of Fast Troubles instead of Toki or a Jade Works. One solution is to use Shosuro Ikawa's ability put your personalities in the right province at the right time. You can use Ikawa to flip, say, the Inexperienced Bayushi Shoji (a great example of a personality that people do not want in play) into Plain of Fast Troubles. Be wary, though: if your opponent has Ikawa out, however, he can just as easily flip a personality out of the province with Plain of Fast Troubles as into it.

One small drawback to bringing someone into play during a battle is that you miss your normal opportunity to attach Fate cards to him or her. If you're using Plain of Fast Troubles, you may want to consider adding personalities that can attach cards as they enter play: Matsu Goemon, for instance, Shinjo Goshi, Akodo Ikawa, or Fusaki (who even gets his spell for free). If you want to get elaborate, try using As Far As The Eye Can See to combine Plain of Fast Troubles with the purchasing power of The Kaiu Pass, The Hub Villages, or the Isawa Woodlands. Alternately, Troops from the Woods lets you attach followers in battle, perhaps saving your newly arrived personality from Ranged Attacks or Stand Against the Waves. Of course, ancestors can also be attached when a personality comes into play, but because that bows the personality, only do it if you're sure that you don't need that person right away. Shinobi and Blood Oath also react to bringing a personality into play, and these may be useful in some cases.

The order of battle resolution can be quite important when Plain of Fast Troubles is out and occupied. If you're attacking, you'll usually want to resolve the battle at the Plain of Fast Troubles last. This prevents your opponent from bringing someone out of the Plain, then moving it (with Superior Tactics, say) to the province your units are attacking.

Conversely, if you're playing defense with this region in play, and you can move things around, you'll often want to resolve the battle at Plain of Fast Troubles first. This lets you empty the province and then yank your personality into battle as reinforcements. Familiar Surroundings lets you force the issue, by taking away the attacker's privilege of choosing the order of battle resolution.

While you may not be able to mobilize all the Empire with Plain of Fast Troubles, you can often get some game-winning personalities into play using this region.





## A Tribute to Toshiro Mifune

We didn't have the space to talk about it last issue, but someone has recently passed on who meant a great deal to L5R and its creators. Toshiro Mifune, the Japanese actor who defined the samurai to the western world, died last Christmas Eve at the age of 77. He has been sorely missed.

Mifune was born to Japanese parents in the province of Manchuria; after an inauspicious military career, he found himself at Tokyo's Toho studios, pursuing acting along with hundreds of other extras. There, he was discovered by director Akira Kurosawa, who began to cast him in some of his films. Mifune played small parts in several Kurosawa films before moving on to meatier roles in *The Stray Dog* and *The Quiet Duel*.

But it wasn't until 1950, and the release of *Rashomon*, that Mifune's career really took off. In it, he played a condemned bandit asked to recount the events preceding his capture. The film was a huge hit, and established an international reputation for both director and star. Over the next fifteen years, they produced a series of movies together that established Mifune's samurai image and left a legacy that western filmmakers have been copying ever since.

In *The Seven Samurai* (1954), Mifune played Kikuchiyo, a self-important bushi who proves his heroism in the film's final battle. (The film was remade as the classic western *The Magnificent Seven* several years later.) 1957 brought *Throne of Blood*, an adaptation of Shakespeare's *Macbeth* set in feudal Japan. A year later, he played a heroic general trying to lead a young princess through enemy territory in *The Hidden Fortress*. (George Lucas has cited the film as his chief inspiration for *Star Wars*, and supposedly wrote the role of Obi-Wan Kenobi with Mifune in mind.) He made another lasting impression in *Yojimbo* (1961), playing a cocky ronin who orchestrates the destruction of two rival gangs. The film inspired a sequel, *Sanjuro*, and was remade by Sergio Leone as *A Fistful of Dollars*, which made Clint Eastwood a star. Eastwood cited his love of *Yojimbo* as his principle reason for taking the part. Mifune made his last film with Kurosawa, *Red Beard*, in 1965, but he continued to play the samurai throughout the 60s and 70s. A Japanese survey in 1984 ranked him as the epitome of Japanese ideals and manhood.

Legend of the Five Rings is a fantasy game based on an oriental society that is, and yet is not, Japanese. From its raging heights of magic to its dark melodrama, Rokugan owes much of its splendor to Mifune's work. When watching *A Hidden Fortress*, it's hard not to see a little Toturi in Mifune. Likewise, echoes of Kisada's dark ambition can be heard while watching *Throne of Blood*. But our true homage to Mifune is in Ginawa, the doomed ronin seeking the murderer of his lord.

Many have asked us, "When are you going to do the L5R movie?"

Since December 24, 1997, our answer must be: "It can't be done. Master Mifune isn't available."

## L5R LARP at OrcCon!

The first Legend of the Five Rings Live Action Roleplaying Game was held on Feb 13-15 at OrcCon in Los Angeles. Over fifty people attended, and all clans were represented. The storyline for the game was set at the Grand Festival celebrating the two year anniversary of Toturi's coronation as Emperor.

Rather than ask the players to create characters for an unfamiliar system, each participant was asked to play one of the established characters from the L5R CCG. Some of the famous faces included Daidoji Uji, Bayushi Aramoro, and Matsu Turi.

At the game, it was revealed that the Emperor had been kidnapped, replaced by a Scorpion bushi, although the plot was revealed by some quick-witted thinking from the players. An investigation led by the Emerald Champion condemned the Scorpion clan as guilty, and exiled them from Rokugan, thus beginning the storyline of Hidden Emperor.

Although the AEG staff was impressed by the amazing (and highly entertaining) roleplaying of the players at the LARP, honorable mention goes to several of the characters represented: Matsu Turi, for his victory in a spontaneous Iaijutsu Challenge; Yoritomo and Hida Yakamo, for being so incredibly imposing; Shinjo Yasamura and Hida O-Ushi, for playing out their betrothal; Kakita Shijin, for spontaneously writing and performing the haiku in the sidebars throughout the game; and Togashi Mitsu, for actually having a dragon tattooed on the side of his head. Talk about role-playing!

### Cherry Blossom

Sitting quietly  
Cherry blossoms fall  
to ground  
Winter in spring

### Pine of the North

Everlasting son  
Shade of the great  
heights, everfull  
humble cone of life

### Matsu

Her mane of hair  
rests.  
Upon them streaks of  
war flow  
Lion's honor does but  
grow

### Mantis

The Son of Storms  
Rise fury of the sea  
in his eyes  
new son has arrived



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# Veterans of the Shadow

by jim pinto

## Kuni Girakuma

*"Many a man has lost his faith because the heavens wouldn't show him enough.  
I've never known a man to lose his faith, because the heavens showed him too much."*

- The Prophecy

Kuni Girakuma is a victim of too much research. To the Kuni the Shadowlands are a laboratory for arcane discovery. To that end goblins, ogres, onis, and the like are Prime research materials to a resourceful and aggressive Kuni shugenja. Kuni Girakuma's over zealous desire for more and more research subjects led him as deep into the Shadowlands as most would dare to explore. A Hiruma of the time (his name lost to history long ago) reported that "the body of Girakuma was beyond recognition and his eyes were replaced with evil. His skin and soul were forsaken, and I fled for my life when his lipless mouth smiled at me."

Born Circa 620, Girakuma was a mere 14 year old student of the dark ways of the Kuni when he cut open his first goblin under the instruction of his teacher, Kuni Mikoro. Girakuma was drawn to the study of dead things instantly. While most of Rokugan dared not even touch the skin of humans, Girakuma enjoyed the rapture of taking finely shaped knives and cutting deep into the withered flesh of dead beasts from the Shadowlands. It was this macabre fascination with the dead, that led Girakuma to study it to the point of mastery.

When he was 24 years of age, Girakuma's family was struck by a sickness that was unidentifiable to any Kuni. Only he was strong enough to survive the ravaging scourge, but he watched his wife and children die. Determined to find a way to undo their demise, Girakuma set out to find what only the Shadowlands could provide - an escape from death. An unnatural desire for immortality and a sick obsession with the dead completed Girakuma's chaotic descent into darkness.

While studying an arcane text, Girakuma came upon an unholy scroll... a scroll offering undreamed of power and life. The key to life and strength - the sacred scroll of the Fierce Blood of the Earth.

It has been too many centuries since Girakuma began his mad quest; too many years spent hunting down and killing anything with a stronger life essence than his own; too many days spent trying to remember who he is, where he came from and what led him down this path.

The Moto are the greatest thorn in his side. Even Kuni witch hunters are afraid of his name; but the Moto that seek death as a release, hunt the reclusive Girakuma... and the sword! He even believes that the sword can smell him. He knows its power...

Girakuma is not a simple old man, turning bloodied bodies into walking dead. He is everything wrong that has never been made right. He is the fear in a little boys eyes, and the smell of death that a samurai knows when he draws in his last breath. He is what the Kuni have forgotten, what the Moto wish to destroy, and what happens when the luster of power is stronger than the will to resist it.





# Legend of the Five Rings

**Name:** Kuni Girakuma **Clan:** Unaligned **Profession:** Shugenja

**Fire**

Agility: 4  
Intelligence: 6

**Air**

Reflexes: 3  
Awareness: 4

**Earth**

Stamina: 4  
Willpower: 7

**Water**

Strength: 6  
Perception: 4

**Void**  
Void Points Spent:

**Primary Weapon**

None

**Primary Armor**

None

**TN to be Hit**

(Reflexes: 5 + Armor)

15

## Skills

Shadowlands Lore	5
Shugenja Lore	5
Maho-Tsukai Lore	5
Goblin Culture	3
History	4
Autopsy	5
Anatomy (Human)	4
Anatomy (Goblin)	4
Anatomy (Ogre)	3
Anatomy (Ratling)	3
Anatomy (Troll)	2
Intimidation	5

**Insight:** N/A

## Techniques/Spells

All Earth and Maho spells  
Bo of Water  
Secrets on the Wind  
Know the Mind

**School:** Kuni Shugenja **Rank:** 5

## Advantages/ Disadvantages

Undead  
Benten's Curse  
Sworn Enemy (Moto)  
Bad Reputation  
Black Sheep  
Strength of the Earth 2  
Voice

**Glory:** 3

□□□□□□□□□□

**Honor:** 0

□□□□□□□□□□

**Shadowlands Taint:** 2

☒☒☒□□□□□□□□

## Wounds

12	-0
12	-0
12	-0
12	-1
12	-2
12	Down
12	Out
12	Dead



## Minor Oni Servant

His servant is an Oni he has calls *Shizuko* (quiet little helper). Shizuko was the name of his first born, and when he mastered the Art of Oni Naming (*Summon Oni*), he took the hands from his dead daughter and sacrificed them (along with his own blood) during the summoning ritual. The power of the Oni is great, but Girakuma possesses the power to destroy it with a thought. That alone has kept both of them safe in the knowledge that their wills are focused on the task at hand - which can change as quickly as the wind.

It has been over 300 years now, and Girakuma Insanity has twisted his memory. He has long forgotten why he named the Oni Shizuko or why he sometimes weeps when he calls its name. All he knows, is that it is loyal and he has never needed another servant.

Shizuko maintains communication with Girakuma, and performs the smallest of tasks that Girakuma has determined are beneath him. Talking with Nezumi, retrieving the weapons of fallen enemies, and destroying small peasant villages are among his responsibilities. Shizuko is a reptilian looking Oni the size of a pony with five legs and incredible speed. A long craning neck ends at a spiky frog-like head with strong teeth pushing in every direction out of its mouth. It has long strong legs that end in sharp hooves. However, Shizuko does not use its legs when attacking, but prefers to swing its long neck around and bite at its opponents. Shizuko is swift, and more likely to run than to continue a losing engagement against strong opponents.

## The Fierce Blood of the Earth

A unique scroll, The Fierce Blood of the Earth is in the possession of Kuni Girakuma. This spell is **Maho**.

Once per year, the caster may use The Fierce Blood of the Earth to completely consume the life of any living being. This life force is immediately absorbed by the caster and the earth he is standing on. The aging process is halted for one year for each casting of the spell, as well as healing all immediate damage. Continued use of the scroll dries and erodes the skin and warps the caster's internal organs. If the caster ever has no Taint he will be utterly destroyed when the five natural elements violently reenter his body - the power of the Shadowlands runs deep in the veins of those that would wield its power. GMs are encouraged to develop additional effects of draining particularly strong individuals.

Base TN: 30

Casting Time: 1 Day

Duration: Instantaneous

Mastery: 20

Concentration: Full



## Oni no Shizuko

(unique)

EARTH: 4

WATER: 2

Strength: 4

FIRE: 3

Agility: 5

AIR: 3

Reflexes: 6

Attacking: 5k4

Damage: 5k3

TN to be hit: 30

Armor: 2

Wounds: 20: -1; 40 -2; 80: dead

**Special Abilities:** Oni no Shizuko has developed a mental link of sorts with Girakuma; each always knows what the other needs.



# Factions of Rokugan

## Playing the Unicorn

By Eric Devlin

Born of Rokugan, the Unicorn Claim all the rights of one of the Great Clans. Having spent several generations outside the Empire, the Unicorn have seen, experienced and been influenced by the culture of *gaijin*. Now back in their ancestral homeland, the Unicorn are considered barely civilized, and the repository of outlander tricks and knowledge.

With a concept of honor that is different from the other clans, the Unicorn are the defenders of those who can not defend themselves. With a keen insight into the reciprocal relationship between those that work the land and the Samurai, the Unicorn has acted to defend the people of Rokugan.

Matched with the crushing force of the Naga, the Unicorn put down the army of the Shadowlands. Otaku Kamoko, the legendary Battle Maiden, led the charge that ended the life of the undead terror Yogo Junzo.

The explosive speed and strength of their cavalry make the Unicorn a force to be reckoned with. The cavalry trait gives them an extremely strong early game strategy.

By being able to deploy their forces where you have no defenders, they move towards their winning condition while hampering your ability to bring out Dynasty cards.

As a side note, you should be aware that the Unicorn is one of the most powerful clans straight out of the starter. If you are participating in a sealed deck tournament, you would be wise to consider the Unicorn.

Presented below is a one on one Unicorn deck and the additional cards needed to make a multiplayer deck. These decks contain very few rare cards. you will also find a list of substitutions; rare cards that you may consider putting in your deck when you can get them.





## Unicorn One-on-One

### **Dynasty**

#### *Personalities*

Otaku Kamoko 3

Shinjo Masaku 3

Shinjo Rojin 3

Shinjo Goshi 3

Otaku Baiken 3

#### *Holdings*

Stables 3

Jade Words 3

Merchant Caravan 3

Quarry 3

#### *Regions*

Plains above Evil 3

### **Fate**

#### *Actions*

Strength of Purity 3

Charge 3

Superior Tactics 3

Rallying Cry 3

Another Time 3

Karmic Strike 3

Fires of Retribution 3

Another Time 3

The Secret Entrance 3

Confusion at Court 3

## Unicorn Multiplayer

Add the following cards to the one-on-one deck for a simple Multiplayer deck

### **Dynasty**

#### *Personalities*

Shinjo Hanari 3

#### *Holdings*

Market Place 3

Shinjo Parade Grounds 3

#### *Event*

Iris Festival

### **Fate**

#### *Followers*

Light Mounted Infantry 3

Heavy Mounted Infantry 3

Light Cavalry 3

#### *Actions*

Defend Your Honor 3

## Substitutions

When you have the opportunity to do so, you may wish to add some of the following cards to your deck. please keep in mind that you should subtract one card for each that you add. It might be tempting to keep cards that you like, but the more cards you have, the less chance you have of getting them when you need them..

### **Dynasty**

#### *Personalities*

Otaku Kamoko exp.

Ide Tadaji

#### *Events*

Imperial Gift

#### *Inheritance*

Doom of the Dark Lord

### **Fate**

#### *Items*

Ancestral Sword

Ancestral Armor

Ancestral Standard

#### *Actions*

A gift of Honor

Resist Magic



# National Rankings

Collated and compiled by  
Kevin

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

Last Name	First Name	Clan	1998	Overall	Branch	Lou	Crab	300	300	Clemente	Robert	Unicorn	550
Alexander	Jeff	Phoenix	800	7025	Brand	Melinda	Unicorn		975	Clements	Ira-Shaine	Scorpion	825
Alix	Gerard	Junzo		150	Brandt	Andy	Crab	1000	1600	Cleveland	Jason	Unicorn	100
Allen	David	Crane		1350	Brannan	J.P.	Unicorn		750	Clingan	Ted	Crab	450
Allen	Daniel	Dragon		2000	Brawner	Chris	Unicorn		300	Clough	Sean E.	Ronin	775
Alonso	Alyr	Phoenix		300	Brayfield	Doug	Scorpion	1800	2475	Coach	Robert	Ronin	750
Amick	Randall	Dragon	500	500	Brejtus	Caj	Ronin		1850	Cochran	Michael	Phoenix	5050
Anderson	Miles	Dragon		500	Brenden	Adam	Lion		50	Coelho	Marco	Toturi's	400
Anderson	Ralph N.	Dragon		5850	Bresner	Max	Scorpion	500	1400	Coffman	Josh	Naga	100
Anderson	Shane	Toturi's	300	300	Bridges	Phillip	Ronin		150	Colbert	Kevin J.	Unicorn	300
Ang	Paul	Phoenix		250	Brito	Robert	Lion		650	Coleman	Afshin	Phoenix	9800
Anglin	Jack	Dragon		375	Broadus	Don	Toturi's		2900	Coleman	MC	Crane	450
Anshus	Paul	Scorpion		200	Brooker	Travis	Crab		450	Coleman	Joseph	Crab	150
Archer	Vincent	Junzo	1300	2350	Brown	Douglas	Ronin		800	Collier	Steve	Mantis	150
Arlington	Dave	Lion	700	825	Brown	Jason	Phoenix	4650	16175	Colson	Mike	Lion	300
Ardorfer	Dave	Dragon	150	150	Brown	Tom	Lion	50	250	Concepcion	Michael	Lion	300
Artz	Bruce	Phoenix		375	Brown	Travis	Phoenix	600	1050	Cook	James	Phoenix	500
Asato	Ryan	Dragon	1900	2200	Brown	Geoffrey	Dragon		150	Cook	William	Dragon	13975
Asef	Alex	Crab		2050	Brown	Russel	Scorpion		550	Coolidge	Ray	Crab	1550
Athelain	Roland	Scorpion		450	Brown	Sean	Crane	100	100	Coombs	Shana E.	Toturi's	300
Atteberry	James	Unicorn		150	Brozovich	Robin	Lion		225	Coombs	Kalo	Unicorn	1700
Bachelder	Dean A.	Lion		425	Brungardt	Chris	Phoenix		325	Cooper	Tom	Lion	15600
Back	Stephane	Lion		300	Bruno	DiNapoli	Ronin		50	Corderi	Eddie	Phoenix	150
Bagley	Phil	Unicorn		475	Bruns	Dan	Crab		2400	Cornelius	Jeff	Dragon	300
Bailey	Richard	Dragon		750	Bryant	Chris	Scorpion		775	Corriden	Ross	Crane	625
Baker	John D.	Unicorn		800	Bui	Truc	Unicorn		200	Corson	Bill	Crane	1250
Baker	Justin	Unicorn		2850	Buksar	Cathy	Crab		300	Courts	Daniel	Ronin	350
Baker III	John D.	Unicorn		950	Burdick, Jr.	Bart D.	Unicorn		1750	Cowell	Andy	Lion	650
Baldwin	Mike	Monk		25	Burgess	Eric R.	Crane		150	Cox	Andrew	Crane	800
Banda	Paul	Naga		1225	Burghardt	Chris	Unicorn		150	Craig	Peter	Unicorn	50
Bankhead	Joe	Toturi's		450	Burkley	Daniel	Crab	100	250	Crane	Gabe	Ronin	600
Barents	Owen	Unicorn		1250	Burrows	Peter	Scorpion		700	Cripe	Rick	Phoenix	500
Barker	Wayne	Dragon		150	Burson	Robert	Junzo		1050	Croston	Christoph	Crab	300
Barrera	Lupe	Unicorn		50	Burton	James	Crab		3050	Cruz	Gil	Lion	300
Barrick	Jennifer	Unicorn		100	Buser	Chris	Unicorn	1000	1225	Cudworth	Ron	Ronin	775
Bateman	Craig	Toturi's	150	7200	Bush	Hal	Naga		4775	Cummings	Ernest A.	Scorpion	900
Bates	Jason	Scorpion		1050	Buso	Scott	Lion	1000	1500	Curd	Joe	Junzo	750
Baveux	Jean-Marie	Lion	2400	5850	Bustamante	Frank	Phoenix		3500	Cushman	Robert	Phoenix	4950
Beacham	Paul	Scorpion	3000	4400	Bustin	Rob	Ronin		450	Cusick	Robert	Dragon	500
Beatty	Charlie	Scorpion		1200	Butcher	Boyd	Unicorn		450	Cyr	Robert	Unicorn	3000
Beck	Jim	Phoenix		3300	Cabrera	Rommel Y.	Lion	2950	4775	Czechowski	Kathleen	Dragon	300
Beiser	Eric	Lion		550	Callaway	Pete	Mantis		650	Czechowski	Ed	Unicorn	200
Bender	Michael	Crab		225	Calpo	Mykal	Crane	100	100	D'Amico	Gabe	Phoenix	300
Bender	Kevin	Unicorn		100	Campbell	Robert	Naga		50	Dabben	J. Brent	Dragon	150
Bender	Kevin	Unicorn		100	Carlson	Chris	Scorpion	1500	1500	Dacumos	Erick	Crab	100
Benito	Christian C.	Crab	600	625	Carlson	Ronald	Naga	50	225	Daley	Daniel N.	Naga	2150
Bergdale	Jeremiah	Dragon	500	500	Carmical	Justin S.P.	Ronin		225	Damour	Paul	Unicorn	50
Berge	Steve	Crab	500	500	Carnes	Shawn F.	Phoenix		225	Daniel	Richard	Ronin	50
Bergstrom	Eric	Ronin		350	Carpenter	Ken	Crane	900	8150	Daniel	Kenyon	Lion	2100
Bergstrom	Chris	Lion	1600	12300	Carson	Brad	Crab	1100	900	Daniels	Robert E.	Junzo	350
Berman	Justin	Phoenix		2400	Carson	Robert	Dragon		6250	Daron	Charles	Dragon	50
Bernard	Steven	Ronin		50	Carter	Jason	Dragon	300	150	DaSilva	Edmond	Lion	150
Bertram	Lance	Unicorn		1675	Carter	Brian	Dragon		300	Daugherty	Ray	Unicorn	150
Bertram	Michelle	Lion		300	Carter	Steven	Crane		2650	Davies	Lucifer	Unicorn	500
Besaw	David	Ronin		150	Carter	Richard	Ronin		150	Davies	Stephen	Dragon	50
Betts	Everett	Junzo	1000	2000	Cartozian	Aaron	Scorpion		50	Davis	Scott	Phoenix	2225
Beyer	Sarah	Unicorn	150	650	Cascone	Nicholas	Lion		4175	Davis	Greg	Phoenix	500
Beyer	Brian	Crab	100	1250	Castillo	Xavier	Ronin		250	Davis	Brady	Junzo	200
BhandarKar	Naveen	Crab		50	Catinari	Michael	Phoenix	1900	4725	Day	Travis	Phoenix	2250
Bigg	Chris	Crab		150	Caton	Craig	Ronin		1475	De Vries	Mark	Ronin	750
Billier	Ryan	Crab		450	Ceccardi	Peter	Phoenix	1050	3875	Deavers	Brad	Dragon	650
Birkelbach	Phillip	Crane		1200	Celli	Antonio	Scorpion		400	DeGlopper	Peter	Dragon	500
Bishop	George	Phoenix		600	Cerame	Mario	Ronin		150	Dehghanm	Adrian	Crab	150
Bishop	Jeffrey	Ronin		500	Cetorelli	Daniel	Lion		1600	Deich	Michael	Phoenix	50
Bjornseth	Lisa	Unicorn		750	Chacon	Dave	Phoenix		1225	Delaney	Tom	Phoenix	300
Black	Thomas	Crane	800	1300	Chafe	Frank L.	Scorpion	1400	4300	Deling	Mark	Unicorn	500
Blackwell	Matt	Dragon		225	Chamberland	Paul R.	Dragon		150	DeLoura	Robert	Lion	25
Blair	Craig	Crab		150	Chamberlin	Seth	Dragon		500	DeMartine	Patrick	Naga	150
Blenkinsop	Brian	Dragon		100	Chambers	Mark	Ronin	500	2050	Dendinger	Daniel	Crane	100
Bligh	Rick	Dragon		2250	Champlin	Jeremy	Lion		500	Derderian	Vaughn	Crane	350
Blikman	Ricardo	Ronin	300	300	Chan	Richard	Ronin	150	200	Derouchie	Michael	Lion	600
Bloom	Tracy	Lion		800	Chang	Douglas	Dragon	50	50	DeShetler	Thomas	Ronin	150
Blloyd	Jeremy	Ronin		600	Chase	Mike	Junzo		100	Deutsch	Donald	Lion	550
Boehm	Jermy	Toturi's	500	500	Chase	Will	Unicorn	300	600	Devlin	Eric	Junzo	10450
Bogus	Dimitrios	Unicorn		300	Chaudhry	Asif I.	Naga		150	Diephouse	Adam	Phoenix	450
Bolton	David	Ronin	50	50	Chin	Jason	Unicorn	300	300	Dilday	Chris	Crab	200
Bonahoom	Tobie	Phoenix	150	1025	Chotoff	Gail	Dragon		300	DiMeo	Pasquale	Ronin	1700
Booras	George	Dragon	200	200	Christensen	Doyle	Phoenix		2150	Dix	Terry	Mantis	850
Boos	Brent	Junzo	100	250	Christian	James	Unicorn	50	550	Dixon	Andy	Lion	75
Borea	Hyper	Mantis	50	50	Chu	Toshi	Scorpion		375	Dlodgett	Aaron	Scorpion	150
Boss	Ted	Junzo	650	650	Chuang	Peale	Mantis	800	3100	Doberstein	Chad	Phoenix	900
Boustead	Dean	Unicorn		500	Chung	Abraham	Ronin		450	Doehne	Tom	Dragon	150
Boustead	Loren	Crab		50	Chung	Magnus	Scorpion	9550	13050	Dokka	Gerald	Unicorn	750
Box	Monte	Crab		475	Ciccolini	Robert	Scorpion	50	50	Dolan	Zak	Dragon	300
Boyer	Michael	Junzo		300	Clark	John	Ronin	300	300	Dolan	Andrew	Scorpion	1050
Bradley	John	Lion		525	Clark	Andrew	Phoenix		1500	Doner	Terry	Monk	1700
Bradley	Benjamin	Phoenix	50	50	Clarke	Jon	Crab	450	900	Donohue	John	Ronin	900
					Clemente	Brian	Phoenix		200	Dorrough	Mark	Dragon	400



Dorsey	Eric	Crab	1625	Frazier	Ryan	Toturi's	300	Hesla	Chris	Crab	150	350
Dotter	Mike	Ronin	650	Freeds	Mark	Lion	300	Hess	Lane	Ronin		450
Douglas	Les	Phoenix	6500	Freidin	Stanislav	Phoenix	800	Hew	Ronald	Unicorn		225
Dovico	Mark	Lion	6000	Pretze	William	Lion	275	Hidalgo	Quentin	Dragon		650
Dovico	Mickie	Unicorn	225	Frey	John W.	Lion	475	Hilborn	Josh	Crab	300	300
Dowd	Kenneth	Ronin	75	Frink	Brian	Crane	500	Hinshaw	Brian	Crab	50	50
Dracula	Jack	Scorpion	3175	Frobel	Derek	Ronin	50	Hixon	Michael	Ronin		875
Drake	Alex	Fukumoto	400	Funk	Jason	Crab	1600	Hocker	Tom	Unicorn		150
Drake	Darrell	Crab	50	Funk	Matt	Unicorn	50	Hodge	Allen	Dragon		4100
Dreeszen	Derk	Dragon	1450	Furnish	Jeff	Unicorn	2100	Hoeh	Chris	Toturi's	300	300
Drew	Kisa	Unicorn	25	Gaddis	Craig	Mantis	200	Hoerig	Dave	Dragon	500	500
Dreyfus	Stephane	Naga	100	Gaines	Michael	Phoenix	500	Hoffer	Kevin	Monk	350	350
Drum	Cynthia D.	Ronin	50	Gales	Paul	Naga	150	Hogg	Bret	Dragon	300	300
Duann	Tom	Crab	4450	Gallagher	Aaron	Lion	150	Holley	Tom	Unicorn		450
Dube	Gregory	Crab	200	Galley	Bob	Unicorn	150	Holub	Jake	Scorpion	300	800
Dubue	Chris	Scorpion	700	Gambiel	Emmanuel	Unicorn	300	Hood	Garth	Dragon		300
Duckworth	Paul	Unicorn	300	Garcia	Tim	Phoenix	800	Hoolmajers	Dennis	Dragon	150	150
Duenes	Richie	Scorpion	450	Garcia	John	Crab	150	Horde	Heiji	Ronin		625
Dufour	Pierre	Dragon	150	Gargus	Eric	Unicorn	100	Horton	Jesse	Ronin		1000
Dunkle	Nancy	Unicorn	50	Gargus	Charles	Crane	150	Horvath	Stephen G.	Dragon	4050	15725
Dunkle	Jeffrey	Toturi's	50	Garland	Naga	Naga	250	Houle	Jonathan	Mantis		700
Dunncan	Dennis	Toturi's	150	Garrett	Morgan	Ronin	1700	Houston	Craig	Phoenix	500	500
Duong	Felix	Crab	150	Garrison	Mason	Toturi's	900	Howard	Josh	Lion	1750	5350
Duskin	Kirk	Unicorn	250	Gearin	Scott	Phoenix	300	Howlett	Lawrence A.	Dragon		450
Dyker	Bruce	Dragon	150	Gearin	James	Phoenix	600	Hoyt	Ben	Phoenix		425
Earl	Dennis	Unicorn	300	Gerardi	Paul	Naga	1250	Hoyt	Timothy	Lion		3900
Eastman	Stuart	Lion	2325	Gerwe	Paul V.	Dragon	200	Hranek	Peter	Phoenix	600	650
Eaton	Randy	Crab	300	Gillen	William	Ronin	500	Hubbard	Tom	Lion		3325
Eckel	Jim	Phoenix	100	Gillmina	Joe	Monk	200	Hudson	Akoni	Dragon		525
Edge	Ellen	Unicorn	150	Giuliano	Robert	Ronin	600	Huggins, Jr.	Samuel	Ronin		50
Edge	Brad	Crane	50	Glass	Ron	Toturi's	200	Huisjen	Derek	Naga		5450
Edmonds	Matt	Lion	150	Glenn	Will	Crab	1700	Hulet	Robert	Lion	600	600
Edward	Harry A.	Dragon	450	Glover	Bryan	Dragon	175	Hurncutt	Eric	Lion	100	100
Edwards	Colin	Junzo	3475	Goike	James	Unicorn	300	Ilario	Dane	Monk	350	350
Edwards	Mark	Dragon	2025	Goins Jr.	Ronald Lee	Crab	725	Ingram	Bill	Lion		350
Edwards	David	Lion	200	Gollihar	Jesse	Dragon	2450	Isbell	Michael	Dragon		150
Edwards	Anthony	Ronin	600	Gomez	Tony	Unicorn	1050	Italiano	Joseph	Crab	950	950
Edwards	Craig	Crane	350	Gomez	Matt	Unicorn	1500	Jackson	Jerry	Ronin	300	400
Edwards	Graig	Phoenix	500	Gonzales	Susebio	Crane	50	Jacokes	Allan	Lion		50
Ellis	Thomas	Dragon	450	Gonzales	Albert	Ronin	1450	Jaekle	Michael	Ronin	200	200
Elson	J.T.	Naga	50	Gonzalez	Joaquin	Toturi's	300	Jaeger	Lyle	Ronin		450
Embley	Tyler	Ronin	2850	Goodman	Beverly	Phoenix	150	Jaffe	W.	Ronin		300
Eng-Kohn	Bradley	Ronin	150	Goodyear	Brendon T.	Lion	1600	Jahnke	Michael	Mantis	100	100
Enoksen	Kurtis	Mantis	450	Goss	James	Scorpion	150	James	Brian	Toturi's		3000
Epifanio	Lou	Ronin	450	Grable	Thomas	Crane	1200	James	Bronson D.	Naga		975
Escarcega	Bernie	Lion	150	Graesser	Justin	Unicorn	800	Janssen	Brian	Unicorn		300
Evans	Jon	Toturi's	675	Graesser	Joshua	Phoenix	500	Jarrott	Ken	Crane	150	150
Evans	Wesley	Ronin	150	Granato	John	Lion	600	Jerome	Mark	Toturi's	850	7725
Everett	Andrew	Naga	250	Granich	Jamie	Dragon	900	Jilot	Chris	Crab	1550	5550
Exline	Mike	Dragon	200	Grant	Steven	Lion	600	John	Torsten	Crab		3000
Fagan III	Nick	Dragon	1500	Greeley	Troy	Ronin	50	Johnson	Ryan	Toturi's		1100
Fahrenkopf	Michael	Lion	900	Green	Anthony	Ronin	3350	Johnson	Ivan	Crab		200
Fair	Jason	Unicorn	3075	Greenwald	Mark	Lion	50	Johnson	Eric	Naga		450
Faleafa	Motau	Phoenix	50	Greendell	Dan	Naga	300	Johnson	Bruce	Junzo	300	900
Faleafa	Sam	Phoenix	650	Grey	Erik J.	Lion	1000	Johnson	Paul	Crane	150	2500
Faubus	Michael	Crab	50	Griffin	Nicholas	Naga	1850	Jones	Tom	Scorpion		900
Faulkes	Zen	Crab	200	Grogan	Jeffrey A.	Phoenix	50	Jones	Kevin	Dragon		25
Faulkner	Dennis W.	Junzo	1600	Gross	Bob	Lion	300	Jones	Royden	Crane		400
Fehr	Chris	Scorpion	2475	Grover	Ed	Dragon	200	Jones	Timothy	Ronin		50
Feldman	Jonah	Ronin	775	Groves	Jason	Crane	200	Jones	Chris	Dragon		500
Feller	Michael P.	Dragon	750	Grubbaugh	Marc	Ronin	300	Jones	Richard	Junzo	500	500
Feng	Andy	Ronin	300	Gu erro	Boris	Lion	750	Jones	Daniel	Scorpion		1200
Fennell	Jarad	Lion	700	Gulick	Arian	Ronin	2250	Jones	Jeffrey	Monk	350	350
Fennell	Joe	Phoenix	2500	Guthrie	John	Ronin	550	Jones	Jack	Crane	50	550
Ferguson	Joel	Phoenix	25	Hadden	Jason	Scorpion	300	Jones	Eric	Crab	450	450
Fernandez	Fred P.	Mantis	1550	Hadsall	Scott	Naga	550	Joyce Jr.	George E.	Phoenix		300
Fiala	John C.	Dragon	50	Hafezi	Sena	Scorpion	50	Jukes	David	Phoenix		1610
Fiedler	G. Curt	Phoenix	50	Hafezi	Nema	Mantis	50	Kampschroer	Michael	Dragon		75
Field	Tom	Lion	50	Hahn	Teya	Crab	3950	Kane	Richard	Unicorn		1000
Field	Charlotte	Lion	500	Hakes	Jim	Unicorn	100	Kassabian	Matt	Naga		1200
Fielder	Justin	Unicorn	300	Hakki	Abraham	Junzo	750	Katayama	Ed	Ronin	800	1200
Fikes	Edward	Dragon	600	Hall	Robert	Unicorn	800	Kaufman	Wayne	Ronin		1200
Fillipponi	Mike	Toturi's	100	Hall	Michael	Scorpion	50	Kay	Erik	Ronin		1050
First	Matthew	Toturi's	1125	Hall	Eddie	Phoenix	150	Kearney	Talbert	Crane		50
Fisk	David	Crab	2200	Halterman	Alex	Unicorn	750	Keenan	Brian	Ronin		900
Flatland	Joe	Unicorn	250	Hammond	Justin	Crane	250	Kenan	Richard	Crane	950	950
Flood	Paul	Ronin	325	Hampton	John	Toturi's	300	Kessel	Justin	Ronin	200	5850
Florence	John L.	Lion	500	Hannah	Jeffrey	Scorpion	300	Keyser	Joe	Dragon	1500	1450
Flores	Phillip	Phoenix	150	Hansen	Jeff	Dragon	50	Kiang	James	Dragon		450
Floyd	Kevin	Crab	300	Hardin	Joe	Scorpion	100	Kibrick	Keenan	Unicorn		150
Fogel	Scott	Toturi's	100	Hardy	Mark	Dragon	300	Kim	Donny	Unicorn	500	1675
Foley	Michael	Dragon	325	Harrington	Randy	Ronin	2300	Kim	Steve	Crane	300	300
Fong	Andrew	Ronin	200	Harrison	Jennifer	Crane	400	Kimes	Dean W.	Unicorn		1050
Fong	Andrew	Ronin	2675	Hartmann	Peter	Mantis	150	King	Robert D.	Ronin		250
Ford	Alan	Scorpion	1250	Hasselbacher	Matthew	Crab	1175	Kirby	Gary	Unicorn		350
Ford	Alex	Toturi's	150	Hatcher	Mike	Phoenix	500	Kirby	Eric	Mantis	150	4525
Forest	Dewayne	Dragon	3550	Hatfield	Tyson	Unicorn	2050	Kirk	Robert D.	Ronin		2000
Foronda	Justin	Crane	325	Hatin	Shawn	Ronin	50	Klabis	Jeremiah	Crab		100
Forrey	Mike	Naga	1500	Haustein	Ulrike	Unicorn	100	Kletzing	Jim	Junzo		325
Fortenberry	Gary	Phoenix	8800	Hawkus	Clifford	Unicorn	2175	Klinge	Michelle	Dragon		450
Fortman	Charles	Junzo	400	Hay	John C.	Crane	1600	Knight	Craig	Toturi's	1000	1300
Foster	David	Crab	300	Heaver	Paul	Crab	1150	Knowles	John	Phoenix		150
Foster	Andy	Lion	300	Hederman	Rea S.	Naga	2075	Knox	Kevin	Lion		900
Foster	Doug	Crab	375	Hellen	Ryan	Dragon	300	Koehly	Jeff	Ronin		300
Foster-Keddie	James	Ronin	300	Heil	Robert	Dragon	200	Koenings	Dirk	Ronin		450
Fox	Jesse	Unicorn	450	Helmbold	David	Ronin	600	Kohler	Thomas	Unicorn		100
Fox	Corey	Phoenix	300	Helvensteijn	Robert	Ronin	3375	Kolacinski	Russell	Ronin		75
Fraign	Ron	Unicorn	436	Hembree	Ronnie	Scorpion	50	Kolacinski	Mike	Lion		75
Frame	Russell	Crane	950	Henderson	Mike	Crane	50	Kolostyak	Stephen	Dragon		50
Franklin	Mike	Crab	300	Hendricks	Leroy	Toturi's	200	Kornblith	Charles	Lion		750
Franklin	John	Toturi's	150	Herkes	Paul	Dragon	50	Kosler	Kenneth	Crab		1050
Franks	Phoenix S.	Scorpion	50	Herman	George	Unicorn	750	Kothencz	Adam	Dragon	500	1425
Fraser	Jack	Dragon	1175	Herome	Victoria	Unicorn	2000	Kozlowski	Steve	Scorpion		2750



Krakauer	Mai	Dragon	600	1100	Matteson	Brad	Crab	1800	31075	Ostrand	Adam	Crane	300
Kramer	Rob	Crane	20550	38400	Maxham	Bradley	Lion		150	Outzen	Steve	Scorpion	1500
Kraus	Sean	Lion	450	450	Maxwell	Duane	Toturi's		825	Oversby	Charles	Crane	600
Krause	John	Unicorn	500	500	Mazera	James L.	Lion		300	Padron	Raul	Crane	100
Kravitz	Michael	Ronin	350	7375	Mazorra	Joel	Lion	3450	8400	Pafumi	Ryan	Crab	600
Kreder	Karl	Crab	300	1350	McAbee	Jonathan	Phoenix	1100	1100	Pagle	Alex	Scorpion	600
Kreiser	Scott A.	Dragon	300	300	McAllister	David	Crane		450	Pagliaroni	Scott	Unicorn	50
Kretch	Michael	Junzo	300	300	McCauley	Troy	Phoenix		2150	Palmatier	Shan	Ronin	450
Kreutz	Rudy	Dragon		175	McClellan	Jason	Dragon		1150	Papp	Joe	Dragon	150
Krieger III	Billie	Dragon		400	McCormick	Steve	Ronin		150	Parco	Justin	Phoenix	975
Kristiansson	Lars	Phoenix		50	McGoey	Arthur	Crane		900	Parker	Sean	Naga	350
Kruger	Mike	Crane		4825	McGuigan	Ian	Unicorn	2350	5700	Parks	Al	Scorpion	1500
Krumm	John	Junzo	300	1150	McIver	John	Crab		1000	Parrish	Scott	Dragon	200
Kugler	Tad	Crab		350	McKeay	Marty	Lion	300	300	Pate	Christopher	Scorpion	600
Kunz	Dale	Lion	50	50	McKelvey	Tom	Lion	1100	1100	Patterson	Jeremy	Crane	625
Kuper	Aaron	Lion	600	1475	McManama	Sean	Naga		2875	Paulson	Jon	Dragon	1500
Kushnerick	Ed	Ronin		25	McNeill	Dylan	Scorpion		25	Paulson	Leif	Lion	1200
Kutsenok	Victor	Dragon		50	McVey	Michael	Ronin	300	1900	Paun	Owen	Scorpion	3750
Kyer	Jeff	Phoenix	200	200	Meany	Gerilyn	Scorpion		450	Pavlik	Andrew	Ronin	25
Lahti	Dylan	Dragon	150	675	Medeiros	Jonah	Scorpion		50	Pearson	Tim	Scorpion	800
Lai	Simon	Crane		150	Medus	Brian	Junzo	150	450	Pech	Rene	Phoenix	200
Lam	Dieu	Dragon		500	Mena	Steven	Lion		300	Peck	Benjamin	Crab	2100
Lam	Woon	Scorpion		150	Meroney	Brett	Scorpion	150	1050	Peck	Charles H.	Crane	25525
Lambert	Michael	Scorpion		225	Messer	Joby	Crab	200	1700	Penney	Douglas	Dragon	50
Land	Edward	Scorpion		300	Meyer	Noel	Lion	750	2700	Perdomo	Willy	Dragon	400
Lancaster	Forest	Lion		50	Milrud	Gino S.	Ronin		50	Perez	Corey	Crane	150
Land	Richard	Dragon		125	Mikrut	Terrance	Scorpion	50	50	Perrey	David	Lion	750
Landis	Scott	Crab		1200	Milburn	Jeff	Crane		600	Peters	Bear	Unicorn	500
Landwaster	Andrew	Crab		900	Miller	W. Peter	Dragon		2850	Peterson	Teresa	Ronin	750
Lansangan	Kris	Scorpion		450	Miller	Mike	Scorpion		500	Peterson	Scott	Dragon	625
Larramendi	Frank	Crane		100	Miller	Keith A.	Crane		500	Peterson	Keane	Scorpion	50
Larsen	Erik	Crab		2750	Milliner	Randy	Crane	600	900	Peterson	Paul	Phoenix	500
Laska	John	Dragon		125	Mills, Jr.	Richard W.	Phoenix		150	Petty	Ken	Ronin	600
Lauver III	William	Naga		525	Milobar	Stephen	Scorpion	3950	6650	Phillips	Leon	Toturi's	1300
Lazar	Jonathan	Crab		200	Mo	Andrew	Crane		1200	Phillips	Richard	Dragon	600
Le Bouef	Jason	Unicorn		50	Modreski	Brian	Phoenix		1550	Phipps	David	Scorpion	200
Leader	Mike	Scorpion	900	900	Molinar	Valentino	Monk		5375	Picha	Pat	Ronin	50
Leavesley	Duane	Crab		50	Moneymaker	Mike	Crane		3100	Piecuch	Phillip	Unicorn	500
Leburn	Clay	Crab		500	Monson	Gordon	Unicorn		300	Pierro	Sergio	Dragon	7400
Lecocq	Jean-Michel	Dragon		1650	Montano	Ralph	Ronin		1000	Pilkenton	Todd	Crane	450
Lee	Jonathin	Phoenix		875	Monteith	Robert H.	Dragon		75	Pinard	Raphael	Unicorn	150
Lee	William	Crane	50	600	Monteleone	Anthony	Ronin	2400	2400	Pirko	Doug	Lion	150
Leeuwen	Mario van	Dragon	600	1050	Montenegro	Brighton	Lion	900	7025	Pitcher	Steve	Phoenix	1175
Lehmann	Tom	Lion	1050	1050	Montoya	John	Unicorn		250	Pitts	Zachary	Crane	500
Lehto	Ed	Junzo		900	Moore	Ian	Crab		50	Plana	Michael	Phoenix	300
Leistra	Todd	Junzo	300	300	Moore	Greg	Unicorn	850	900	Plummer	Charles	Crab	50
Letsch	Dennis Alan	Crane		350	Morales	Marcelo	Lion		1050	Plutt	James	Phoenix	300
Leukering	Andrew	Ronin	50	50	Moreno	Carlos	Ronin		450	Pollock	Robert L.	Ronin	150
Leung	Kevin	Scorpion	50	200	Moreno	Demian	Unicorn		50	Pollock	Jessem	Lion	1675
Lewis	Phil	Scorpion	2200	4350	Morgan	Matthew	Scorpion	200	200	Porritt	Steven	Mantis	3800
Lewis	Charles	Toturi's	600	700	Morgan	Jason	Dragon	1500	1500	Post	Bryan	Phoenix	450
Lewis	Larry	Phoenix	300	300	Morgan	John	Dragon	100	150	Pough	Gary	Dragon	500
Leyden	Michael	Phoenix	600	600	Morris	Andy	Scorpion	600	4000	Powlishta	Jeff	Unicorn	900
Lin	Chuan	Lion	1550	1700	Morris	Steve	Unicorn		550	Pregartner	Jason	Unicorn	1000
Linakis	Michael	Scorpion	1000	1050	Morrow	J.Todd	Scorpion		750	Preston	Garry	Lion	175
Lindenmuth	Paul V.	Ronin	350	350	Morton	Brad	Scorpion	1000	1000	Priddy	Jeremy	Dragon	50
Lindholm	Jesse	Ronin		500	Mosca	Christopher	Crane		900	Prince	Jason	Ronin	300
Lindstrom	Shane	Naga	150	1050	Mundy	Steve	Unicorn		125	Proctor	Bob	Lion	150
Lipke	Ron	Phoenix		300	Munier	Brian E.	Crane		400	Protis	Robert	Lion	1700
Lipman	Richard	Toturi's		900	Munkacsy	Brilly	Phoenix	450	450	Pui Boon	Mark	Lion	2900
Little	Benjamin	Dragon		150	Munkacsy	Brian	Phoenix	300	300	Purcell	Les	Scorpion	500
Lloyd	David	Crab		50	Murray	Stephen	Scorpion		50	Quinn	Robert	Dragon	150
Lo	Ernest	Ronin	2400	2475	Murdock	John A.	Dragon		225	Quirindongo	Sidney	Naga	50
Lococio	Todd	Lion		450	Murphy	Jim	Crane		300	Raines	Dallas	Naga	50
Logan	Joel	Crane	1500	1500	Murphy	Franz	Lion		650	Raley	Michael	Crane	1600
Logoteta	Mark	Lion	100	100	Murray	Reg	Unicorn		975	Ramias	Jason	Crane	2675
Lomison	Marc	Ronin	400	1500	Murray	Mason	Crane		1150	Rampias	Ross	Junzo	1650
Long	Jim	Ronin	150	150	Myatt	Howard	Ronin		1850	Ramroop	Anderson	Crane	1325
Lopez	Henry	Dragon		2000	Myer	Chris	Dragon		3200	Rast	Andrew	Crane	750
Lord	Jeffrey	Ronin		375	Myers	Belton	Ronin		150	Ratcliffe	Jeremy	Mantis	650
Louie	Daniel	Crab		3200	Nabbe	Kenneth	Crane	2550	2700	Rathja	Eric	Lion	500
Louie	Jerome	Phoenix		300	Nachtman	Christopher	Ronin		150	Rattner	Paul	Scorpion	1600
Louie	Richard	Unicorn	4450	6000	Nakamura	Stewart	Crane		300	Raven	Rick	Phoenix	750
Luuskin	Christina	Unicorn		500	Nanongkhai	Victor	Ronin		3850	Rawson	Curt	Phoenix	500
Lucero	Eric	Dragon	600	1175	Nash	Buddy	Naga		1975	Ray	Ronald L.	Unicorn	1800
Luh	Kevin	Lion	150	150	Neahusan	Jack	Ronin		300	Redden	Alan	Toturi's	2650
Luikart	Todd	Dragon		25	Neidenbach	Nic A.	Scorpion	50	850	Reddy	Venk	Lion	9175
Lujan	Daniel Ray	Crab		5100	Nelson	Scott	Crane	300	300	Redys	Daniel	Naga	1200
Luna	Henry	Naga		400	Ng	Steven	Unicorn	450	450	Reese	Bryan	Unicorn	2550
Lyday	Bill	Scorpion	150	150	Nguyen	Nha	Phoenix		150	Reil	Joseph	Naga	100
Lykken	Geoffrey	Mantis	100	100	Nichols	Tony	Dragon		650	Reinhart	Rick	Crane	500
MacPhail	Duncan	Dragon		625	Niddrie	Joel	Junzo		150	Reinlieb	Andrew	Phoenix	750
Macy	David	Crane		300	Nielsen	Forrest	Unicorn		1700	Renner	Ted	Crab	2250
Madden	Terry	Crane		900	Niisato	David	Crane		3500	Rentas	John A.	Lion	4825
Mainster	Scott	Monk	100	100	Nirandorn	Mac	Unicorn		100	Rentas	Carlos	Crab	5950
Malec	Dale	Ronin		775	Norse	Robert	Ronin		300	Rex	Harold	Dragon	300
Manders	Mathew	Lion	900	900	Nowak	James	Junzo	1000	13100	Reyes	Eric	Crane	7575
Maners	Michael	Crane	300	6800	O'Byrne	Chad	Monk		1225	Reynolds	Scott	Dragon	100
Mangaser	Anthony V.	Ronin	300	800	O'dea	Damian	Naga	300	300	Richardson	Matthew	Phoenix	300
Mans	Wade	Crab		50	O'Dell	Adam	Unicorn		1750	Richardson	John	Phoenix	550
Marga	Tom	Ronin		50	O'Farrell	Dan	Unicorn		650	Rickey	Rick	Mantis	750
Marsh	Daniel	Crab		150	O'hara	Brian	Crane	50	1100	Rieder	Shawn	Ronin	200
Martell	Max	Crane		150	Ockershauser	Patrick	Crab		3150	Rigdon	Dion	Dragon	5500
Martella	Art	Crane	300	450	Oel	Lawrence	Unicorn		450	Riley	Richard	Crab	1000
Martin	M. Claude	Ronin		1650	Olah	Nik	Naga		2500	Rill Jr.	Stephen	Crab	650
Martin	Frank	Crane	300	1500	Oldaker	Matt	Crane		1050	Rinaldi	Keith	Crab	150
Martin	Andrew	Scorpion		800	Olea	Brian L.	Crab	450	2100	Ringland	William	Mantis	300
Martin	Randy	Lion	300	350	Olsen	Brian	Crab	1350	1800	Rinner	Andy	Unicorn	50
Martinez	Johnny	Dragon	2250	2250	Olsen	Matt	Crane	500	500	Rivera	William	Lion	3850
Maruyama	Lawrence	Ronin		550	Orlando	Scott	Unicorn	9200	34875	Robbins	Clifford	Dragon	350
Masterson	Kevin	Scorpion		675	Osborne	Jonathan	Lion		1010	Robert	Nelson	Scorpion	850
Mathews	John F.	Scorpion		925	Osborne	Samuel	Crab		500	Robert	Jason	Monk	950
Mathews	Tom	Phoenix	100	1050	Osburn	Greg	Unicorn		150	Roberts	Phil	Phoenix	900
Matos	Luis	Naga		800	Oshmag	Anthony	Unicorn		150	Roberts	Jeremy	Naga	1675



Robertson	Howard	Ronin	500	Smull	Kris	Scorpion	750	Vincent	Nikolaus	Phoenix	500	500
Robinette	Jason	Toturi's	25	Snider	Warren	Scorpion	950	Vincenzi	Wayne	Dragon		300
Rocchi	Paul	Lion	100	Snyder	David	Crane	1050	Von Spre	Oliver	Crane		200
Roche	Matthew	Unicorn	150	Soesbee	Ree	Crane	3900	VonRanzow	Matthew	Phoenix		400
Rodrigues	Nelson	Crab	4350	Solomon	Jeff	Dragon	150	Vosburgh	Kirby C.	Lion	700	950
Rodriguez	Christian	Scorpion	700	Sommer	Justice	Naga	3100	Vucci	Russell	Scorpion	200	550
Rodriguez	J.R.	Phoenix		Soper	Brad	Crab	29100	Waechter	Craig	Lion	1150	15900
Rodriguez	Pedro	Lion	300	Sord	Stan	Unicorn		Wagner	Steve	Scorpion		2050
Rogers	Gabe	Unicorn	1850	Sord	Tye	Unicorn		Wagner	Jon	Unicorn		300
Rollins	Mark	Lion		Spagnuolo	Eric	Scorpion		Wagner	Matt	Ronin		500
Romig	Kurt	Ronin		Spangler	Mark	Scorpion	1150	Walker	Scott M.	Lion		900
Romuald	Monsieur	Dragon		Sparks	Steven	Dragon	500	Wallace	Kelly	Crab	1000	2400
Rooney	Scott	Lion		Spaulding	John	Ronin	150	Walls	James	Dragon		300
Rose	Scott	Unicorn		Sproule	Tim	Dragon		Walsh	Elizabeth	Unicorn	100	200
Rosehill	Dave	Crab		St.Croix	David	Crab		Walters	Daniel	Lion	500	500
Ross	Bruce	Crane		Stamm	John	Phoenix	50	Walt	John	Scorpion		1274
Ross	Ian	Dragon		Stanchi	Eugene	Crane	50	Wang	Bing	Ronin		100
Ross	Philip	Scorpion	300	Stark	Jason	Lion	800	Wang	Chunkai	Naga	250	250
Ross	Gerald	Ronin		Stathes	Jim	Unicorn	300	Wang	Patrick	Ronin	950	950
Rowe	Joshua E.	Naga		Steele	Richard	Ronin	150	Watkins	Jim	Crab		1250
Rubel	Neil	Phoenix	300	Steeves	Brent	Lion		Watkins	Rob	Crane	600	700
Ruland	Peter S.	Naga		Steinbacher	John	Ronin	300	Watkins	Mark	Dragon		150
Russell	Aaron	Lion	150	Steiner	Mike	Crane	500	Watts	Steven	Dragon	200	200
Rutledge	Stephen	Naga	200	Steinhardt	Jane	Ronin		Waugh	Simon	Ronin	200	250
Rutter	Jeff	Ronin	750	Sterling	Jack	Naga	50	Way	Charles	Dragon		900
Ryan	Kathleen	Scorpion	50	Stern	David	Monk		Webb	Eric	Ronin		1650
Salmon	Nathan	Naga		Stevens	Joe	Scorpion	1500	Wedenbine	Walter	Scorpion		100
Salsman	David	Junzo	18500	Stine	James	Naga	100	Wedig	Geoff	Phoenix		750
Sanchez	Rufino	Lion		Stolp	Daniel	Toturi's		Wehman	Chris	Crab		500
Sanders	Robert	Dragon	50	Stolt	Jeff	Naga	1725	Weinberg	Matt	Scorpion	500	500
Sanders	Chris	Toturi's		Stone	Corey	Naga	200	Weiss	Aaron	Unicorn		300
Sanders	John	Monk		Stone	Trevor	Monk	750	Wells	Bradley	Unicorn		150
Sandoval	James	Ronin		Stone	David	Ronin	300	Welshans	Brian	Ronin	50	1625
Sandusky	Michael	Unicorn		Stuart	Andrew	Phoenix	650	Weng	Lum Kok	Ronin		250
Santellano	Ben	Ronin		Stueve	Andrew N.	Ronin	7100	Wesley	Brian	Lion		150
Santos	Eddie	Phoenix		Stull	Scott	Ronin	200	Whaley	Kevin	Unicorn		700
Sanzone	Joe	Dragon	50	Suess	Eric	Ronin	500	Wheeler	James K.	Dragon		675
Saris	Arron	Lion	300	Sullivan	Sean	Crab	300	Whistler	Zeb	Crab		125
Sassaman	John W.	Scorpion	50	Sulser	Donavin	Lion		Whitaker	Greg	Lion		775
Satterlee	Christy	Crane		Summers	Robert	Crane	750	White	Monica	Phoenix	700	700
Sauer	Steven	Unicorn		Summerside	Nate	Crane	1200	White	Captain J	Dragon	1600	1800
Savage	Brandy	Ronin		Sundseth	Douglas	Ronin	1350	White	Greg	Dragon		300
Savage	R. Hyrum	Crab		Surette	David	Toturi's	975	White	Kenneth	Dragon	150	150
Schafer	Joe	Unicorn		Swafford	Micah	Ronin	200	White	Jason	Crane	750	750
Scharrer	Jonathan	Crane	400	Swann	John	Crab	50	Whitmill	Art	Unicorn		900
Scheiman	Heath	Monk	50	Swarner	Stephen	Toturi's	9500	Whitney	Fred	Ronin		225
Schick	Travis	Unicorn		Sweearingen	Steven	Crane	1250	Whitney	Erik	Scorpion	2600	9800
Schiers	Troy	Crab	150	Sweigart	Sean	Unicorn	750	Whitt	Jerry	Lion	100	100
Schmidt	Jerry	Crab	450	Szela	Ben	Crab	50	Whitman	Matt	Scorpion		700
Schneider	David	Naga		Szymczak Jr.	Bernard	Phoenix	300	Wiener	Eric	Crane	500	4150
Schoch	John	Crab	50	Tabb	Andrew	Lion		Wilhelm	Calvin	Ronin		50
Schultz	Russell	Dragon		Tabuchi	Patrick	Phoenix	150	Willett	Donovan	Mantis		150
Schumm	Damian	Phoenix		Taira	William	Ronin	450	Williams	Shawn	Phoenix	450	550
Schuster	Rob	Mantis	100	Tallon	Tim	Ronin	200	Williams	David	Monk	550	550
Scott	Matthew Ken	Lion		Tang	Matthew	Scorpion	400	Williamson	Jeff	Crab	150	150
Scott	Dan	Scorpion		Tatroe	Keith	Ronin	3500	Wilson	Glenn	Unicorn		300
Scudginton	Craig	Unicorn	100	Tauscher	Ryan	Naga	1750	Wilson	Michael	Crab		100
Scudginton	Kris	Crab	350	Teadale	Jeremy	Ronin	3575	Winans	Craig	Phoenix		2600
Sedgwick	Bill	Toturi's	600	The Bard	Pendar	Unicorn	350	Winchester	Patrick	Dragon	150	150
Self	Bryan	Lion	1100	Theirring	Robert	Crane	300	Winston	Cameron	Dragon	1200	1500
Sellers	Josh	Dragon		Thomas	Robert	Scorpion	400	Wise	Dennis	Unicorn		400
Settle	Bryan M.	Ronin		Thomas	Charles	Lion	2300	Wishon	Gregory	Scorpion		1000
Settle	Bryan	Junzo	750	Thomason	Ash	Dragon	1500	Wisniewski Jr	Phillip	Ronin		100
Seyberth	Allan	Lion		Thompson	Sean	Crane	2300	Witchell	David	Ronin		75
Seyffarth	Thomas	Naga		Thompson	Ian	Ronin		Witzling	Eric	Crane	700	2200
Seymour	Marcus	Dragon		Thompson	Michael	Naga	1000	Wolf	Matt W.	Dragon		150
Shackelford	John	Dragon	150	Thompson	Steven	Lion	500	Wolff	William	Lion	750	3050
Sharp	Ray	Unicorn	50	Thompson	Jeff	Ronin		Wong	Stephen	Crab		1650
Shelley	Scott	Toturi's	2200	Thorgrimson	Paul	Crab	100	Wong	Alex	Phoenix	50	3350
Sherlock	Jason A.	Ronin		Thornton	Mike	Lion		Wong	Elliot	Unicorn	950	2600
Sherman III	Earl	Ronin		Thornton	Sean	Ronin	300	Wong	Janson	Phoenix	50	50
Sherwood-Lewis	Mindy	Naga		Tiepelman	Mark	Unicorn		Wood	Jared	Lion		450
Shinabery	Tom	Ronin		Timmers	Josh	Toturi's		Wood	David	Toturi's		3150
Shlasinger	Zev	Phoenix	6850	Titus	Lance	Crab	325	Wood	Peter	Scorpion	400	400
Sideras	Glen E.	Dragon		Toback II	Keith	Crane	50	Wood	David	Unicorn	50	50
Silbaugh	Shawn	Scorpion		Tolen	James	Phoenix	100	Woodward	Keith E.	Dragon		175
Silva	Sean	Dragon	5850	Tom	Warren	Dragon	800	Woodward	Morgan	Dragon		200
Silva	Ron	Ronin	1150	Tordilla	Don	Dragon	1600	Woodworth	Andrew	Scorpion		950
Silva	Brian	Crab	50	Tormey	Daniel	Ronin	500	Wootton	Mark	Crane	1500	1500
Silva	Joe	Unicorn	750	Torres	Eunice	Unicorn		Woros	Robert	Unicorn	300	1450
Silveira	Eril	Lion		Tosh	Christopher	Scorpion	350	Wray	Nathan	Dragon	1150	5350
Silverman	Ephraim	Dragon		Toshimitsu	Mari	Unicorn		Wright	Kurtis	Crab		100
Siminofsky	Scott	Unicorn		Tracy	Craig	Dragon		Wright	Shannon L.	Naga		25
Sisk	Eric	Crab		Trauzzi	Joe	Ronin		Wright	Shawn	Dragon		650
Skelton	Xaen	Scorpion	1800	Treanor	Eric	Lion	100	Wu	Yu Chao	Phoenix		750
Skovronsky	Tom	Ronin		Trostle	J.P.	Dragon	150	Wyatt	Darrell	Dragon		1100
Slaten	Brandon	Lion		Trubowitch	Zev	Crane		Wyman	Jim	Scorpion	300	300
Sloan	Michael	Lion		Truskolaski	Ed	Phoenix		Yap	William	Crab	50	50
Sloan	Randy	Ronin	400	Tsukakoski	Marc	Crane	4350	Yaple	Eric	Crane		450
Smigelski	Peter	Phoenix	1000	Turla	Rodolfo	Dragon	50	Yates	Ken	Dragon		600
Smith	Nick	Unicorn	800	Turnbull	Drew	Ronin	1500	Yeager	David	Dragon		50
Smith	Nicholas	Unicorn		Turner	Christopher	Dragon	450	Yoon	Edwin	Unicorn		1375
Smith	Marshall	Dragon	50	Turon	Victor	Unicorn		Yoshida	Randy	Unicorn		500
Smith	Steve	Naga	350	Tyler	Jim	Dragon	975	Young	Adam	Phoenix		225
Smith	Tim	Phoenix		Udewitz	Jon	Scorpion	700	Yu	Benny	Lion	600	1250
Smith	Jason M.	Lion	250	Vail	Troy E.	Lion	8350	Zander	Kenneth	Unicorn		2850
Smith	Casey	Scorpion	150	Van Haften	Douglas	Naga	50	Zane	Alexander	Lion		3900
Smith	Nick	Unicorn	500	Van Nortwick	Mark	Ronin	425	Zheng	Hua	Lion		100
Smith	Tim	Ronin	50	Van Winkle	Jason	Unicorn	50	Zinda	Michael W.	Dragon		375
Smith	Mike	Crane		Van Wormer	Gary	Unicorn	1050	Zinkevich	Dennis	Lion	150	1850
Smith	David	Phoenix	1450	Vance	David	Dragon	50	Zohn	Mark	Scorpion	1400	1400
Smith	Jeff	Lion		Vanderpoel	Craig	Toturi's	1650					
Smith	Charlie	Crane	1300	Vega	Niguel	Scorpion						
Smorey	Gregory	Dragon		Vile	Matthew	Dragon	100					



# Top 10's

## Legend of the Five Rings

### Top 10 Players

David	Salsman	Junzo	39725
Rob	Kramer	Crane	38400
Scott	Orlando	Unicorn	34875
Brad	Matteson	Crab	31075
Justice	Sommer	Naga	29100
Benjamin	Peck	Crab	25525
Afshin	Coleman	Phoenix	24625
Sean	Silva	Dragon	22250
Eric	Devlin	Junzo	20650
Anthony	Green	Ronin	19325

### Top 10 International

Jean-Marie	Baveux	France	5850
Felix	Duong	Canada	4875
Steven	Porritt	Australia	4550
Zen	Faulkes	Canada	3950
Robert	Helvensteijn	Netherlands	3375
John	Torsten	Germany	3000
Mark	Pui Boon	England	2900
Ernest	Lo	Canada	2475
Vincent	Archer	France	2350
Victoria	Herome	England	2000

### 1998 Top 10

Rob	Kramer	Crane	20550
David	Salsman	Junzo	18300
Eric	Devlin	Junzo	10450
Afshin	Coleman	Phoenix	9800
Chung	Magnus	Scorpion	9550
Scott	Orlando	Unicorn	9200
Sergio	Pierro	Dragon	7400
Zev	Shlasinger	Phoenix	6850
Carlos	Rentas	Crab	5950
Sean	Silva	Dragon	5850

### Top 10 Outside of California

Rob	Kramer	NY	38400
Eric	Devlin	NY	20650
Zev	Shlasinger	NY	13950
Chris	Bergstrom	CO	12300
Terry	Doner	IL	10150
Mark	Deling	MI	10075
Rick	Cripe	NY	9275
Sergio	Pierro	NY	9050
Gary	Fortenberry	VA	8800
Joel	Mazorra	NJ	8400

### Clan Daimyo Over All Champion

Brad	Matteson	Crab	31075
Rob	Kramer	Crane	38400
Sean	Silva	Dragon	22250
David	Salsman	Junzo	39725
Craig	Waechtler	Lion	15900
Fred	Fernandez	Mantis	14625
Terry	Doner	Monk	10150
Justice	Sommer	Naga	29100
Afshin	Coleman	Phoenix	24625
Steve	Outzen	Scorpion	13200
Stephen	Swarner	Toturi	9500
Scott	Orlando	Unicorn	34875

### Clan Warlord 1998 Champion

Carlos	Rentas	Crab	5950
Rob	Kramer	Crane	20550
Sergio	Pierro	Dragon	7400
David	Salsman	Junzo	18300
Joel	Mazorra	Lion	3450
Steven	Porritt	Mantis	3800
Terry	Doner	Monk	1700
Justice	Sommer	Naga	3100
Afshin	Coleman	Phoenix	9800
Magnus	Chung	Scorpion	9550
Scott	Shelley	Toturi	2200
Scott	Orlando	Unicorn	9200



# Jade Edition

## Actions

<input type="checkbox"/> A Moment of Truth	R
<input type="checkbox"/> Accessible Terrain	C
<input type="checkbox"/> Along the Coast at Midnight	R
<input type="checkbox"/> Ambush	R
<input type="checkbox"/> Arrows from the Woods	C
<input type="checkbox"/> Avoid Fate	R
<input type="checkbox"/> Block Supply Lines	C
<input type="checkbox"/> Bountiful Harvest	R
<input type="checkbox"/> Breach of Etiquette	U
<input type="checkbox"/> Brilliant Victory	C
<input type="checkbox"/> Careful Planning	C
<input type="checkbox"/> Charge	C
<input type="checkbox"/> Confusion at Court	C
<input type="checkbox"/> Contentious Terrain	C
<input type="checkbox"/> Counterattack	U
<input type="checkbox"/> Crushing Attack	R
<input type="checkbox"/> Daisho Technique	U
<input type="checkbox"/> Deadly Ground	C
<input type="checkbox"/> Defend your Honor	U
<input type="checkbox"/> Defenders of the Realm	U
<input type="checkbox"/> Dispersive Terrain	C
<input type="checkbox"/> Diversionary Tactics	C
<input type="checkbox"/> Enlightenment	U
<input type="checkbox"/> "Enough Talk"	R
<input type="checkbox"/> Entrapping Terrain	C
<input type="checkbox"/> Explosives	R
<input type="checkbox"/> Focus	R
<input type="checkbox"/> Frenzy	U
<input type="checkbox"/> Geisha Assassin	R
<input type="checkbox"/> "He's Mine"	C
<input type="checkbox"/> Higher Ground	U
<input type="checkbox"/> Jaijutsu Challenge	C
<input type="checkbox"/> Jaijutsu Duel	C
<input type="checkbox"/> Investigation	R
<input type="checkbox"/> Kharmic Strike	U
<input type="checkbox"/> Kolat Assassin	U
<input type="checkbox"/> Kolat Interference	R
<input type="checkbox"/> Kolat Master	R
<input type="checkbox"/> Lies, Lies, Lies	R
<input type="checkbox"/> Marries a Barbarian	U
<input type="checkbox"/> Narrow Ground	C
<input type="checkbox"/> Ninja Kidnapper	R
<input type="checkbox"/> Ninja Thief	U
<input type="checkbox"/> Oath of Fealty	C
<input type="checkbox"/> Outflank	C
<input type="checkbox"/> Poisoned Weapon	R
<input type="checkbox"/> Rallying Cry	U
<input type="checkbox"/> Refugees	C
<input type="checkbox"/> Remorseful Seppuku	U
<input type="checkbox"/> Resist Magic	R
<input type="checkbox"/> Retreat	R
<input type="checkbox"/> Ring of Air	U
<input type="checkbox"/> Ring of Earth	U
<input type="checkbox"/> Ring of Fire	U
<input type="checkbox"/> Ring of the Void	U
<input type="checkbox"/> Ring of Water	U
<input type="checkbox"/> Rise, Brother	R
<input type="checkbox"/> Shame	U
<input type="checkbox"/> Sneak Attack	R
<input type="checkbox"/> Street to Street	U
<input type="checkbox"/> Strength of Purity	U
<input type="checkbox"/> Strike with No-Thought	R
<input type="checkbox"/> Superior Tactics	C
<input type="checkbox"/> Test of Honor	R
<input type="checkbox"/> Test of Might	C
<input type="checkbox"/> The Code of Bushido	R
<input type="checkbox"/> The Final Breath	U
<input type="checkbox"/> The Turtle's Shell	R
<input type="checkbox"/> Traversable Terrain	C
<input type="checkbox"/> Treacherous Terrain	C
<input type="checkbox"/> Way of Deception	R
<input type="checkbox"/> Wounded in Battle	U

## Events

<input type="checkbox"/> Alliance	U
<input type="checkbox"/> Architects of the Great Wall	R
<input type="checkbox"/> Chrysanthemum Festival	R
<input type="checkbox"/> Corruption of the Harmonies	U
<input type="checkbox"/> Emperor's Peace	U
<input type="checkbox"/> Evil Feeds Upon Itself	U
<input type="checkbox"/> Glimpse of the Unicorn	U
<input type="checkbox"/> Hurricane	U
<input type="checkbox"/> Imperial Gift	R
<input type="checkbox"/> Inheritance	R
<input type="checkbox"/> Iris Festival	R
<input type="checkbox"/> Occult Murders	U

<input type="checkbox"/> Peasant Revolt	U
<input type="checkbox"/> Proposal of Peace	R
<input type="checkbox"/> Rise of the Phoenix	R
<input type="checkbox"/> Test of the Emerald Champion	R
<input type="checkbox"/> The Tao of the Naga	R
<input type="checkbox"/> Unexpected Allies	U

## Followers

<input type="checkbox"/> Archers	C
<input type="checkbox"/> Ashigaru	C
<input type="checkbox"/> Battering Ram Crew	R
<input type="checkbox"/> Elite Heavy Infantry	R
<input type="checkbox"/> Elite Light Infantry	U
<input type="checkbox"/> Elite Medium Infantry	U
<input type="checkbox"/> Heavy Cavalry	U
<input type="checkbox"/> Heavy Infantry	U
<input type="checkbox"/> Imperial Honor Guard	R
<input type="checkbox"/> Imperial Palace Guard	R
<input type="checkbox"/> Kenku Teacher	U
<input type="checkbox"/> Light Cavalry	C
<input type="checkbox"/> Light Infantry	C
<input type="checkbox"/> Mantis Budoka	R
<input type="checkbox"/> Mantis Bushi	R
<input type="checkbox"/> Medium Cavalry	C
<input type="checkbox"/> Medium Infantry	C
<input type="checkbox"/> Mounts	U
<input type="checkbox"/> Naga Bowmen	U
<input type="checkbox"/> Naga Bushi	C
<input type="checkbox"/> Naga Guard	C
<input type="checkbox"/> Naga Spearman	U
<input type="checkbox"/> Ninja Genin	R
<input type="checkbox"/> Ogre Warriors	R
<input type="checkbox"/> Ratling Bushi	U
<input type="checkbox"/> Ratling Conscripts	C
<input type="checkbox"/> Ratling Pack	C
<input type="checkbox"/> Samurai Cavalry	R
<input type="checkbox"/> Samurai Warriors	R
<input type="checkbox"/> Scout	C
<input type="checkbox"/> Shield Wall	U
<input type="checkbox"/> Skeletal Troops	C
<input type="checkbox"/> Spearmen	C
<input type="checkbox"/> Spirit Guide	R
<input type="checkbox"/> Swamp Spirits	C
<input type="checkbox"/> Zombie Troops	U

## Holdings

<input type="checkbox"/> Barbican	U
<input type="checkbox"/> Basecamp	C
<input type="checkbox"/> Black Market	F
<input type="checkbox"/> Blacksmiths	C
<input type="checkbox"/> Bridged Pass	U
<input type="checkbox"/> Bushi Dojo	U
<input type="checkbox"/> Charter of the Crab Clan	F
<input type="checkbox"/> Charter of the Crane Clan	F
<input type="checkbox"/> Charter of the Dragon Clan	F
<input type="checkbox"/> Charter of the Lion Clan	F
<input type="checkbox"/> Charter of the Mantis Clan	F
<input type="checkbox"/> Charter of the Phoenix Clan	F
<input type="checkbox"/> Charter of the Scorpion Clan	F
<input type="checkbox"/> Charter of the Unicorn Clan	F
<input type="checkbox"/> Charter of Toturi's Army	F
<input type="checkbox"/> Copper Mine	C
<input type="checkbox"/> Corrupt Geisha House	F
<input type="checkbox"/> Corrupt Iron Mine	F
<input type="checkbox"/> Corrupted Silver Mine	F
<input type="checkbox"/> Diamond Mine	U
<input type="checkbox"/> Fantastic Gardens	U
<input type="checkbox"/> Forest	C
<input type="checkbox"/> Gambling House	U
<input type="checkbox"/> Garrison	U
<input type="checkbox"/> Geisha House	C
<input type="checkbox"/> Go Master	C
<input type="checkbox"/> Gold Mine	C
<input type="checkbox"/> Hawks and Falcons	C
<input type="checkbox"/> Iron Mine	C
<input type="checkbox"/> Island Wharf	C
<input type="checkbox"/> Jade Works	C
<input type="checkbox"/> Market Place	C
<input type="checkbox"/> Master Smith	U
<input type="checkbox"/> Oracle of Earth	R
<input type="checkbox"/> Oracle of Fire	R
<input type="checkbox"/> Oracle of the Void	R
<input type="checkbox"/> Oracle of Water	R
<input type="checkbox"/> Oracle of Wind	R
<input type="checkbox"/> Pearl Bed	C
<input type="checkbox"/> Pearl Divers	U
<input type="checkbox"/> Pitch and Fire	C
<input type="checkbox"/> Port	C

<input type="checkbox"/> Prayer Shrines	C
<input type="checkbox"/> Retired General	U
<input type="checkbox"/> Sanctified Temple	C
<input type="checkbox"/> School of Wizardry	R
<input type="checkbox"/> Silver Mine	F
<input type="checkbox"/> Small Farm	C
<input type="checkbox"/> Stables	C
<input type="checkbox"/> Treaty with the Naga	F
<input type="checkbox"/> Unscalable Walls	C
<input type="checkbox"/> Vows of the Brotherhood	F
<input type="checkbox"/> Writings of Kuni Yori	F

## Items

<input type="checkbox"/> Armor of Osano-Wo	R
<input type="checkbox"/> Armour of Sun Tao	U
<input type="checkbox"/> Armour of the Golden Samurai	R
<input type="checkbox"/> Blood Sword	U
<input type="checkbox"/> Climbing Gear	U
<input type="checkbox"/> Fan of Command	R
<input type="checkbox"/> Jade Bow	C
<input type="checkbox"/> Naginata	C
<input type="checkbox"/> Night Medallion	R
<input type="checkbox"/> No-Dachi	C
<input type="checkbox"/> Shuriken of Serpents	U
<input type="checkbox"/> Star of Laramun	R
<input type="checkbox"/> Tetsubo	C
<input type="checkbox"/> Wakizashi	C

## Kiho

<input type="checkbox"/> A Glimpse of the Soul's Shadow	U
<input type="checkbox"/> Ancestral Guidance	R
<input type="checkbox"/> Catching the Wind's Favor	C
<input type="checkbox"/> Double Chi	C
<input type="checkbox"/> Fist of the Earth	C
<input type="checkbox"/> Freezing the Lifeblood	U
<input type="checkbox"/> Fury of the Earth	C
<input type="checkbox"/> Gift of the Wind	C
<input type="checkbox"/> Kaze-Do	C
<input type="checkbox"/> Led From the True Path	R
<input type="checkbox"/> Master of the Rolling River	U
<input type="checkbox"/> One with the Elements	U
<input type="checkbox"/> Piercing the Soul	U
<input type="checkbox"/> Strength of My Ancestors	C
<input type="checkbox"/> The Purity of Shinsei	R
<input type="checkbox"/> The Sight of Death	U
<input type="checkbox"/> The Soul Goes Forth	U
<input type="checkbox"/> The Wrath of Osano-Wo	C
<input type="checkbox"/> Touch of Amaterasu	R
<input type="checkbox"/> Touching the Soul	U
<input type="checkbox"/> Unattuned	U
<input type="checkbox"/> Void Strike	U

## Personalities

<input type="checkbox"/> Hida O-Ushi	Crab	R
<input type="checkbox"/> Hida Tadashiro	Crab	C
<input type="checkbox"/> Hida Unari	Crab	U
<input type="checkbox"/> Hida Yakamo	Crab	R
<input type="checkbox"/> Hiruma Yoshi	Crab	C
<input type="checkbox"/> Kaiu Suman	Crab	U
<input type="checkbox"/> Yasuki Nokatsu	Crab	C
<input type="checkbox"/> Yasuki Taka	Crab	U
<input type="checkbox"/> Asahina Tamako	Crane	U
<input type="checkbox"/> Daidoji Sembi	Crane	C
<input type="checkbox"/> Daidoji Uji	Crane	R
<input type="checkbox"/> Doji Chomei	Crane	U
<input type="checkbox"/> Doji Kuwanan	Crane	R
<input type="checkbox"/> Doji Reju	Crane	C
<input type="checkbox"/> Doji Shizue	Crane	C
<input type="checkbox"/> Kakita Yoshi	Crane	R
<input type="checkbox"/> Agasha Gennai	Dragon	C
<input type="checkbox"/> Agasha Tamori	Dragon	C
<input type="checkbox"/> Hitomi	Dragon	R
<input type="checkbox"/> Kitsuki Yasu	Dragon	R
<input type="checkbox"/> Mirumoto Daini	Dragon	R
<input type="checkbox"/> Mirumoto Sukune	Dragon	U
<input type="checkbox"/> Mirumoto Taki	Dragon	C
<input type="checkbox"/> Mitsui	Dragon	R
<input type="checkbox"/> Togashi Hoshi	Dragon	R
<input type="checkbox"/> Togashi Mitsui	Dragon	F
<input type="checkbox"/> Yoshi	Dragon	U
<input type="checkbox"/> Ikoma Kaoku	Lion	U
<input type="checkbox"/> Ikoma Ryozo	Lion	U
<input type="checkbox"/> Ikoma Tsanuri	Lion	R
<input type="checkbox"/> Kitsu Motso	Lion	R
<input type="checkbox"/> Kitsu Okura	Lion	C
<input type="checkbox"/> Matsu Agetoki	Lion	R
<input type="checkbox"/> Matsu Goemon	Lion	C
<input type="checkbox"/> Matsu Seijuro	Lion	U

<input type="checkbox"/> Moshi Wakiza	Mantis	R
<input type="checkbox"/> Mukami	Mantis	C
<input type="checkbox"/> Ryosei	Mantis	C
<input type="checkbox"/> Tsuruchi	Mantis	U
<input type="checkbox"/> Yoritomo	Mantis	R
<input type="checkbox"/> Yoritomo Kamoto	Mantis	R
<input type="checkbox"/> Yoritomo Kanbe	Mantis	U
<input type="checkbox"/> Yoritomo Masasue	Mantis	U
<input type="checkbox"/> Yoritomo Takuni	Mantis	C
<input type="checkbox"/> Yoritomo Tsuyu	Mantis	U
<input type="checkbox"/> Heichi Chokei	Monk	C
<input type="checkbox"/> Hizuka	Monk	C
<input type="checkbox"/> Komaro	Monk	C
<input type="checkbox"/> Suana	Monk	U
<input type="checkbox"/> Yodin	Monk	R
<input type="checkbox"/> Ashamana	Naga	C
<input type="checkbox"/> Balash	Naga	C
<input type="checkbox"/> Isha	Naga	C
<input type="checkbox"/> Qamar	Naga	R
<input type="checkbox"/> Radakast	Naga	U
<input type="checkbox"/> Shahadet	Naga	R
<input type="checkbox"/> Shalasha	Naga	U
<input type="checkbox"/> Shashakar	Naga	R
<input type="checkbox"/> Isawa Norikazu	Phoenix	R
<input type="checkbox"/> Isawa Osugi	Phoenix	U
<input type="checkbox"/> Shiba Tsukune	Phoenix	U
<input type="checkbox"/> Bayushi Aramoro	Scorpion	U
<input type="checkbox"/> Bayushi Yokuan	Scorpion	R
<input type="checkbox"/> Iuchi Karasu	Unicorn	U
<input type="checkbox"/> Iuchi Katta	Unicorn	U
<input type="checkbox"/> Otaku Baiken	Unicorn	C
<input type="checkbox"/> Otaku Kamoko	Unicorn	R
<input type="checkbox"/> Shinjo Morito	Unicorn	R
<input type="checkbox"/> Shinjo Sanetama	Unicorn	C
<input type="checkbox"/> Shinjo Shirasu	Unicorn	C
<input type="checkbox"/> Shinjo Yokatsu	Unicorn	R
<input type="checkbox"/> Ginawa	Unaligned	R
<input type="checkbox"/> Hoseki	Unaligned	U
<input type="checkbox"/> Kage	Unaligned	R
<input type="checkbox"/> Kapukksu	Unaligned	U
<input type="checkbox"/> Kuni Yori	Unaligned	R
<input type="checkbox"/> Kyoso no Oni	Unaligned	U
<input type="checkbox"/> Matsu Hiroru	Unaligned	R
<input type="checkbox"/> Naka Kuro	Unaligned	R
<input type="checkbox"/> Ninja Shapeshifter	Unaligned	U
<input type="checkbox"/> Ninja Spy	Unaligned	C
<input type="checkbox"/> Ogre Bushi	Unaligned	U
<input type="checkbox"/> Oni no Akuma	Unaligned	R
<input type="checkbox"/> Sanzo	Unaligned	C
<input type="checkbox"/> Takuan	Unaligned	R
<input type="checkbox"/> Togashi Kokujin	Unaligned	R
<input type="checkbox"/> Toki	Unaligned	U

## Regions

<input type="checkbox"/> Clan Heartland	R
<input type="checkbox"/> Crossroads	C
<input type="checkbox"/> Farmlands	C
<input type="checkbox"/> Flatlands	C
<input type="checkbox"/> Fortified Coast	U
<input type="checkbox"/> Inaccessible Region	U
<input type="checkbox"/> Mountain Pass	C
<input type="checkbox"/> Plains Above Evil	U
<input type="checkbox"/> River Delta	U
<input type="checkbox"/> Swamplands	C

## Spells

<input type="checkbox"/> Biting Steel	U
<input type="checkbox"/> Secrets on the Wind	R
<input type="checkbox"/> Stifling Wind	U
<input type="checkbox"/> The Fires that Cleanse	R
<input type="checkbox"/> Touch of Death	R
<input type="checkbox"/> Walking the Way	R

## Strongholds

<input type="checkbox"/> Brotherhood Stronghold	F
<input type="checkbox"/> Crab Stronghold	F
<input type="checkbox"/> Crane Stronghold	F
<input type="checkbox"/> Dragon Stronghold	F
<input type="checkbox"/> Lion Stronghold	F
<input type="checkbox"/> Mantis Stronghold	F
<input type="checkbox"/> Naga Stronghold	F
<input type="checkbox"/> Phoenix Stronghold	F
<input type="checkbox"/> Scorpion Stronghold	F
<input type="checkbox"/> Shadowlands Horde	F
<input type="checkbox"/> Toturi's Army Stronghold	F
<input type="checkbox"/> Unicorn Stronghold	F



# 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.

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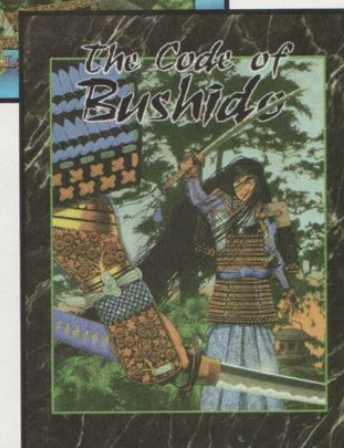
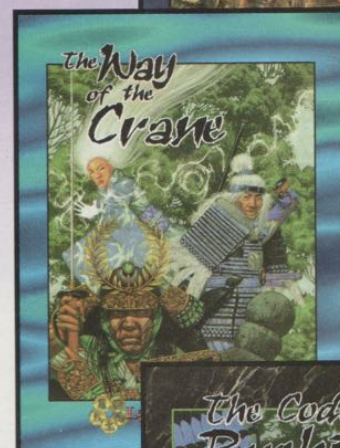
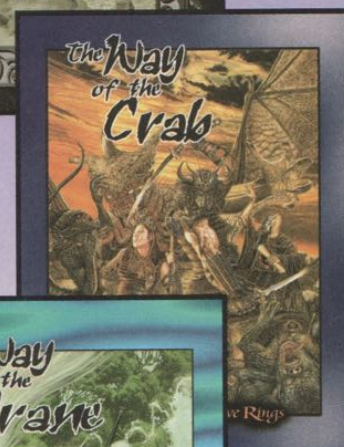
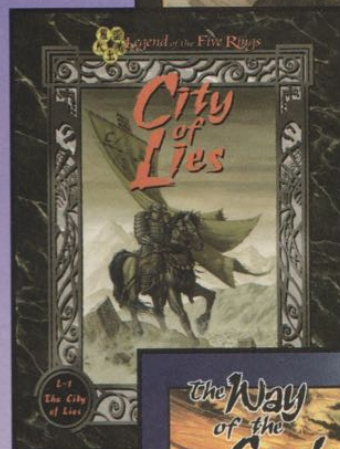
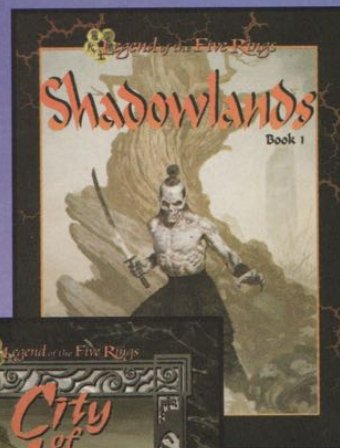
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# Legend of the Five Rings

If You Blink  
You Die