

Issue #8

Imperial Herald

3 Editorial

4 Walking the Way

10 Hand of Fuhinko

15 Kolat Code

16 Oracle of the Void

20 Taka's Treasures

22 Factions of Rokugan

24 Autumn Nightfall

28 Veterans of the

Shadow

32 Rankings

37 SCC card list

38 Zen's Card Focus



Legend of the Five Rings™

Roleplaying in the Emerald Empire™

**For the Hero,
there is no death.**

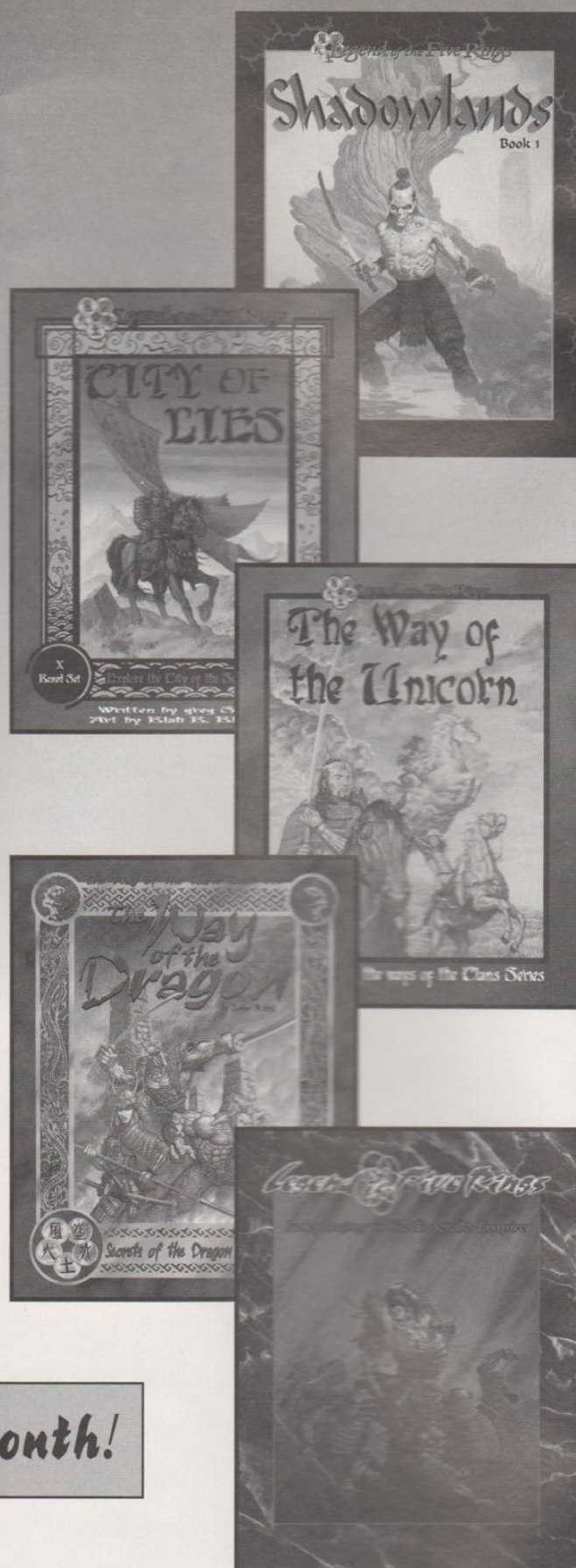
**For the Coward,
there is no life.**

The saga of Rokugan™ continues
in the L5R roleplaying game!



New Supplements every month!

Legend of the Five Rings and all related names, characters and places are ™ and © 1997
Five Rings Publishing Group, Inc. and are used here under license.



Super Bowl '98

It's two weeks before the Super Bowl and there is a buzz around the office. Funny enough, the buzz is not about the game but about the commercials; each year the staff gets together and rates them. So I was thinking: if we had a wad of cash to spend on Superbowl ad time what would the twisted minds in this office come up with?

Storyboard
Shadowlands Book Commercial (:15)

Date: 16 Oct 1997

Client: Alderac Entertainment

Price of Air Time: \$675

Scheduled to Air: Super Bowl XXXII

2:
HERE'S THE STORYBOARD
FOR OUR BIG SUPER BOWL
COMMERCIAL WERE THINKING
JAMES EARL JONES AS THE
NARRATOR. TELL US WHAT
YOU THINK -

AD DEPT.

Shot 1: ESTABLISHING LONG SHOT — THE SHADOWLANDS

NARRATOR V/O: The Shadowlands. It is an unholy nightmare realized in lava, stone, mud, and unspeakable villainy.

SFX: Howling wind, eldritch cries. (Use stock "eldritch cries #2" track.) Thunderclap to match lightning.

Shot 2: SLOW ZOOM IN on vague shapes behind rock.

NARRATOR V/O: For the wretched creatures that dwell here, the daily struggle for survival — heat, food, heated food — takes strange and horrifying forms which the human mind can scarcely comprehend.

SFX: scrabbling, high-pitched arguing.

Shot 3: COME OVER ROCK to reveal lots of goblins

NARRATOR V/O: During a brief respite from the culinary depredations of the local ogre, this vulgar band of goblins seizes a moment to dine on the stinking fish carcasses that they have secreted about their persons.

SFX: Gnawing, smacking, chewing (SFX CD tracks 27-32, all at once).

Shot 4: MED shot of eating goblins: one goblin has no fish.

SFX: Smacking and chewing noises.

Shot 5: C/U dejected fishless goblin.

GOBLIN V/O: Goblin wailing — "EEEE!"

Shot 6: C/U on starving goblin as it keels over dead.

SFX: Thump. (Foley in studio)

Shot 7: FADE TO BLACK over logo in distressed font.

NARRATOR V/O: Got feesh?

It's going to be a great year for fans of the Emerald Empire. Remember to have fun, send in those Koku, and keep enough fish around to feed all your goblins

The Imperial Herald

Published by the
Alderac Entertainment Group

Production Manager
Robin Lake

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

Contributing Writers
Rob Vaux, Ree Soesbee
& John Wick

Sales & Marketing
John Zinser

Cover Art
Audrey Corman

Imperial Herald
Subscriptions
\$15 for one year
(four issues)
\$25 for subscriptions
outside US.
Mail payment to:
Imperial Assembly
4045 Guasti Rd. #212
Ontario, California
91761

How to Find the Five
Rings Publishing Group
on the Net
Web site: www.frpq.com
Email: 15r@frpq.com

Legend of the Five
Rings, the Imperial
Herald, Emerald
Throne, Rokugan, and
all related elements are
TM and © Five Rings
Publishing, 1996.



Walking the Way™

More Winning Decks

Unicorn

The Persistent Hooves of Otaku

Tight but flexible, this deck can take both the military path and the honor path to victory. The concept here is pretty self-explanatory. Designed for multi-player play, this deck can go the distance. Cards like the Master Smith and his distant Lion relative Ikoma Kaoku allow this deck to keep growing as the game chugs on into the wee hours of the night.

The zero-cost holdings provide a quick beginning so you can get the battle maidens into gear, allying with other players. You need to get to five Honor relatively quickly so that so that you can get the Historian into play.

Cards like Blocked Supply Lines and Entrapping Terrain keep your moderately defended provinces in the game while cards like Rallying Cry and Call to Arms rarely leave you undefended.

The Armor of Sun-Tao allows you to always have a Deadly Ground on hand as well as an "Entrapping Terrain" for those times that you need them.

Keep a steady accumulation of honor and do not jump too far ahead until you can supply yourself with an adequate defense. Remember: the best place is second place but do not get too

comfortable there or your claim to the throne could be lost. This requires great concentration.

Crab

The Right Claw of the Crab

This deck is strictly a military monster and anything but little. The premise "Me big, you small, Me crush small You". Every personality in the deck has a force of at least five when entering play. The exception is Soshi Bantaro, who is there to defend all of your big bad boys from those spells that send them home.

Also note the use of Kyoso no Oni. Using her Ranged 7 Attack she can neutralize almost any incoming or defending units that can give your "boys" a run for their money.

Sneak Attack with Deadly Ground puts an end to the battle real quick as does Crushing Attack. Traversable Terrain and Superior Tactics can move your "boys" in and Confusion at Court keeps them there.

Finally, if an honorable deck is giving you "the business" with his annoying personalities then simply Kolat Instigator them.

Beware your current honor and stay aggressive but know when to hold back. Think ahead and pay attention to your opposition's force

Unicorn

The Persistent Hooves of Otaku

by James Nowak

Fate Deck

- 3 Block Supply Lines
- 2 Deadly Ground
- 2 Entrapping Terrain
- 3 Rallying Cry
- 3 Superior Tactics

- 2 Call to Arms
- Egg of Pan Ku
- 3 Stand Against the Waves
- 2 Scout
- Shiryo no Shinjo
- Ancestral Sword of the Unicorn
- Armor of the Earth
- Armor of Sun Tao
- 2 Walking the Way

- 2 Fires from Within
- 2 Touch of Death
- Ring of Earth

Dynasty Deck

- 3 Jade Works
- 2 Merchant Caravan
- 3 Small Farm
- 3 Stable
- 3 Diamond Mine
- 3 Sanctified Temple

- 2 Master Smith
- 2 Doji Plains
- Naming the True Evil
- Iris Festival
- 3 Otaku Kamoko
- Otaku Kamoko (exp)
- 3 Shinjo Rojin
- 3 Iuchi Daiyu
- 3 Otaku Baiken
- 3 Ikoma Kaoku
- 3 Shinjo Yasomara



Crab

The Right Claw of the Crab

by James Nowak

Fate Deck

3 Deadly Ground
3 Night Battle
3 Traversable Terrain
3 Oath of Fealty
3 Superior Tactics

3 Sneak Attacks
3 Evil Portents
3 Kolat Instigator
3 Confusion at Court
2 Crushing Attack
Ancestral Sword of the Crab
Egg of Pan Ku

Dynasty Deck

Inheritance

There is No Hope
Return of Fu Leng
The Darkest Day
Kuni Wastelands
3 Jade Works
3 Corrupted Iron Mines
3 Iron Mines
2 Small Farms
Merchant Caravan
Festering Pit of Fu Leng
2 Hida Yakamo (oni)

Hida Yakamo (exp., oni)
2 Kyoso no Oni
Soshi Bantaro
3 Ogre Bushi
3 Ogre Outlaw
Oni no Akuma
Kuni Yori (exp.)



Unicorn

The Persistent Hooves of Otaku

Tight but flexible, this deck can take both the military path and the honor path to victory. The concept here is pretty self-explanatory. Designed for multi-player play, this deck can go the distance. Cards like the Master Smith and his distant Lion relative Ikoma Kaoku allow this deck to keep growing as the game chugs on into the wee hours of the night.

The zero-cost holdings provide a quick beginning so you can get the battle maidens into gear, allying with other players. You need to get to five Honor relatively quickly so that so that you can get the Historian into play.

Cards like Blocked Supply Lines and Entrapping Terrain keep your moderately defended provinces in the game while cards like Rallying Cry and Call to Arms rarely leave you undefended.

The Armor of Sun-Tao allows you to always have a Deadly Ground on hand as well as an "Entrapping Terrain" for those times that you need them.

Keep a steady accumulation of honor and do not jump too far ahead until you can supply yourself with an adequate defense. Remember: the best place is second place but do not get too comfortable there or your claim to the throne could be lost. This requires great concentration.

Crab

The Right Claw of the Crab

This deck is strictly a military monster and anything but little. The premise "Me big, you small, Me crush small You". Every personality in the deck has a force of at least five when entering play. The exception is Soshi Bantaro, who is there to defend all of your big bad boys from those spells that send them home.

Also note the use of Kyoso no Oni. Using her Ranged 7 Attack she can neutralize almost any incoming or defending units that can give your "boys" a run for their money.

Sneak Attack with Deadly Ground puts an end to the battle real quick as does Crushing Attack. Traversable Terrain and Superior

Toturi's Army

The Tactical Eye of Toturi

by David Surette

Fate Deck

3 Breach of Etiquette
3 Purity of Shinsei
3 Mantis Bushi
3 Heavy Infantry
2 Medium Infantry
3 Iaijutsu Duel

3 Focus
Ring of Void
Toturi's Fan
3 Rallying Cry
Superior Tactics
Walking the way
Refugees
Confusion at Court
Stand Against the Waves

Dynasty Deck

3 Kamoto
3 Togashi Tokei
3 Morito Tokei
Toturi
Toku
Takuaan
Mikio
Hida Sukune (exp.)
3 Base Camp

3 Jade Works
3 Black Markets
2 Merchant Caravans
Iris Festival
Inheritance
Return of Fu Leng
Are You With Me
Desperate Measures



Yogo Junzo's army *The Momentum of Evil*

by David Surette

Fate Deck

3 Plague Zombies
2 Ogre Warriors
3 Ikiryo
Ring of Void
2 Sympathetic Energies

Walking the Way
3 Evil Portents
3 Ambush
2 Confusion at Court
Superior Tactics
Avoid Fate
3 Rallying Cry
2 Refugees
Block Supply Lines
Utter Defeat
Deadly Ground

Dynasty Deck
Inheritance
There is No Hope
Severed from the
Emperor
Plains of Ootosan Uchi
Kuni Wastelands
The Festering Pit of Fu
Leng
Dark Oracle of Earth
Dark Oracle of Water

Merchant Caravan
3 Black Market
3 Corrupted Silver
Mines
3 Corrupted Iron Mines
Goblin Shaman
Kuni Yori (exp.,)
Shuten Doji
Oni no Akuma
Oni no Ogon (the zero
cost one)

3 Ogre Outlaw
3 Moto Tsume
Moto Tsume (exp.)



Cards like There Is No Hope (to prevent the Iris Festival) and Severed From the Emperor (to prevent the use of the Imperial Favor) are a must for Yogo Junzo's Army.

The Goblin Shaman and Kuni Yori channel Sympathetic Energies, to move plague tokens, and Walking the Way to get that Avoid Fate early in the game, or Deadly Ground to end the battle with no funny stuff for that last province).

Get a first-round personality into play – you have six – then next turn equip them with followers and send them out. Cripple your opponent early and rarely sit by and pass. Save your Ambushes for those personalities that really cramp your style. Finally remember that you can Utterly Defeat an ogre or oni that bites the dust. Give this much thought.

Phoenix

In Defense of Honor

This deck runs for the 40 honor mark, and tries to avoid the onslaught of attacks that usually follow once you hit 40. The

defensive system is a simple concept but a complicated undertaking. The deck contains the possibility of having a total of nine provinces via Annexation, Chrysanthemum Festival and three Hidden Fortresses. The deck also attempts to make the provinces bigger by using Strength of the Earth and Castle of Water.

If Dashmar comes up early let him sit until the dynasty phase of the turn in which you hit forty honor. Protect against attacks on Dashmar's province by using Benevolent Protection of Shinsei. Using Tomo to move attackers to different provinces (like the Hidden Fortress) is another possibility of this deck.

Price of War is added to slow down the attrition race. Use the special ability on your Stronghold to ignore the cost.

Use Political Descent to prevent players from ganging up on you in your final rounds.

One of the key elements of this deck is to cycle through your fate deck by using the Ring of Void and the Imperial Favor. Get that

Phoenix

In Defense of Honor

by Rick Bligh

Fate Deck

3 Block Supply Lines
Egg of Pan Ku
3 Encircled Terrain
3 Political Dissent
Superior Tactics
Twist of Fate

2 Spirit Guide
3 Minor Shugenja
Ancestral Sword of
Phoenix
Hammer of Earth
Ring of Earth
Ring of Void
3 Benevolent Protection
of Shinsei
3 Castle of Water
Iron Citadel
3 Torrential Rain

3 Walking the Way
Dynasty Deck
Trading Grounds
3 Agasha Koishi
Dashmar
3 Isawa Tadaka
3 Isawa Tomo
3 Isawa Uona
Kitsu Toju
3 Toku
Mountain Pass
Annexation

Chrysanthemum
Festival
Inheritance
Strength of the Earth
Price of War
3 A Hidden Fortress
3 Dance Troupe
Diamond Mine
Go Master
3 Jade Works
2 School of Wizardry
3 Silver Mine

3 Small Farm
3 Trading Grounds
3 Agasha Koishi
Dashmar
3 Isawa Tadaka
3 Isawa Tomo
3 Isawa Uona
Kitsu Toju
3 Toku
Mountain Pass

Crane

The Iron Crane

by David Surette

Fate Deck

3 Mantis Bushi
Doji House Guard
Shiryo no Doji
Ring of Void
The Imperial Standard
The Ancestral Sword of

the Crane
His Most Favored
Avoid Fate

Superior Tactics
Refugees
3 Iaijutsu Duel
3 Focus
3 To Do What We Must
3 The First Shout
3 The Second Shout
3 The Third Shout

Dynasty Deck

Inheritance
Peasant Revolt
Iris Festival
Imperial Gift
Evil Feeds Upon Itself
3 Market Places
3 Port
3 Jade Works
2 Merchant Caravan

3 Doji Yosai
3 Kakita Shijin
3 Kitsu Toju
Doji Reju
Earth Dragon
3 Daidoji Uji
Daidoji Uji (exp.)



Twist of Fate and be ready for Dashmar to show his scaled face in a province. These matters should be given great consideration.

Crane

The Iron Crane

This is a Crane that takes a secure stance at the edge of the playing table and slowly gains honor. When others begin attacking, it comes to life. This deck neutralizes attacks and then, when the opponents defenses are lowered, it goes in to do some damage, claiming the honor from those victorious battles.

The military strength is in the fate deck. The Mantis Bushi neutralize big personalities while Iaijutsu Duels reduce opposing numbers. When things look bleak whip out To Do What We Must. Losing one unit is better than losing them all. Attaching Shiryo no Doji to any Crane is perfectly fine but do it quickly. Get those Shouts voiced and the battle will be yours. Use the Imperial Gift to fetch your Imperial Standard or the Ancestral Sword of the Crane.

For those final honor gains turn to Kitsu Toju and His Most

Favored. This requires great thought.

Unicorn

Six Degrees of Otaku Baiken

With this deck you want to go second and get A Gift of Honor in your opening hand. You will be sure to gain the three honor against almost everyone. Bring your personalities out for full price if you can; you'll want that honor.

Spread followers and items around. This will lessen the effect of Occult Murders. Save His Most Favored until this event passes.

Attack as soon as you can. When you make those attacks use Sneak Attack, Scouts and Isha to play Deadly Ground, Night Battles and Crushing Attack. When you have the numerical advantage or have a good amount of followers in play, use Narrow Ground to stick it to big personalities. Meditate on these thoughts.

Unicorn

Six Degrees of Otaku Baiken

by J.L. Robert

Fate Deck

3 Gift of Honor
3 Test of Courage
3 Crushing Attack
3 Deadly Ground

His Most Favored
3 Narrow Ground
3 Night Battle
3 One Koku
3 Rallying Cry
Ring of the Void
3 Sneak Attack
3 Superior Tactics
3 Heavy Cavalry
3 Scout
Shinjo House Guard

Shiryo no Shinjo
Ancestral Armor of the Unicorn
Ancestral Standard of the Unicorn
Ancestral Sword of the Unicorn
3 Personal Standard

Dynasty Deck
Corruption of the

Harmonies
Doom of the Dark Lord
Imperial Gift
Inheritance
Iris Festival
Occult Murders
3 Jade Works
Master Smith
3 Merchant Caravan
3 Sanctified Temple
3 Stables

Shinjo Riding Stables
3 Otaku Baiken
3 Otaku Kamoko
Otaku Kamoko (exp.)
Otaku Kamoko (exp. 2)
3 Shinjo Rojin
3 Shinjo Sanetama
Isha (exp.)
2 Jade Dragon

Where honor is a force more powerful than steel!

Clan Honor Counters

Are you tired of tracking your family honor on dice or with beads?

Do you take pride in your clan identity, but lack a way to show it?



Display your family loyalty in brass & 22K Gold!

The faceplate is removable so you only need one numbered base for multiple faceplates. The counter is 3" in diameter, with no slip rubber feet. Designs are available for other games.



Checks, Money orders, and credit cards accepted

Kirby Signcraft, 1523 Meriline Ave., Dayton, OH 45410

Phone 937-253-0869

E-Mail - kirby@erinet.com

Web Page - <http://www.erinet.com>

Dealer inquiries welcome!

Numbered base	\$8.00 ea.
1 Faceplate	\$12.00 ea.
2-4 Faceplates	\$11.50 ea.
5-7 Faceplates	\$11.00 ea.
8+ Faceplates	\$10.50 ea.
Shipping	\$3.00
Ohio residents add 6.5%	

Legend of the Five Rings and associated marks are TM & Copyright Five Rings Publishing Group used with permission

Attention Members of the Assembly!

Emperor Toturi the First, in an effort to improve relations between the great clans of Rokugan has brought forward a proposal to be voted on by the members of the Imperial Assembly. There are those that would have the suggested deck minimums at sanctioned tournaments be raised to 40 cards for the Fate deck and 40 cards for the Dynasty deck. There are, however, members of the Assembly that have expressed their desire to leave things as they are. Let your wishes be heard by the other members of the Imperial Assembly and have a voice in the future of Rokugan.

Ok, it's pretty simple. Just check one of the boxes below and then mail this form to Alderac Entertainment. Votes will not be processed if you call them in. You must send (or Fax 909-390-5446) this form to us in order for your vote to be processed.

Alderac Entertainment Group
4045 Guasti Rd #212
Ontario, CA 91761

Yes. This member of the Assembly votes to expand the minimum deck sizes to 40 cards per deck.

☐

No. This member of the Assembly does not like the chaos the new Emperor is trying to produce amongst the great Clans.

☐

Forget this prattle about games! Let us join together to ride down the throats of our enemies and let our katana speak for us!

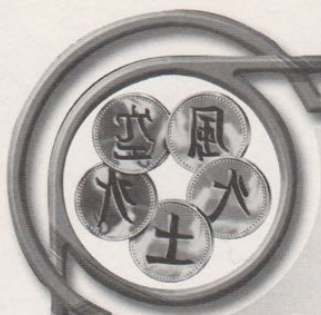
☐

Member's Name: _____

Assembly Number: _____



All responses must be received by March 15th to be counted.



Bohaku's Geisha

These terrible women of pleasure are armed with implements of torture: hairpins, small knives, and other, more specialized tools.

Earth 1
Water 3
Fire 2
Air 2

Rolls When Attacking:
3k3

Rolls for Damage: 4k2
with weapons.

TN to be hit: 10

Wounds per Level

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

Patrons

The patrons can be started up by individual GMs in order to provide a proper level of challenge to the PCs. Remember that they're unarmed (or armed with the 1k2 weapons of the Geisha) and are here to impede the characters, not kill them.

The Hand Of Fuhinko

by Ross Isaacs and Greg Stolze
For use with the *City of Lies* Boxed Set

Ryoko Owari is a city known for sin. Its merchants are sneakier, its nobles more devious, and its geishas more seductive. In Ryoko Owari, there is one neighborhood where entertainments are licensed – dancing, plays, drinking houses. It's on a Teardrop Island. There the samurai go to set aside – for awhile – the pressures of their station and their duties to their ancestors. It is a place for *ninjo* – human feelings. There a man can be just a man, not a representative of his family, clan or school.

Although everyone agrees that *ninjo* is to be repressed and ignored, everyone also realizes that indulging on occasion can relieve unbearable pressures in the soul.

On Teardrop Island, there is one place where people go too far.

House Of The Plum Blossom

One of the lesser geisha houses in Ryoko Owari is the House of the Plum Blossom. A low, unassuming structure at the bottom of a dead end street, it is frequented only by those with especially jaded and perverse tastes. The easily overlooked sign out front proclaims this "The House of the Plum Blossom".

Passers-by suspect nothing, and indeed stepping inside no one would know anything was wrong – at first. The servants seem especially quiet and downcast, but that could be attributed to fine manners or severe training. Still, even those who stop in simply for sake or tea often find themselves nervous and uneasy. Most people leave the Plum Blossom soon after they arrive.

Those who know what they're looking for remain. They are greeted warmly by Auntie Bohaku, the proprietess. A friendly woman of

indeterminate age, Bohaku is known for her attention to her clients.

Secretly run for the benefit of an Oni, the Plum Blossom clientele require special attention indeed. Not all of them are aware of the Plum Blossom's true purpose. All they know is that they have found a place where their most unacceptable urges can be gratified, for the Oni who stalks the Plum Blossom feeds off of the excesses of those who give in to their basest desires. Those who indulge are rewarded with heightened pleasure – and the only price is the hidden cost to their souls.

A Complication

There's only one dock on Teardrop Island. To go from there to the Licensed Quarter, a samurai has to pass through a building called "Swords Polished." The proprietor (a ronin called Gate) does not let anyone through unless they leave all weapons with him.

Supposedly this is for polishing (because *no* samurai would give up his sword just to have a good time). In reality, it's to keep weapons out of the hands of drunks in the geisha houses.

How THE PCs GET INVOLVED

A GM's first reaction is likely to be "Sounds dreadful. How do I get my characters there?" There are many reasons for people of all types to visit the House of the Plum Blossom

They Wander In.

If the PCs are in Ryoko Owari and visit the Licensed Quarter, they might ignorantly get lost and wander in looking for a drink.

They Hear It's Good.

The House of the Plum Blossom is infamous among certain select patrons. Players with dark alliances (particularly those of the Soshi, Kuni and Yogo families) might have been told to visit the Plum Blossom by a leering, drunken relative. Or anyone who has a serious Social Disadvantage, or a bad Reputation might get a recommendation from an ally (or would-be ally).

They Hear It's Bad.

One of Ryoko Owari's less prosperous merchants has an inkling about the Plum Blossom, to his great dismay. Koro the knife sharpener entered the Plum Blossom by accident, and has been trying to forget what he saw ever since. (Sake and opium both help.) He's become something of a joke for his ravings about the "house of evil", but players may listen to what others ignore. It's also possible that people from the Lion or Unicorn clans might hear a rumor about the Plum Blossom from righteous friends or relatives who suspect it's a bad place, but who have no idea *how* bad.

They Hear It's Mysterious.

The captain (*Koshiki*) of the guard on Teardrop Island is named Jitsuyoteki Masato. A polite and genially corrupt man, he's heard disturbing rumors and wants to find out the truth. Since he hasn't time to investigate every geisha house (and because he rightfully suspects any wrongdoing would be hidden from him or his men) he may well ask the characters to look around as a favor. Being a Scorpion, he may make *sure* the characters want to do him this favor.

They're Following Someone.

The easiest one of all. Did anyone take the "Enemy" disadvantage? Are they looking for a mysterious shugenja/lost relative/rogue bandit? Rumor could place him, her or it at the Plum Blossom. It doesn't even have to be *true*.

WHEN THEY GET THERE

Inside one sees low tables, dimly lit by paper lanterns. The mournful sounds of a shimasen are broken up by leering giggles. Every once in a while, a sharp sound from the back room can be heard – a crack or a groan. Everyone ignores it.

Characters with unusual sensitivities – Motos, Hirumas, possibly Kuni – may simply sense the familiar Shadowlands stink. For others, it takes an Awareness+Shadowlands Lore roll of 25 to sense that something is wrong.

When the heroes enter, they're seated and served in a perfunctory fashion. Characters with Honor scores of 0 or 1 may be asked "Would you

like fresh pomegranate service?" by a servant with a raised eyebrow. Those who say yes will be escorted to the back room. If they say no, they are allowed to finish their drinks unmolested, neither are their bottles replaced.

The activities taking place in the back are left to the tastes and discretion of the individual gamemaster. The patrons of the Plum Blossom tend to be depraved, seeking out forbidden delights. The less said the better, leaving things to the imagination. Just remember, it's bad.

When the PCs enter the inner rooms, a geisha servant appears to tend to the visitor's desires.

Decadence And Disgust

If the PCs discover their mistake and immediately try to leave, several geisha arrive to dissuade them in their own, unique fashion. Starting with temptation, it quickly moves to intimidation as the geisha attempt to protect the Plum Blossom's secrets. "If you say what you saw here, they'll ask why you came here. Assuming they believe you."

The PCs have three options: they can participate in the degradation; fight; or flee.

THE PROBLEM WITH FIGHTING

The Geisha actively try to detain the PCs. The Players' initial reaction may be to fight it out. If so, then the various patrons in surrounding rooms jump into the fray. Auntie Bohaku will (after a few rounds) come in to try to "settle things down".

Although she's an unimpressive woman, the patrons look at Auntie Bohaku with respect bordering on fear. She will point out to the PCs that they're unarmed and outnumbered, and will offer them a chance to leave quietly.

At this point, be sure to tell each PC that it looks like Bohaku is looking straight at him – no matter where she is in relation to the other heroes. If they try to fight, you can introduce

Let's Call the Cops

The heroes may decide to tell the police what they saw. There are a couple people they can go to about this; Koshiki Masato is the captain of the local guard, and the city magistrate is named Yogo Osako.

Osako just plain won't believe them. She has enough to deal with in a city full of opium, smuggling and banditry without hearing outlandish tales of perversion. Masato would be interested in their accusations, but he's closeted with the city Governor for the day. If they persist, they can take him to the Plum Blossom, where there is (by that time) no sign of wrongdoing whatsoever.



ONI NO FUHINKO

Earth 3

Water 2

Fire 2

Air 3

Attacking: 2k2

Damage 2k2

TN to Hit: 15

Armor: 4

Wounds per Level:

10 - 1

20 - 2

30 - 3

40 - Dead

Special Abilities

Fuhinko can attack each person attacking her once per turn (she cannot attack a single person more than once).

Fuhinko can also form a link with her servants that strengthens her when they are hurt. Any time one of her servants takes damage, Fuhinko gains back a wound point. If a servant is attacked and Fuhinko is uninjured, she still gains a pool of wound points that have to be exhausted before actual damage can be done to her.

more patrons until they get the hint. If they leave peacefully, she takes care to remind them that any accusation will call their own character into question.

TRY, TRY AGAIN

Players being what they are, they're unlikely to just throw up their hands in despair. Assuming they decide to eradicate this den of debauchery, there are several ways to regroup and try again.

MAKESHIFT WEAPONS

Since they don't have swords, they can improvise – bo staves, wooden clubs, chopsticks... If they have the requisite skill, they can simply go nuts. If they use makeshift swords, they can use the kenjutsu skill – but the damage for a club is 1k1. Carrying their frying pans and sake bottles, they can proceed directly to "Frontal Assault".

PERSUADING GATE

Gate the ronin has their swords and could, if persuaded, arm them. This would take a *lot* of persuasion. He can't be bribed, but appeals to honor, or to the safety of the Licensed Quarter may do the trick. (Make your players work for this; Gate gets approached by many people who want to carry swords into "his" Quarter, and he hasn't said yes yet.) Why should he make an exception for them? He'll be more inclined to agree if they can show proof of infernal involvement.

BRINGING WEAPONS ALONG

It's possible to smuggle small weapons onto Teardrop Island, but not easy. A tanto can be concealed up a sleeve or hakama leg, but players who want their no-dachi will have to be much more creative. Again, make them work for this; furthermore, even if they succeed, their could be future repercussions if they're seen armed in the Licensed Quarter...

RESEARCH

Learned characters may decide to study their opponent before attacking. Various fields of knowledge can offer different advantages.

At the Temples. Players who travel to the

Temple Quarter (or those who make a Theology roll at TN 30) can gain insight into the abstract nature of such a creature at such prominent shrines as the Temple of Daikoku or the Temple to Amaterasu. No monk would know the name Fuhinko, but would theorize that a demon of vice would be susceptible to demonstrations of virtue.

Donations would be cheerfully accepted.

At the Bushido Schools. The most prominent bushido school in Ryoko Owari is where the city guards train. The Scorpions there (whose geisha houses have occasionally been infested in the past) are familiar with these oni will only say that "she has a face for each attacker, and all are dangerous." This can also be "recalled" by players who make a Shadowlands Lore roll at TN 25 or an Oni Lore roll at TN 20.

Word On The Street. Characters who make inquiries on the subject of unwholesome geisha houses are directed to drunk old Koro the knife sharpener. In his run-down stall, littered with empty bottles and reeking of opium smoke, they can learn that the demon feeds off its servants' suffering; attacking the servants only makes the creature stronger.

A Moment Of Truth

Now that the samurai have a better sense of what they're up against, what do they do? Attacking an oni in its lair is never a simple proposition. There are several choices they could make...

DO NOTHING

Unlikely, but simple. If left unchallenged, the House of the Plum Blossom prospers. Eventually Auntie Bohaku begins acquiring nearby buildings in order to accommodate her increased "business." However, deliberately ignoring an oni in the city costs 5 honor points to a samurai from *any* clan. Crab: Come *on*, it's an *oni* for Shinsei's sake. Crane: It's the honorable thing to do. Dragon: If they don't need a reason, neither do you. Be enigmatic – he is. Lion: Is an oni more frightening than the knowledge you ran? Phoenix: It's a stain on the elements.

Scorpion: It's *our* city.
Unicorn: It's the *right* thing to do.

ARSON

What if the players decide to stand back and burn the place down? The answer is that the fire fighters of the Licensed District are well trained and numerous. Furthermore, Masato takes a dim view of arson.

FRONTAL ASSAULT

By far the most likely outcome. The can players grab their smuggled or improvised weapons, kick in the door and go berserk.

The first thing they face are the Geisha and Patrons, just like before. Auntie Bohaku will probably stay back and enjoy the suffering of her minions for a while (after all, that's their function) but will attempt to flee if seriously threatened. She's not particularly fast, but it can be hard to chase someone when you don't know which way she's facing. In addition to the challenges of the oni, her minions and her clients, a noisy assault may alert the city guard – who are armed with naginatas.

ONI NO FUHINKO

The characters' enemy is Oni no Fuhinko, a demon that feeds on and enhances dark desires. One of Fu Leng's subtler creations, Fuhinko appears in an innocuous form – that of Auntie Bohaku.

It's difficult to discern an oni of this type from a normal person. The tell-tale sign is that everyone who looks at the Oni will think the Oni is looking right at him; and it is. It is impossible to see the back of a Fuhinko's head.

Anyone who gives in to a warped expression of human desire – greed, lust, urges to violence – when Fuhinko is nearby finds the sensation more gratifying.

THE ONI ESCAPES

If Fuhinko isn't killed in the first six or seven rounds of combat, assume the city guards show up and start trying to sort things out. Fuhinko is likely to escape in the confusion (which could be a clean getaway or result in a

chase scene), but she drops her fan as she flees.

HONOR VICTORY

The characters may have been told that Fuhinko can be overcome through honor, but it's probably not entirely clear what that *means*. In practice, almost anything they try (other than an attack) is likely to work. Meditation, trying to use Willpower to overcome anger, praying to the Fortunes or reciting the Tao of Shinsei all work.

If her last Wound Point is taken by such an Honor attack, Fuhinko dissolves into a puddle of blackish slime, wailing all the while. The geisha drop to the floor, comatose, and all her loyal patrons feel a chill as her death touches them as well.

Defeating Oni No Fuhinko results in a gain of 3 Honor points, less the character's current Honor Rank. If proof can be shown that the House of the Plum Blossom was indeed an Oni's lair, it results in an audience with Shosuro Hyobu – the Governor of Ryoko Owari. She personally expresses her gratitude to the characters for removing a stain from her city and presents them with a poem composed in their honor. This results in a gain of 3 Glory for each character involved. Finally, the entire adventure is worth 3 Experience Points if successfully completed.

THE HAND OF FUHINKO

Through long proximity to Fuhinko, her fan has become a *nemurani*. Anyone who opens the fan appears to be facing all directions (just as Fuhinko does) and can dimly sense if anyone is looking at him. This means that the fan's user is attacked from behind or ambushed, the TN to hit is still Reflexes x5 (instead of the usual base TN of 5 to hit an immobile target). There's a price for this ability, however; opening the fan gives its bearer a point of Shadowlands taint. An additional point is given for each hour the fan is deliberately kept open.

The fan has five rods, each of which is made of ivory and shaped like a fingerbone. Each is tipped with a large mirrored talon, and white silk with a spiderweb pattern is strung between them. If used as an emergency weapon, its mirrored blades have a damage rating of 1k2.

VULNERABILITY:

True honor is painful to her when focused in her direction. Anyone who chooses to forgo an attack on Fuhinko, and who concentrates on pure thoughts of duty, honor and *giri*, will roll and keep a number of damage dice equal to their Honor rank. There is no To Hit roll for this effect; someone with Honor 3 can automatically do 3 dice of damage to Fuhinko each turn. (Her armor still reduces this damage.)



*We of AEG –
The Brave
The Daring
The Bold
Are about to embark on the greatest adventure of all time ...*

PRESENTING THE TELL ME ABOUT YOUR CHARACTER CONTEST!

We're compiling a book of characters for the *Legend of the Five Rings Roleplaying Game*. It'll be full of heroes and villains, allies and enemies for your characters to bump into. We thought we could come up with all the characters on our own, but we were wrong. So, we thought about it for a while, and came up with a solution.

We'll get our players to write them for us!

Here's how it works.

You send us a copy of your character sheet and a 1,000 word essay about your character's history, family, friends and enemies. Tell us about his old war wounds and how he got them. Tell us about all of her romantic liaisons. Tell us about your curses, your feuds, your victories and failures.

That's right, we want to hear about your character!

Once again, send us a photocopy of your character sheet as well as an essay. Try to get as close to the word count as possible. You may write under the thousand words *but under no circumstances write over it!* All entries should be typed and double-spaced. Any entries that are not typed and double-spaced *will not be accepted*; we will throw them in the trash without reading them. By the way, you don't have to type out your character sheet, but it should be readable. Please do not include originals because we will not be able to return them.

We will read *all* entries. You heard us right. We'll read them all. Then, we'll pick the five that tickled our fancy and ...

*All five winners will receive a signed and numbered copy of the book!
They will also have their characters published in the book for all of Rokugan to see!*

All published submissions are the property of AEG and FRPG. We will not take responsibility for any submissions that are not published.

The Kolat Code Revealed!

"I feel that I'm just not looking at it in the right way!"

-Usagi Tomoe

In the first L5R RPG contest, "Riddle of the Hare Clan," contestants had to break a cipher from the line's first supplement, the GM Pack. Contestants were given until October 31st to solve the puzzle; from the flood of entries received in the final week, it would appear that many Kolat Codebreakers work best under deadline pressure.

When the dust finally cleared, we had received 44 entries, 43 of them successful. There were an unprecedented number of contributions from other countries: five entries from Canada, two from England, one from France, and one from Australia. Indeed, the final entry – one of the English contributions – didn't arrive until the second week of November.

Common solution times mentioned ranged from ninety minutes to six hours. It turned out not to be as unbreakable as Greg had hoped, but evidently it was still challenging.

Some entrants responded in Rokugani fashion: Justin Carmical and Stephen Muray both wrote back in character as Doji Genjiru and Bayushi Murai, while a number of folks included their RPG character's name as part of their signatures. One entrant, who shall remain nameless, wrote the answer on the back of printed notes from a Department of Defense presentation. Actually calling in the NSA on the solution wasn't necessary, guys!

Possibly our favorite entry came from the Kolat Code Team of Garfield High School in Seattle. They threw up their hands in frustration in a short note: "Our methods included plain encryption of every arrow, Hyaku division, following the arrows on both kinds of keyboards, Ouija boards, picking out letters from the book, the Internet, [...] and generally just staring at those little arrows forever... and forever is a really long time." Their letter went on to explain how close they'd gotten to the solution. Thanks for trying, guys..

Later in the contest, we began receiving entries from entire groups of players who had

been given the puzzle in character by their GMs. Many of them were enthusiastic about the contest, and told us to keep it up. With this sort of response, be assured that we'll be including more contests in the future. Greg was terribly upset that twoscore people broke his unbreakable code, so he's come up with something even more fiendish for next time.

Our winner, selected at random by Malrog the Frog, was Chris Emslie of Topeka, Kansas. He wins the signed leatherbound 1st printing of the RPG, as well as copies of the GM Pack (again), *Honor's Veil*, *Way of the Dragon*, and *Way of the Unicorn*. He said "So far my players haven't figured it out." Keep them away from this article, then, because it's time to blow the lid off of the Kolat Code.

Thanks to all of our entrants, and to everybody who worked on the puzzle.

The Solution

Yes, it was a substitution cipher, but one with a twist. The four kinds of arrows which were right-angle bends are not letters, but are control codes. Starting at the top left-hand corner of the puzzle, with the paper held right-side-up, start reading from left to right. When you hit the first right-angle bend, *turn the entire page sideways* and keep reading. The arrows snake through the entire message, turning it this way and that, until you reach the square box in the bottom line. Not only are the letter codes not in standard left-to-right order, they change depending on the orientation of the paper, meaning that the same symbol could stand for up to four different letters, depending on the direction the paper had been turned.

If you follow the arrows and copy out the message in a straight line, it then becomes a standard substitution cipher. The boxes are periods, and the vertical lines are spaces. The final message is:

OUR MASTER HAS LEARNED OF
AN INVESTIGATION OF OUR WORK
IN FOREST SHADOW CITY. DEFEND
OUR AGENT BY KILLING THE
MAGISTRATE AND GIVING THE
APPEARANCE OF SUICIDE.

The Entrants

Justin S.P. Carmical
Kurtis Enoksen
Joseph Carlock
David Smith
Dana Jacobsen
Forest Bryant
Eric Sues
David Phipps
Tim Wooten
Trevia R. Martin
Steve Keck
Yannick Chevallier
Tim Berryman
Neil Laughlin
Dwan Parkyn
Peter Skanes
Chris Sneary
John S. Olson
Stephen Muray
Mark Skidmore
Chris Bird
Jonathan Gaudart
Gilles Bussiere, Jr
Russell Reading
Eric Bergstrom and group
Ashley Dennis
Daniel Green and group
Charles M Stucker
R. Russell Kelland
Joe McNiff and group
Dennis and Lisa Hardin
Kolats Code Team of Garfield HS
Andrew Madsen
Jerry Jazbec
Jeff Kyer
Jeff Furnish
Thomas Dowler
Chris Emslie
Stuart Eastman
Mike Stevens
Jeff Stockton
Andy Armstrong
Lee Kenworthy
Manny Brillakis

The Oracle of the Void™

Notes on the FAQ

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

SCC is so new that we haven't had many FAQ's. We expect to include more card game FAQ's in the next Herald.

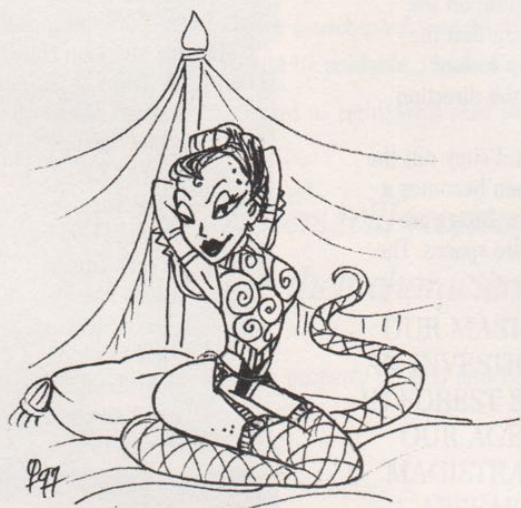
Card Games

Frequently Asked Questions

By Jeff Alexander

Q. There are so many ways of taking an action before the first normal action in a battle now. How do you decide who goes first?

A. Like any other situation where a game event is the trigger, the current player gets the first chance to react. This will typically be the Attacker, though watch what happens during a Counterattack! For the sake of simplicity, all the various wordings – “before the Defender's first action”, “before any other actions”, “immediately after the battle starts”, etc. – are considered equivalent.



Q. When I use the Inexperienced Bayushi Shoji's new ability and play cards from my opponent's hand, whose discard pile do they go in? And what if it's a card that stays in play? Do I keep control of it after the battle?

A. Those cards go into the original owner's discard pile. If you put cards into play that stay in play (for example: you play “Troops from the Woods” to attach a follower to one of your Personalities), then those cards remain under your control even after the hands are switched back. You should carefully mark these cards so that you don't accidentally walk away with them after the game, though.

Q. I hear you're changing your card backs for Legend of the Burning Sands! Hasn't this been shown to be a bad idea?

A. It would be if LBS were really the next L5R story arc, but it's not. Burning Sands is a brand-new game and is not designed to be compatible with L5R, though many of its game mechanics will be similar and it will be set in the same world as Rokugan, with a timeline concurrent with L5R's upcoming Hidden Emperor story arc and some crossing-over of characters as their stories unfold.

Individual Cards:

- Isawa Tadaka Experienced 2 should have the Shadowlands trait.
- The True Lands second ability is a reaction, not a Limited action.
- Hojatsu's Blade is a Weapon.
- Doji Satsume is a Samurai.
- The Ancestral Sword of the Scorpion is correct as printed.

Roleplaying Game

Frequently Asked Questions

By John Wick

Q. I have trouble GMing one part of the Rokugan world (apart from the Kolat whom I'm anxiously awaiting in Crab and Lion supplements...); its economy. Though maybe not that important, it does seem to have a large impact on my game, most notably for motive and detail.

A. Okay, let's see what we can do.

Q. If a samurai is above hinin and heimin on the celestial pattern, do they just take what they want without payment, or do they pay from the small sum they receive each year from their clan (2-10 koku)? If its okay to slay eta, is it just as OK to take what they have? Would it be considered a crime and punishable; would the ashigaru ignore the offense for fear of retribution? Are the 2-10 koku a year wages used for personal purchases like geisha, with official clan missions paid for out of his/her daimyo's coffer? Any clarifications you can give me, without of course repeating what you would in future supplements, would be appreciated.

A. Very good question. Sure, samurai can kill just about anyone they want. There's no law against killing "lesser" folks, but you may get somebody angry at you (killing a daimyo's favorite concubine, for instance). It all depends on a samurai's honor. A samurai with a high honor recognizes his duty to protect those people, while a samurai with a low honor doesn't care. How much money you give your samurai is up to you. I don't deal with money myself, but I have been known (in other people's L5R campaigns) to do it this way:

"My character walks up to the blacksmith and says: 'My name is Bayushi Yojiro. I am a magistrate of Akodo Toturi. The blacksmith who forged me a new katana would have great honor and glory brought to his name, and my children would speak his name with great majesty in the Emperor's court.'"

That's how I handle it.

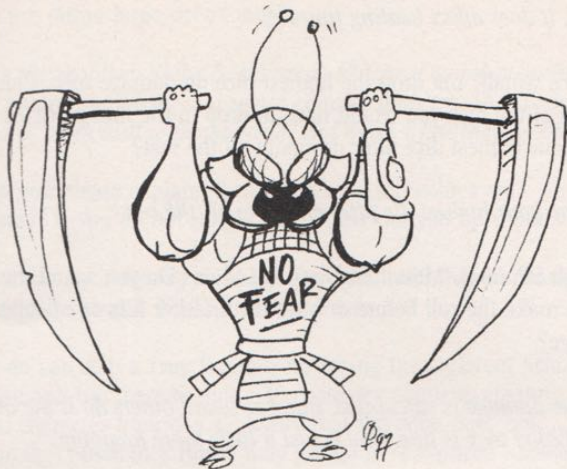
Q. If a Lion clan samurai becomes an Imperial Magistrate, he should make about 160 koku a month + year end bonus (a very rich man). Does he still receive salary from his clan? Can he still take horses from his clan daimyo's holdings for an Emerald Champion mission?

A. "Yes" to questions. But remember, money isn't important to samurai. When Yojiro goes to pick up his sword, he gives that 160 koku to the smith and does it VERY LOUDLY.

Q. Prices. I don't mean lists upon lists of items and how much they cost, I can always look at the lists you've already made and approximate, just more far reaching examples: housing, room for the night, horses, hiring ashigaru, jade, jade items, etc.. Just simple examples to aid in GM guesses later on. Right now I have no idea how much items at all relative to how much they make. Is jade so expensive only a daimyo could afford and distribute it?

A. Technically, a samurai really doesn't need to pay for anything. He can just walk in and demand what he wants. Samurai of low honor do this. Samurai of high honor go in and pay too much for everything.

Jade is a different matter. Jade is very rare in Rokugan. We'll be handling the rarity of jade in the Shadowlands book (coming out in two or three months), but suffice to say that it may be the one thing



samurai have to pay for.

Q. Mostly, I need more of a feel for the economy. I still have trouble envisioning the "True Value" of one koku. In my game right now, 1 koku is a fair amount of money. Samurai and their daimyo: are they a kind of father and son dependence? Where you ask for money and receive it as your father deems fit, or is it boss and employee dependence where you get paid so much and can use it as you like? (2-10 koku doesn't seem like enough for such a relationship).

A. What makes all of this "relative value" worse is that koku is based on the rice harvest. If there's a bad harvest, the value of koku goes up. If there's a good harvest, the value goes down. Koku is, perhaps, the WORST monetary system ever invented. There is no measurable intrinsic value.

Q. When a samurai marries, does his/her daimyo give them a house? Or does he/she have to pay for its construction with personal money? (2-5 koku a year). Assuming that the land does not need to be bought since a daimyo owns it and can give it away?

A. It depends on the situation. Rich daimyos can give away castles, but poor ones cannot. Most low-class samurai live in barracks provided by for their lord. There are two kinds: barracks for single samurai and barracks for married samurai. Obviously, the married barracks have a little more privacy, but not much.

Q. p.73, 'Innate Ability'. Does the ability have to be one of the spells that the shugenja has a scroll for?

A. I'd say "Yes." But (as a GM) give me a good story, and I'll probably change my mind.

Q. p. 75, 'Bad Health'. Does this also affect healing time? If not, character with Bad Health will actually heal much faster than normal characters...

A. Yes, it does affect healing times.

Q. p. 77, 'Small'. You drop the highest dice on damage rolls. Can this be one of the dice you would have to drop in the first place, or do you drop your highest dice after dropping all the rest?

A. Drop your highest die after dropping all the rest.

Q. Crab Samurai, 'Mountain Does Not Move'. Do you spend the Void Points make the roll before or after the attacker hits or calculates damage?

A. After damage is calculated. But, I've heard others do it the other way. Either way is fine. One is just a little more forgiving.

Q. With multiple actions, when do the bonus actions occur in the initiative sequence?

A. Right after your first one. Or, you can hold it if you like, for a later chance that same round.

Q. How does a character without special techniques make multiple actions in one turn?

A. He doesn't. That's the advantage of going to school.

Q. Crane Samurai, 'Way of the Crane'. Is the adding of the Iaijutsu skill a simple bonus to the result, or is it extra dice rolled?

A. Just a bonus to the result.

Q. Crane Samurai, 'Sudden Strike'. The samurai can raise by less than 5 TN, but do they receive extra damage dice for these partial raises, or only for each full multiple of +5?

A. Round down.

Q. How likely are shugenja to get multiple actions for casting spells? If not likely, why does the book make the distinction between Turns & actions on p. 143?

A. In case he gets magically sped up.

Q. In casting a Ritual, do the total number of shugenja count towards the Actions required for the spell? I.e. if 5 shugenja are casting a Ritual, does that count as 5 Actions a turn or only one?

A. No, but ... If you get a bunch of people casting the same spell, that gives you more dice. More dice means that you get to play with Raises. More Raises means you can ... shorten the casting time!

Q. Can a shugenja pause in the casting process (having completed

some of the Actions), do something else & then return to the scroll, or is it all in one hit?

A. Oh. That's a mean one. Unfortunately no. Most spells are prayers, and require complete concentration to communicate with the kami who will help you cast the spell. Unfortunately, if your concentration is broken, so is your connection to the kami.

Q. When shugenja return to their school for more scrolls, are they still constrained to get only those spells they could possibly Master (as for Rank 1), or can they take any spells?

A. It's the GM's call. "Is our apprentice ready for this spell?" kinda stuff. Besides, he may be given spells that are deemed "necessary" for the Clan's betterment ...

Q. p. 190, 'Fear'. The creatures listed with Fear have no numerical rating, but the rules on Fear refer to a rating.

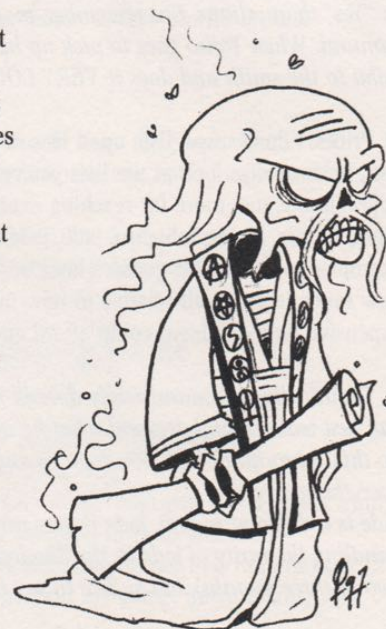
A. Unfortunately, an oversight kept the Fear Ratings out of the book. Here's the Fear Ratings for anybody interested: Gaki: 3 Ubume: 2 Goryo: 3 Kumo: 3 Ogres: 2 Zombies: 4 Skellingtons: 4 Pennaggon: 4 Kyoso no Oni: 5 Oni no Shikibu: 3 Oni no Akuma: 4 Oni no Tsuburu: 4

Q. Finally, a quibble rather than a question. You recover Wounds = Stamina every day. That means that you recover from near-death to complete health in 2 weeks. That seems awfully fast...

A. Then change it! (We just didn't want samurai on their backs all year recovering from wounds.) Someone suggested stealing the Pendragon healing rules (a very good suggestion). In this case, you would naturally heal one level per week.

Q. Also, a few questions about the setting, rather than the rules. Are shugenja classed as Nobles or Clergy? That is, does a shugenja have the same social standing and opportunities for advancement as a samurai?

A. Clergy. However, many retain their Noble status. PCs should talk to their GMs about how they want to handle this. I've got 3 shugenja in our office game. One gave up his family name, but the others refused to. It works both ways.



Q. How common is war? Is it the last resort, or do battles occur every second week? Where do wars usually occur – in the countryside, or close to cities or towns?

A. *When you have to march an army on the battlefield, you've already lost. That's the Rokugani way of looking at war. Of course, not everybody agrees.*

Q. I find the map in the back rather hard to read. Where exactly is the town of Tsuma (from the sample adventure)?

A. *Sorry it's hard to read. Look at the one on the outside of the GM Pack. We're also printing a big, full sized one in CITY OF LIES. The town of Tsuma is where you need it to be. Currently, it's in Crane territory, just south of the capital.*

Q. How far out of the Shadowlands do monsters venture? Will they stay close, or can the crafty ones slip out and range far afield?

A. *Crafty ones do make it past the gate. That's where the Kuni Witch-Hunters come into play. (Hint: You'll see them in WAY OF THE CRAB shortly. Man! are they cool.)*

Q. Whereabouts in Rokugan would most conflicts between the Lion and the Crane occur? How about the Lion and the Unicorn?

A. *Lion and Crane squabble over borders all the time. Lion and Unicorn . . . not so often. Not enough to fight about. Besides, Toturi is making good friends with all them Unicorns. He likes them big horsies.*

Q. Obviously opposing Clans have battles, but do small conflicts between allied Clans ever spill over into open warfare? Are these conflicts governed by formalized rules, or administered by the Emperor?

A. *Depends on which way you want your story to go, I guess. I've got one guy who's running the game who's got a full scale war between the Lion and Crab going on . . . with the Scorpions stuck right in the middle. Anybody smell conspiracy?*

Q. I've figured out how to make a character that starts at Rank 2! I can do it with the Moto family, Dragons, Crane, Lion, and Scorpion. Is there any way to do it with the other clans?

A. *I've done it with every Clan. Unfortunately, I've also come out with a character that I would never want to play. What's the point?*

Q. Why did the game design allow the person who focused last to strike first? What are your justifications regarding this matter?

A. *It's a mistake. Try this out: The person with the highest Fire gets the option to focus first. It works better.*

Q. What is the basis of the Rank 2 ability of the Shiba bushi school? It is notable that their Rank 1 ability is possibly the most powerful as far as bushi schools go but then penalties on the Rank 2 and 3

abilities are rather large, aren't they?

A. *That's the problem: Shiba bushi aren't as feared as other bushi. Not a game balance problem . . . a world concept problem. They were designed to work well with shugenja, and that's what they do best.*

Q. Could you please explain the way 0k1 die roll values are determined? If you do not roll any dice, how can you keep one?

A. *Sure. Damage is figured this way: Strength +0k1. So, it's Strength dice, plus 0, keeping 1. That's how that works out.*

Q. How do you stop a True Ronin from taking the Different School advantage and use the remaining 40 character points in creating a powerful character from day 1? Notice that the book does not eliminate that possibility. Ronin may not go to recognized schools but someone must have taught them some martial arts.

A. *Dave Williams and I have two different answers. Dave doesn't see a problem with a True Ronin taking Different School. He still doesn't get the Family and Clan bonuses to his Traits and he still has the roleplaying disadvantages of being a ronin.*

While I see Dave's point (and kinda agree with it), I'm still a purist. If you don't have a school to begin with (you're a True Ronin), you can't take Different School. Either way you want to run it is very valid. Just different styles.





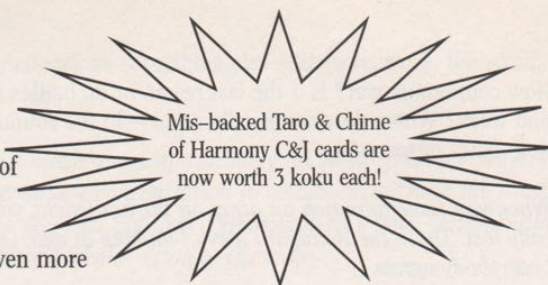
TAKA'S TREASURES™



What are Koku?

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

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



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

5 - 1



5 - 1. The most treasured possession of a family, the ancestral sword of the Clan is a symbol of honor and heritage. And now with your Koku, you can bring this ancient symbol of strength and pride into your own Household. Provided by the master smiths at Weapons Emporium. Availability subject to local laws and restrictions.



2500 plus \$10 S&H

5 - 2



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



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



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



5 - 3



600 plus \$2 S&H



The Card Shop

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

If you're looking for a little something to give you that extra edge against your opponent, then peruse this month's selection of cards. Each order must be accompanied by a self-addressed stamped envelope, the order form, and any protective materials you want your cards to travel in. All artwork © 1996, 1997 by respective artists and used by permission.



20 each plus an SASE

8-I. Chi Strike-TOV



8-J. Burning your
Essence-TOV



8-K. Augury-TOV



8-L. Fatal Mistake-
TOV



8-M. Oracle of the
Void-TOV



8-N. As Far as the
Eye Can See-TOV



8-O. Wedge-TOV



8-P. Yoritomo-TOV



8-Q. Isha-TOV



8-R. Togashi
Yokuni -TOV



8-S. Shiba Tsukune
-TOV



8-T. Otaku Kamoko
-TOV



8-U. Mirumoto
Hitomi-TOV



8-V. Toturi-TOV



8-W. Hida O-Ushi-
TOV



8-X. Doji Hoturi-
TOV



8-Y. Matsu Hiroru-
TOV



8-Z. Bayushi
Kachiko-TOV



ORDER FORM

Herald #8

Please write down all items ordered by number (ie. 8-V, 8-Z, etc) and total the shipping and handling. Make checks payable to the Alderac Entertainment Group or AEG. Please allow two to six weeks for delivery. All items are subject to availability. If a card you have ordered is not in stock, we will send you a substitute card. Please include alternate suggestions.

Item #'s _____

(Card Request) Alternate Choices: _____ Shipping & Handling Total \$ _____

Name _____ Phone _____

Street _____ City _____ State _____ Zip _____

SEND ORDERS TO:

Taka's Treasures

4045 Guasti Rd #212

Ontario, California 91761

We are sorry, but all cards listed in the Imperial Herald before Issue #7 are no longer available.

*Legend
of the
Five Rings*

Factions of Rokugan

Yogo Junzo

By Eric Devlin

Yogo Junzo enjoys a unique position in L5R. While it is widely believed that Junzo has almost no chance to win in a multiplayer game, it is a terror in a one on one. Most decks are modified slightly when switching from multiplayer to a single opponent, but Junzo changes drastically.

Junzo's limitations in a multiplayer game make your success as much a matter of what is in your opponents' decks as what is in yours. Most decks focus on a theme and revolve around that theme throughout the game. Junzo needs not only to do all of that, but also have cards that stop or reduce the effects of cards that specifically affect the Shadowlands.

His inability to ally and have allies limits

his defensive capabilities as well as his ability to strike hard when necessary. A one on one provides Junzo with his best chance at success.



Since you see fewer total opposing cards when facing only one opponent, the chances of cards appearing that will adversely affect Junzo are greatly reduced in a one-on-one game. Another advantage to a one-on-one game is that players are less likely to include an abundance of cards that will affect a foe they may never face.

Listed below are two Yogo Junzo decks: one multiplayer, and one 'one on one'. After each, you will see a brief explanation. First, let's look at some cards I like to keep in both kinds of decks.

Kuni Wastelands – Reduces the cost of your Shadowlands cards.

Severed From the Emperor – Negates the Imperial favor.

The Farther You Fall – This is one of the few ways for the Junzo player to cause a loss of honor.

There is No Hope – This card is the cure for Iris Festival (it also stops Chrysanthemum Festival).

Dark Oracle of Water – Allows you to assign after cavalry (it also supersedes Swamplands).

Time of the Void – Limiting an opponents honor production is always a bonus.

Avoid Fate – Buys some time when an event you don't like comes into play.

Feign Death – Lets you put cards like Kyoso No Oni into battle without fear of losing them.

The Shouts – Not only do they work incrementally, but they scare your opponents out of their wits.

Refugees – You don't have to have anyone in the battle.

Yogo Junzo One on One

Events:

There is No Hope
Time of the Void
The farther You Fall
Severed From the Emperor
Inheritance

Regions:

Kuni Wastelands
Plains of Otosan Uchi

Holdings:

Dark Oracle of Water

3 Corr. Iron Mines
3 Corr. Silver Mines
3 Black Market
3 Small Farms
3 Merchant Caravan

Personalities:

2 Mukami
2 Yogo Asami
3 Ogre Outlaw
2 Ogre Bushi
3 Moto Tsume

Moto Tsume Exp.
3 Kyoso no Oni
Oni no Akuma

Action:

3 Refugees
6 First Shout
3 Second Shout
3 Third Shout
2 Avoid Fate
2 Resist Magic
2 Feign Death

3 Evil Portents
3 Frenzy
2 Flight of the Dragons
2 Call to Arms
3 Superior Tactics
3 Counterattack
2 Ambush
2 Sneak Attack
3 Rallying Cry

Item:

Ring of the Void

Although most good decks aren't much more than 30/30, this deck is considerably larger. The Merchant Caravan and the Ring of the Void will help to get rid of cards and get more into your hand.

The strategy is simple: attack at every opportunity. Leave three gold unbowed when possible. If your opponent thinks you have a Call to Arms and doesn't act it doesn't matter if you have it or not. This deck is well-rounded enough so that if you get a reasonable shuffle, you'll be fine. The only thing you need dread is Stand Against the Waves.

Yogo Junzo Multiplayer

In addition to cards for the One on One add the following for a simple Multiplayer deck

Holdings:

Dark Oracle of the Air
3 Corr. Copper Mines
3 Ports
3 Island Wharf

Events:

Doom of the Crane
New Taxes

Summons From Beyond

Personalities:

3 Ninja Shapeshifters
Bayushi Kachiko Exp.
3 Hyobe

2 Oni no Akeru

Actions:

3 Night of a Thousand

Fires

The Face of Fear
2 Inner Fire

Terrain:

3 Night Battle
2 Entrapping Terrain

Followers:

3 Ogre Warriors

2 Skeletal Troops
2 Skeletal Archers
2 Zombie Troops

Items:

2 Obsidian Mirror

Strangely enough, when playing this deck you need to play conservatively. If they gang up on you you're dead. Be nice. Offer to attack someone who becomes a threat. Keep quiet until you have most of your force out. Use the ports and Hyobe as a permanent Rallying Cry. Offer to use Oni no Akeru when someone is being annoying.

Allow your opponents to weaken themselves against each other and kill whomever is left. Be a loyal lap dog until you go for the throat.



Autumn Nightfall

by Ree Soesbee

Each stroke of the brush against the stone, each delicate application of dark ink upon white rice paper – these things served to draw peace into the life of the elderly magistrate. For nearly thirty years, Kitsuki Yaruma had served the Emperor as the official liaison to the court of the mysterious Dragon clan. It was a lonely position, and a thankless one – his kinsmen did not understand his preoccupation with the material world, nor did he have companions from his house or family in court. But the gentle strokes of the sable brush against the smooth paper gave him a place to retreat after the business of the day. The aging Emperor often called his appointments short these days, and the court's eyes fell often upon the young son of Hantei – wondering if he would be needed to take the throne before many more seasons passed. Gently, the brush slid across the smooth paper, the calligraphy dark and perfect, each motion the roll of waves against the shore.

On a withered branch

A barked apology from the far side of his sliding doors made him lift the brush from the page. “Kitsuki-sama, you have a visitor,” his guard grunted, the sharp voice cutting through Yaruma’s thoughts as easily as a tanto through the thin paper of the door.

“Very well.” The brush hovered in mid-flight above the paper, awaiting the next stroke of its master’s hand. “Send him in.” A visitor was always an unusual occurrence, as most thought of the enigmatic Dragon family as reclusive and rarely willing to enter the political

intrigues of Otosan Uchi. Yaruma couldn’t blame the court for the stereotype – after all, for the most part, it was true.

The doors slid open, and behind them a young man was kneeling on the shining wooden floor. “Yaruma-sama,” the stranger said, “I wish to seek your advice and wisdom on a delicate matter.”

“Enter, child,” the old man said rather condescendingly. Although rarely accorded the title and respect due his age, Yaruma was pleased at the young man’s manners and knowledge of protocol. He watched as the stranger entered the room, the paper doors sliding softly closed behind him. He was dressed in a dark red robe pulled loosely about a royal blue undertunic in a style known as ‘deep plum blossom’ – a favorite of the courtiers. But his eyes were not the eyes of a softened petal – they were the hard cold eyes of a warrior. For a moment, Yaruma’s hand paused under the weight of the unmade poem. “Age”, he thought to himself and set the brush aside. “Age, and nothing more.”

“My name is Togai,” the young man said in a polite voice, “I hope you will forgive me, *Sama*, but I know much more about you than you know of me. You have been magistrate to this court for thirty years, and you rarely return to the lands of your kinsmen. Since your wife died twenty years ago, you have never been home.” Yaruma’s face clouded with the youth’s impertinence, but the stranger bowed and continued, “Please, Yaruma-sama, hear me out.” Yaruma nodded, but his countenance was dark and brooding. Behind them, a palace maid softly slid aside the door of the chamber, bowing politely from her knees as she brought in a

lacquered tray, two delicately painted *sakazuki* cups and a thin bottle of warmed sake for her master and his guest.

At the Dragon's waved hand, the young man knelt on the wooden floor, his robes flaring out around him. "Your wife, the Lady Cheniko, died in childbirth while you were here at the Imperial Court," Togai continued, "and the child passed into the Void some short months thereafter. Since that day you have served the Empire ceaselessly, and with admirable dedication. Your name is well-known in council, and without your presence at court, the clan of the Dragon would have no courtiers to tell them the news of the Empire."

Distressed by the man's forthrightness, Yaruma picked up his brush and slowly slid the bristles across the carved stone that held the jet black ink. "So they say," he murmured, and began to inscribe the second line of his impromptu poem.

"So they say behind your back, Yaruma-sama, and so they have told you." The young man looked up from the polished wood floor and met the Dragon's eyes. "But they have lied."

"Twenty years ago, your wife gave birth to a son, delivered by one of your faithful maidservants within Mirumoto castle. Lady Cheniko bore through the delivery valiantly, but was taken into the Void moments after your son drew his first breath. This much is true." Togai's dark eyes watched Yaruma's brush spread ink upon the smooth rice paper, each character perfectly formed. "But your son did not die that night, nor months afterward. The babe which was placed in his cradle was not yours."

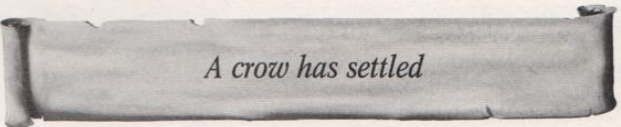
Yaruma's brush did not pause, but a tiny fleck of ink touched the paper beside the perfectly calligraphed line. "You have proof of this, of course?" The Dragon's voice was calm and even, filling the quiet of the room like a summer breeze. The man opposite the small teak table smiled and bowed slightly.

"If you will permit me to tell the tale, Yaruma-

sama." After a moment, the magistrate nodded. "Your line is renowned through the Empire. The lineage of the mighty Kitsuki, son of the Agasha, runs true in your veins. Is it true that no poison can harm you? That your line is immune to such dark things?" Yaruma nodded, and Togai continued blithely, "Ah, that is a rare gift indeed, and worthy of the proud blood you bear in your veins. But let me speak on, and tell you of my Lord's bravery. Perhaps you will see in it a tale worthy of the famous scrolls of Togashi castle?" Yaruma's eyes flashed at the youth's bold words, but Togai bowed genially, and the old man's anger faded before it was born. "Twenty three years ago," the young man's voice rose with pride, "my noble daimyo, Bayushi Shojū, opened a scroll beneath the walls of our oldest castle – a scroll which had lain, undisturbed, for centuries uncounted. It had been lost for centuries, and its blood-stained seal was corroded and faded, but so I am told, still intact. It bore upon it the mark of Bayushi Daijin, an ancient daimyo of our clan, rumored to have met Shinsei himself and, ...ah, but that is another tale. And not all legends should be told." He said this with confident plausibility, as if defying the Dragon to deny it.

"The scroll – its words written in blood which stained the page with an ancient warning, – spoke of the future of Rokugan itself. It said that an evil would come upon the land, a darkness so foul and corrupt that nothing we have seen could match it – no light could stand before it. An evil older than time itself – the foul blackness of the Destroyer. He Whom We Must Not Name." A brief, rueful smile. "Fu Leng."

For a second, the name seemed to shake the foundations of the building. "Age," thought Yaruma. "Only my old bones shaking at the chill breath of the southern breeze." He raised his brush from the paper, thoughtfully looking down at the second line.



A crow has settled

Togai paused for a moment, remembering. "I was very young when I first learned of the scroll. Shoji's forces were building, the lands of the Scorpion began to turn their resources to something besides our own goals – we began to build toward war. It was inevitable, from the moment the seal of blood in the labyrinth was broken." His face was impassive, his dark eyes still glinting like pools of dark ink – cold and unreadable. "The dreams were the worst part of all. Despite our plans and goals, our carefully structured political ambitions. All of our work hinged on one act, on one death.

"Can you imagine the patience? The delicately woven web of lies and deceit we have created under Shoji's hand?" Yaruma had stopped his writing, the brush hanging uselessly in his wrinkled hand. "Can you even comprehend the truth behind the mask?" For a moment, Togai's eyes darkened with rage and frustration, and fear gripped the magistrate's heart. Not of the man who knelt in his chambers, but of the path which had brought him here.

"But – what has this to do with me?" The sound surprised Yaruma. Could that croaking caw truly be his own stentorian voice, so skilled in council and oratory? Where was his confidence, the thirty years of rhetoric and wisdom the council expected of him? Again, in a shaking squawk, "What has it to do with my son?"

Togai's voice was a sharpened hiss. "The evil one must arise within a mortal form. His power cannot create a body of its own. For that, he has need of a pawn."

"My son?"

"On the contrary, Yaruma-sama. The Dark Lord has far more twisted means of extending his power. His creature, the flesh which will become darkness incarnate, the blasphemy revealed in the bloody handwriting of Shoji's scroll is none other than the one man in whom we must all trust. He will become the Emperor."

Yaruma's hand shook, and ink trailed down the edge of the half-formed poem, forgotten on the table beside him. For a moment, the magistrate's soul denied the possibility that what this Scorpion spoke was the truth. But, like the biting wind through his golden

kimono, the knowledge sank into his heart and Yaruma saw the face of madness. "Why are you telling me this?" the whisper was soft and plaintive. "Where is your mask, Scorpion?"

Togai's face creased, his teeth white and even. "A mask serves to hide the truth, to keep its bearer hidden. My purpose here is not one of hiding, magistrate. It is rather to show you the reality from which you hide." He watched Yaruma, seeing the Dragon's hand shake and his calm begin to crack under the force of the Scorpion's words. "Words can do anything, Yaruma-sama. They can raise the lowest samurai to the Emperor's side, as the Crane have shown. They can fuel a man's heart and win trophies beyond imagining. They can change the future. Nothing is final. Not even death." Togai leaned closer to his stunned listener, his voice dropping to a hushed whisper. "We will change the future. Shoji will defeat the prophecy before it can begin, and when we are done, Rokugan will thank the Scorpion. We will ring in a thousand years of peace. The Dark One will be bested, and you will have been a small part of our tale."

"I...I want no part in this..."

"You have no choice. When Hantei dines tonight, he will sit beside my Lord's wife, the Emperor's most trusted councilor. His dish will be poisoned. When my Lord Shoji moves to kill Hantei, The Emperor will falter. The poison will not kill him – but it will make the outcome certain. Hantei will die by the blade – an honorable death. We have given him that, at least, and by my Lord Shoji's command. Do you not see the irony?"

Yaruma dropped the brush upon the paper, leaving dark paths of ink as it rolled across the white page. "No!" he cried, and began to rise. The Scorpion caught his wrist and forced him back to his knees.

"If you warn them, the Emperor will be left to the grasp of the Dark One. If you do this, you will fail in your duty to protect Rokugan. If you do not, you have failed your sworn oath to your Lord." Togai's eyes were cold and hard, and his voice was sharp in the gathering dusk.

"My lord magistrate?" The call came from beyond the chamber doors. "Are you in need of anything?" The guard's voice promised aid and protection, offered to defend the Dragon courtier from all evils. Yaruma did not listen. There was no longer any need for protection, for defense. The trap was sprung, and all Yaruma could do was listen.

"Why tell me? What has this to do with my son? I am only a lone courtier – I have no power in the court. I can do nothing for you – I can gain you nothing. My family has forsaken me, my past has forgotten me, and I am alone." The Dragon's wry croak held only a bitter shred of its confidence, "If you kill me, it will mean nothing. There is no other Dragon in the court. No one will care about my death."

"You misunderstand, gentle magistrate. I know that there is nothing you can do for me. In this, you are correct – you cannot give me anything you have not already given. Your part in this is done. It is my part which is to come, my time to perform my duty toward my Lord."

"You are here to poison the Emperor..." Yaruma's voice wavered uncertainly. "It will not work. He has tasters who will warn him of your poison..." The sound was weak and unsure, and Togai smiled.

"I have been named his Imperial taster, father. There will be no warning, no word of the poison will reach any ears other than your own, and my daimyo will give the Emperor a clean, honorable death."

The words slowly fell upon Yaruma's shoulders, and, at the last, his path became clear. He watched as Togai stood slowly, seeming to tower above him. Without looking back at the old man, Togai drew a black silk mask from his obi and purposefully tied it about his face, masking his features in a veil of night. He walked to the entrance, his robes sliding across the floor behind him, and placed one hand on the frame of the rice paper door.

The once-bright eyes of the Dragon magistrate stared, broken and empty, at the Scorpion's retreating form. At the last moment, he croaked a word from

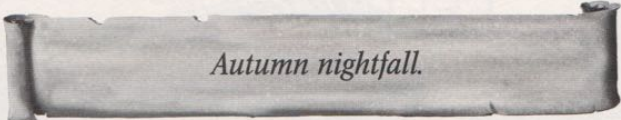
between his frozen lips, "Togai..." The young man paused, not looking back, his hand frozen on the panel of the rice-paper door. "From the table to the side of the doorway. The katana. Take it with you. It..." The old man's voice shook, but deep beneath it, a shred of dignity remained unshaken by the dark truths. "...it belonged to your ancestor." Togai paused, nodded, and reached for the daisho, only to be stopped by Yaruma's voice. "No. Not the wakizashi. It has not yet finished its duty."

"Its duty..." Togai lifted the ancient katana from its ivory stand. "To its lord, or to the land he serves?"

Silence was his only answer, and Togai slid the doorway open and left the chambers of the Dragon. The guard, watching the Scorpion leave, leaned into the room toward his master. "Your pardon, my Lord – is all well?"

Kitsuki Yaruma sat quietly by the window, his eyes staring out at the darkening sky. The first stars were peering through the dusky haze, and the sun balanced on the horizon as if it were a bird clutching a thin branch between its faltering feet. Softly, so quietly that the guard barely heard the response, Yaruma whispered, "No, nemurani-san. Nothing is well. In fact, nothing will ever be truly well again." With a wave of his hand, he gestured for the door to be shut, and faced the silence of the room alone.

In the morning, the Scorpion troops burst into the chamber, ready to administer a swift death to the Dragon magistrate so that no word could be passed to his clan of the newly-won coup. Their orders were clear – to deny him an honorable death, and send him to the Void as swiftly as possible. On the floor they found his body, dressed in the white robes of ritual *seppuku*, his wakizashi lying bloodied and lost upon the floor beside him. Wrapped about the blade of the weapon was an ink-stained sheet of rice paper, and the final line of the poem which had become his death song.



Autumn nightfall.

Veterans of the Shadow

Being born a Moto was bad enough. Inheriting the Cursed Blade of Mol-Ghan only made matters

worse. At your *gempukku* you and your family were called away. Another skirmish had broken out against a small outpost of goblins and undead samurai. They had formed a wall of soldiers along the farthest edges of the Shadowlands. The clan was engaged in a constant, heated war with Kuni Girakuma – the family's hated enemy and a necromancer. You had been raised to know and hate his name, the long history of war with this undead sorcerer is well known to all of your family. Your father had special cause to hate him. The soldiers of Girakuma had been preparing to attack the encampments of Moto and would begin their attack just as the sun hid beneath the mountains and the moon rose in the sky.

Scouts reported that Girakuma was there, smiling and sneering, his foul stench of decaying flesh and breath permeating everything. All of the Moto soldiers gathered, preparing to receive another onslaught. When the battle commenced, your father asked you to fight along side him. He wielded the Blade of Mol-Ghan, a fiery scimitar his ancestors had brought back from the Burning Sands. He told you when the battle was over the sword would be yours. Your father had received the sword at his *gempukku* ceremony, from his father; it would remain with the family forever, until the undead sorcerer Girakuma was put down. It was meant for your older brother, but he was killed in a raid several years earlier his body dragged into the Shadowlands by hungry Ogres. The Charge of the Moto began. Hundreds of goblins and undead emerged from the murky bog and flooded the Plains of Foul-Tears.

Moto Nimthat

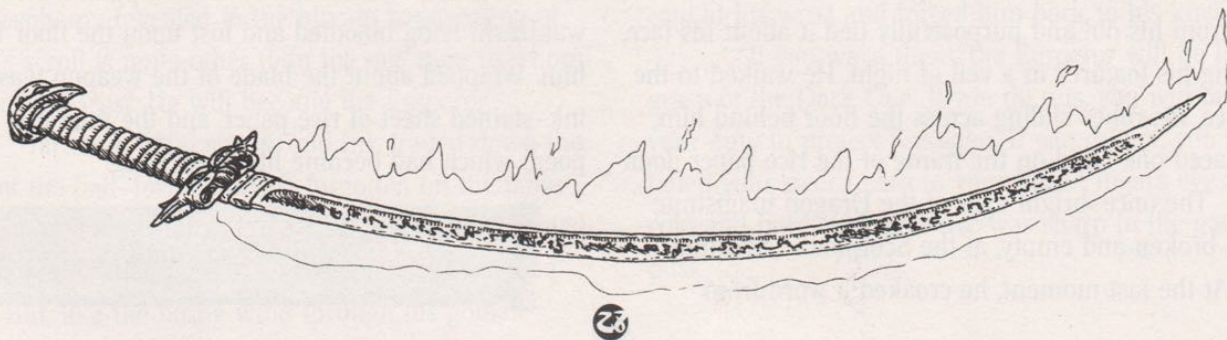
Another hundred emerged from the nearby woods. The Moto were pinned in, but fought savagely. The battle was deadly and swift. The Moto cut down goblins as fast as they charged; undead pulled Moto down to the earth and wrestled them to unconsciousness and death. Your father was there, and the fight was quick to come to him. Girakuma knew his strength and sent his best goblin warlords to subdue the Moto warrior. Your father never had a chance. His hands fell to his side as blood fled from his body. The sword lie glowing on the ground, as life fled from him. Others charged into the fray and in the chaotic skirmish no one noticed you lift the sword from the muck. Confused and distraught, you backed away from the fighting. Your movement halted when you met a zombie samurai wearing armor with the mon of your family. The sword struck out from your hand without hesitation. It's strength was not yours; but somehow you wanted this abomination dead. Your body slumped forward with the blow as the zombie split in two. The fight was over quickly and decisively. Another of your family found you. Spent and crying, you looked upon the scene. A bloodied blade lie on the ground embedded in the chest of a your undead older brother.

The last six years have been a blur. Battle after battle, the sword has carried you screaming into the Shadowlands killing everything you find. Your wife remains at home waiting for your return. Unable to conceive any children, the duty to destroy Girakuma is your inheritance. This war keeps you forever in the Shadowlands. But the glory that some day the death of Kuni Girakuma will come, keeps you alive. When that day comes, the sword will rest, and so shall you.

The Blade of Mol-Ghan

A holy man, from the Burning Sands, blessed the water and forge during this blade's creation. Centuries later it was anointed in a boiling cauldron with a few drops of blood taken from the tissue of the undead Kuni Girakuma. The Blade of Mol-Ghan is a scimitar of remarkable features and strength, and is considered a fine longsword with a damage rating of 2k4. When used on Shadowlands creatures, it automatically negate

their inherent defense abilities, such as armor, invulnerability, and zombie damage reduction. When the sword is within range of Girakuma it glows with a magical orange fire, and becomes warm to the touch. The exact history of the sword dies with each wielder – most Moto don't have poets to tell their tales. The strength of the Moto ancestors resides with the blade and while a Moto wields it all memories of it's previous glory are obvious.





Legend of the Five Rings

Name: Moto Nimthat

Clan: Unicorn

Profession: Bushi

Fire

Agility: 3
Intelligence: 3

Air

Reflexes: 3
Awareness: 3

Primary Weapon

Primary Armor

TN to be Hit
(Reflexes+5+Armor)

Skills

Archery	1
Battle	1
Defense	3
Hunting	3
Iajitsu	1
Jiujutsu	3
Kenjutsu	3
Kyujutsu	2
Longsword	4
Nagayari	1
Shadowlands Lore	4
Umayari	2
Wrestling	2

Earth

Stamina: 3
Willpower: 4

Water

Strength: 4
Perception: 3

Void

Void Points Spent:

Insight: 180

Techniques/Spells

Purity of the Breath
Facing the Dark Within
Justice of our Ancestors

School: Moto

Rank: 3

Wounds

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

Advantages/ Disadvantages

Gaijin Name
Never sat on a Horse
Moto Curse
Death Trance
Greater Destiny
Driven
Inheritance

Glory: 3

□□□□□□□□□□

Honor: 1

□□□□□□□□□□

Shadowlands Taint: 1

□□□□□□□□□□

ONI NO JIMEN

EARTH: 9

WATER: 6

FIRE: 6

AIR: 5

Attacking: 6k6

Damage: 8k6

TN to Hit: 25

Armor: 6

Wounds: 100: -1; 180: -2;
250: Dead

Special Abilities: Oni no Jimen can attack one target per turn by spitting lava at it. It can strike any target it can see. If its victims are within arm's reach (about six feet) it can make a second attack with its crushing fists. (Both attacks have the same damage and chance to hit.)

When Oni no Jimen is at -2, it starts spurting lava. Anyone who attacks it with a hand-to-hand weapon takes 1k1 damage automatically per round.

Whenever Oni no Jimen is in combat, the earth around it begins to rumble, seethe and shake. Anyone standing on the ground, or mounted on a steed standing on the ground, rolls one fewer die on all attack rolls. This does not affect spells, nor does it affect people with the Perfect Balance advantage.

Oni no Jimen cannot be targeted by Earth spells.

From the writings of Kuni Mokuna:

Oni no Jimen

(Unique) Elemental Oni

Legend of the Five Rings

Oni no Jimen embodies the wrathful aspect of Earth. It's crusty, blackened skin is cracked and broken, and bright orange glows through the crevasses like molten rock. It lurks in the southern Shadowlands, near the shore, where the earth rumbles and growls and casts up spitting plumes of smoke and fire.

"It attacks by spitting red-hot clots of molten lava and breathing gusts of noxious gases. It can also cause the earth to shake and shift, making it very difficult to hold your position.



Strongholds of the Empire

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

Australia:

Mind Games, Melbourne, Victoria,
03 9665 4603

Canada:

Comic Cave, Winnipeg, MB,
(204) 338 8994
Miller's Fantasy & Reality, Fredericton, NB,
(506) 455 4855
GNU World Games, Victoria, BC,
(250) 475 3587
Mission Games, Mission, BC,
(888) 214 2637
Impact Cards, Chilliwack, BC,
(604) 792 3666
Chaos Books, New Westminster, ON,
(604) 525 3643
Phoenix Rising, St. Catharines, ON,
(905) 688 0119
Silver Snail Comics, Toronto, ON
(416) 593 0889
Hairy Tarantula Comics, Toronto, ON
(416) 596 8002
Paragon Hobbies, Montreal, PQ,
(514) 842 0256
Dragon's Den, Saskatoon, SK,
(306) 955 3826

Philippines:

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

USA:

The Game Depot, Tempe, AZ,
(602) 966 4727
Paperback Paradise, Phoenix, AZ,
(602) 944 5835
A Hidden Fortress, Simi Valley, CA,
(805) 526 6457
Ace Computers & Games, Santa Rosa, CA, (707)
575 5797
All Fun & Games, Riverside, CA,
(909) 781 2772
All Star Games, Diamond Bar, CA,
(909) 598 4700
Brookhurst Hobbies, Orange, CA,
(714) 636 3580
Battle Zone, Lancaster, CA,
(805) 723 7349
Chicago Comic Company, Blythe, CA,
(619) 922 3600
Collector's Corner, Orangevale, CA,
(916) 987 1979
Collector's Asylum, West Lake Village, CA, (818)
865 0324
Dark Star Comics, Stanton, CA,
(714) 965 1751
Dean of C.C.C. The, Fresno, CA,
(209) 278 6918
DNA Cards & Comics, Pacifica, CA,
(415) 555 8629
Dragon Huddy+Games, Santa Cruz, CA
(408) 429 9095
Dwarf Mountain Games, San Diego, CA,
(619) 569 4263
Epic Worlds, Castro Valley, CA,
(510) 733 2585
Game Empire, San Diego, CA,
(619) 574 6740
Game Towne, Carlsbad, CA,
(760) 720 1555
Games Unlimited, Concord, CA,
(510) 798 1176
Great Escape Games, Sacramento, CA,
(916) 927 0810
Match Play Game, Mountain View, CA,
(415) 947 0396
Odyssey Games, Fairfield, CA,
(707) 426 4263
The Slam Pit, North Hollywood, CA,
(818) 763 4748
The Dragon Hobby Games, Santa Cruz, CA,
(408) 429 9095
We Be Games, Chatsworth, CA,

Xaos Games, Anaheim Hills, CA,
(714) 970 8904
Attactix, Aurora, CO,
(303) 699 3349
Compleat Games & Hobbies, C.S., CO,
(719) 473 1116
DJ's Cards, Lakewood, CO,
(303) 233 3398
Dragonfire Games, Boulder, CO,
(303) 543 9882
Marshak's House of Fantasy, Ft Collins, CO, (970)
224 3599
Cosmic Games, Bradenton, FL,
(941) 746 5856
Dragon's Lair Games, Ft Lauderdale, FL
Gamesters, Miami, FL, (305) 226 4267
Sunshine Roleplayers, Miami, FL,
(305) 264 1250
Time Travellers, The, Brandon, FL,
(818) 651 4494
Augusta Book Ex., Augusta, GA,
(706) 860 6553
The Adventure Zone, Baldosta, GA,
(912) 244 4263
Flight of the Phoenix, Savannah, GA,
(912) 554 5261
The War Room, Norcross, GA,
(770) 729 9588
Warzone, Alpharetta, GA,
(770) 753 0030
Other Realms, Honolulu, HI,
(808) 536 8236
Bookworm, Cour deLaine, ID,
(208) 765 0355
Adv. Games & Gallery, Naperville, IL,
(630) 428 1096
All in the Cards, Bloomingdale, IL,
(630) 307 1007
Brain Snacks, Downers Grove, IL,
(630) 241 1040
Castle Perilous Games, Carbondale, IL,
(618) 529 5317
Gamer's Paradise, Villa Park, IL,
(630) 279 1212
Games Plus, Mt. Prospect, IL,
(847) 577 9657
Hansen's Hobbies, Des Plaines, IL,
(847) 298 2278
The Gamestore, Oak Park, IL,
(708) 445 0030
The Cat & The Dragon, Grange Park, IL
(708) 352 3914
Village Bookstore, The, Pontoon Beach, IL, (618)
797 2292
Clubhouse Comics, Highland, IN,
(219) 922 4855
Empire Comics, New Albany, IN,
(812) 948 9290
Homerus Sports Cards, Shawnee, KS,
(913) 962 4348
Divine Collectibles, Louisville, KY,
(502) 634 5507
Greater Trader, Elizabeth Town, KY,
(502) 763 1415
Hobbytown USA, Ashland, KY,
(606) 324 1299
BSI Comics, Metairie, LA,
(518) 747 6153
Tom's Triple Play, Bossier, LA,
(518) 747 6153
War Games & Fantasy, Metairie, LA,
(504) 754 1953
3 Trolls Games & Puzzles, Chelmsford, MA,
(800) 342 6373
Card & Comic Co., The, Amherst, MA,
(415) 586 8711
Knight's Quest, Gardner, MA,
(508) 630 4489
Mike's Comics & Cards, N. Chelmsford, MA,
Gamemasters, The, Beltsville, MD,
(301) 595 3506

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

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

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

Fortress Comics & Games, E. Lansing, MI,
(517) 333 0435

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

Major League Sports Cards, Lansing, MI,
(517) 321 0068

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

Atomic Comics, Lee's Summit, MO,
(816) 246 0606

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

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

Eddies The Next Gen., Kansas City, MO,
(816) 455 5924

Rock Bottom Comics, Columbia, MO,
(573) 443 0113

Blue Ridge Comics, Pisgah Forest, NC,
(704) 687 2745

Cerebral Hobbies, Chapel Hill, NC,
(919) 929 0021

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

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

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

Comic Adventures Inc., Portsmouth, NH,
(603) 451 3339

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

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

Starbase 10, Albuquerque, NM,
(505) 275 2304

Tall Tales Comics, Albuquerque, NM,
(505) 296 6178

Wargames West, Albuquerque, NM,
(505) 265 6100

Blackbeard's Games, Las Vegas, NV,
(702) 368 1881

Alpha Omega, Reno, NV,
(702) 323 5553

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

Fantastic Planet, Plattsburgh, NY,
(518) 563 2946

Mark's Comics & Collect., Valley Stream, NY,
(516) 872 5919

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

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

Strategy Game Corner, Huntington St., NY, (516)
271 5995

Wizard's Guild #5, Clifton Park, NY,
(518) 371 8226

Wizards World, Greenwood Lake, NY,
(916) 624 2224

ACME Games, Inc., Cincinnati, OH,
(513) 231 5866

Cathartic Dreams, Dayton, OH,
(513) 461 5990

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

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

Comic Town III, Columbus, OH,
(614) 262 5006

Fantasy Emporium, Burnsville, OH,
(330) 220 8889

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

Grand Central Gaming, Sagamore Hills, OH,

Spellbinders, Kent, OH,
(216) 673 2250

Cardhaus Games, Stillwater, OK,
(405) 372 3021

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

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

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

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

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

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

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

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

Pastimes, Palmyra, PA,
(717) 838 9502

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

Storyteller, Rapid City, SD,
Dragon's Den, Sioux Falls, SD,
(605) 361 4343

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

Blackthorn, Dickson, TN,
(615) 446 6057

Gamemasters, Memphis, TN,
(901) 752 3904

Bookstan, Killeen, TX,
(817) 628 1515

Dragons Lair, Austin, TX,
(512) 454 2399

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

Games Nation Inc., Houston, TX,
(281) 280 9008

Hobbytown USA, Dallas, TX
(214) 320 2372

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

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

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

Mind Games, Salt Lake City, UT,
(801) 373 3482

Dragon's Keep, Provo, UT,
(801) 373 3482

Atomic Comics, Hampton, VA,
(757) 723 5003

Imagination Station, Hampton, VA,
(757) 766 7476

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

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

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

Kennewick Gamer's Guild, Kennewick, WA
(509) 586 0153

Outpost Game Company, Spokane, WA,
(509) 747 3993

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

The Game Store, Federal Way, WA,
B & N Collectibles, Rothschild, WI,
(715) 359 7355

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

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

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

National Rankings

Collated and compiled by
Robin Lake

If you have any questions about the
rankings, send email to:
15rankings@frpg.com

Last Name	First Name	1997	Total	Boyer	Michael	300	300	Chaudhry	Asif I.	150	150
Alexander	Jeff	5425	6225	Bradley	John	525	525	Chotoff	Gail	300	300
Allen	David		1350	Brand	Melinda	525	975	Christensen	Doyle	425	2100
Allen	Daniel	700	2000	Brannan	J.P.	750	750	Christian	James	500	500
Alonso	Alyr	300	300	Brawner	Chris		300	Chu	Toshi	575	575
Anderson	Miles		500	Brayfield	Doug	675	675	Chuang	Peale	2300	2300
Anderson	Ralph N.	5100	5850	Brejtus	Caj		1850	Chung	Abraham		450
Ang	Paul		250	Brenden	Adam	50	50	Chung	Magnus	3500	3500
Anglin	Jack	375	375	Bresner	Max	900	900	Clark	Andrew	200	1500
Anshus	Paul	50	50	Bridges	Phillip	150	150	Clarke	Jon	150	150
Archer	Vincent	900	900	Brito	Robert		650	Clemente	Brian	200	200
Arlington	Dave	125	125	Broadus	Don	2900	2900	Clemente	Robert		550
Artz	Bruce	375	375	Brooker	Travis		450	Clements	Ira-Shaine	175	825
Asato	Ryan	300	300	Brown	Douglas		800	Cleveland	Jason	100	100
Asef	Alex		2050	Brown	Jason	8325	11525	Clingan	Ted		450
Athelain	Roland	250	450	Brown	Tom		200	Clough	Sean E.	775	775
Atteberry	James		150	Brown	Travis	450	450	Cochran	Michael	4450	5050
Bachelor	Dean A.	125	425	Brown	Geoffrey	150	150	Coelho	Marco		400
Bagley	Phil	175	475	Brown	Russel	550	550	Coffman	Josh	100	100
Bailey	Richard	750	750	Brozovich	Robin	225	225	Colbert	Kevin J.	75	1700
Baker	John D.		800	Brungardt	Chris	325	325	Coleman	Afshin	12875	12875
Baker	Justin	2850	2850	Bruns	Dan		2400	Coleman	MC	450	450
Baker III	John D.	150	950	Bryant	Chris		775	Coleman	Joseph	1525	1525
Baldwin	Mike	25	25	Bui	Truc		200	Collier	Steve	425	425
Banda	Paul	325	1225	Buksar	Cathy	200	200	Cook	James	150	350
Bankhead	Joe	450	450	Burdick, Jr.	Bart D.	850	1750	Cook	William		13975
Barents	Owen	800	1250	Burgess	Eric R.		150	Coolidge	Ray	200	1550
Barker	Wayne		150	Burghardt	Chris		150	Coombs	Shana E.	950	950
Barrera	Lupe	50	50	Burkley	Daniel	150	150	Coombs	Kalo	1700	1700
Barrick	Jennifer	100	100	Burrows	Peter		700	Cooper	Tom	5700	15600
Bateman	Craig	3900	4800	Burson	Robert		1050	Cornelius	Jeff		300
Bates	Jason		1050	Burton	James	300	2550	Corriden	Ross	625	625
Baveux	Jean-Marie	3150	3150	Buser	Chris	225	225	Corson	Bill	500	500
Beacham	P.J.		1400	Bush	Hal	1375	4775	Courts	Daniel	350	350
Beatty	Charlie	1200	1200	Buso	Scott	500	500	Cox	Andrew	350	350
Beck	Jim	3300	3300	Bustamante	Frank	3300	3300	Cripe	Rick	8775	8775
Belser	Eric	550	550	Bustin	Rob	450	450	Cruz	Gil	100	100
Bender	Michael	225	225	Butcher	Boyd		450	Cudworth	Ron	775	775
Bender	Kevin	100	100	Cabrera	Rommel Y.	1825	1825	Cummings	Ernest A.	900	900
Bender	Kevin	100	100	Callaway	Pete	150	650	Cushman	Robert	750	2850
Benito	Christian C.	25	25	Carlson	Chris		50	Czechowski	Kathleen	50	850
Bergstrom	Eric	50	350	Carlson	Ronalo	200	200	Czechowski	Ed	300	1850
Bergstrom	Chris	11750	11750	Carmical	Justin S.P.	175	175	D'Amico	Gabe		300
Berman	Justin	2100	2400	Carnes	Shawn F.	225	225	Dabben	J. Brent	50	50
Bertram	Lance	875	1625	Carpenter	Ken	1400	8150	Dacumos	Erick	100	100
Bertram	Michelle	300	300	Carson	Robert	1750	4850	Daley	Daniel N.	450	2100
Besaw	David		150	Carter	Jason	150	150	Damour	Paul		225
Betts	Everett	1000	1000	Carter	Steven	2650	2650	Daniel	Richard	50	50
Beyer	Sarah	500	500	Carter	Richard	150	150	Daniels	Robert E.	350	350
Beyer	Brian	850	1150	Cartozian	Aaron		50	Daugherty	Ray	1450	1450
Bhandarkar	Naveen		50	Cascone	Nicholas	1700	4175	Davies	Lucifer		500
Bigg	Chris	150	150	Cascone #2	Nicholas	1700	4175	Davies	Stephen		50
Biller	Ryan		450	Castillo	Xavier		250	Davis	Scott	575	1925
Birkelbach	Philip	300	1200	Catinari	Michael	2675	2825	Day	Travis	2250	2250
Bishop	George	600	600	Caton	Craig	1475	1475	De Vries	Mark	750	750
Bishop	Jeffrey	500	500	Ceccardi	Peter	1925	2825	Deavers	Brad	250	250
Bjornseth	Lisa		750	Celli	Antonio	75	400	DeGlopper	Peter	500	500
Black	Thomas	200	500	Cerame	Mario	150	150	Dehghan	Adrian	150	150
Blackwell	Matt	225	225	Cetorelli	Daniel	100	1600	Deich	Michael		50
Blair	Craig	150	150	Chacon	Dave		925	Delaney	Tom		1100
Blenkinsop	Brian	100	100	Chafe	Frank L.	1500	2900	Deling	Mark	7075	7075
Bligh	Rick	2250	2250	Chamberland	Paul R.		150	DeLoura	Robert	25	25
Bloom	Tracy	475	800	Chamberlin	Seth	300	300	DeMartine	Patrick	1775	1775
Bloyd	Jeremy		600	Chambers	Mark	1550	1550	Dendinger	Daniel	100	100
Bogus	Dimitrios	300	300	Champlin	Jeremy	500	500	Derderian	Vaughn	350	350
Bonahoom	Tobie	875	875	Chan	Richard	50	50	Derouchie	Michael	500	500
Boos	Brent	150	150	Chase	Mike		100	DeShetler	Thomas	150	150
Box	Monte	25	475	Chase	Will	300	300	Deutsch	Donald	550	550

Devlin	Eric	9300	9300	Fong	Andrew	3875	3875	Hatin	Shawn	50	50
DiMeo	Pasquale		1700	Fong	Andrew	2675	2675	Haustein	Ulrike	450	450
Dix	Terry	850	850	Ford	Alan		1250	Hawkus	Clifford	1875	1875
Dixon	Andy	75	75	Forest	Dewayne		3550	Hay	John C.	500	550
Doberstein	Chad	350	350	Foronda	Justin	325	325	Hederman	Rea S.	75	1925
Doehne	Tom	150	150	Fortenberry	Gary	5600	8800	Helmbold	David	600	600
Dokka	Gerald	1250	1250	Foster	David		300	Helvensteijn	Robert	2125	2125
Dolan	Zak	900	900	Foster	Andy		150	Hendricks	leroy	200	200
Dolan	Andrew	1050	1050	Foster	Doug	375	375	Herman	George	750	750
Doner	Terry	5200	8450	Foster-Keddie	James		300	Herome	Victoria	2000	2000
Donohue	John	900	900	Fox	Jesse	300	450	Hess	Lane		450
Dorrough	Mark	400	400	Fox	Corey		300	Hew	Ronald		225
Dorsey	Eric	475	1625	Fraigon	Ron		436	Hidalgo	Quentin	350	650
Dotter	Mike	200	650	Frame	Russell		950	Hixon	Michael	100	875
Douglas	Les	1000	6300	Franks	Phoenix S.	50	50	Hodge	Allen		4100
Dovico	Mark	2200	4850	Fraser	Jack	675	725	Holley	Tom		450
Dovico	Mickie		225	Frazier	Ryan	300	300	Hood	Garth		300
Dovico #2	Mark	900	3550	Freidin	Stanislav	350	800	Horde	Heiji	100	625
Dowd	Kenneth	75	75	Fretze	William	275	275	Horton	Jesse		1000
Dracula	Jack	1625	3025	Frey	John W.	150	475	Horvath	Stephen G.	10750	11675
Drake	Alex	200	400	Fukumoto	Jason		1600	Houle	Jonathan	700	700
Dreeszen	Derk		1450	Funk	Matt	50	50	Howard	Josh	1200	3600
Drew	Kisa	25	25	Furnish	Jeff	6100	6100	Howlett	Lawrence A.		450
Dreyfus	Stephane	100	100	Gaddis	Craig	200	200	Hoyt	Ben		425
Duann	Tom		4450	Gaines	Michael		500	Hoyt	Timothy		3900
Dube	Gregory	200	200	Gallagher	Aaron		150	Hubbard	Tom	300	3325
Dubuque	Chris		700	Galley	Bob	75	75	Hudson	Akoni		525
Duckworth	Paul	550	550	Gambliel	Emmanuel	25	25	Huggins, Jr.	Samuel		50
Duenez	Richie		450	Garcia	Paul		800	Huisjen	Derek	5450	5450
Dufour	Pierre	150	150	Garcia	Tim		150	Ingram	Bill	50	350
Dunkle	Nancy	50	50	Gargus	John	100	100	Isbell	Michael	150	150
Dunkle	Jeffrey	50	50	Gargus	Eric	150	150	Jackson	Jerry	100	100
Dunncan	Dennis	150	150	Garland	Charles	250	250	Jacokes	Allan	50	50
Duong	Felix	2175	4425	Garrett	Morgan	350	1695	Jaeger	Lyle		450
Duskin	Kirk	250	250	Garrison	Mason		900	Jaffe	W.	300	300
Dyker	Bruce		150	Gearin	Scott	300	300	James	Brian	3000	3000
Eastman	Stuart	1075	2325	Gerardi	Paul	2400	3700	James	Bronson D.	450	975
Eaton	Randy	550	550	Gillmina	Joe	200	200	Janssen	Brian	50	300
Eckel	Jim	800	1000	Glass	Ron	200	200	Jerome	Mark	4375	6275
Edge	Ellen		150	Glenn	Will		1700	Jilot	Chris	4000	4000
Edge	Brad		50	Glover	Bryan		175	John	Torsten	1250	1250
Edmonds	Matt		150	Goins Jr.	Ronald Lee	725	725	Johnson	Ryan	200	1100
Edward	Harry A.		450	Gollihar	Jesse		2450	Johnson	Ivan		200
Edwards	Colin	1975	3475	Gomez	Tony		1050	Johnson	Eric		450
Edwards	Mark	525	2025	Gomez	Matt		1500	Johnson	Paul	2250	2250
Edwards	David	475	475	Gonzales	Albert	1450	1450	Jones	Tom		900
Elson	J.T.	175	175	Gonzalez	Joaquin		300	Jones	Kevin	25	25
Embley	Tyler	500	2850	Goodman	Beverly		150	Jones	Royden	400	400
Eng-Kohn	Bradley	150	150	Goodyear	Brendon T.	800	1600	Jones	Timothy	50	50
Enoksen	Kurtis	1975	6725	Goss	James	650	1100	Jones	Chris	500	500
Epifanio	Lou	450	450	Grable	Thomas Royce	1400	1400	Jones	Daniel	1200	1200
Escarcega	Bernie		150	Graesser	Justin	2175	4175	Joyce Jr.	George E.		300
Evans	Jon		375	Granato	John		600	Jukes	David	375	1610
Exline	Mike		200	Granich	Jamie	900	900	Kampschroer	Michael	75	75
Fagan III	Nick	1500	1500	Green	Anthony	6900	15975	Kane	Richard	700	1000
Fahrenkopf	Michael		900	Grendell	Dan		300	Kassabian	Matt	100	1200
Fair	Jason	675	3075	Grey	Erik J.		1000	Katayama	Ed	400	400
Faleafa	Motau		50	Griffin	Nicholas	900	1700	Kaufman	Wayne	200	1200
Faleafa	Sam		650	Grogan	Jeffrey A.	100	100	Kay	Erik		900
Faulkes	Zen	3250	3250	Gross	Bob	250	1150	Kearney	Talbert		50
Faulkner	Dennis W.	2900	4525	Grover	Ed		200	Keenan	Brian	900	900
Fehr	Chris	1875	2475	Groves	Jason	200	200	Kessel	Justin	3325	4250
Feldman	Jonah	775	775	Grubbaugh	Marc	300	300	Keyser	Joe	150	150
Feller	Michael P.	750	750	Hadden	Jason	300	300	Kiang	James		450
Feng	Andy	300	300	Hadsall	Scott	550	550	Kibrick	Keenan		150
Fennell	Jarad	700	700	Hafezi	Sena	1975	2350	Kim	Donny		1175
Fennell	Joe	2500	2500	Hafezi	Nema	400	400	Kimes	Dean W.		1050
Ferguson	Joel	25	25	Hahn	Teya	2450	3950	King	Robert D.	250	250
Fernandez	Fred P.	7475	13075	Hakes	Jim	100	100	Kirby	Gary	350	350
Fiala	John C.	1375	1375	Hall	Robert		800	Kirby	Eric	2175	4375
Fiedler	G. Curt	50	50	Hammond	Justin	250	250	Kirk	Robert D.	150	2000
Fikes	Edward	100	500	Hannah	Jeffrey	300	300	Klabis	Jeremiah	100	100
First	Matthew	1075	1075	Hansen	Jeff	50	50	Kletzing	Jim	325	325
Fisk	David		1050	Hardin	Joe	100	100	Kling	Michelle		450
Flatland	Joe	250	250	Hardy	Mark	300	300	Knight	Craig	300	300
Flood	Paul	325	325	Harrington	Randy	1400	2300	Knowles	John		150
Florence Jr.	John L.		500	Harrison	Jennifer	400	400	Knox	Kevin		900
Flores	Philip	225	225	Hasselbacher	Matthew	1175	1175	Koehly	Jeff		300
Floyd	Kevin	25	300	Hatcher	Mike	500	500	Koenings	Dirk		450
Foley	Michael	325	325	Hatfield	Tyson		2050	Kohler	Thomas	100	100

Kolacinski	Russell	75	75	Mathews	Tom	950	950	Olsen	Brian	450	450
Kolacinski	Mike	75	75	Matos	Luis	800	800	Orlando	Scott	17825	25675
Kornblith	Charles	750	750	Matteson	Brad	16075	28125	Osborne	Jonathan	325	1010
Kosler	Kenneth	450	1050	Maxham	Bradley		150	Osborne	Samuel	500	500
Kothencz	Adam	625	725	Maxwell	Duane		825	Oshmago	Anthony	150	150
Kozlowski	Steve	2250	2250	Mazorra	Joel	4150	4150	Ostrand	Adam		300
Krakauer	Mai	500	500	McAllister	David	50	450	Outzen	Steve	5400	11900
Kramer	Robert	17850	17850	McCauley	Troy	1000	2150	Oversby	Charles		600
Kravitz	Michael	6025	7025	McClean	Jason		1150	Padron	Raul		100
Kreder	Karl	750	1050	McCormick	Steve		150	Pafumi	Ryan	1700	1700
Kreutz	Rudy	175	175	McGoey	Arthur		900	Pagle	Alex	2750	7850
Krieger III	Billie	100	400	McGuigan	Ian	1500	1500	Pagliaroni	Scott	450	800
Kristiansson	Lars	50	50	McIver	John	1000	1000	Palmatier	Shan	450	450
Kruger	Mike	3400	4825	McManama	Sean	425	2875	Papp	Joe	150	150
Krumm	John	850	850	McNeill	Dylan	25	25	Parco	Justin		975
Kugler	Tad		350	McVey	Michael	850	1300	Parker	Sean	800	800
Kuper	Aaron	750	875	Meany	Gerilyn		450	Parks	Al		50
Kushnerick	Ed	25	25	Medeiros	Jonah		50	Parrish	Scott	575	575
Lahti	Dylan	375	525	Medus	Brian	300	300	Patterson	Jeremy	325	625
Lai	Simon	150	150	Mena	Steven	300	300	Paulson	Jon	2250	2250
Lam	Dieu		500	Meroney	Brett	900	900	Paun	Owen		650
Lam	Woon	150	150	Messer	Joby	1500	1500	Pavlik	Andrew	25	25
Lambert	Michael	225	225	Meyer	Noel	1950	1950	Pech	Rene	200	200
Lan	Edward	300	300	Mifsud	Gino S.		50	Peck	Benjamin	11425	23425
Lancaster	Forest	50	50	Milburn	Jeff		600	Peck	Charles H.	2675	11400
Land	Richard	125	125	Miller	W. Peter	2850	2850	Perdomo	Willy	175	275
Landis	Scott	1200	1200	Miller	Mike	300	500	Perez	Corey	150	150
Landwaster	Andrew	900	900	Miller	Keith A.	500	500	Perrey	David	750	750
Lansangan	Kris	450	450	Milliner	Randy	300	300	Peters	Bear	475	475
Larramendi	Frank		100	Mills, Jr.	Richard W.	150	150	Peterson	Teresa		750
Larsen	Erik	1200	2750	Milobar	Stephen	2400	2400	Peterson	Scott		625
Laska	John		125	Mo	Andrew	1200	1200	Peterson	Paul	500	500
Lauver III	William	375	525	Modreski	Brian		1550	Petty	Ken		600
Lazar	Jonathan	200	200	Molinar	Valentino	1275	5375	Phillips	Leon	2225	3625
Le Bouef	Jason		50	Money-maker	Mike	3100	3100	Picha	Pat	500	500
Leavesley	Duane	50	50	Monson	Gordon		300	Piecuch	Phillip	4875	4875
Lecocq	Jean-Michel	1650	1650	Montano	Ralph	600	1000	Pierro	Sergio	600	600
Lee	Jonathin	875	875	Monteith	Robert H.		75	Pilkenton	Todd	150	150
Lee	William	500	500	Montenegro	Brighton	5325	6125	Pitcher	Steve	1175	1175
Leeuwen	Mario van	450	450	Montoya	John		250	Pitts	Zachary	500	500
Lehto	Ed	900	900	Moore	Ian	50	50	Pollock	Jessemay	25	1675
Letsch	Dennis Alan		350	Morales	Marcelo		1050	Pough	Gary	500	500
Lewis	Phil	900	1550	Moreno	Carlos	300	300	Powlishta	Jeff		900
Lewis	Charles	50	100	Moreno	Demian	50	50	Pregartner	Jason	600	600
Lin	Chuan	150	150	Morris	Andy	750	2250	Preston	Garry	175	175
Lindholm	Jesse		300	Morris	Steve	550	550	Prince	Jason	300	300
Lindstrom	Shane	900	900	Morrow	J.Todd		750	Proctor	Bob		150
Lipke	Ron	300	300	Mosca	Christopher	900	900	Protis	Robert		1700
Lipman #1	Richard	900	900	Mundy	Steve	125	125	Raines	Dallas	50	50
Lipman #2	Richard	900	900	Munier	Brian E.	400	400	Raley	Michael		1600
Little	Benjamin	150	150	Murdock	John A.	225	225	Ramias	Jason	2675	2675
Lloyd	David	50	50	Murphy	Jim		300	Rampias	Ross	550	550
Lo	Ernest	75	75	Murphy	Fransz	150	650	Ramroop	Anderson	25	1325
Lococio	Todd	450	450	Murray	Reg	325	975	Rast	Andrew		750
Lomison	Marc	900	900	Murray	Mason	1150	1150	Ratcliffe	Jeremy	150	650
Lomison #2	Marc	400	400	Myatt	Howard		1850	Rathja	Eric	2450	2450
Lopez	Henry	2000	2000	Myer	Chris		3200	Rattner	Paul	1600	1600
Lord	Jeffrey	375	375	Myers	Belton	150	150	Raven	Rick	750	750
Louie	Daniel	3200	3200	Nachtman	Christopher	150	150	Rawson	Curt	300	300
Louie	Jerome	300	300	Nakamura	Stewart		300	Ray	Ronald L.		1800
Louie	Richard	50	50	Nanongkhai	Victor		3850	Redden	Alan	2650	2650
Lsuskim	Christina	500	500	Nash	Buddy	1975	1975	Reddy	Venk	2575	9175
Lucero	Eric	575	575	Neahusan	Jack	300	300	Reese	Bryan	1900	2925
Luikart	Todd Stephen	25	25	Neidenbach	Nic A.	100	800	Reinhardt	Rick	5200	5200
Lujan	Daniel Ray		5100	Nguyen	Nha	150	150	Reinlieb	Andrew	750	750
Luna	Henry	100	400	Nichols	Tony	650	650	Renner	Ted	2250	2250
MacPhail	Duncan	625	625	Niddrie	Joel	150	150	Rentas	John A.	1700	4775
Macy	Macy		300	Nielsen	Forrest	1700	1700	Rentas	Carlos	5150	6875
Madden	Terry	900	900	Niisato	David	3500	3500	Reyes	Eric	1650	7575
Malec	Dale		775	Nirandorn	Mac	100	100	Reynolds	Scott	100	100
Maners	Michael	3250	6350	Norse	Robert		300	Richardson	Matthew	1500	1500
Mans	Wade		50	Nowak	James	5425	12100	Richardson	John		250
Marga	Tom		50	O'Byrne	Chad	775	1225	Rieder	Shawn	1800	1800
Marsh	Daniel	150	150	O'Dell	Adam	1750	1750	Rigdon	Dion	550	550
Martell	Max		150	O'Farrell	Dan		650	Riley	Richard	1500	1500
Martin	M. Claude	900	900	O'hara	Brian	300	300	Rinner	Andy	50	50
Martin	Frank	1000	1000	Ockershauser	Patrick	3150	3150	Rivera	William	3050	3850
Martin	Andrew	800	800	Oei	Lawrence		450	Robbins	Clifford	200	350
Maruyama	Lawrence		550	Olah	Nik	2300	2300	Robert	Nelson	850	850
Masterson	Kevin	375	675	Oldaker	Matt		1050	Robert	Jason	2900	4200
Mathews	John F.	875	925	Olea	Brian L.	1500	1500	Roberts	Phil		900

Roberts	Jeremy	1525	1675	Snyder	David	50	50	Van Wormer	Gary	1050	1050
Robertson	Howard	350	500	Snyder	David	50	50	Vega	Niguel		50
Robinette	Jason	25	25	Soesbee	Valerie J.	900	1900	Vincenzi	Wayne		300
Rocchi	Paul	150	150	Solomon	Jeff	150	150	VonRanzow	Matthew	400	400
Roche	Matthew	150	150	Sommer	Justice	16100	26000	Vosburgh	Kirby C.	250	250
Rodrigues	Nelson	4300	4350	Soper	Brad		550	Vucci	Russell	50	50
Rodriguez	Christian	300	950	Sord	Stan	150	4900	Waechter	Craig	13200	14750
Rogers	Gabe	150	1850	Sord	Tye		1200	Wagner	Steve	2050	2050
Rollins	Mark		50	Spagnuolo	Eric		1100	Wagner	Jon		300
Romig	Kurt		150	Sparks	Steven	25	25	Wagner	Matt	500	500
Romuald	Monsieur	50	50	Spreckelsen	Oliver von	50	50	Walker	Scott M.		900
Rooney	Scott		300	Sproule	Tim	450	450	Wallace	Kelly	900	900
Rose	Scott	225	325	St.Croix	David	625	2200	Walls	James		300
Rosehill	Dave	500	575	Stamm	John	450	450	Walt	John		1274
Ross	Bruce		300	Stanchi	Eugene	1150	1150	Wang	Biing	100	100
Ross	Ian		475	Stark	Jason	2425	3625	Watkins	Jim	1100	1100
Ross	Gerald	300	300	Steeves	Brent	200	200	Watkins	Mark	150	150
Rowe	Joshua E.	675	1525	Steinbacher	John	1450	1450	Way	Charles		900
Rubel	Neil	375	375	Steinhardt	Jane	25	25	Webb	Eric	1500	1650
Ruland	Peter S.		800	Sterling	Jack	650	650	Wedenbine	Walter	100	100
Rutledge	Stephen	450	450	Stern	David	500	500	Wedig	Geoff	750	750
Salmon	Nathan	1950	1950	Stevens	Joe	1500	1500	Weiss	Aaron		300
Salsman	David	14925	21425	Stolp	Daniel	300	300	Wells	Bradley	150	150
Sanchez	Rufino		250	Stolt	Jeff	975	1725	Welshans	Brian	1575	1575
Sanders	Robert	900	900	Stone	Corey	200	200	Weng	Lum Kok	250	250
Sanders	Chris	200	200	Stueve	Andrew N.	1775	6950	Wesley	Brian		150
Sanders	John	300	300	Stull	Scott	200	200	Whaley	Kevin	700	700
Sandoval	James		1600	Suess	Eric	500	500	Wheeler	James K.		675
Sandusky	Michael	500	500	Sullivan	Sean	6750	6900	Wheeler	Zeb		125
Santellano	Ben		425	Sulser	Donavin		400	Whistler	Greg	775	775
Santos	Eddie	2450	2450	Summers	Robert	3050	3050	White	Greg	200	200
Saris	Arron	750	750	Summerside	Nate	1200	1200	White	Captain J	300	300
Sassaman	John W.	300	300	Sundseth	Douglas	850	1350	Whitmill	Art		900
Satterlee	Christy		50	Surette	David	975	975	Whitney	Fred		225
Sauer	Steven	1550	4100	Swafford	Micah	200	200	Whitney	Erik	7150	7150
Savage	Brandy	525	2200	Swann	John	50	50	Widman	Matt	700	700
Savage	R. Hyrum	75	75	Swanner	Stephen	2200	9500	Wiener	Eric	3650	3650
Schafer	Joe	500	1700	Sweearingen	Steven	200	1250	Wilhelm	Calvin		50
Schick	Travis		900	Szymczak Jr.	Bernard	1675	1675	Willett	Donovan	150	150
Schneider	David	50	50	Tabb	Andrew	200	200	Williams	Shawn	100	100
Schultz	Russell		1100	Tabuchi	Patrick		150	Wilson	Glenn		300
Schumm	Damian	1125	1125	Taira	William	400	450	Wilson	Michael	100	100
Scott	Matthew Ken		125	Tallon	Tim		200	Winans	Craig	50	2600
Scott	Dan	175	175	Tang	Matthew	150	150	Winston	Cameron	300	300
Sedgwick	Bill	50	50	Tatro	Keith	3500	3500	Wise	Dennis	400	400
Self	Bryan	3650	3650	Tauscher	Ryan	275	1750	Wishon	Gregory	700	1000
Sellers	Josh	600	4450	Teadale	Jeremy	2000	3575	Wisniewski Jr	Phillip	100	100
Settle	Bryan M.		600	The Bard	Pendar		350	Witchell	David	75	75
Seyberth	Allan	75	4225	Thomas	Robert		400	Witzling	Eric	1500	1500
Seyffarth	Thomas	350	350	Thomas	Charles	3900	10850	Wolf	Matt W.	150	150
Seymour	Marcus	425	425	Thompson	Sean	450	696	Wolff	William	1800	1800
Sherlock	Jason A.		125	Thompson	Ian	425	425	Wong	Stephen	400	1650
Sherman III	Earl	3600	3600	Thompson	Michael		1000	Wong	Alex	2550	2750
Shinabery	Tom	25	325	Thornton	Mike	775	775	Wong	Elliot	300	300
Shlasinger	Zev	6100	6800	Tiepelman	Mark	475	925	Wood	Jared		450
Sideras	Glen E.	150	450	Timmers	Josh	150	150	Wood	David		3150
Silbaugh	Shawn	400	400	Titus	Lance	325	325	Woodward	Keith E.	175	175
Silva	Sean	10625	15950	Tobeck II	Keith		225	Woodward	Morgan	200	200
Silva	Ron	300	300	Tolen	James	100	100	Woodworth	Andrew	150	950
Silveira	Eril	50	50	Tom	Warren	500	500	Woros	Robert		1150
Silverman	Ephraim	75	75	Tordilla	Don	7550	13275	Wray	Nathan	2800	4200
Siminofsky	Scott	300	300	Tormey	Daniel	300	300	Wright	Kurtis	100	100
Sisk	Eric	150	150	Torres	Eunice	100	100	Wright	Shannon L.	25	25
Skelton	Xaen	3500	3500	Tosh	Christopher	1975	1975	Wright	Shawn	650	650
Skovronsky	Tom		500	Toshimitsu	Mari	200	200	Wu	Yu Chao	750	750
Slaten	Brandon	250	1150	Tracy	Craig	625	625	Wyatt	Darrell	350	1100
Sloan	Michael	225	225	Trauzzi	Joe	50	50	Yaple	Eric		450
Sloman	Randy		500	Treanor	Eric	1350	2250	Yates	Ken	600	600
Smith	Nick		800	Trubowitch	Zev	400	600	Yeager	David		50
Smith	Nicholas	875	875	Truskolaski	Ed	50	50	Yoon	Edwin	1375	1375
Smith	Marshall	750	750	Tsukakoski	Marc	475	4350	Yoshida	Randy	500	500
Smith	Steve	225	225	Turnbull	Drew	1500	1500	Young	Adam	225	225
Smith	Tim	425	425	Turner	Christopher		450	Yu	Benny	650	650
Smith	Jason M.	100	100	Turon	Victor	50	50	Zander	Kevin	500	2850
Smith	Nick	1300	1450	Tyler	Jim	175	975	Zane	Alexander		3900
Smith	Tim	300	300	Udewitz	Jon	100	700	Zheng	Hua	100	100
Smith	Mike	50	50	Vail	Troy E.	2250	8350	Zinda	Michael W.	225	375
Smith	Jeff	200	200	Van Haaften	Douglas	50	50	Zinkevich	Dennis	50	1600
Smorey	Gregory	50	50	Van Nortwick	Mark	225	225				
Snider	Warren	100	100	Van Winkle	Jason	375	1775				

Top 10's

Legend of the Five Rings

Final Standings for 1997

Top 10 Players

Matteson	Brad	28125
Sommer	Justice	26000
Orlando	Scott	25675
Peck	Benjamin	23425
Salsman	David	21425
Kramer	Robert	17850
Green	Anthony	15975
Silva	Sean	15950
Cooper	Tom	15600
Waechter	Craig	14750

Top 10 International

Duong	Felix	Canada	4425
Faulkes	Zen	Canada	3250
Baveux	Jean-Marie	France	3150
Helvensteijn	Robert	Netherlands	2125
Herome	Victoria	England	2000
Lecocq	Jean-Michel	Canada	1650
Dorsey	Eric	Canada	1625
John	Torsten	Germany	1250
O'Byrne	Chad	Canada	1225
Watkins	Jim	France	1100

1997 Top 10

Kramer	Robert	17850
Orlando	Scott	17825
Sommer	Justice	16100
Matteson	Brad	16075
Salsman	David	14925
Waechter	Craig	13200
Coleman	Afshin	12875
Bergstrom	Chris	11750
Peck	Benjamin	11425
Horvath	Stephen	10750

Top 10 Outside of California

Kramer	Robert	17850
Bergstrom	Chris	11750
Devlin	Eric	9300
Fortenberry	Gary	8800
Cripe	Rick	8775
Doner	Terry	8450
Deling	Mark	7075
Stueve	Andrew N.	6950
Shlasinger	Zev	6800
Anderson	Ralph N.	5850

Clan Daimyo Over All Champion

Matteson	Brad	Crab	28125
Kramer	Robert	Crane	17850
Silva	Sean	Dragon	15950
Salsman	David	Junzo	21425
Cooper	Tom	Lion	15600
Enoksen	Kurtis	Mantis	6725
Doner	Terry	Monk	8450
Sommer	Justice	Naga	26000
Coleman	Afshin	Phoenix	12875
Outzen	Steve	Scorpion	11900
Swarner	Stephen	Toturi	9500
Orlando	Scott	Unicorn	25675

Clan Warlord 1997 Champion

Matteson	Brad	Crab	16075
Kramer	Robert	Crane	17850
Silva	Sean	Dragon	10625
Salsman	David	Junzo	14925
Waechter	Craig	Lion	13200
Peale	Chuang	Mantis	2300
Doner	Terry	Monk	5200
Sommer	Justice	Naga	16100
Coleman	Afshin	Phoenix	12875
Whitney	Erik	Scorpion	7150
Jerome	Mark	Toturi's	4375
Orlando	Scott	Unicorn	17825

Scorpion Clan Coup

The number listed after rarity shows which of the three scrolls the card will be released in.

Actions

- ☐ A Samurai Never Stands AloneC1
- ☐ Arrival of the UnicornsC1, C2
- ☐ Political DistractionC1
- ☐ Robbing the DeadC1
- ☐ The Secret EntranceC1
- ☐ The Unclean CutC1
- ☐ A Samurai's RevengeC2
- ☐ Defenders of the RealmC2
- ☐ DisloyaltyC2
- ☐ Iaijutsu ArtC2
- ☐ RearguardC2
- ☐ The Moment Before the StrikeC2
- ☐ When Men Stand DividedC2
- ☐ Fires of RetributionC3
- ☐ KyudoC3
- ☐ One HonorC3
- ☐ Street to StreetC3
- ☐ The Crab ArriveC3
- ☐ The Fog of WarC3
- ☐ Behind Night's ShadowR1
- ☐ Passive ResistanceR1
- ☐ Political MistakeR1
- ☐ Through the Water waysR1
- ☐ Toturi is DruggedR1
- ☐ A Vision of TruthR2
- ☐ Gift of FealtyR2
- ☐ The Face of My EnemyR2
- ☐ A Greater DestinyR3
- ☐ SubversionR3
- ☐ The People's ChampionR3
- ☐ The Soul of AkodoR3

Events

- ☐ Lions Attack the CraneR1
- ☐ The 38th Hantei FallsR1
- ☐ The First Scroll Is OpenedR1
- ☐ My Enemy's WeaknessR2
- ☐ One Man's HonorR2
- ☐ The Fair Voices of LiesR2
- ☐ The Karmic Wheel SpinsR2
- ☐ A Final DuelR3
- ☐ Give Me Your HandR3

- ☐ The Courage of Osano-WoR5
- ☐ The World Stood StillR3

Followers

- ☐ Cavalry RaidersC1
- ☐ Monk AdvisorsC2
- ☐ Swamp SpiritsC3
- ☐ Imperial Palace GuardR1
- ☐ Lieutenant MoritoR1
- ☐ Soshi UjemiR1
- ☐ Lieutenant DainiR2
- ☐ Lieutenant UjiR2
- ☐ Scorpion House GuardR2
- ☐ Acolyte KaedeR3
- ☐ Lieutenant SukuneR3
- ☐ Lieutenant TsanuriR3

Holdings

- ☐ Divinatory PoolC1
- ☐ GarrisonC1
- ☐ StorehousesC1
- ☐ Trading PortC2
- ☐ Heartbeat DrummersC3
- ☐ QuarryC3
- ☐ East Wall of Otosan UchiR1
- ☐ South Wall of Otosan UchiR1
- ☐ North Wall of Otosan UchiR2
- ☐ West Wall of Otosan UchiR2
- ☐ Bayushi's LabyrinthR3
- ☐ The Agasha FortificationR3
- ☐ The Master PainterR3

Items

- ☐ Armor of Osano-WoC1
- ☐ War WagonC1
- ☐ Hojatsu's BladeC2
- ☐ Agasha's MirrorC3
- ☐ JitteC3
- ☐ Ancestral Sword of the ScorpionR1
- ☐ Dragon PearlR2
- ☐ Shoji's ArmorR2
- ☐ The Ruby of IuchibanR2
- ☐ Isawa's HelmR3

- ☐ Obi of ProtectionR3
- ☐ Suro's MempoR3

Kihs

- ☐ Freezing the LifebloodC1
- ☐ Jurojin's TouchC1
- ☐ The Soul Goes ForthC1
- ☐ Fury of the EarthC2
- ☐ Piercing the SoulC2
- ☐ Touching the SoulC2
- ☐ The Fortunes' WisdomC3
- ☐ The Endless WellR1
- ☐ Led From the True PathR2
- ☐ The True LandsR2

Personalities

- ☐ Bayushi DozanScorpionC1
- ☐ DaikuaMantisC1
- ☐ HatsukoUnalignedC1
- ☐ Iuchi KattaUnicornC1
- ☐ ShiodaMonkC1
- ☐ Shosuro IkawaScorpionC1
- ☐ The Exalted UguUnalignedC1
- ☐ Yogo ShidachiScorpionC1
- ☐ Agasha NabeDragonC2
- ☐ Asahina UojinCraneC2
- ☐ Bayushi KyonoScorpionC2
- ☐ Bayushi YojiroScorpionC2
- ☐ HasagawaMantisC2
- ☐ Hida MatyuCrabC2
- ☐ KappaUnalignedC2
- ☐ Matsu HokitareLionC2
- ☐ Otaku GoshikoUnicornC2
- ☐ ShazaarNagaC2
- ☐ Agasha MumokoDragonC3
- ☐ Akodo HariLionC3
- ☐ Akodo IkawaLionC3
- ☐ Hiruma OsunoCrabC3
- ☐ Shiba KyoPhoenixC3
- ☐ SunabeMonkC3
- ☐ YazakiUnalignedC3
- ☐ Akodo ToturiLionF
- ☐ Bayushi ShojiScorpionF

- ☐ Bayushi KachikoScorpionR1
- ☐ Bayushi YokuanScorpionR1
- ☐ Hantei the 38thUnalignedR1
- ☐ IshikawaUnalignedR1
- ☐ SanadoUnalignedR1
- ☐ Shinjo YokatsuUnicornR1
- ☐ Soshi TaoshiScorpionR1
- ☐ Bayushi DairuScorpionR2
- ☐ Doji SatsumeCraneR2
- ☐ Isawa SzePhoenixR2
- ☐ Matsu TsukoLionR2
- ☐ Ninja ShapeshifterUnalignedR2
- ☐ RanbeMantisR2
- ☐ Akodo MatoshiLionR3
- ☐ Hida KisadaCrabR3
- ☐ Isawa UjinaPhoenixR3
- ☐ Mirumoto SatsuDragonR3

Regions

- ☐ "Plains Above Evil"C1
- ☐ Plain of Fast TroublesC2
- ☐ Plains of the Emerald ChampionC3
- ☐ Streets of Otosan UchiC3
- ☐ The Hub VillagesC3
- ☐ Isawa Tomo's PortalR1
- ☐ Kaiu CastleR3
- ☐ The Temples of ShinseiR3

Spells

- ☐ FloodC1
- ☐ Soshi's CurseC2
- ☐ All Distances Are OneC3
- ☐ Mirror ImageC3
- ☐ Whispers of the LandC3
- ☐ Agasha's IllusionR1
- ☐ Hiruma's Last BreathR1
- ☐ Kuroshin's PrayerR2
- ☐ The Purity of KitsuR2
- ☐ Asahina's BreathR3
- ☐ The Soul of ShibaR3

Strongholds

- ☐ The Ancient Halls of the Akodo
- ☐ The Shadow Stronghold of the Bayushi



Legend of the Five Rings

Card Focus: Contested Ground

I kept looking at Contested Ground for a long time, and kept coming up with the same assessment: too risky. If you can bow to destroy more people than your opponent, then wouldn't you have more people and more force at the battle there to begin with, and probably win without putting your own people at risk of being destroyed themselves?

Sure, there are some cases where the risk is worth it. If you can replace the terrain at will, say using a Go Master, you might be able to take out one of your opponent's linchpin personalities. The force bonuses from the Experienced Yoritomo or Takuan really add up, for instance, and you should never pass up the opportunity to knock off a dragon. (Remember, kids, "A Void Dragon!" is good advice.)

Probably one of the best times to use this terrain is when your opponent has all the muscle concentrated in a few big and nasty cards (e.g., Hida Amoro, dragons, ogres, oni, Togashi Mitsu), and you've got followers. The Contested Ground action, like a Ranged Attack, has to target followers first. If you've got reasonably sized units, preferably with medium to heavy sized followers, your opponent is not going to nullify the force of the big, bad oni or bow Togashi Mitsu to kill one measly follower. You, on the other hand, can probably knock out a few of these big power personalities. It may cost you the battle, but getting rid of those heavy hitters may take enough wind out of your foe's sails for you to cruise to victory another way.

The big problem with this card, though, is not that your personalities are at risk of being destroyed. The problem is that once you put it in play, your opponent has the first chance to make a move. The situation is analogous to walking into a battle

with lots of Ranged Attacks: whoever fires the first shot has a big advantage. Essentially, by putting this terrain in play, you allow your enemy to seize the initiative. How can you get around this?

Enter Kitsu Motso. Bow Motso and destroy one of his Master tokens. Use the two actions afforded to you to play Contested Ground, then immediately use the "bow and destroy" action enabled by the terrain. Now, no matter what, your

opponent will be playing catch-up. Similarly, you could use a Scout to lay in the Terrain before the defender does anything, and use a Sneak Attack to make the first move. The Experienced Isha and Daikua, the new Mantis Scout, not only provide you with an alternative to the Sneak Attack when attacking, but they also let you pull off this trick when defending, too. Use Isha or Daikua to lay in the terrain, and then use the terrain's battle action before the attacker can do anything. Maybe not quite as elegant as using Motso, but still effective.

Finally, if the risk factor for these tactical tricks is just too high for your taste, dig out the spell Mighty Protection. Cast it on your forces before the battle is joined. This way, your opponent should realize that there is very little point in sacrificing his units to kill off yours, because yours will be saved by the effects of the spell. You can then pick off a good chunk of your opponent's army at your leisure.

Contested Ground is not the easiest terrain to use effectively. You should have a good number of followers before you include it in a deck, and a few tricks up your sleeve before you play it. Because it isn't a simple card to use, it hasn't been a popular card, so your opponents probably won't be expecting it. It also means when you make it work right and slice your foe's armies up with it, you've earned yourself several hundred points for style.



The Imperial Assembly

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

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

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

ALDERAC ENTERTAINMENT GROUP

c/o The Imperial Assembly
4045 Guasti Road #212
Ontario, California 91761

Payment Type

☐ Check ☐ Money Order
☐ VISA ☐ MC Expiration Date _____
Number _____

Name _____

Address _____

City _____ State _____ Zip _____

Phone Number _____

Clan Affiliation _____

E-Mail _____

☐ I'm renewing. Assembly # _____

