

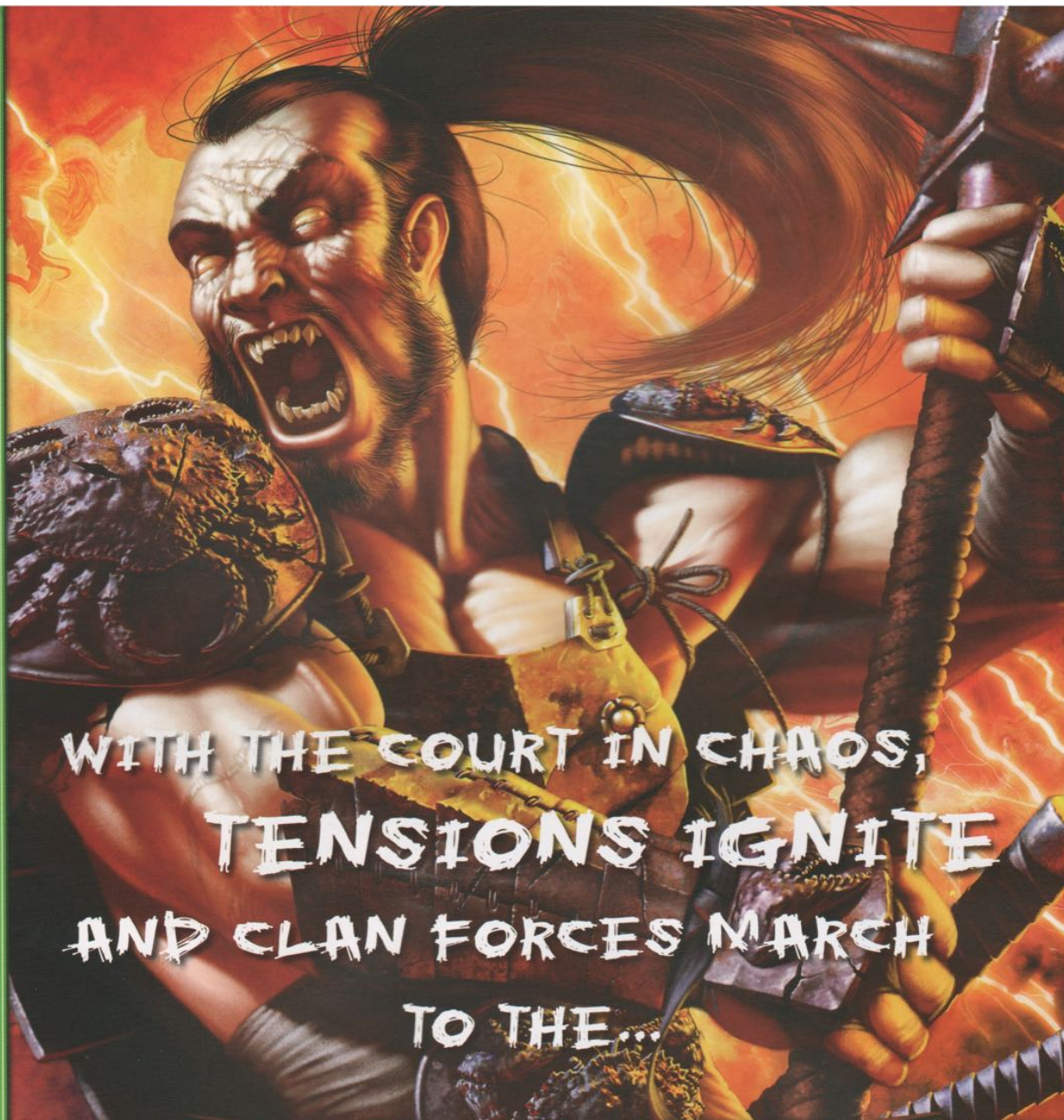
LEGEND OF THE FIVE RINGS • INTERACTIVE STORYLINE COLLECTIBLE CARD & ROLEPLAYING GAMES

THE
IMPERIAL

HERALD

VOL. 2 / NO. 19

REVEALED! TEST OF
ENLIGHTENMENT
DRUMS OF WAR
ENCYCLOPEDIA



WITH THE COURT IN CHAOS,
TENSIONS IGNITE
AND CLAN FORCES MARCH
TO THE...

DRUMS OF WAR



WAR ONCE AGAIN DESCENDS UPON THE EMPIRE OF ROKUGAN. The Dragon Clan march against the Crane Clan who they view as nothing more than charlatans.

The Lion answer their Crane allies call and ride to their aid, eager to avenge their lost glory. While the Phoenix and Mantis still war, the Unicorn Khan now eyes more of the empire. Prepare for *Drums of War*.™

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THE
IMPERIAL

HERALD

THE OFFICIAL LEGEND OF THE FIVE RINGS™ QUARTERLY • VOL. 2, NO. 19

PUBLISHED BY
ALDERAC ENTERTAINMENT
GROUP, INC.

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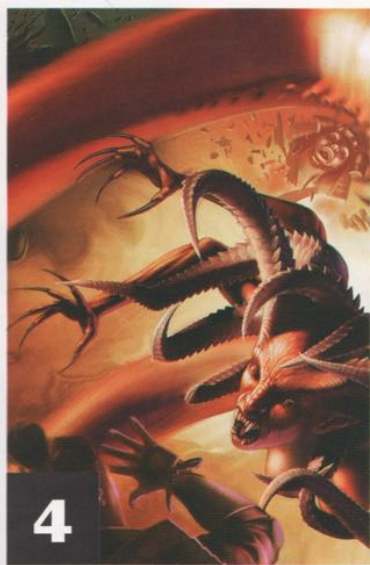
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By Todd Rowland



DETAILS ON THE NEXT LIMITED EDITION SET

This summer, *Legend of the Five Rings* players have the chance to add the power of Enlightenment to their decks! *The Test of Enlightenment* special set contains the results of the Kotei 2006 events, and will be tournament legal for GenCon and the World Championships, carrying over the storyline directly into those events. *Legend of the Five Rings* has always been about the interaction of players and the story. *Test of Enlightenment* is an immediate response to players' actions and choices, which will impact the remaining major events for the year. Few times in the history of the

game have players' actions so rapidly influenced the environment, and we hope that this set will demonstrate that aspect more vividly than ever before.

ABOUT THE SET

Test of Enlightenment is a 100+ card set that comes in a collectible card binder with a full-color booklet that tells the story of the Kotei, as well as information on each card in the set (including comments from the winner of each Kotei). The binder features beautiful artwork of the Wanderers by Michael Komarck, where the Wanderers' true identities are revealed.

The Test of Enlightenment was designed to reflect the victories of the players at the Kotei, and the characters they chose for Enlightenment. From a list of 100 eligible characters, 50 were chosen to receive the gift of Enlightenment. For example, Josh Griffis won the first Kotei with Shadowlands and chose *Chuda Ruri*. She will have an Experienced version of her card with the Enlightened trait and new powers. At the time of writing this article, characters such as *Isawa Sawao*, *Kyoso no Oni*, and *Hiruma Oda* have also found Enlightenment.

The method in which the players



won will also have great impact on the story and the characters involved. Many players will remember how shocked the Scorpion were to see a Shadowlands mon hiding behind theirs on our website when *Bayushi Shinzo* was chosen. They must have felt that having *Kokujin* steal an entire Crab army and use it against the Crab player in the finals was not a Bad Thing.™ Funny that. The newest devotee to Kokujin's teachings will have a major impact on the Scorpion and ninja. Though they were able to win, giving one as powerful and mad as Kokujin a foothold in your Clan is not the best course of action!

Not only were the characters chosen at the Kotei, but the Kotei also created all-new cards. At the Region #15 Kotei in Douglasville, GA, J.R Henry played a deck of all ronin characters and managed to win a game with the Bushido event! That will likely result in a card that empowers ronin. At the Region #35 Kotei, the event location enforced a closing time in the evenings, making the players have to finish matches elsewhere! We think an "Enforced Curfew" card might be a good way to remember this one!

Every card in the TOE is Lotus Legal. Any card that is non-Unique will be included in triplicate, so that you have an entire playset from one purchase.

The booklet included in TOE is much larger than that of *Dawn of the Empire*. This booklet will contain,

among other things, a complete card encyclopedia of the set, including commentary on the making of each card with interviews with some of the winners. The booklet also includes fiction about the way Enlightenment has spread through the Empire, Design's thoughts on the set, commentary from artists, as well as much more from those who had a hand in the creation of this exciting set.

As another bonus to those who were victorious at the Kotei events, the winners of the Kotei will receive a special custom edition of the binder, complete with a full set of *Test of Enlightenment*.

HOW YOU CAN GET TEST OF ENLIGHTENMENT

All Imperial Assembly members can pre-order the *Test of Enlightenment*. For the first thirty days, only Imperial Assembly members will be able to purchase this set. Just go to our website at <http://www.legendofthefiverings.com/> and follow the link to order your copy and include your Imperial Assembly member number, found on the mailing label on the packaging this issue came in. We always want to give you more for being a member of the Assembly, and this is one way. After the initial pre-order, all players will be able to order the set from our online store at <http://store.alderac.com>.

We expect this set to be hot, so be sure to order your set as soon as possible before supplies run out.

HOT PICKS FROM THE KOTEI!



By Brent Keith



THE ORIGINS OF DRUMS OF WAR

From across the lands comes a pounding — the beating of the Drums of War! The Phoenix flare up against their Mantis attackers. The Dragon and the Crane take the field over questions of honor and enlightenment. The Unicorn and the Lion once again come to blows. The Crab and Scorpion bicker over the Lost's petition, while the Lost themselves sit like spiders in a web, bringing trouble to any who are snared in their sticky strands. Meanwhile, the Ratlings hold out while everyone squeezes in on their home.

ELEMENTAL FURY

At GenCon, we saw the Crane attain Enlightenment, with the Dragon barely missing out. At the European Championships, we saw the Dragon come to the cusp of Enlightenment, then choose the path of force at the last moment. From the first event arose *Prosperous Plains City*, illustrating what the Crane as a clan are doing with the fact that some in the clan have found the Way. In *Drums*, we have the other side of the coin: the Dragon's response, especially in the more militant orders. (Hitomi, anyone?) With this stronghold, they show a

deep understanding of the workings of the universe — yet never seem to see the complete picture. Our goal was to create a stronghold which would be easy to build for, yet have a variety of possible decks using it. To supplement the stronghold, what is the obvious need among the personalities? Monks, of course! *Hitomi Suguhara*, in his Experienced form, works directly with the stronghold. His cost? Bow a Ring. If you win the duel he starts? Get another Ring! *Hitomi Tatsumi* is useful in any deck with monks, and *Togashi Mitsu* is just plain big in any Dragon deck. *Hitomi Tsubo* is useful for

Dragon's Heart Dojo simply because she is a boxable monk, but she is at least as useful in any of the other Dragon strongholds — especially if you want to get some of those Rings into play! On the wacky combo side, *Lady Moon's Prophecy* is a Kiho which creates a psuedo-Ring. It will not directly help decks trying to hit Enlightenment, since the Ring it creates does not have a name in the list required for Enlightenment, but in decks built on Ring manipulation it is another Ring to boost those who count Rings and pay the cost for effects requiring that you bow Rings.

creating some new Kitsu shugenja and a Kitsu based stronghold is to focus on ancestors. In the past, the game has included a type of card representing ancestors. These are no longer in the game due to the confusion they caused, so we wanted to do something different. Thematically, ancestors are the spirits of those who have fallen before, helping and guiding from beyond the grave. Clearly, then, *The Hall of Ancestors* had to revolve around dead personalities, letting them influence play without actually returning from the dead (which would encroach on Phoenix and

THE NEED FOR SPEED

Of all the clans, the Unicorn are best at attacking while the opposing armies are away. The benefits of this are clear. The downside, though, is subtle yet potent: Lotus really ties the hands of unopposed armies. With this stronghold, though, you can get around that. Force bonus require opposition? No problem. Bringing someone into battle require opposition? Piece of cake. You want to use someone like *Moto Wasaka* to destroy an item in another province's battle, and there is nobody opposing *Wasaka*? Go for it! The effects of this stronghold do



BLESSINGS OF MY ANCESTORS

If you ask what the Lion are all about, you get different responses from different people, but almost all the answers will sound something like "Bushido," "Samurai," "Tradition," or "Honor." Of all the clans, the Lion are the strongest archetypal traditional samurai, embodying everything the traditional samurai is supposed to embody. High on that list is a reverence for ancestors. In fact, this is so important to the clan that the only family of shugenja in the clan, the Kitsu, is entirely focused on properly revering the ancestors of the Lion. Therefore, the logical step to take in

Shadowlands). Now, you can pick one of your Lion to start off dead — *Matsu Benika*, for example — and use an ability or boldface trait from that personality — create followers, sticking with the *Benika* example — each turn. Keeping with this theme are the first two Lotus legal shugenja, *Kitsu Fukushima* and *Kitsu Katsuko*. *Katsuko* passes out the Tactician trait and some force while ensuring that the Lion in your discard are honorably dead, and *Fukashi* calls upon the wrath of the ancestors to strike directly at the enemies of the Lion. To round things out, some old faithful Lions return with more experience, and the clan receives a boxable tactician.

not beat the player between the eyes, but in this environment it can be remarkably potent. Also in this set, the Unicorn get a little speed boost from three new boxable personalities: *Utaku Yasuha*, who helps you manage the opposing army, *Shinjo Dun*, who offers another perk for trying to hit two provinces, and *Horiuchi Wakiza*, who allows you to bring in strong backup — even if the backup has fought already this turn. *Dun* and *Wakiza* are especially notable for another reason: they represent the winner of the 2005 Test of the Topaz Champion, as well as the winner's archrival. Both being young, it should be no surprise the stronghold alone can pay for either

one. At the other end of the scale is the Shinjo daimyo: *Shono*, the beatstick! Not only does he hurt duels hard, he is like a nagging cancer that will not go away. Send him home? Back he comes! Just saw him destroy your province? With a little help from *Spearhead*, he is back for another!

A SLICE OF LIFE

Duels received some interesting treatment in *Drums of War*. On the one hand, there are some cards which clearly hurt dueling decks focused around a single bully, such as *Crippling Cut* and *Shinjo Shono*. On the other hand, the clans which care most about dueling have some new tools in their arsenal, such as *Kakita Daiki*, a 4 Chi duelist with a built in battle duel, *Asahina Hira*, the Experienced Keeper of the Void who lets you look at the top of your deck and remove chaff

(helpful before drawing your focus pool!), *Bayushi Muhito*, who lets you get rid of opposing focused cards you dislike, and *Yotsu Dojo*, which will get you some extra honor after you kill the chump. On the gripping hand, there are many cards which have a double edged nature. *Kakita Korihome* poses an interesting question for both people in a duel. On *Korihome's* side, the question is: Focus high for the extra honor, knowing that *Korihome* will wind up bowed and the opponent will survive, or shoot a little lower, simply killing the opponent? On the other side, the question tends to be uglier: Try to win outright against a high Chi in a deck built for dueling, shoot low hoping to survive and bow *Korihome* (accepting the honor boost she will get from it), or simply die, denying *Korihome* the honor boost? *Face to Face* gives a handy Force bump to somebody (possibly

the duelist, possibly someone else), and could be used in decks whether they set out to duel or not. *Tsukuri* is a card to use carefully — it has a low focus value, but negates another focus entirely. With its battle action, it can appear both in dueling decks and decks hoping to survive the occasional duel. Which decks will benefit most? That depends on the players.

FEELING DRAFTY

As with previous sets, there are a number of cards designed specifically with an eye for draft format. Some are simply utility cards which are strong in a very limited card pool, with varying use in constructed formats. For example, *Precise Strike* offers a means of bowing opposing cards in battle, which helps a lot in draft pools with little other bowing tech — but has a lot of competition in the full Lotus

STRONGHOLD:

Dragon's Heart Dojo (DoW)

WIND:

Voice of the Emperor (LE)

PERSONALITIES:

- 1 Hoshi Kaelung (CoB)
- 3 Hoshi Matsuta (LE)
- 1 Mirumoto Masae (PoH)
- 3 Tamori Konoye (LE)
- 1 Tamori Shiki, Exp (EoME)
- 3 Togashi Kazuki (LE)
- 3 Togashi Nyima (LE)
- 3 Togashi Razan (PoH)
- 1 Togashi Satsu, Exp2 (LE)

HOLDINGS:

- 1 Arms Smugglers (DoW)
- 3 Gold Mine (LE)
- 1 Personal Librarian (LE)
- 3 Secluded Waystation (LE)
- 1 Shrine of Courage (LE)
- 1 Supply Smugglers (DoW)
- 3 Venerable Master (Promo)

EVENTS:

- An Empty Victory (LE)
- Death of Ryoshun (DotE)

Fortune's Gift (LE)

Second Doom of the Crab (PoH)

The First Wedding (DotE)

Wisdom Gained (LE)

Wisdom of the Keepers (LE)

Yobanjin Alliance (EoME)

ACTIONS:

- 3 A Samurai's Fury (LE)
- 3 Charge of the Baraunghar (LE)
- 3 Draw Your Blade (LE)
- 3 Forward Sentries (WoL)
- 2 Into the Darkness (DotE)
- 3 Mountains of the Phoenix (LE)
- 3 Relief Troops (DoW)
- 3 Stagnant Ground (EoME)
- 3 Stay Your Blade (LE)
- 3 War Cry (LE)

KIHOS:

- 3 Banish All Shadows (LE)
- 3 Brand of Fire and Thunder (WoL)
- 2 Flying Leap (DoW)
- 2 Mitsu's Return (PoH)
- 3 Master of the Rolling River (LE)
- 1 Palm Strike (LE)
- 1 Sap the Spirit (EoME)

SPELLS:

- 1 Howl of the Wolf (PoH)
- 1 Kuro's Fire (LE)
- 1 Suitengu's Surge (LE)

ITEMS:

- 3 Obi of Silence (LE)
- 1 Rosoku's Staff (Promo)

RINGS:

- Ring of Air (LE)
- Ring of Earth (LE)
- Ring of Fire (LE)
- Ring of Water (LE)
- Ring of the Void (LE)

SAMPLE DRAGON'S HEART DOJO DECK



pool. Similarly, *Crane Detachment* is a follower offering a bit of card draw in battle, a rarity in draft — but common as dirt in constructed. Since it has a 3 Focus Value and triggers on killing opposing cards — something Crane, Dragon, Scorpion, Mantis, and many others do well — it can easily appear in constructed decks, but because it fills an overlapping role with existing cards it is not an auto-include.

STORY TIME!

As usual, many story effects make their way onto cards. Some, such as the Topaz Champion, have already been mentioned. Others include some of the Champions of Bushido, the final Keepers, The Unsheathed Sword (giving us the *Yotsu Dojo*), the *Porcelain Mask of Fu Leng* for the GenCon SoCal victory, *Toturi's Legacy*, and even an older result giving us the tainted *Rekai*.

Of special mention is the *Legion of the Sapphire Chrysanthemum*. During the Kotei season, we have put a new face on an old tradition: recognizing those who fight with honor! During each Kotei, a player is chosen who best exemplifies the spirit of *Legend of the Five Rings*. This can be shown in sportsmanship, costuming, or a variety of other means. What is important is that the heart of the game is shown in this player's actions. In recognition, their names are inscribed on the rolls of the *Legion*, and they receive a special version of the card featuring art only they will receive. The follower itself is also printed in *Drums of War*, but with different art, and no special recognition text. In the future, the rewards could expand. Only one way to find out: fight with honor!

STRONGHOLD:

Baraunghar Encampment (DoW)

WIND:

Right Hand of the Emperor (LE)

PERSONALITIES:

1 Ikoma Yasuko Exp (EoME)
 3 Ikuei (DoW)
 1 Iuchi Lixue, Exp (CoB)
 1 Moto Chagatai, Exp3 (LE)
 3 Moto Wasaka (DoW)
 1 Shinjo Nakaga (LE)
 1 Shinjo Shono, Exp3 (DoW)
 3 Shinjo Suboto (VoL)
 3 Shinjo Xie (PoH)
 1 Tamori Shiki, Exp (EoME)
 3 Utaku Yanmei (LE)

HOLDINGS:

1 Arms Smugglers (DoW)
 1 Gifts and Favors (LE)
 3 Roadside Shrine
 2 Secluded Village (LE)
 2 Secluded Waystation (LE)
 3 Silk Works (LE)
 3 Stables (LE)

REGIONS:

1 Kaeru Fields (VoL)
 1 Kanashimi Toshi (DotE)

EVENTS:

An Empty Victory (LE)
 Fortune's Gift (LE)
 The Death of Ryoshun (DotE)

ACTIONS:

3 A Samurai's Fury (LE)
 3 Charge of the Baraunghar (LE)
 3 Draw Your Blade (LE)
 3 Forward Sentries (VoL)
 2 Into the Darkness (DotE)
 3 Mountains of the Phoenix (LE)
 3 Relief Troops (DoW)
 3 Stagnant Ground (EoME)
 3 Stay Your Blade (LE)
 3 War Cry (LE)

ITEMS:

3 Chuda Hankyu (PoH)
 1 Jiyu (LE)
 1 Ryokan's Sword, Exp. (Promo)
 1 Shigekawa's Armor (Promo)
 1 Sword of the Righteous Emperor (Promo)
 3 Tsi Blade (LE)

RINGS:

Ring of Air (LE)
 Ring of Water (LE)

By Todd Rowland



HOT DAMN!

NEW TOOLS FOR THE LOST IN DRUMS OF WAR

The Halls of the Damned is one of the most enjoyable Shadowlands strongholds to play a long time. Not pure control, but military based control, it brings together two elements in which Shadowlands players are well versed. With *Drums of War* on the horizon, the potential of the stronghold is about to grow.

There are several decks that can be run out of *Halls of the Damned*. Time will tell which one will rise to the top, but at the moment there are two variations: Military or Dueling, with all Shadowlands or a mix of “—” HR characters. In this article, we’re going

to look at a military deck with a mix of Shadowlands and non-Shadowlands Personalities.

THE LOST AND FOUND

The backbone of the deck is the Personalities. On the stronghold we see that any Samurai gains +2F while opposed, but any Shadowlands Personality may use the battle action to take control of an opposing character. Still, we don’t want to dilute the deck into doing too many things. This is a samurai deck, not shugenja. If you want spells, there’s always *Obsidian Halls* to play with.

The rank-and-file of the deck include *Hohiro*, *Daigotsu Fumiaki*, and *Daigotsu Koshiro*. Don’t worry much about Koshiro’s trait messing with *Hohiro*, since he rarely actually assigns to a battle. *Daigotsu Masami* adds quick force at a cheap cost, but his low Chi will be less than helpful in stealing Personalities. The big names of the deck include *Voitagi*, *Exp.* and *Moto “Hell on Wheels” Tsume*, *Exp3*. And so that we aren’t all ugly in the deck, *Daigotsu Rekai* brings some nice control and Cavalry ability. From the Dragon Clan, *Togashi Ieshige* offers very effective control.

Muketsu is also an interesting choice, as giving him a *Blood Pearl* will allow for some great late-game anti-bow tech, and allows you to attack with single units and still use their steal mechanic without losing force. Finally, *Tawagoto* is probably the most debated addition to the deck among Shadowlands players. Many appreciate the free readying, and it is always powerful given a box that requires bowing strong units. However, he also only contributes 1F (3F if opposed), and won't help at all with your stealing tech, being the clean cut non-Shadowlands guy he is, and he doesn't play well with *Koshiro*. It's more of a personal choice, and if your local meta has lots of bowing.

IT BELONGED TO THE GUY I KILLED... HE'D WANT ME TO HAVE IT

Though some would consider it dangerous in the Lotus environment, this deck runs very few followers. The *Obsidian Riders* are the only ones who appear, but they duplicate when played, so the deck has essentially six followers. Where the power comes from are the Items. *Hellbeast* grants more of your Samurai Cavalry, which will become stronger for you mid-game, allowing for the whittling of provinces and the ability to stop the Unicorn advance. *Tsi Blade* is always good for card draw, and the *Blood Pearl* will work with *Muketsu* (though *Oni Lair*, which is a standard part of any Horde deck, can do the same).

TRICKS OF THE TRADE

On the action side, the power to fuel the attack is really found. *Dark Feeding* is possibly one of the best cards for Shadowlands attack. You can divide your forces at two provinces, send

home a Personality at the current battle to pump a Personality at the unopposed battle. Along the lines of unopposed force bonuses, you can find *Akentushi's Tribute*. While only a +1F bump, it does affect *all* your Shadowlands Samurai, which can be a significant jump, if not just enough to take the province. Finally to help out the force, the classic *Wedge* is seen again.

For your control aspect, *Sneak Attack* is quite necessary. Being able to grab their defender before any PK or bow wackiness begins is crucial. Follow that up with a *Muketsu-Blood Pearl trick*, or simply pitching the *Ring of Air*, and you can quickly dominate the battle. *Shoulder to Shoulder* from *Drums of War* also helps in this regard, assuming you're going for the heavy mixed Faction deck. Another debatable action is *To Do What we Must*. Steal someone, *TDWWM* them to destroy another and you've wiped out two of your opponent's characters. However, if you are without *Ring of Air* or other readying tech, you'll probably have needed the stolen force to take the province.

Dark Lord's Favor is great at slowing down honor-running decks, and is nearly an auto-include in most Horde decks. A *Hired Killer* or two splashed in can also help remove those annoying characters you'd rather not face in battle, even with your rockin' Lost samurai.

THE DECK

And here's the deck. Is it the best? That's for you to decide. Give it a try, tweak it out, and you'll find that while Hot Damn! may not have the outright total control that the *Obsidian Halls* can create, it's much more exciting experience going on the offensive.

STRONGHOLD:

The Halls of the Damned (PoH)

WIND:

Black Heart of the Empire (LE)

PERSONALITIES:

1 Bayushi Tsimaru, Exp (EoME)
3 Daigotsu Fumiaki (PoH)
3 Daigotsu Koshiro (LE)
3 Daigotsu Masami (DoW)
1 Daigotsu Rekai (DoW)
3 Hohiro (EoME)
1 Moto Tsume, Exp3 (PoH)
2 Muketsu (WoL)
1 Togashi Ieshige (EoME)
1 Voitagi, Exp (LE)

HOLDINGS:

1 A Favor Returned (LE)
1 Fu Leng's Tomb (EoME)
1 Gifts and Favors (LE)
3 Obsidian Mine (LE)
3 Oni Lair (WoL)
3 Secluded Village (LE)
3 Secluded Waystation (LE)
3 Venerable Master (Promo)

REGIONS:

1 Plains of Otosan Uchi (LE)
1 Tsuno Swamps (Promo)

EVENTS:

A New Wall (LE)
The First Wedding (DotE)

ACTIONS:

3 Akentushi's Tribute (PoH)
3 Dark Feeding (PoH)
3 Dark Lord's Favor (LE)
2 Hired Killer (LE)
3 Rapid Deployment (PoH)
3 Sneak Attack (LE)
3 Spearhead (LE)
3 Weigh the Cost (LE)
3 Wedge (LE)

FOLLOWERS:

3 Obsidian Riders (PoH)

ITEMS:

2 Blood Pearl (WoL)
1 Emma-O's Amulet (EoME)
3 Hellbeast (LE)
3 Tsi Blade (LE)

RINGS:

1 Ring of Air (LE)
1 Ring of the Void (LE)



PPCTURBO

THE SPEED DEMON OF HONOR-GAIN IN LOTUS

Path of Hope introduced a unique stronghold to the Crane Clan. Not only is *Prosperous Plains City* the storyline result of GenCon Indy 2005, but it's also the first Stronghold to make use of the new **Enlightened** trait. While gaining a Force bonus equal to the number of rings in play is a nice boost for Enlightened Personalities, Crane is a clan designed to win by gaining Honor. Getting to the magic number "40" is something that every good Crane player knows how to do with ease... but with rings?

This obviously posed a particular challenge for the Design Team, as

they were required to design a Crane Stronghold that rewarded the players for using rings, and yet do in a way that would gain honor. So PPC aschews the traditional Crane path to an honor-gain victory (dueling) in favor of a new one (playing rings). But does it work?

GAINING HONOR, THE ELIGHTENED WAY

Prosperous Plains City reads "Once per game per card title, after you put an elemental ring into play by its own text, gain 3 honor."... which may seem silly and slightly marginal until you notice that between *Asahina Sekawa* and

Voice of the Emperor you can straighten several Personalities in a single turn, which makes paying the cost for *Ring of Air* fairly easy. But that's not the only combo, an entire deck can be made up of such combinations, and that's where the secret to PPC's success lies...

While playing *Ring of Air*, start setting up the components to play another ring. *Ring of the Void* is not only a "gimme" in any dueling deck, but you also receive Honor from the cards that get you there!

Two *Impromptu Duels*, *Victory or Death*, and *Legendary Confrontation* will generate between 9 and 13 Honor,

depending on whether or not your enemy decides to play with you... and if he does, then it opens up the door for *Enmity* or *The Fortunes Smile* to push your Honor-gain further.

Rings of *Earth*, *Fire* and *Water* do not have to be played for the fastest Honor-out, but they can be easily played with the right draw. *Doji Reju*, Exp2 can play *Ring of Fire* by himself since your *Impromptu Duels* can no longer be declined. With *Air* and *Void* in play, *Doji Jun'ai* as a 4F Cavalry Tactician can make short work of an opposing Province for *Ring of Earth*.

Ring of Water is playable through printed abilities on Personalities and Action cards such as *Weigh the Cost* and *The Fortunes Smile*... which can be a lot of work for 3 Honor unless you are also working towards other rings. What this deck type boils down to is an Honor-runner that can also threaten to win by Enlightenment should your card draw work to your advantage. You may be surprised how often that happens when you fly through your Fate deck.

ADD IT ALL UP

Considering how easy it is to get the *Rings of Air* and the *Void* into play, *Prosperous Plains City* might as well have a 12 starting Honor (6 FH + 3 [Air] + 3 [Void]). Couple ring-based Honor gains with just a few duels and gaining paying in-full for your Personalities, crossing the 40-Honor line can be reliably done by the 6th turn. Where Crane once gained much of its honor from winning duels, now they can use duels to prolong a game's "clock" and gain honor by putting rings into play. Something not even a Dragon player can do.

PRECAUTIONS

With the recent errata to *Obi of Silence* and *Well Laid Plans*, you have to be careful when spending your Gold if you want the deck perform consistently. Also, always attempt to play and finish a Ring in one shot (i.e. – do not cast two Kihos in a turn and leave Ring of Air hanging if you want the strongest performance, get that third Kiho!).



STRONGHOLD:

Prosperous Plains City (PoH)

WIND:

Voice of the Emperor (LE)

PERSONALITIES:

1 Asahina Sekawa, Exp2 (WoL)
 3 Asahina Yoshino (LE)
 1 Doji Jun'ai (PoH)
 1 Doji Reju, Exp3 (EoME)
 3 Doji Saori (LE)
 3 Doji Seo (LE)
 2 Doji Takeji (WoL)
 3 Isawa Sawao (LE)
 1 Kakita (DotE)
 1 Kakita Benkei (WoL)
 1 Kakita Tsuken, Exp (PoH)

HOLDINGS:

1 A Favor Returned (LE)
 3 Courtly Scholars (PoH)
 1 Gifts and Favors (LE)
 1 Kyuden Tonbo (LE)
 1 Living Blade Dojo (WoL)
 3 Marketplace (LE)
 3 Mura Sabishii Toshi (LE)
 1 Personal Librarian (LE)
 1 Tsuma Dojo (LE)
 1 The Tao (DotE)

EVENTS:

A New Wall (LE)
 A Soul of Thunder (LE)
 Test of the Kami (DotE)
 The First Wedding (DotE)

ACTIONS:

3 Enmity (DotE)
 2 First and Final Strike (LE)
 3 Impromptu Duel (LE)
 3 Legendary Confrontation (WoL)
 2 Meeting the Keepers (EoME)
 3 Mysteries of Kowaru (Promo)
 2 No Victory (LE)
 3 The Fortunes Smile (WoL)
 2 Victory or Death (WoL)
 3 Weigh the Cost (LE)
 2 Well Laid Plans (LE)

KIHOS:

1 Banish All Shadows (LE)
 2 The Future is Unwritten (LE)

SPELLS:

2 Walking the Way (LE)

FOLLOWERS:

2 Ronin Swordsman (LE)

ITEMS:

1 Obi of Silence (LE)

RINGS:

All 5 Elemental Rings (LE)

DRUMS OF WAR

CARD-BY-CARD ENCYCLOPEDIA

RELEASED: May, 2006

FEATURED CLANS: Dragon, Lion, Unicorn

Total of 156 New Cards

50 Common, 50 Uncommon

50 Rare, 6 Fixed

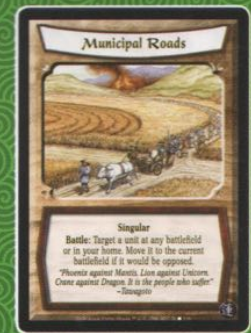
BOOSTER DISPLAY SKU: 14070

DECK DISPLAY SKU: 14060

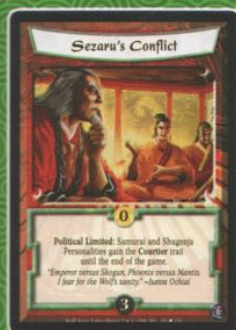












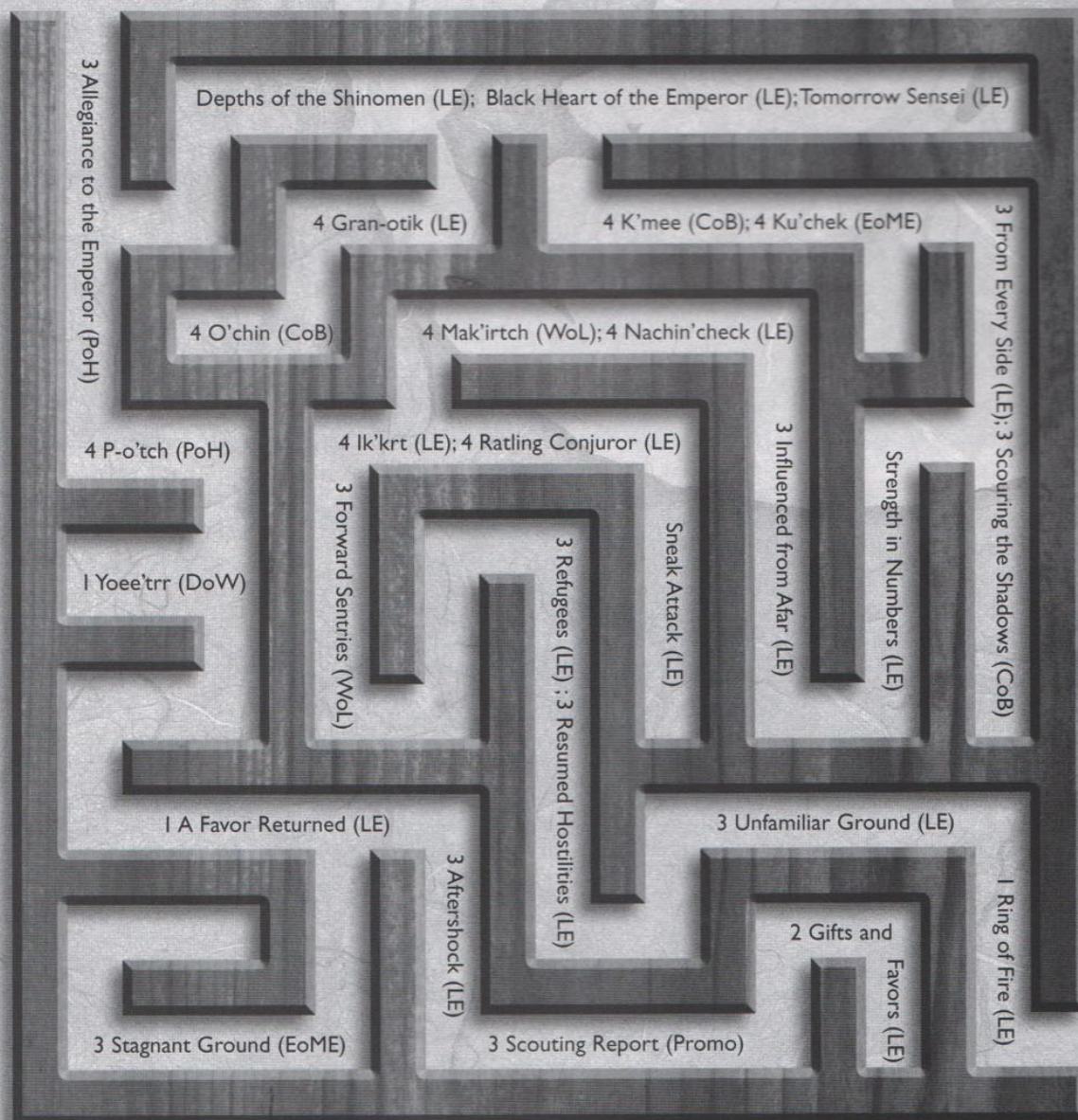


DID YOU KNOW that each Booster Box-topper Card for the rest of the Lotus environment has already been designed? AEG wanted these special cards to commemorate the hard work and dedication that many have given to Legend of the Five Rings during its first 10 years. From the original founders of the game at AEG and Isomedia, to Five Rings Publishing Group, to the Wizards of the Coast staff, to many devoted volunteers, these notable contributors will find their names credited along the sides of these cards. Emerald, Imperial, and Obsidian have already been revealed, but other promos exist, such as Jade, Pearl and Gold. Before long, all will be available. Thank you to everyone who has contributed to L5R's continued success!



INFESTED!

BUILDING A COMPETITIVE DECK ON A BUDGET



Here's a deck that is inexpensive to put together and simple enough for a beginner. But watch out! It can be pretty competitive once you get used to its momentum. Like most Ratling decks, it uses the *Tomorrow Sensei* as its primary form of card-draw, and its strongest military tactic is to attack with a horde of cheap Nezumi.

HOW TO PLAY

On your first turn, grab a *Gifts and Favors* to accompany your *A Favor Returned*. This will serve as your primary Gold scheme. On your second turn, pitch whichever Personality is the least useful to the Sensei, draw a card, refill the empty Province face-up, then buy a Personality

with your Stronghold. On your third turn, bow your Personality for a Token from the Stronghold ability and buy as many Personalities as possible. This will be your strategy each turn, unless you can safely conquer a Province.

GUIDELINES

First, always discard a 5G Personality in favor of a 4G one, and always discard *Mak'irtch* over anyone else. This will ensure that you play as many Personalities as possible each turn.

Second, if you flip a *Mak'irtch* early in the game, wait to discard him until you have a Personality in play for his reactionary Follower to attach to.

Lastly, if you should find that you cannot buy three Personalities on a given turn, buy as many as you can afford, but after that, buy them in order from most expensive to least.



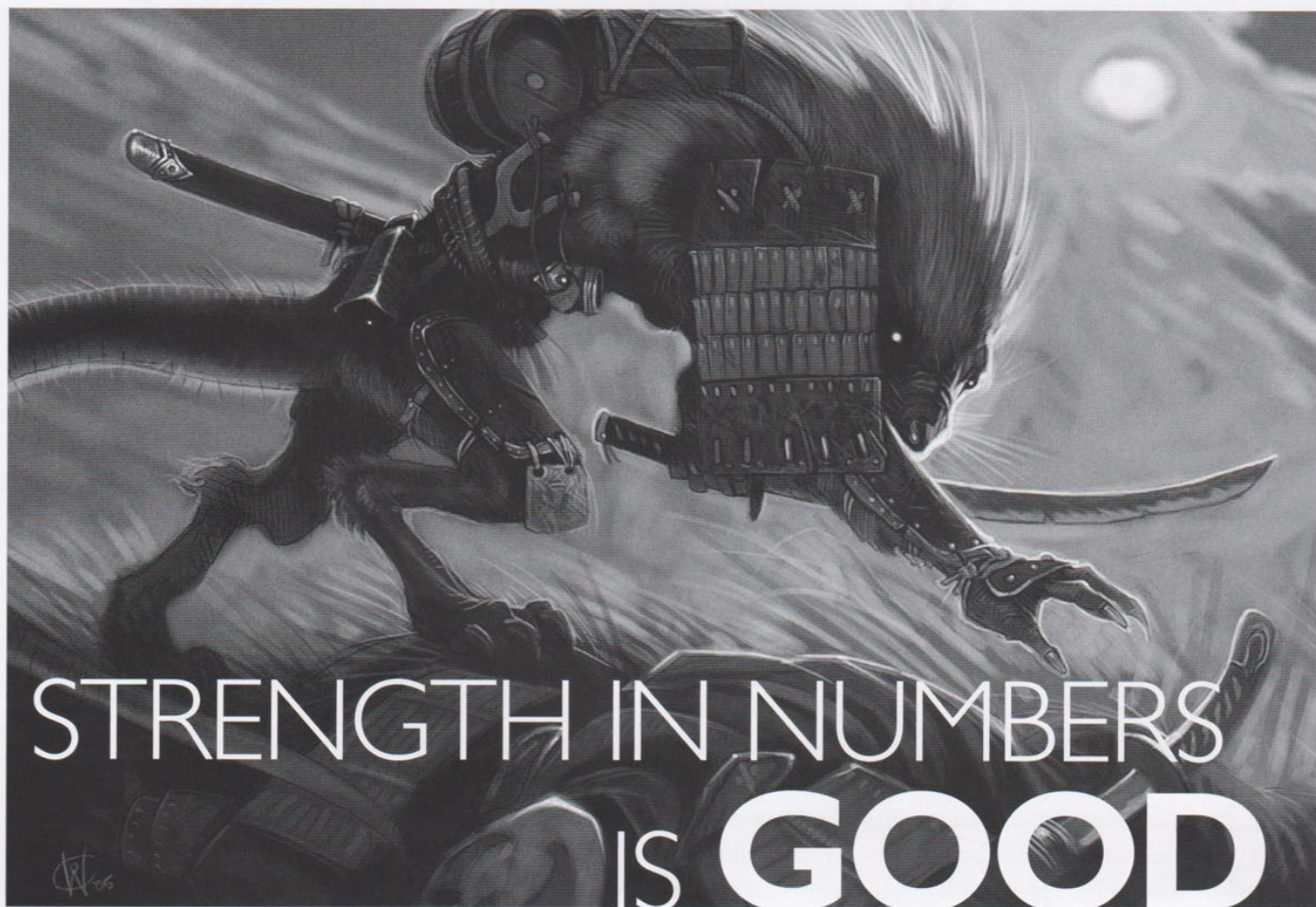
Most games, the Personalities will cascade in such a way that you are bringing into play three Personalities each turn, or you're getting two and another *Gifts and Favors*, or one Personality and another who will make you Followers.

YOUR HAND

Two *Unfamiliar Ground's* are included to thwart certain matchups (Berserkers, Full Metal Jacket Unicorn, Halls of the Damned, Big Oni, and Orochi to name



a few), so be sure that when you use them you are doing so in an important battle. Use *Stagnant Ground* even if your opponent threatens to destroy one of your Provinces, as the unbowing prevention can buy you a turn. And don't forget that with *Stagnant Ground* units cannot move home, however they can still move to other battlefields with help from cards like *Forward Sentries*, which can be useful to save key personalities like *Gran-Otik* or *Ratling Conjuror*.





SUMMER TOURNAMENTS

By Todd Rowland

WHAT'S HAPPENING THIS SUMMER IN L5R

Ah summer... a time of sunshine, vacation, and the biggest L5R events of the year! That's right, it's convention season again. This year we have three major storyline events that all tie into each another. While the tie-ins may not be visible at first, they will become more apparent as each piece of event fiction releases near their events.

First at Origins, the Clans will find word that the Emperor is no longer in the Empire. His quest has taken him outside the borders of Rokugan. News of his location will bring surprise and concern to all in the Empire. At this event, the top of Clan players, starting with first place, will each be able to select one Ambassador from their Clan to travel to the Emperor's side and defend him against any threats he may encounter. The winner may choose any character from their clan, pending Storyline Team approval. Not only that, but the winner will also be able

to choose the artist who will paint the new version of that character on his or her quest.

Following at GenCon Indy, the Shogun further solidifies his power in the absence of his brother. Though he claims to only hold the throne as long as necessary, he makes moves that will cause some to question his word. At the Gift of the Shogun storyline event, the top of Clan players will be able to choose one of ten powerful personalities. These all new characters are the Shogun's personal advisors and bodyguards, powerful Samurai and Shugenja who he offers as gifts to each of the Clans. Starting with the highest-ranked top of Clan player, they will be able to choose one, who will become aligned to their Clan in a future expansion.

Finally at the World Championships in Belgium, the Emperor's whereabouts become known to all, and armies of

the Empire must march to defend him while he completes his quest, which could hold the future of Rokugan. Matches throughout the qualifiers will determine the fate of many Samurai at the battle, and many will not walk out of the battle alive. The top of Clan players, in rank order, will each be allowed to enter the same place where the Emperor has secreted himself. This mystic place (which will remain unnamed for now) holds the destiny of each Clan within. The players will physically enter this place, and once alone inside, make a choice. That choice will have major repercussions on their clans. The right choice can bring prosperity and purpose, but the wrong choice can be catastrophic.

Watch www.l5r.com for more updates on the storyline and what you can do to impact it! Don't miss these events, your Clan's future may well depend on it!

By Mark Jelfo



Training Grounds 2

WAR BETWEEN THE DRAGON AND CRANE CLANS

A SHORT STORY

It's no secret that I have a love affair with Legend of the Five Rings. If you're reading this, there's a strong chance that you do too. A couple of years ago when I was working as AEG's Creative & Marketing Director, I would take a short break each afternoon to clear my head. This usually meant you could find me in Ray Lau's office, reclining in his giant bean bag chair, bouncing marketing ideas off of him to see if anything would stick. Usually they didn't, but I occasionally lobbed a "keeper."

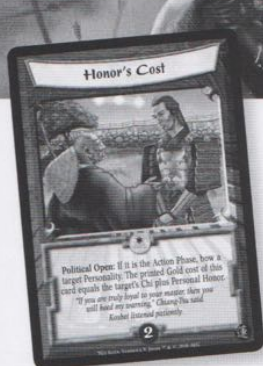
As the L5R Brand Manager at the time, Ray had a very keen grasp of what worked and what didn't for L5R, so I tended to listen to what he had to say fairly carefully. Both of us had cut our teeth on the Gold environment, and were ready to take the game to the next level with *Diamond Edition*.

In addition to designing what the base product would be about, we knew that we needed an introductory product to get new players into the game. This product, *The Training Grounds*, launched shortly after *Diamond Edition* and was by-and-large a tremendous success. Not only did new players pick it up to get into the game, but veterans coveted the product to acquire the extra "power" Rares. TG succeeded on two fronts, which was actually more than we were shooting for.

LESSONS LEARNED

There are several things we learned along the way after developing *The Training Grounds* product. The first was that L5R should "always be acquiring," simply meaning: the game should always be looking to get new players into the game, no matter what point of the tournament arc we were in. TG continued to sell after its initial release, which indicated that after all the existing L5R players got their hands on a copy, new players were still getting into the game at a steady rate.





This was great news, as the advertising for Diamond Edition primarily targeted existing L5R players and veterans who had left the game and were thinking about getting back in. Many returning L5R players wanted something to reacquaint themselves with the game, and already knew the play-value of the power Rares within *The Training Grounds*, so they ended up picking up the box as well. The challenge in designing TG was that it had to appeal to a broad range of customers, and yet still serve as an “entry-level” product.

Ray knew a couple things going into producing the product that directly led to its success:

- L5R is a complicated game, at least when comparing it to other CCGs on the market, and its depth and complexity are part of its appeal. “Dumbing down” the TG wasn’t

necessary, since players new to L5R tended to be CCG veterans, usually older, looking for a more challenging game to play.

- New players want to be tournament competitive as soon as possible, and do not want to be required to invest hundreds of dollars in order to do so. TG needed to have some fairly powerful cards, and a healthy selection of tournament-level Rares.
- TG needed to include two decks, so that a new player could experience more than one Clan or decktype, and so that a L5R veteran could use the product to demo the game to a friend. The most effective sales tool for L5R are its existing players, who evangelize the game like devoted customers of Apple Computer, Nintendo, or Volkswagen. L5R is a hardcore gamer’s game.

TAKING IT TO THE NEXT LEVEL

Three years later, *The Training Grounds II* is about to do what TG did, and offer even more value than its predecessor. L5R Brand Manager, Todd Rowland didn’t decide to merely duplicate what was done before, instead, he decided to raise the bar. In effect, “built a better box.” What makes it so good you ask? How can it be better? Three things define TG2: story, card selection, and most importantly... relevance.



STORY? I ALWAYS LIKE A GOOD STORY...

Legend of the Five Rings, as you already know, is a storyline-driven game. And more than ever, story is entering the product from all sides. It's on the cards, it affects tournaments, it drives product, and it all comes from the players' actions and decisions. With TG2, we get finally read about the war between the Crane and Dragon Clans, the secrets of the Harriers, and how it will impact the Lotus

The story told by Shawn Carman of the war between these two great clans is a fantastic read, and I am sure everyone will enjoy the secrets revealed within the storyline booklet.

CARD SELECTION: ONLY THE BEST

Not only does TG2 offer a bevy of tournament-level Rares in order for new players to be competitive (*A New Wall*, *Ambush*, *Sneak Attack*, *Palm Strike*), but it also contains a treasure

that can now be acquired in a single product. *Weigh the Cost*, *Obi of Silence*, *No Victory*, and *Rosoku's Staff* all have the latest wording, and have been included regardless of rarity.

But still, there's more... the original *Training Grounds* offered an experienced version of *Voitagi*, but nothing new for Lion players. In TG2, a new Personality card is provided for both clans in the box. Crane receives a copy of their fledgling new Clan Champion, *Doji Domotai*, *Exp.*, while

STRONGHOLD:

Dragon's Heart Dojo (DoW)

WIND:

Voice of the Emperor (LE)

PERSONALITIES:

- 2 Hitomi Suguhara (LE)
- 1 Hoshi Kaelung, Exp. (CoB)
- 2 Hoshi Masujiro (PoH)
- 2 Kitsuki Hakihome (CoB)
- 3 Mirumoto Gonkuro (LE)
- 1 Mirumoto Mareshi, Exp.*
- 2 Tamori Aoki (LE)
- 2 Tamori Konoye (CoB)
- 1 Togashi Ieshige (EoME)
- 2 Togashi Kazuki (LE)
- 2 Togashi Razan (PoH)
- 1 Togashi Satsu, Exp. 2 (LE)

HOLDINGS:

- 1 A Favor Returned (LE)
- 1 Gifts and Favors (LE)
- 3 Gold Mine (LE)
- 1 Puppet Theatre Troupe (LE)
- 3 Secluded Village (LE)
- 2 Secluded Waystation (LE)
- 1 Swordmaster Dojo (WoL)
- 1 Temple to Shinsei (LE)

- 1 Tower of the Ningyo (LE)
- 1 Tsuma Dojo (LE)
- 2 Venerable Master (Promo)

REGIONS:

- 1 City of Gold (LE)

EVENTS:

- A New Wall (LE)
- Second Doom of the Crane (PoH)
- Temples of the New Tao*
- Wisdom Gained (LE)
- War of Silk and Steel*

ACTIONS:

- 1 Abandoned (PoH)
- 1 Battlefield of Shallow Graves (LE)
- 2 Be Prepared to Dig Two Graves*
- 1 Brutal Confrontation (LE)
- 2 Charge of the Barunghar (LE)
- 1 Duty (CoB)
- 1 Explored Territory (LE)
- 2 First and Final Strike (LE)
- 1 Meeting the Keepers (EoME)
- 1 No Victory (LE MRP)
- 1 Overwhelmed (LE)
- 2 Refugees (LE)
- 2 Sneak Attack (LE)
- 1 Stay Your Blade (LE)

- 1 The People's Champion*
- 2 Tsuruchi Technique (LE)
- 1 Weigh the Cost (LE MRP)

KIHOS:

- 2 Palm Strike (LE)
- 1 The Future is Unwritten (LE)
- 1 Threads of Fate (CoB)
- 1 Will of the Elements (CoB)

SPELLS:

- 1 Companion Spirit (LE)
- 2 The Kami's Blessing (PoH)

FOLLOWERS:

- 1 Hoshi House Guard*
- 2 Spearmen (LE)
- 2 Tattooed Acolytes (LE)

ITEMS:

- 2 Mark of Oblivion (Promo)
- 1 Obi of Silence (LE MRP)
- 1 Yogen (LE)

RINGS:

- 1 Ring of Air (LE)
- 1 Ring of Earth (LE)
- 1 Ring of Water (LE)
- 1 Ring of the Void (LE)

environment. With Crane's victory at GenCon Indy 2005, they became the pre-eminent clan in Rokugan, gaining the gift of enlightenment. But their ascendance comes at a price, as enlightenment has traditionally been within the sphere of the Dragon Clan's domain. They do not take another clan encroach on their turf lightly!

trove of hard-to-get promo cards, such as *Venerable Maser*, *House of the Fallen Blossom*, *Tsuno Swamps*, *Mark of Oblivion*, and *Rosoku's Staff*. The value of these cards alone more than makes up for the TG2 price tag.

But Design didn't stop there. There are also a series of MRPs that have needed correcting for several months

Dragon gains the Hero *Mirumoto Mareshi, Exp.* (notice the Naga trait?). The strife between the two clans is commemorated in the Event *War of Silk and Steel*.

And still, there's more... TG2 reintroduces some older cards into the environment, such as *Temples of the New Tao*, *Be Prepared to Dig Two*

Graves, *Honor's Cost* and *The People's Champion*. Both Crane and Dragon also get their House Guards back, although slightly modified so that they can fit the Lotus environment.

Collectively, the card selection offers something for every level of L5R player. Those just getting into the game will appreciate TG2's inclusion of many exclusive promos and Rares in one product, while veterans will appreciate the reprinting of cards with errata, cards from older environments, and

Kihos, Spells, and Rings), and a new player has enough here to tide him over until he's ready to add new cards.

Will these decks enable a new player to win a Kotei event any time soon? Hardly, but there's a great selection of cards for both decks that will enable experimentation and customization.

WHAT DOES THIS ALL MEAN?

Possibly the best thing about the TG2 is how it all fits into the interactive

As we get further into the Lotus arc, new stories will be told by other clans, but at the moment we get to enjoy Crane and Dragon receiving center stage. Look forward to picking up *The Training Grounds II* in your local store soon.

STRONGHOLD:

Prosperous Plains City (PoH)

WIND:

Left Hand of the Emperor (LE)

PERSONALITIES:

- 2 Asahina Kasai (LE)
- 2 Asahina Yoshino (LE)
- 3 Daidoji Akagi (LE)
- 2 Daidoji Nichiren (CoB)
- 2 Daidoji Shihei (EoME)
- 2 Daidoji Takihiro (WoL)
- 1 Daidoji Uji, Exp. 3 (CoB)
- 2 Doji Domotai (LE)
- 1 Doji Domotai, Exp.*
- 1 Doji Midoru, Exp. (CoB)
- 2 Doji Nio (CoB)
- 3 Doji Seo (LE)

HOLDINGS:

- 1 Diplomatic Retreat (EoME)
- 1 Gifts and Favors (LE)
- 1 House of the Fallen Blossom (Promo)
- 2 Kabuki Theater Troupe (LE)
- 1 Living Blade Dojo (WoL)
- 3 Market Place (LE)
- 2 Mura Sabishii Toshi (WoL)
- 2 Quartermaster (LE)

1 Shrine to Hotei (LE)

1 Venerable Master (Promo)

REGIONS:

- 1 Ten Thousand Temples (PoH)
- 1 Tsuno Swamps (Promo)

EVENTS:

- A Soul of Thunder (LE)
- Boastful Proclamation (LE)
- Regions of Rokugan (LE)
- Wisdom of the Keepers (LE)

ACTIONS:

- 1 Ambush (LE)
- 1 Battlefield of Shallow Graves (LE)
- 2 Conserve Your Strength (PoH)
- 1 Courtesy (CoB)
- 2 Cunning of the Daidoji (WoL)
- 1 Disavowed (CoB)
- 1 Explosives (LE)
- 3 First and Final Strike (LE)
- 2 Heavily Engaged (LE)
- 2 Honor's Cost*
- 2 Impromptu Duel (LE)
- 2 Mountains of the Phoenix (LE)
- 2 No Victory (LE MRP)
- 2 Overwhelmed (LE)
- 2 Return for Training (LE)

2 To Do What We Must (LE)

1 Weigh the Cost (LE)

1 Well-laid Plans (LE MRP)

FOLLOWERS:

- 2 Daidoji Gunso (EoME)
- 1 Doji House Guard*
- 2 Saboteurs (LE)
- 2 Silent Warriors (WoL)

ITEMS:

- 1 Obi of Silence (LE MRP)
- 1 Rosoku's Staff (Promo MRP)
- 1 Tomodaichi (LE)

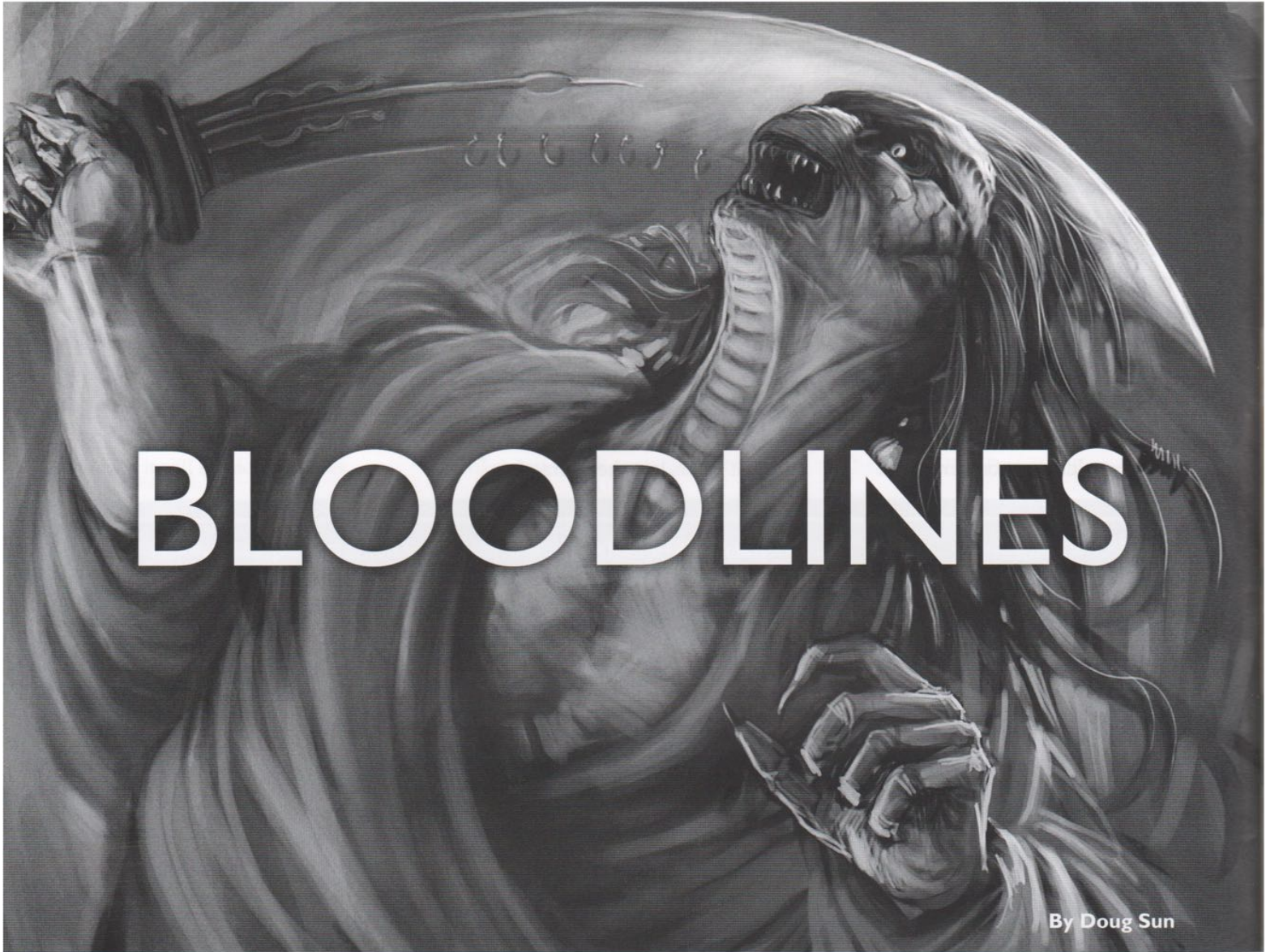
RINGS:

- 1 Ring of Earth (LE)
- 1 Ring of Fire (LE)
- 1 Ring of Water (LE)
- 1 Ring of the Void (LE)

experienced Personalities. Even if you don't play Crane or Dragon, there's enough valuable material here to warrant a purchase.

Most importantly though, is that these decks contain enough to teach a new player how to get into the game with popular cards. A broad selection of card types is provided (including

storyline aspect of L5R. Here are two clans, duking it out, as a direct result of actions made by the players this past year. Instead of including two random factions in TG2, we have before us the very focus of the plotline: the struggle of obtaining enlightenment, and how it affects the clans that made it to the top.



BLOODLINES

By Doug Sun

FROM THE UPCOMING L5R RPG SUPPLEMENT: CREATURES OF ROKUGAN

The Naga do not recognize familial relationships, as they are born into a communal environment with no knowledge of their immediate parents or relatives. The shared mind of the Akasha makes such things irrelevant, and as such the only true factor that differentiates Naga is their bloodline.

Bloodlines are specific sub-races of Naga that are closely tied to the role each individual plays within Naga society. This stratification harkens back to the earliest days of Naga history, during the Bloodland Wars that took place between the Bloodlines before humans ever appeared in the world.

THE ASP

The Asp are the second most numerous of the Naga Bloodlines, a sad testament to the many hardships the Naga race has had to face during their recent history. The Asp are the warriors, guardians, and defenders of Naga civilization. In the Naga's distant history, they nearly rose to dominance as the leaders of the race during the Bloodlands War, but they were ultimately defeated by the Cobra's magic. Although the intervening centuries have allowed the Bloodlines to settle comfortably into their different roles, the Asp retain some hint of the

arrogance and aggression that typified their Bloodline during that time. Despite this, their loyalty and devotion to their fellow Naga is beyond question.

The Asp, along with the Cobra, are among the larger Naga in stature. They are noticeably larger than the Chameleon and Greensnake, but significantly smaller than the massive Constrictor. Asp range from 15 to 20 feet in length, and weigh 600 to 800 pounds.

CASTE RANK: 1.0

BENEFIT: +1 Stamina

BLOODLINE ABILITY: An Asp's Wounds are calculated as if his Earth were one rank higher.

THE COBRA

The enigmatic Cobra are less understood by humans than any other Bloodline. In truth, they are not fully understood even by other Naga. The Cobra have an obsession with the unknown, with attaining new knowledge and plumbing the mysteries of both the Akasha and the world beyond Naga understanding. They are more susceptible to mutation than other Bloodlines. Almost all Cobra are jakla, it is practically certainly that constant exposure to the mystical energies that jakla wield when using their magic causes this relatively high rate of mutation. It is not uncommon for a Cobra to be able to communicate only through the Akasha because physical deformity makes speech impossible for them.

Cobra are roughly the same size as Asp, which is to say that they are larger than Chameleon and Greensnake, but far smaller than Constrictor. Cobra range from 15 to 20 feet in length, with an average weight of between 600 and 850 pounds.

CASTE RANK: 0.5

BENEFIT: +1 Intelligence

BLOODLINE ABILITY: Each day, a Cobra gains one additional Akasha Point that may only be spent on use of Pearl Magic or Lore Skills.

THE CHAMELEON

The Chameleon are among the smaller Naga. This has proven an advantage for them, however, because it compliments their natural talent for

camouflage. They serve as the Naga's scouts, outriders and spies. They also tend to the pearl beds that form the basis of the Naga economy, as well as the magic used by jakla.

Chameleon are longer than Greensnake Naga, but no larger in build. They reach between 13 to 17 feet in length, and weight between 500 and 700 pounds.

CASTE RANK: 1.0

BENEFIT: +1 Reflexes

BLOODLINE ABILITY: Chameleon roll an additional number of dice equal to their School Rank on all Stealth rolls.

THE CONSTRICTOR

The Constrictor are by far the largest and the least numerous of the Naga Bloodlines. Many fear that the Constrictor are on the brink of extinction, for none of their egg clutches survived when the human conflict called the Clan War briefly interrupted the Great Sleep. The few who remain are solitary, solemn creatures that are enormously valued by their fellow Naga. Historically, the Constrictor possess a deep bond with the Akasha, far stronger than that of any other Bloodline. Because of this, they serve the Naga as philosophers, teachers, and interpreters of their collective fate.

Constrictors are truly massive individuals, reaching 25 to 30 feet in length and weighing roughly 1,000 to 1,250 pounds. In times of conflict, the Constrictor can come to the aid of their Asp brothers as incredibly powerful warriors, wading through their foes like living siege engines.

CASTE RANK: 1.5

BENEFIT: +1 Strength

BLOODLINE ABILITY: Because of their huge size and strength, Constrictor gain 2 Free Raises on any attempt to grapple with an opponent (see Legend of the Five Rings Role-playing Game, Third Edition, p. 169 for rules on grappling).

THE GREENSNAKE

The Greensnake are the most numerous among the Naga Bloodlines. They are the Naga's explorers and diplomats. They have always served as the Naga's voice among others, representing the race whenever they come into contact with other civilizations. The Greensnake were instrumental in ending the Bloodland Wars in the Naga's prehistory, and they were the architects of peace between the Naga and Rokugan during the Clan War's waning days. In modern Rokugan, the Greensnake maintain relations with the Dragon and Unicorn clans though their allies Akasha and Mirumoto Mareshi, respectively.

While still much larger than humans, the Greensnake are smaller than any other Naga. They have slender, athletic builds, reaching between 10 and 15 feet in length and weighing 400 to 600 pounds.

CASTE RANK: 2.5

BENEFIT: +1 Reflexes

BLOODLINE ABILITY: The Greensnake obsessively research other cultures and customs. At the time of character creation, a Greensnake gains 5 additional Character Points that may only be spent on purchasing Skills or Advantages directly related to their interaction with other cultures, such as Etiquette and Lore Skills.

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	Y'TCHEE	20 KOKU
	BAYUSHI KAGEKI	20 KOKU
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	SHINJO SENHAO	20 KOKU
	SHINJO WEI	20 KOKU
	CONSCRIPTORS	20 KOKU
	ARRIVAL OF THE OBSIDIAN CHAMPION	20 KOKU
	DRAW YOUR BLADE	20 KOKU
	FIELDS OF FOOLISH PRIDE	20 KOKU
	FOREST CLEANSING	20 KOKU
	HIDA'S WAR CRY	20 KOKU
	I KNOW THAT TRICK	20 KOKU
	SHINJO'S ARROW	20 KOKU
	THE BITTER SHADOW OF SHAME	20 KOKU
	MITSU'S RETURN	20 KOKU
	A LIFE FOR A LIFE	20 KOKU
	OBSIDIAN RIDERS	20 KOKU
	STORM RIDER EXPLORER	20 KOKU
	CHUDA HANKYU	20 KOKU
	GOLDEN OBI OF THE SUN GODDESS	20 KOKU
	EMERALD	50 KOKU
	TOTAL KOKU ENCLOSED:	

* SASE: Self-addressed stamped envelope or two International Reply Coupons.

HLD19

KOKU REDEMPTION PATH OF HOPE



New to LSR? Koku is proof-of-purchase that can be used to obtain hard-to-find Rares. Every Booster Wrapper and Deck Box flap will have this symbol on it with a number indicating how much it's worth. Simply collect your wrappers and flaps and redeem them for cards!



THE EMPEROR WOULD RISK
EVERYTHING TO ATTAIN IT.
THE SHOGUN DENIES IT.
THE WOLF BELIEVES IT BEYOND REACH.

WHAT WOULD YOU DO TO GAIN
ENLIGHTENMENT?
WHAT WOULD YOU DO ONCE YOU
HAD IT?



TEST OF ENLIGHTENMENT BRINGS THE RESULTS OF THE 2006 KOTEI SEASON TO THE TOURNAMENT SCENE. All the Enlightened characters and cards created by the Kotei events are featured with an attractive card binder and a full-color booklet. Best of all, this exclusive set will be tournament legal for GenCon Indy 2006 and the World Championships. Don't miss out on adding the power of the *Test of Enlightenment* to your decks this July!

