

Volume one•Issue four

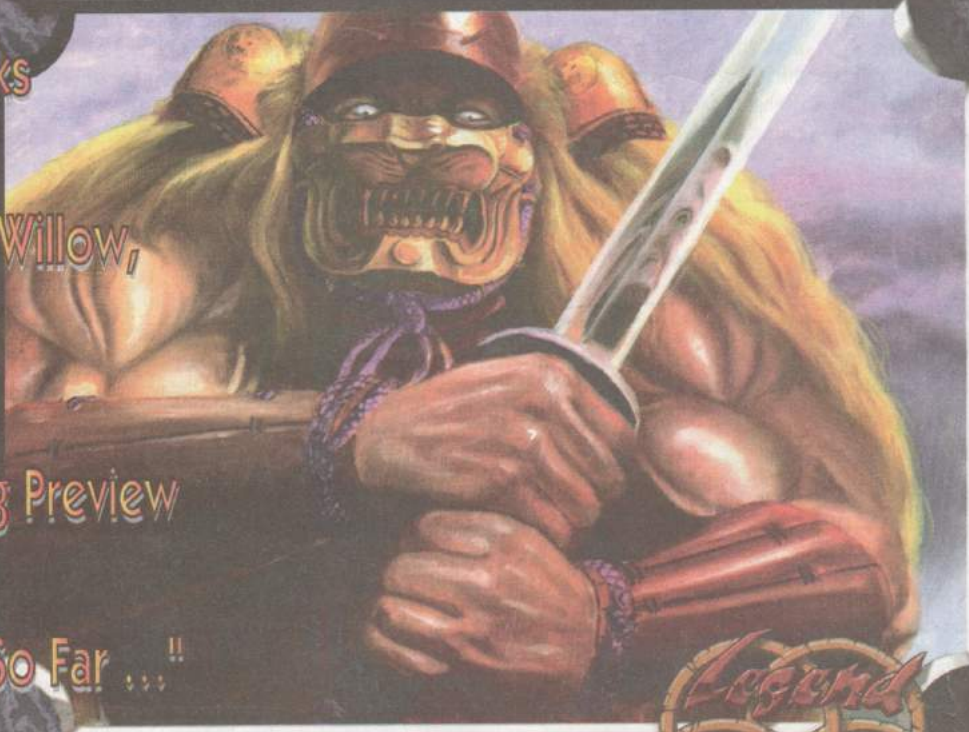
# Imperial Herald

3 Killer Decks

Way of the Willow,  
Part Two

Role-Playing Preview

"The Story So Far ..."



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Original artwork  
© Nicola Leonard.

# Secrets on the Wind

by Ryan Dancey & John Zinser

Welcome to the fourth issue of the Imperial Herald! This is an exciting time for everyone involved in the *Legend of the Five Rings* world. We've just passed our one-year anniversary, and things have never looked more exciting in the lands of the Emerald Empire!

We're proud to announce that the long-awaited two-player starter set for L5R, *The Battle of Beiden Pass*, is now on sale at retail stores everywhere! This great boxed set contains two decks, one for the Crab Clan and one for the Dragon Clan, that allow the players to refight one of the most important battles of the Clan War. The set includes a "Basic Training" guidebook that teaches new players, step by step, how to play L5R, and explains all the concepts in the game in a simple, easy to understand way. In addition, you'll get a full-sized rule book that contains the entire text of the Basic Set rule book, plus some new fiction from John Wick. It also includes letters from the Clan Champions to the generals of the two armies, explaining the strategies of the decks. The set is designed to teach new players how to play L5R, but it's also fun for players who are already familiar with the world of Rokugan. As a special bonus, the set also includes the cards "Dairya the Ronin" and "The Monstrous War Machine of Fu Leng". The set has a \$24.95 suggested retail price.

Thanksgiving will see the release of L5R's much-anticipated third expansion, *Anvil of Despair*. This 150-card set is available in 11-card boosters and 60-card Stronghold decks. *Anvil of Despair* decks feature two new Strongholds: Toturi's Army and Yogo Junzo's Army. These powerful forces have emerged from the chaos of the Clan War, one fighting for honor and the Empire, one fighting for the darkest power of the Shadowlands. *Anvil of Despair* also includes a new card type, the Ancestor, which represents guiding spirits from the long-forgotten past who have returned to assist their Clans against the rising evil in the Empire.

In *Anvil of Despair*, the heroes of the Emerald Empire are stunned to discover that the body of the young Emperor has been possessed by the Dark Lord, Fu Leng. A member of the Lion Clan is unmasked as a Kolat Master. The plans of the Crab Clan are shattered in the throne room of the Imperial Palace, the Crane Clan fight their most desperate battle, the Unicorn strive to restore justice to the countryside, and the Phoenix Clan have entrapped an Oni in order to gain information about the Shadowlands... but at a fearsome price. *Anvil of Despair* booster packs will carry a \$1.95 suggested retail price, and the decks have a \$795 SRP. The set will hit store shelves in the last week of November, and the Empire will never be the same!

The L5R team wants to thank the distributors, the retailers and the players for a great year, and we look forward to the future!

Special thanks to everyone who voted in the *Make a Follower a Personality Contest*. Unlike our other contests, this one was a real tight race. So tight, in fact, we have two winners: Lady Kitsune (the Foxwife) and a Shadow Samurai named Hida Sukune.

## The Imperial Herald

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Decks designed by David Williams, Ken Carpenter and Steve Swarner

## The Good, the Bad and the Muhammad Ali

We get a lot of requests for killer decks. Well, this issue, we're giving you three! "The Good" is a Phoenix deck Dave Williams saw at a convention. He put his own spin on it and we've included it here. "The Bad" is a big, mean dishonoring Crab deck that won the National Championships at GenCon '96. It was designed by Ken Carpenter, our resident miniatures guru (who is also going to be heading up the writing of our player's guide, *The Tao of Shinsei*). Lastly, but far from leastly, is a Lion deck that Steve Swarner won the West Coast Finals with. He brought it to GenCon and placed second with it (right behind Ken). Because of its high maneuverability, the guys who were playing against it dubbed the deck "Muhammad Ali."

### The Good

Dave bumped into this deck at Origins. He was pretty impressed with its simplicity, exemplified by the name the designer gave to it: "You're Evil, You're Dead." Essentially, gives all of your enemy's Personalities the **Shadowlands** Trait, then kills them off one by one. It also knocks down their Personal Honor to zero so you can utilize cards like *Test of Honor* and *Force of Will*. In no time flat, they're dropping like flies.

It's a neat deck that seems like it would work well with a Scorpion stronghold, but this is one style of subterfuge that only the Phoenix can get away with.

### The Bad

Ken Carpenter's Crab deck that won the GenCon Nationals was a brutal monster that utilizes some of the strategies of "You're Evil, You're Dead," but Ken's deck is much more straightforward. It's got a lot of the classic

Crab cards: *Crab Clan Onis*, *Berserkers*, and *Breaches of Etiquette*, but it also has a whole mess of cards that really hurt a deck that relies on a fast Honor gain. It's got a touch of sabotage and a whole lot of muscle. The sabotage allows you to keep your opponent down for just a couple of turns while you bring out the big boys. And even if he does get a couple samurai out, you've got plenty of *Kolat Masters* and *Geisha Assassins* to keep him on the ropes while you prepare your attack. It's the deck that won the National Championship, folks. Get used to seeing it.

### Muhammad Ali

Yes, it's a Lion deck, but it's not the Lion you'd expect to see. In fact, you'll be lucky to see *any* Lions when your opponent plays Steve Swarner's Muhammad Ali deck. Steve plays a lot of Chess and Go, and you can see it when you play against his deck. He uses a *lot* of Terrain cards, maneuvering his armies into places where you aren't ready to defend. That's why folks were so impressed with it: He always hits you on your blind side. Using the *Oracle of Fire* (from the Imperial Edition, or the *Oracle of Water* from Emerald), *Superior Tactics*, and *Traversable Terrain*, Steve's Lions are all over the board. You don't know where they're going to be next.

All of these decks are great examples of players who have embraced Sun Tzu's philosophy of warfare: "*Fight no battle you do not want to fight, and force your opponent to stand on ground he cannot defend.*" Great work, guys!



**Personalities**

2x Asahina Tamako  
 1x The Hooded Ronin  
 1x Exp. Isawa Tadaka  
 1x Isawa Tsuke  
 3x Isawa Uona  
 1x Kitsu Toju  
 1x Mamoru  
 2x Morito Tokei  
 2x Moshi Wakiza  
 1x The Nameless One  
 2x Shiba Tetsu  
 1x Shiba Tsukune  
 1x Togashi Yoshi

3x Toku  
 1x Water Dragon

**Events**

Bloom of the White Orchid  
 Celestial Alignment  
 Emperor's Peace  
 Inheritance  
 Not This Day!  
 Peasant Revolt

**Holdings**

3x Gambling House  
 3x Jade Works

3x Sanctified Temple

3x Silver Mine  
 3x Small Farm  
 2x Temples of Bishamon

**Regions**

1x Isawa Woodlands

**Items**

1x Ancestral Sword of the Phoenix Clan  
 1x Bloodsword  
 1x Jade Hand  
 1x Mempo of Void

**Spells**

2x Force of Will  
 3x Secrets on the Wind  
 1x Stale Wind  
 1x Sympathetic Energies  
 3x Tomb of Jade  
 1x Touch of Despair  
 1x Walking the Way  
 1x The Wasting Disease

**Followers**

1x Scribe  
 1x Shiba House Guard  
 1x Spirit Guide

**Actions**

3x Defend Your Honor  
 1x Entrapping Terrain  
 1x Marries a Barbarian  
 1x Oath of Fealty  
 3x Shame  
 3x Test of Honor  
 1x Ring of Air  
 1x Ring of Fire  
 1x Ring of Void

**The Good****Personalities**

2x Ogre Bushi  
 1x Kyoso No Oni  
 1x Mamoru  
 2x Hida Amoro  
 2x Hida Sukune  
 1x Hida Yakamo (Hero)  
 3x Hida Yakamo (Oni)  
 2x Kuni Yori

**Events**

The Farther You Fall  
 The Falling Darkness

Imperial Gift  
 Inheritance

**Holdings**

3x Iron Mine  
 2x Small Farm  
 3x Jade Works  
 3x Blacksmiths  
 1x Oracle of Fire  
 1x Master Smith  
 1x Forest

**Spells**

1x Secrets on the Wind

**Items**

2x Tetsubo  
 2x Warhorses  
 1x Ancestral Sword of the Crab Clan

**Actions**

3x Feign Death  
 3x Breach of Etiquette  
 1x Egg of Pan Ku

3x Shame

1x Kolat Master  
 2x Test of Honor  
 1x Confusion at Court  
 2x Charge  
 3x Marries a Barbarian  
 2x Superior Tactics  
 2x Frenzy  
 3x Jaijutsu Duels  
 1x Oath of Fealty  
 2x Rallying Cry  
 1x Geisha Assassin  
 1x Ring of Earth

**The Bad****Personalities**

3x Matsu Agetoki  
 3x Matsu Turi  
 3x Ikoma Kaoku  
 3x Matsu Gohel  
 2x Matsu Yojo  
 1x Matsu Chokoku  
 1x Kitsu Motso  
 1x Akodo Kage  
 1x Mamoru

**Events**

Imperial Gift  
 Inheritance

**Holdings**

3x Copper Mine  
 2x Sanctified Temple  
 3x Jade Works  
 3x Small Farm  
 2x Go Master  
 1x Oracle of Fire (Imp. Ed.)

**Items**

1x Ancestral Armor of the Lion Clan  
 1x Ancestral Sword of the Lion Clan

**Followers**

1x Matsu House Guard

**Actions**

1x Ring of Water  
 2x Test of Might  
 3x Superior Tactics  
 3x Strength of Purity  
 1x Ambush  
 3x Careful Planning  
 3x Charge  
 3x Defend Your Honor  
 3x Traversable Terrain

2x Contentious Terrain  
 1x Brilliant Victory  
 1x Counterattack  
 1x Deadly Ground  
 1x Forced March  
 1x His Most Favored  
 1x Sneak Attack

**Muhammad Ali**





# The Story So Far

*Well, it's been a year since this whole thing started, and we decided that maybe its time to fill in all the details you folks may be missing. So, here it is, from start to middle (the finish shows up in August '97, you know) ... the story so far:*

## Imperial Edition

The war began in the second year of the twenty-seventh Emperor Hantei. After the failure of the Scorpion coup, activity between the Clans was tense. A young, inexperienced Emperor sat on the Throne, an Emperor who had taken the Lady Kachiko as a bride to end the Bayushi line. But in that two year span, mysterious happenings began taking place. A wasting disease had spread across the Empire, infecting even the Emperor himself. At first, the Court suspected poison, but after an assassination attempt was foiled by the Lady of Scorpions herself, Kachiko was ruled out as a possible culprit in the Emperor's imminent demise.

As word of the Emperor's illness reached the Clans, dramatic changes took place. A Crab army was seen marching from its homelands toward Beiden Pass. The Unicorn reported unusually brutal assaults from the Shadowlands. The Lion Clan sent a contingent of samurai, led by a young apprentice shugenja, out to the northern borders of the provinces of the Kakita family and the Crane Champion himself rode out to the Imperial Palace to speak to the Emperor about the thunder that was brewing on the not-so-distant horizon. A tiny army of shugenja from the Phoenix Clan appeared in the northernmost regions of the Crane territories and its general, Shiba Tsukune, called out the general of the Lion army. The shugenja scoffed at the young samurai-ko and a duel ensued. At the end of the duel, the shugenja was killed, his army was routed and his head was carried back to the Phoenix stronghold as a trophy.

At the Imperial Palace, Doji Hoturi met with Bayushi Kachiko. She told him her husband was too sick to speak to anyone, but she would act as a correspondent between himself and the Emperor. The Crane Champion's sensei and escort, Kakita Toshimoko, was mistrustful of the Lady Scorpion, but he said nothing. That night, Hoturi awoke to discover that he was not alone in his bedchamber. Every muscle in his body had been paralyzed. Through heavy eyelids, he managed to make out the form of Lady Kachiko, holding a glowing orb, her victorious smile shining in the shadows. On the other side of the room, a mirror image of Hoturi began to form in the swirling green mists. Using the Egg of Pan Ku, Kachiko had created a *doppelganger* of the Crane Champion. The next morning, the False Hoturi commanded Toshimoko to journey to the lands of the Unicorn to ask their assistance against the Crab. Toshimoko knew he could not reach the Unicorn lands and return before the Crab armies reached Kakita Castle, but he did not question the authority of his Lord. He left that morning on the fastest steed Lady Kachiko could provide.

Meanwhile, the Crab armies continued to march, moving straight through the pass and into the provinces of the Kakita family. They sacked Kakita Palace - the oldest standing structure in the Crane Clan - and moved south toward Doji Palace. But as Sukune moved his army southward, an army of Dragon samurai appeared, taking the Crab completely by surprise. Spies soon discovered that a ronin led the Dragon army, a ronin who many had thought never would be seen again. His

name was Akodo Toturi, and once he was the Great Lord of the Lion Clan and the Emperor's most trusted military advisor. Sukune immediately retreated to Beiden Pass and waited for the reserve army led by his brother, Yakamo. Yakamo's army arrived two days after Sukune's retreat. Convinced that the appearance of Toturi was some sort of trick, he charged the Dragon forces. In the midst of the charge, Yakamo encountered a young and beautiful samurai-ko with the fires of vengeance in her eyes. Her name was Mirumoto Hitomi, only just graduated from her training at the schools of the Dragon, her tattoo fresh on her back. Yakamo remembered his famous battle with her brother and he taunted her with his memory. A duel began, and the two samurai remained engaged in deadly combat as Toturi led the Dragon army in a brilliant counterattack that would outflank the Crabs. At a key moment in the battle, Yakamo was struck by a wild blow from a sorely wounded Hitomi. Her blind strike (perhaps guided by her brother's watchful spirit) sliced off the Crab's hand. The Crab army retreated with their wounded general as Toturi's army regrouped outside Beiden Pass.

The battle that followed would prove to be the most important of the first half of the war. Toturi's army of Dragon, Unicorn and ronin defeated Hida Sukune and forced the retreat of the Crab presence from Beiden Pass. The wounded Yakamo was approached by a hooded shugenja who offered him a magical artifact to alleviate his handicap and Toturi left behind a contingent of Unicorn cavalry to guard the Pass.

The general then turned to the young Dragon, Mirumoto Daini. Impressed with his courage and loyalty, Toturi commanded him to follow up on reports he had heard when he was still the Emperor's high advisor. Two years before, advance scouts had reported sightings of the Naga in lands between the Unicorn and the Shadowlands. He commanded Daini to seek out the truth behind these rumors. "We will need all the allies we can muster," he told the young samurai. Daini swore he would return with the Naga, and left. Toturi would not see him again for five months.

## Shadowlands

The second chapter of the Saga begins with the end of the Battle at Beiden Pass. After her duel with Yakamo, Hitomi left behind Toturi and his army to seek out the wounded Crab. Unfortunately for her, she found him. With the magic of his new "appendage", Yakamo was not only able to defeat the Dragon samurai-ko, but also able to snap her brother's sword - the Ancestral Dragon sword - and crush her right hand. However, Yakamo did not kill her when he had the chance, but allowed her to escape from the Crab camp. She was discovered by a wandering shugenja who took her to the Imperial Palace, where she was introduced to the lovely new bride of the Emperor. Kachiko's servants mended Hitomi's wounds, and the Lady Scorpion also ordered her high advisor to perform a magical ceremony that would attach to Hitomi an ancient artifact: a hand made of rune-carved black glass.

Meanwhile, in the lands of the Crane, a new Lion army - this time led by the Lion Champion herself - descended on the unprepared Doji Palace. Toturi had only left behind a small garrison to protect the Palace, augmented by the Phoenix army led by Shiba Tsukune. However, the unorthodox tactics of the Dragon and Phoenix caught the overconfident



Matsu Tsuko off guard. The defenders of the Crane were able to hold out against the superior forces of the Lion for three days, but on that third day the Crane Champion returned ... with an army of Shadowlands madmen. The False Doji Hoturi marched his army against his kinsmen as Matsu Tsuko watched. The Lion Champion now had a choice: she could stand with the False Hoturi or against him. She chose to do neither, and watched the Shadowlands army decimate the dwindling forces of the Crane. Tsukune retreated - along with the Dragons and an untrained army of Cranes led by Daidoji Uji - south to the ancient shugenja temples of the Asahina family.

In the meantime, Toturi had been chasing the retreating Crab army across Rokugan. When word reached him of the Lion's attack, he called off his march and moved his army back toward Beiden Pass. When he reached the Pass, however, the Unicorn cavalry - commanded by Shinjo Yasamura - would not let him by. Toturi refused to draw his sword on Yasamura, but now he was forced to move his army north through the provinces of the Lion. Toturi gritted his teeth and prepared to meet the army he used to command from the other side of the battlefield.

As Toturi planned his movements through Lion territory, a single rider approached his army. Bearing no insignia, but wearing ill-fitting armor a generation old, the ronin, who called himself "Akiyoshi", delivered a slight and sickly Doji Hoturi. "She will harm him no more," the ronin said cryptically and rode back to the east. The drugged and half-starved Hoturi explained to his childhood friend the situation in the Palace as best he could, but his fevered mind could not muster any details. Toturi sent the Crane Champion along with a small contingent of samurai back to the Crane provinces. Yasamura gave Hoturi passage, explaining to Toturi, "I have orders to not let your army through. Nothing in my orders mentions the Crane Lord." When Toturi asked who had given him those orders, the Unicorn refused to answer.

Far to the north and east, in the temples of the Phoenix, Shiba Ujimitsu was faced with a difficult decision. The shugenja known as "The Nameless One" (who had once been the Master of Void, but was now twisted and corrupted by his dealings with the Shadowlands) reported that he had sensed the power of the Shadowlands growing. Ujimitsu sent out Isawa Tadaka, the Master of Earth, to investigate. He returned with dark news. One of the black scrolls - guarded for a thousand years by the Scorpion Clan - had been opened. He had taken it upon himself to go to the Shadowlands to discover who was responsible. His journey had changed him considerably. His eyes were now filled with a black fire, and his body burned with energies he had never encountered before. Yes, there was a force in the Shadowlands, a force of such energy that not even the combined might of all of Rokugan's craftiest shugenja could counter. They would have to gain an understanding of this energy source to destroy it, but in order to do that, they would have to embrace its energy and take it within themselves. So began the corruption of the Phoenix Clan.

## Forbidden Knowledge

The assault on the Crane continued. Having fallen back all the way to the Asahina Temples, the Crane and Phoenix armies were met by an army of Naga led by Mirumoto Daini and Doji Hoturi, now fully recovered from his wounds thanks to Naga magic. Also returning was Doji Kuwanan, Hoturi's nephew. Having spent many years learning foreign battle tactics from the Unicorn Clan, Kuwanan was immediately placed in command directly under Daidoji Uji.

Hida Kisada, however, was not waiting. The Great Bear's plan was nearing fruition. At the very beginning of the war, Kisada had sent Kaiu Suman to the archipelago islands to convert his merchant ships into troop transports. While Suman experienced great hindrances from the strange Mantis "Clan", his work was finally finished. Kisada loaded his army onto the war barges and proceeded to sail along the coast to the Imperial Palace.

However, when the Crab army arrived, they found a Lion army waiting for them. Somehow, Matsu Tsuko had learned of his plan and had moved her armies out of Crane territory to the north where she could protect the capitol. What she did not know was that the information was provided by Bayushi Kachiko herself, who had learned of the plan through the Great Bear and had passed the information on to her ally in the Lion Clan ... the Kolat Master, Akodo Kage. Kachiko saw an opportunity to crush the Lion

Champion's heart and destroy the Lion armies once and for all. And so, just before the armies met, Tsuko received a message bearing the Imperial Seal. The message ordered her to stand aside and let her army fight by itself. Tsuko had no choice but to follow the Emperor's order. She rode her steed to a nearby ridge and watched as the Great Bear smashed her army.

Meanwhile, Toturi was trying to move his own forces through Lion territory to aid the Crane Clan. Because he had sent secret messages to his sensei, Akodo Kage, Lady Kachiko was fully aware of his position and movement. A Lion army was sent to intercept him and prevent him from reaching the Crane provinces. Despite his best efforts, Toturi could not make his way past the Lions. Every time he made a maneuver, the Lion general seemed to know his thoughts as he was making them and cut him off. Toturi sent a scout to discover the general's identity; he discovered that it was Ikoma Tsanuri, the young samurai-maiden who had once been his finest pupil.

As for the Phoenix, their dark researches were beginning to take their toll on the Clan. One by one, their Elemental Masters were becoming tainted by the Shadowlands, while their samurai were beginning to have a greater voice in the Inner Council. The shugenja demanded a peaceful solution while the bushi insisted that pacifism would only spell doom for both the Empire and the Clan. The Unicorn, in the meantime, had spent the entire war fighting off Shadowlands creatures invading from the south. But because their attentions were on defending themselves rather than chasing after the Throne, their samurai were the first to begin to notice the heavy toll the war was taking on the peasantry of Rokugan.

## Anvil of Despair

The long year of warfare has turned Rokugan into a bloody, lawless wasteland, and it seems the only who have noticed are the samurai and shugenja of the Unicorn Clan. As the other Clans continue their bickering and squabbling, the Unicorn have turned to guarding the peasantry of the Empire.

However, far across Rokugan, in the Imperial Palace, Hida Kisada faced the one thing he never thought he would see: a fire-eyed Emperor Hantei. But there he was, sitting on the Emerald Throne, waiting with his family's sword for Hida Kisada. The battle between them was fierce and decisive. At the end, the Emperor was standing, and Hida Kisada was at his feet with the Emperor's Sword in his belly.

The events that occurred next were confusing. Kisada's son, Yakamo, remembered very little. He remembered a black fire erupting from the Emperor's lips and eyes. He remembered a pretty geisha helping him pull Kisada from the Palace, and the entire Crab army retreating.

Outside the Palace, Kachiko sat in the mud and rain looking back at the Palace that was nearly hers. Just beyond the shadows, Togashi Yokuni's voice told her that she could not deny her destiny. Slowly, she rose up in the rain and walked back into the Palace to face her fate.

The Crane, in the meantime, faced the army of the False Hoturi and his madmen. At the last moment, from the south, Daini and his Naga arrived along with the Crane Clan Champion. The combined might of the two armies was too much for the False Hoturi. He tried to retreat, but the Naga were too fast, and the Crane knew the territory too well. The true Hoturi faced the False Hoturi in a brutal duel that left the impostor with the Ancestral Sword of the Crane lodged in his heart.

Deep in the Phoenix stronghold, the Elemental Masters have begun to realize their fate. While seeking ways to master the dark forces of the Black Scrolls, they discovered that the Black Scrolls are their masters. In a final attempt to learn the name of the secret master of the Shadowlands, Isawa Tadaka followed in Kuni Yori's footsteps by binding his name to an Oni, and the act has driven him to the brink of madness.

And angered debate fills the halls of the Lion Clan. Families are divided on which direction to turn. They have sworn fealty to who sits on the Throne, but it is obvious that it is no longer their Emperor who inhabits the broken body of Hantei. While the words rage on in the hall, Matsu Tsuko sits silently, apparently listening. But her eyes are distant as she remembers the empty eyes of her samurai, laying still and bleeding under the advancing tide of the western sea ...



# The Oracle of the Void™

## Frequently Asked Questions

<http://www.zzz.iipo.gtegsc.com/jwa/15r>

FAQ Created by D. J. Trindle • Maintained by Jeff Alexander • Send submissions to [jwa@frpg.com](mailto:jwa@frpg.com)

### A Rule Change

You will see this rule change for the first time in the *Anvil of Despair* rulebook, but it is official now. This is verbatim from the AoD rulebook (pg. 29):

"Some card effects create Follower tokens. Any effect which can affect a Follower card can and will also affect a Follower token: they can be bowed, *e.g.* for Ranged Attacks or by a Fear effect. They can be transferred from one Personality to another like Follower cards, *i.e.* by bowing the Personalities involved. Follower tokens destroyed in a battle's Resolution Segment give the destroyer honor as if they were Follower cards: 2 honor per Follower token destroyed, or 1 per token in the case of a tie."

### General Questions

Q: Does a Personality need to be in a battle to use a Battle action?

A: This is a very frequent question, and it's almost always answered incorrectly. The only difference between Battle and Open actions is that you can't do Battle actions before battle actually starts. Once that happens, all the same general rules apply to both.

What this means is that an action only requires that its performer be in the battle if it calls for a target in the "opposing" army (which includes Ranged Attacks), or "this battle", or has some other phrase which directly implies the user has to be there. Simply being a Battle action does not, by itself, require that the user be present.

Q: A friend swears that it's legal to use the Imperial Favor to restore the honor of a Dishonorable Dead Personality, but I can't find anything in the rulebook. Is he right?

A: Yup. Four out of five game designers agree it's a really neat idea, so it's been officially permitted. No other actions are allowed to target dead Personalities as well as living ones, though.

Q: If I want to bring out the Unique, Experienced version of a card separately, but one (or more) of the original version are already in play, do I have to get rid of them first?

A: If the originals aren't also Unique (which they can't be if there are more than one out), you don't have to get rid of anything to play the Experienced one.

Q: My opponent has a samurai with a Medium Infantry attached, which has a minimum honor of 1. What happens if I dishonor that samurai, so that her Personal Honor drops to 0? Does the Infantry get destroyed?

A: No. Once any sort of card or token has been legally attached to a Personality, nothing will make it "fall off". If you want to get rid of it, you'll have to destroy it directly.

Q: What if I have just enough Family Honor to bring a Personality out, but I lose some honor while gathering gold for him? Can I still hire him with the money?

A: No way. He will turn his nose up at your filthy lucre (though the Emperor's tax collectors won't).

Q: If I bow several shugenja to cast a Ritual, are they all producing spell effects, or just the primary shugenja?

A: Just the primary one. However, they all gain any benefits they'd normally get when casting spells, such as gaining extra Chi from an Apprentice and not needing to bow during a Celestial Alignment.

### Questions on Forbidden Knowledge cards

Q: Isawa Natsune says he can't bow to produce spell effects. What if something like Celestial Alignment is in effect, which lets shugenja use spells without bowing?

A: Then he can use them. Natsune isn't completely incapable of casting spells, he's just out of practice and can only do it if something makes it easier. Also, if you re-read that last answer, you'll see he's allowed to bow to assist Rituals.

Q: What if I kill an attacking unit by playing Final Breath? Will that save the Province if the attacking army's Force drops enough?

A: No. This is a case of not recomputing Force totals after resolving a battle. Final Breath has no effect on whether the Province is destroyed.

Q: What happens if I put a Personal Standard on the leader of a Unit which can't be targeted by Ranged Attacks?

A: He remains untargetable. A Personal Standard only overrides the rule prohibiting shooting at a Personality if he has Followers. It won't override an effect which makes the entire Unit untargetable.



**Q:** Since Enlightenment is worded like Animate the Dead, does this mean I can't use it to "return" a Ring "to my hand" that went straight from my Fate Deck to my discard pile?

**A:** Actually, that's allowed. It's one of the things Enlightenment was designed to do.

**Q:** Can I use Return of the Fallen Lord on a Personality who won't normally join my clan?

**A:** No, since that would make him join you.

**Q:** Let's say I have several copies of Kaiu Kenru, the Crab Clan Armorer. Can one Follower gain +1F from each Armorer, or only a total +1F from Armorers, period?

**A:** The latter. No more than one Armorer bonus per Follower, total.

**Q:** If I've only played one First Shout, does that let me play as many Second Shouts as I want?

**A:** Yes. Ditto with the Second and Third.

**Q:** Can I ignore the special requirements on the Second and Third Shout by playing them face-down as regular focuses?

**A:** No. They still limit you.

**Q:** What if I play a First Shout against someone who is only able to focus against me with some of the cards in his hand?

**A:** You pick his focus randomly from the cards he can legally use.

**Q:** A couple cards, like The Second Shout, say their focus adds to your duelist's Chi as normal. What if the duel isn't a duel of Chi?

**A:** Then it adds to whatever the duel is based on. This is true of anything that "counts as a Focus" or "adds to Chi as normal". There are some Chi-changing, duel-related effects such as Togashi Yoshi that don't have one of these two magic phrases in them. These always affect Chi.

**Q:** How does The Coward's Way work with Poisoned Weapon or poison tokens? Do these affect both Personalities?

**A:** These effects aren't duel results. They only affect your original participant, like normal.

**Q:** Speaking of poison tokens, could you explain how Shosuro Hametsu, the Poison Master, works? Why would I want to poison my own people?

**A:** The poison tokens aren't -2C tokens. They cause no ill effects to the person holding them. If a Personality with a poison token enters a duel, you can destroy the token as a reaction, and this will cause your *opponent* in the duel to suffer -2C until the end of the turn when the strike is declared. Like Poisoned Weapon, if this should kill your opponent immediately, the duel is canceled without a winner or loser. Unlike Poisoned Weapon, Another Time won't prevent the penalty from being applied.

### Questions on other cards:

**Q:** An opponent keeps using Kolat Infiltrator to cancel my purchases. Is this right?

**A:** Yes. Kolat Infiltrator counters the "effect" of a Holding. This includes gold-gathering as well as normal abilities.

How it works is like this: when you play a card, announce what it is and indicate everything you're doing to generate the money for it. If any reactions stop you from getting enough gold, you can generate more to make up the loss if you're willing and able. Otherwise, the insufficient amount is completely taxed, and the card you tried to play goes back to where it came from. You can't spend the money you've already made on something else, though you can change how you're trying to play the original card if that changes how much it'll cost (for instance, paying for a less-skilled Geisha Assassin, or deciding not to gain 2 honor from an aligned Personality).

**Q:** Say I'm holding the Ring of the Void and some other cards, and I'm forced to discard my entire hand. Can I discard them one at a time, holding the Ring for last so I can play it?

**A:** No. You discard your entire hand at once. It is also illegal to use a discard-and-redraw effect, such as the Mempo of the Void, to discard your entire hand except the Ring and then play the Ring before drawing your replacement cards.

**Q:** Can I play Ambush against a Personality who can't defend, or that can't defend by himself?

**A:** Yes.

**Q:** Since Feign Death doesn't make you bow the Personality you save anymore, if I use it to save someone who is killed by an action during battle, that Personality will still add to my army's Force at the end of the battle, right?

**A:** No. Feign Death returns Personalities to their controller's Fiefs, since that's where all newly-played Personalities start.

**Q:** Can I pay 7 gold for a really expensive shugenja with the Phoenix Stronghold, then take advantage of its new Shadowlands trait with something like the Kuni Wastelands, which makes Shadowlands cards cheaper?

**A:** No. The shugenja doesn't gain the Shadowlands trait until it's in play.

### Errata

**Q:** Shouldn't Return of the Fallen Lord be a Ritual?

**A:** Yes.

**Q:** Shouldn't the Ancestral Sword of Hantei be a Weapon?

**A:** No, actually. The Sword of Hantei is such a powerful artifact that merely wearing it on or about one's person is enough to confer the abilities described on the card. No one but the Emperor himself has the courage or the fortitude to actually wield the thing, so the lucky bearer still has his hands free to hold a more mundane weapon.





# Anvil of Despair

## Actions

- ☐ A Moment of Truth . . . . . R . . . . . Randy Gallegos
- ☐ Arrival of the Emerald Champion . . . . . Tom Biondolillo
- ☐ At the Last Moment . . . . . C . . . . . Eric Anderson
- ☐ Battlefield of Shallow Graves . . . . . C . . . . . Matthew D. Wilson
- ☐ Blood Oath . . . . . C . . . . . Jason Behnke
- ☐ Cornered . . . . . C . . . . . Mike Raabe
- ☐ Corrupted Energies . . . . . U . . . . . Monika Livingstone
- ☐ Cremation . . . . . U . . . . . Anson Maddocks
- ☐ Daisho Technique . . . . . C . . . . . Tom Biondolillo
- ☐ Disarmament . . . . . C . . . . . Bryon Wackwitz
- ☐ Disfavored . . . . . R . . . . . Monika Livingstone
- ☐ Disrupted Resources . . . . . R . . . . . Ben Peck
- ☐ Duty to the Clan . . . . . U . . . . . Christina Wald
- ☐ Emperor's Protection . . . . . U . . . . . Heather Hudson
- ☐ Fight to the Setting Sun . . . . . C . . . . . Dean Vincent White
- ☐ Imperial Taxation . . . . . U . . . . . KC Lancaster
- ☐ Kolat Instigator . . . . . R . . . . . Anthony Grabski
- ☐ Kolat Interference . . . . . U . . . . . Tom Biondolillo
- ☐ Lies, Lies, Lies . . . . . U . . . . . Heather Hudson
- ☐ Night Battle . . . . . C . . . . . Brian Snoddy
- ☐ Peasant Defense . . . . . C . . . . . KC Lancaster
- ☐ Political Dissent . . . . . R . . . . . Ellym Sirac
- ☐ Refugees . . . . . C . . . . . Mike Raabe
- ☐ Rise, Brother . . . . . U . . . . . Ron Chironna
- ☐ Shallow Victory . . . . . R . . . . . Craig Gilmore
- ☐ Slander . . . . . U . . . . . Anthony Grabski
- ☐ Stall Until Sunrise . . . . . C . . . . . Tom Biondolillo
- ☐ Strategic Victory . . . . . U . . . . . Jeff Remmer
- ☐ The Blood Feud . . . . . R . . . . . Ron Chironna
- ☐ The Face of Fear . . . . . C . . . . . Ron Spencer
- ☐ The Perfect Gift . . . . . R . . . . . Diana Vick
- ☐ The Way of Air . . . . . U . . . . . Bob Hobbs
- ☐ The Way of Earth . . . . . U . . . . . Bob Hobbs
- ☐ The Way of Fire . . . . . U . . . . . Bob Hobbs
- ☐ The Way of Water . . . . . U . . . . . Bob Hobbs
- ☐ To Avenge Our Ancestors . . . . . R . . . . . Jeff Remmer
- ☐ To Do What We Must . . . . . U . . . . . Ben Peck
- ☐ To the Last Man . . . . . R . . . . . Tom Biondolillo
- ☐ Torturous Terrain . . . . . C . . . . . Daren Bader
- ☐ Treacherous Terrain . . . . . C . . . . . Dean Vincent White

## Events

- ☐ As the Shadow Falls . . . . . U . . . . . Doug Shuler
- ☐ Corruption of the Harmonies . . . . . U . . . . . Randy Elliott
- ☐ Duty to the Empire . . . . . R . . . . . Monika Livingstone
- ☐ Fu Leng's Horde . . . . . R . . . . . Matthew D. Wilson
- ☐ Hototogitsu . . . . . U . . . . . Heather Bruton
- ☐ Kisada's Blockade . . . . . R . . . . . Bryon Wackwitz
- ☐ Monsoon . . . . . U . . . . . Kevin Ward
- ☐ Retirement . . . . . U . . . . . Christina Wald
- ☐ Return of Fu Leng . . . . . R . . . . . Matthew D. Wilson
- ☐ The Celestial Pattern . . . . . U . . . . . Heather Bruton
- ☐ The Darkest Day . . . . . U . . . . . Mark Tedin
- ☐ The Tao of the Naga . . . . . R . . . . . Carl Frank
- ☐ There Is No Hope . . . . . R . . . . . Ellym Sirac

## Followers

- ☐ Elemental Vortex . . . . . U . . . . . Bryon Wackwitz
- ☐ Imperial Honor Guard . . . . . U . . . . . Daren Bader

- ☐ Minor Shugenja . . . . . C . . . . . Diana Vick
- ☐ Naga Guard . . . . . C . . . . . Ron Spencer
- ☐ Shiryō no Akodo . . . . . R . . . . . Tom Biondolillo
- ☐ Shiryō no Bayushi . . . . . R . . . . . Jason Behnke
- ☐ Shiryō no Hiruma . . . . . R . . . . . William O'Connor
- ☐ Shiryō no Isawa . . . . . R . . . . . Bryon Wackwitz
- ☐ Shiryō no Kakita . . . . . R . . . . . Heather Hudson
- ☐ Shiryō no Shinjo . . . . . R . . . . . Jeff Reitz
- ☐ Shiryō no Togashi . . . . . R . . . . . Eric Anderson
- ☐ Traveling Poet . . . . . C . . . . . Nicola Leonard

## Holdings

- ☐ A Hidden Fortress . . . . . U . . . . . Kevin Ward
- ☐ Ancestral Shrines of Otosan Uchi . . . . . C . . . . . Liz Danforth
- ☐ Basecamp . . . . . C . . . . . Anthony Grabski
- ☐ Corrupted Silver Mine . . . . . C . . . . . Mark Tedin
- ☐ Garden of Purification . . . . . C . . . . . KC Lancaster
- ☐ Pitch and Fire . . . . . C . . . . . Anthony Grabski
- ☐ The Bronze Gong of the Hantei . . . . . R . . . . . Heather Hudson
- ☐ Tomb of Iushiban . . . . . R . . . . . Daren Bader
- ☐ Trading Grounds . . . . . C . . . . . Diana Vick
- ☐ Watchtower . . . . . C . . . . . Dean Vincent White

## Items

- ☐ Bo Stick . . . . . C . . . . . Ben Peck
- ☐ Candle of the Void . . . . . U . . . . . Pamela Shanteau
- ☐ Drum of Water . . . . . U . . . . . Nicola Leonard
- ☐ Golden Obi of the Sun Goddess . . . . . R . . . . . Brian Snoddy
- ☐ Hammer of Earth . . . . . U . . . . . Jeff Remmer
- ☐ Mantle of Fire . . . . . U . . . . . Doug Shuler
- ☐ Plague Skulls . . . . . R . . . . . Matthew D. Wilson
- ☐ Tapestry of Air . . . . . U . . . . . Eric Anderson
- ☐ Tessen . . . . . C . . . . . Tom Biondolillo

## Personalities

- ☐ Hida Unari (Cb) . . . . . C . . . . . Randy Elliott
- ☐ Hida Yakamo (Cb) . . . . . R . . . . . Ron Spencer
- ☐ Kaiu Utsu (Cb) . . . . . U . . . . . Carl Frank
- ☐ Daidoji Sembi (Cr) . . . . . C . . . . . Liz Danforth
- ☐ Daidoji Uji (Cr) . . . . . R . . . . . Doug Shuler
- ☐ Kakita Shijin (Cr) . . . . . U . . . . . Rob Alexander
- ☐ Agasha Koishi (Dr) . . . . . C . . . . . Daren Bader
- ☐ Togashi Yama (Dr) . . . . . U . . . . . Greg Simonson
- ☐ Togashi Yokuni (Dr) . . . . . R . . . . . Matthew D. Wilson
- ☐ Akodo Kage (Li) . . . . . R . . . . . Anson Maddocks
- ☐ Ikoma Kimura (Li) . . . . . C . . . . . Doug Shuler
- ☐ Matsu Seijuro (Li) . . . . . U . . . . . Bryon Wackwitz
- ☐ Qakar (Ng) . . . . . U . . . . . Randy Gallegos
- ☐ Radakast (Ng) . . . . . C . . . . . Daren Bader
- ☐ Shashakar (Ng) . . . . . R . . . . . Ron Spencer
- ☐ Isawa Osugi (Ph) . . . . . U . . . . . Heather Bruton
- ☐ Isawa Tsuke (Ph) . . . . . R . . . . . Randy Elliott
- ☐ Oni no Tadaka (Ph) . . . . . C . . . . . Anson Maddocks
- ☐ Bayushi Kachiko (Sc) . . . . . R . . . . . Matthew D. Wilson
- ☐ Bayushi Tangan (Sc) . . . . . C . . . . . Tom Biondolillo
- ☐ Yogo Ichiba (Sc) . . . . . U . . . . . Eric Anderson
- ☐ Ancient Librarian (Ua) . . . . . U . . . . . Greg Simonson
- ☐ Hiariko (Ua) . . . . . U . . . . . Matthew D. Wilson
- ☐ Hoseki (Ua) . . . . . U . . . . . Mark Tedin
- ☐ Kamoto (To) . . . . . U . . . . . Brian Snoddy

- ☐ Kolat Information Peddler (Ua) . . . . . C . . . . . Daniel Gelon
- ☐ Kusatte Iru (Ua) . . . . . R . . . . . Matthew D. Wilson
- ☐ Kyojin (Ua) . . . . . U . . . . . Daren Bader
- ☐ Mikaru (Ua) . . . . . C . . . . . Bryon Wackwitz
- ☐ Mikio (To) . . . . . R . . . . . Jeff Remmer
- ☐ Ratling Conjuror (Ua) . . . . . C . . . . . Randy Elliott
- ☐ Suzume Mukashino (Ua) . . . . . C . . . . . Heather Hudson
- ☐ Takuan (To) . . . . . R . . . . . Dean Vincent White
- ☐ Togashi Kokujin (Ua) . . . . . R . . . . . Jason Behnke
- ☐ Toturi (To) . . . . . R . . . . . Randy Gallegos
- ☐ Tsukuro (Ua) . . . . . R . . . . . Bryon Wackwitz
- ☐ Yodin (Ua) . . . . . R . . . . . Heather Hudson
- ☐ Otaku Baiken (Un) . . . . . C . . . . . Brian Snoddy
- ☐ Shinjo Morito (Un) . . . . . R . . . . . Doug Shuler
- ☐ Shinjo Yasoma (Un) . . . . . U . . . . . Randy Gallegos

## Regions

- ☐ Fields of the Asahina Temple . . . . . C . . . . . Eric Anderson
- ☐ Forests of Shinomen . . . . . C . . . . . Jason Behnke
- ☐ Fortified Coast . . . . . U . . . . . William O'Connor
- ☐ Inaccessible Region . . . . . U . . . . . Jeff Remmer
- ☐ Industrial Region . . . . . U . . . . . KC Lancaster
- ☐ Mountain Of the Thunders . . . . . R . . . . . Mark Tedin
- ☐ Plague Infested Region . . . . . U . . . . . Anson Maddocks
- ☐ River Region . . . . . C . . . . . Daren Bader
- ☐ Scorched Earth . . . . . C . . . . . Tom Biondolillo
- ☐ Training Grounds . . . . . C . . . . . Christina Wald
- ☐ Valley of Shadow . . . . . R . . . . . Mike Kimble
- ☐ Wetlands Region . . . . . C . . . . . Pamela Shanteau

## Spells

- ☐ A Prophecy Fulfilled . . . . . R . . . . . Anson Maddocks
- ☐ A Thunder's Sacrifice . . . . . R . . . . . Jason Behnke
- ☐ Benevolent Protection of Shinsai . . . . . C . . . . . Mike Raabe
- ☐ Defender From Beyond . . . . . U . . . . . Mike Kimble
- ☐ †Doom of Fu Leng . . . . . R . . . . . Ellym Sirac
- ☐ Essence of Fire . . . . . C . . . . . Nicola Leonard
- ☐ Essence of the Void . . . . . C . . . . . Nicola Leonard
- ☐ Essence of Water . . . . . C . . . . . Nicola Leonard
- ☐ †Possession . . . . . R . . . . . Bryon Wackwitz
- ☐ Prophecy of the Hero . . . . . R . . . . . KC Lancaster
- ☐ Spiritual Presence . . . . . C . . . . . Pamela Shanteau
- ☐ †Stealing the Soul . . . . . U . . . . . Carl Frank
- ☐ †Stifling Wind . . . . . C . . . . . Mark Tedin
- ☐ †Summon Nightstalker . . . . . U . . . . . Randy Gallegos

## Strongholds

- ☐ Junzo's Army . . . . . Matthew D. Wilson
- ☐ Toturi's Army . . . . . Randy Gallegos

### Key:

- |              |                    |
|--------------|--------------------|
| C = Common   | Li = Lion          |
| U = Uncommon | Ph = Phoenix       |
| R = Rare     | Sc = Scorpion      |
| Cb = Crab    | To = Toturi's Army |
| Cn = Crane   | Ua = Unaligned     |
| Dr = Dragon  | Un = Unicorn       |
|              | † = Black Scroll   |



# The Way of the Willow

by Ree Soesbee

*This is the second part of Ree's three part tale of a Crane poet, the Lion Champion and the history of the Naga. Part One appeared last issue and Part Three will show up in the next issue.*

*For those of you who missed the first part, Shizue, a crippled Crane poet, was captured by Lion scouts sneaking in and out of Toturi's basecamp. Tsuko was about to order her execution, but Shizue's promise to impart her knowledge of the Naga caused the Lady of Lions to stay her hand. Now trapped in the towers of the Matsu Palace, Shizue awaits Tsuko's next visit when she can continue her tale of the history of the Naga ...*

The savage blow into her ribcage took Tsuko by surprise, and her weapon flew from her hand as she struggled to regain her balance. The foot-sweep that immediately followed knocked her breathless to the ground, the blade of a weapon at her throat.

She groaned in annoyance as Kage stood over her, his kendo sword still pointed below the strap of her helmet. "Stance," he said gruffly, his eyes thin as dagger-blades, "is still too wide." He stepped back in a swift movement, instinctively wiping the wooden blade against his loose-fitting gi. He nodded to Tsuko briskly and she rolled to her feet in a fluid motion.

"Kage, you are the only person I know that can still trample me so easily." Tsuko rubbed her bruises, wincing at the pain, and recovered her weapon.

Kage looked at her for a long moment, then replied, "I do not defeat you, Tsuko-san, you defeat yourself." He pointed a slim finger at her legs, "If you do not have a firm base, then you will always fall. No warrior can stand if they do not know the ground they stand on. Hai?" Instinctively responding to her teacher of many years, Tsuko assented, "Hai." Then, wincing again, she bowed respectfully to her trusted sensei.

Suddenly a member of the guard rushed into the tatami, his face flushed and his eyes wide. He bowed hastily to both Kage and to the Lady Champion and handed her a scroll, gasping, "From the battle-lines, Matsu-sama."

Tsuko tore open the message, read the hastily scrawled calligraphy, then crumpled it savagely into waste. Snarling in anger, Tsuko's demeanor changed from a mere student to the matriarch of the fiercest Clan in Rokugan. As she crushed the message in her hands she said bitingly, "Cavalry." Then she stormed off of the tatami, her house guard following closely behind her. Kage watched her back silently as she left, the battered wooden sword balanced perfectly in his hand.

The door to Doji Shizue's guarded room within the thick walls of Matsu Keep swung open without warning and Matsu Tsuko stormed inside, her thick plait of black hair swaying heavily behind her. "I thought the Naga had no cavalry." Tsuko thundered, "They have tails like serpents, not legs like warriors, how can they ride horses? And yet these... abominations were seen raiding one of our villages for supplies for that damned ronin horde." Tsuko flung the crumpled piece of paper on the floor near Shizue.

Shizue sat with her hands folded on the windowsill, peacefully staring out through the thick steel bars toward the hills surrounding Matsu Keep. "Good morning, Lady," she said mildly, "I trust you slept well?"

Tsuko snorted and strode toward Shizue, her iron-shod boots ringing out across the hard floor like the warning bells in a burning village. "Tell me, cripple. Tell me what magic the Naga have that allows them to sit on a steed with a snake's tail for legs." Tsuko towered over the bench, her hands clenched at her sides.

"Magic, Lady?" Shizue turned her gaze finally from the window and looked at Tsuko's tall form. "No magic. Only a gift."

"A gift?"

Shizue paused. Smiling slightly, she said, "A gift from the Sun Goddess herself, so I am told."

"The Goddess of the Sun has not come down from the sky to raid my villages of rice, Doji."

*continued on page 14*



# TAKA'S TREASURES™



## What are Koku?

I am Yasuki Taka - the Master Merchant of the Crab Clan. Yes, there is many a Crane who wishes I would teach him the secrets I know, but I save them for my Clan to make the most of their Koku.

What are Koku? Well, I would not expect a gaijin like yourself to understand, but Koku are the coins of our Empire, much like the coins of your own, eh? Here, let me teach you one of my tricks. Be sure to keep it secret.

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 *me*, you'll have even more access to the wealth you deserve.

So, how do you use the Koku once you've found it? Send it to me! Send all your Koku to me and I will exchange it for the merchandise I have here. However, make sure you follow the shipping and handling procedures listed with the merchandise. It makes my job a little easier, and we all want me to be happy while I package your prizes now don't we? Next issue, I'll have even more, so save your extras.

And remember the wise words of my teacher, Master Zinsa-san, "There are always new ways of finding Koku." Until next time, *May evil always feed on your neighbor.*

4 - 1



4 - 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, available here for a limited time only. Availability subject to local laws and restrictions.



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4 - 2



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4 - 3



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## The Card Shop (Based on availability. In other words, first come first served.)

If you're missing cards to complete your collection or are just looking for a little something to give you that extra edge against your opponent, then peruse this month's selection of cards. Each order must be accompanied by a **self-addressed stamped envelope**, the order form, and any protective materials you want your cards to travel in. Also, if you are ordering from another edition of the Herald, please let me know. All those numbers get so confusing, even for me! All artwork © 1996 by respective artists and used by permission.



**20 each plus an SASE**

4-O. Dark Oracle of Earth



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4-Q. Hida O-Ushi



4-R. IE Naka Kuro



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4-T. IE Ki-Rin



4-U. Dark Oracle of Water



4-V. Dark Oracle of Fire



4-W. Mantis Bushi



4-X. The Festering Pit of Fu Leng



4-Y. Dashmar



4-Z. The Hooded Ronin



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"No, Matsu-san, but she did come down from the sky once long ago." Shizue looked calmly into Tsuko's violent eyes and continued, "There was once a time when the Naga dominion over the lands we now know as Rokugan was absolute. Their people thrived as one clan, with Qatol, their ancient Champion, ruling them wisely. It is said that they knew no war among themselves. They would have lived in peace save for the battles they fought against the evil of the Shadowlands." Shizue looked somber, "This was the time the Naga called the First Burning of the Lands."

"The First Burning? Burning of what?" Tsuko said suspiciously.

"Of the swamps. Of the Shadowlands, and all the evil in it. The Naga have always fought the Shadowlands, Lady, for the Naga have always felt responsible for the its first awakening."

With a victorious smile, Tsuko declared, "I suspected the Naga were at the heart of the evil in the Shadowlands."

Shizue countered, "Your pardon, my Lady, but the story does not begin that way."

Shifting on the hard bench, Shizue's clubbed foot protruded from the hem of her ragged kimono like the paw of a strange beast. As Shizue moved, she skillfully covered it again with her kimono. "You see, the Shadowlands existed long before the Naga."

Matsu Tsuko thought for a second, then commanded, "Continue, Doji." Shizue inclined her head in a graceful nod of assent.

"The Naga once had among them a gentle Lady," Shizue began, "a woman of such rare beauty and spirit that the Sun Goddess shone brighter in her presence. This woman was called by their people, Ashgara, and she was the only daughter of Qatol.

"Ashgara's one pleasure was to sit by the river and sing while she wove fans from the green rushes that grew on its banks. She would often sit for hours, weaving and watching the Sun Goddess dance across the sky. One day, while seeking plants for her craft, she traveled farther down the river's bed than she had ever been before. There she found a secluded pool away from the swift-flowing current. Strange rushes grew there, colored red as blood and soft to touch but stronger than any she had ever seen before. With her sharp knife she cut many of them, and the fans she made that day were the most magnificent that had ever been seen.

"The next day, Ashgara returned to the pool to see if she could find more of the rushes. To her amazement, the stalks she had cut had returned as thick and strong as

before! She praised the strange plants and cut them again to make more fine fans. Returning to the spot the next day as well, Ashgara found they had again grown overnight. She decided that the stalks must be magical and resolved to bring them nearer to the village. It was as she dislodged the plant that she found among its roots a strange pearl, as large as a boy's fist. She gazed at the wondrous pearl, marveling at her good fortune, and took the red rushes back to the village to plant by the river near the town.

"The next day she went out to the magic rushes. To her surprise, they were brown and dead. Ashgara looked at the withered plants and remembered an old tale that spoke of strange pearls that dragons used for their magic. Too late Ashgara realized what she had found, and turned to go back to her father's house. Before she could flee, however, a great shadow loomed over her from the riverbank. Fearfully, she looked over her shoulder and saw the dragon towering up from the river's waves.

"Fu Lung, for that was the dragon's name, grinned at her, showing teeth as long as swordblades. He said that he would grant her one wish in exchange for the return of the pearl. Ashgara thought for a frightened moment, remembering the times she had watched the Sun Goddess dance in the heavens and how much joy the dance brought to her people. Trembling, she asked the dragon to give her the ability to dance like the Sun Goddess. The dragon's eyes narrowed wickedly, and then his mouth opened wide. Mists, thick and heavy, surrounded her.

"When Ashgara awoke much later, it was night, and the dragon and his pearl had vanished. She tried to pull herself upright but found that the heavy balance of her tail was gone, and fell again to the soft bank. Looking down at herself, Ashgara gasped in shock. Her beautiful tail had been stolen, and in its place she had two hideous legs! When the Naga found her she was weeping by the river, and they carried her to her father, Qatol.

"Unsure what to do with his daughter, Qatol placed her in her room under a guard of Naga soldiers." Shizue glanced swiftly at Tsuko and her guard, then continued, "She was kept in the palace for many days, unable to face her people with the shame of her legs. Qatol was kind to his daughter but her people would not accept her as she was. They called her "abomination" and "cripple," and tried to convince Qatol to throw her into the far southern swamps. Always, he refused. Many shujenga tried to reverse the evil spell laid on her, but it was no use, and Ashgara grieved at her misfortune.

"Many weeks later a great blight struck the land. The bright midday suddenly turned to a cold ominous night. Darkness reigned, no Sun appeared in the sky, and the land fell into blackness. With the Sun's absence the dark



denizens of the Shadowlands spread out from the south, bringing death and disease with them. The Naga shujenga cast many spells, and to their astonishment they discovered the Sun Goddess had been captured and thrown into the darkness of the Underworld by a powerful God. Hearing this, the Naga despaired. At first, many Naga warriors went to rescue the gentle Sun, but all those that went to the Shadowlands died there. Time passed, the lands fell into devastation and ruin, crops withered, and the Naga people began to starve.

"Ashgara mourned for her dying people. She knew there was no future for them unless the Sun was returned to the sky. So, she begged her father to let her go to the Shadowlands and seek her fate there. Qatol at first refused to allow her, but she begged him to let her go, saying that if she should find her death, at least she would die with honor. With a heavy heart, Qatol was forced to concede to his daughter's request. But, as a parting gift, he gave her a choice of the few options left among their people. Realizing that the Naga needed all their weapons to defeat the Oni which wandered the land, she chose only a great obsidian shield which had been carved by Qatol from the very stone that spawned the Naga.

"And so the Naga princess traveled into the Shadowlands. The way was dark and treacherous, and she met many evil Mujina there that taunted her and tried to lead her into the deadly quicksands. But always she outran them on her sturdy legs or hid among the dark waters of the swamp until the larger Oni had passed. Finally, deep in the Shadowlands, she found the opening to the Underworld.

"The lip of the cave was thin, slippery, and covered in thick vines. Ashgara walked slowly across the treacherous ground, her feet holding firmly to rock that would have been as slick as ice to a Naga's tail. When she reached the opening she peered inside and saw there a darkness so absolute that it hurt her eyes to look upon it. She called into the cave but there was no answer. Only a faint gleam in the darkness reassured her that she had found the prison of the Sun Goddess. But, now, how was she to help her escape? If Ashgara ventured into that darkness, she too would become lost. There was not even wood for a signal fire.

"Ashgara was so deep in thought that she did not notice when a powerful Oni arrived to guard the cave. Its huge claws dripped with poison and its gaping mouth drooled vomit and slime. Tiny red eyes deep within its skull pierced her soul to its core. Ashgara was trapped, with only the darkness of the cave behind her. The huge Oni hissed its pleasure at finding such a morsel for its meal! Eagerly it reached to grip her in its clawed hands.

"Ashgara pleaded for her life and begged to dance for

the Oni before he destroyed her. Thinking only of its own amusement, the Oni agreed to allow her to dance. Ashgara pulled the mirrored shield from her arm and began to dance at the mouth of the cave. Her movements were slow, rhythmic, and precise, the obsidian in her hands dull and dark. Posing delicately for the Oni, she thought of her people who had died in the Shadowlands. She danced a dance of sorrow, remembering the few Naga left who may be dying in the palaces to the north. Delicately turning the faintly glimmering mirror in her graceful hands, she kept the Oni's eyes on her movements, and danced until she thought she would die from fright and fatigue. The Oni's claws opened and closed reflexively, awaiting his meal.

As his eyes flickered over her, she shuddered behind the polished stone's soft glow, extending a slim arm in a delicate gesture of supplication. Drooling in pleasure, it reached out to grasp her as she passed near. Swiftly she passed behind the shining piece of obsidian, evading his grasp in a decorative twirl. Trembling in fear, she came to the end of the dance, the shield gleaming brightly in her hands, and the Oni lunged toward her eagerly..." Shizue paused to allow her words a greater effect.

"... only to be stopped by a burst of light from the woman at the mouth of the cave."

"So the Goddess returned?" said Tsuko, sitting on a chair near the bench and thinking deeply.

"She did. And she seared the darkness out of the lands, burning them with her radiance and helping the Naga drive the Oni back to the pits of the southern swamps. That was the First Burning of the Lands. Further, as a gift to remember the brave Ashgara, the Sun Goddess gave all Naga women the ability to change their tails for legs and dance for her. So to this day, the women of the Naga change from tail to legs as we change from kimono to armor."

The room fell silent as the Lady of Lions reflected on the strange tale. Then, Tsuko frowned and called to her guards as she arose, "Bring Agetoki to the council rooms. I must speak with him." As she stalked out of Shizue's chamber, she smiled ruefully at the Crane woman, and said to the guard, "Tell him to ready the horses. We fight at dawn."

The door closed behind Tsuko with a dull thud, and Shizue looked again out the window of her cell. Kage, leaving the tatami, looked up at the keep as he crossed the ground far below and noted the flash of blue at the window. Narrowing his eyes, he quickened his step and vanished through the keep's inner gates.



# Roleplaying in the Emerald Empire

"March, 1997"

*That's the most frequent answer given out to the people who call the AEG offices. While we'd love to give you a full look at the project, we're only able to give you some sneak peeks at what the L5R role-playing game is going to look like. Here are some of the most frequently asked questions, and some answers, cryptic and otherwise.*

## What will it look like?

The L5R RPG will be a huge black and white book with color plates. All the interior art is being done by L5R artist Brian Snoddy. The game will be produced by AEG under license from the Five Rings Publishing Group.

## What are the first releases?

The very first release, of course, is the basic book. The second release, the *GM's Pack*, will follow immediately on the heels of the hardbound. It will contain a GM screen along with some optional rules, advanced rules for mass combat and an introductory adventure that springs the players into the first campaign boxed set, *Distant Thunder*. Also, *The Way of the Dragon* is scheduled for release just after the *GM's Pack*. It will be the first Clan sourcebook, detailing the history of the Clan, advanced character generation rules and Clan secrets.

## Will I be able to play characters from the card game?

While we will be providing stats for the most important characters (Hitomi, Toturi, Kachiko, etc.), players are encouraged to create their own characters.

## Will you be using a Skill or Level system?

Both. Kind of. Samurai characters (characters who are born into samurai families) will have the opportunity to join bushi and shugenja schools. Each school will be different, providing the characters with skills and abilities that are unique from their compatriots. For instance, a samurai who joins the Kakita bushi school will have a great deal of speed and agility, while a samurai who joins the Hida school will rely on his strength and stamina. In order to advance in the school, a bushi must bring the school prestige, thus proving his devotion to his teacher. Those who do will be taught the more advanced techniques of the school's style.

## How does the system work?

A player chooses his character's Clan, Family and Profession (bushi, shugenja, monk, etc.) and joins a school. He gains skills from his Clan, Family and School. Once he's graduated from his school, the young bushi/shugenja/monk is ready to go out into Rokugan and thwart the evil machinations of Scorpions, ninjas and Kolat Masters.

## Yeah, yeah, what does the game system look like?

Well, we don't want to say too much about that yet. We can tell you that the Five Rings will be very important and so will Traits like Honor, Glory and Family Rank. We will be using ten-sided dice and a Target Number system, but there are a *whole lot* of unique things we're throwing in. The iaijutsu duels will be fast and deadly (and will feel a whole lot like they do in the card game), and magic will focus on manipulating and mastering the Five Rings.

## Do I have to play a samurai from the Clans, or can I play a ninja, Kolat or a ronin?

You *can* play a ronin, but nobody gets to play a Kolat. If you knew how nasty these guys are, you wouldn't *want* to play a Kolat). As for ninja ... well, let's just say that if someone's playing a ninja in your game, you'll never know until it's too late.

## What's that release date again?

March of 1997. By hook or by crook, we will *not* be late. So keep your eyes out for it and ask your game store owner for it by name. See you then!

## How do I get on the playtest team?

Glad you asked. Just send us an SASE along with a short essay explaining why you should be put on the playtest team. If you've playtested for other companies, tell us. Tell us what games you play regularly and how many people you could get together for your team. Send it to the AEG offices c/o "Playtest Info" and we'll do the rest.

# 5リングの伝説



## A Taste of the Favor Two Legend of the Five Rings Variants

*Mike Manners is an L5R fanatic who lives up in the Bay Area. He's currently running an electronic magazine called "The Imperial Favor" which is an unofficial L5R fan-zine. Here's a little taste of what you can expect to get from Mike and Co., and if you'd like to get more, you can get it by writing Mike at Mychal17@aol.com.*



### **Koku Ante (two variants)**

**Variant One:** As the name implies, Koku is used as ante. Each player antes up a set amount of Koku, winner takes all.

**Variant Two:** A player may use Koku at any time during the game in place of gold on a one Koku for one gold basis. All Koku used in the fashion goes to the middle of the table, winner takes all. We like to limit each player to 5 (duels)-10 (multi-player) Koku per game. In a unlimited Koku game think of what kind of non-holding deck you could build, and talk about speed.



### **The Wandering Ronin**

The idea of this variant is that the unaligned personalities are wandering about Rokugan looking for new lords to serve and will serve the Daimyo that will pay them the most gold.

All unaligned personalities are considered Unique. Place all unaligned personalities and Event cards into one deck (Ronin deck). Place the Ronin deck in the middle of the table. At the start of the game place four Ronin cards face down into four "Unaligned Provinces". These provinces can not be attacked or the target of any cards that affect provinces. A new phase will be added to each player's turn, the Ronin Phase. The Ronin Phase precedes the player's Straighten Phase.

In the Ronin Phase, discard the card in the rightmost unaligned province. Empty provinces are filled by moving all cards one province to the right and replacing the leftmost empty provinces from the Ronin deck with face down cards. Turn all cards face up. Any Events revealed are resolved and then empty provinces are filled as described above. During each player's dynasty phase, the current player may attempt to hire a wandering ronin.

During your Dynasty Phase, you may initiate the bid process (a Bid Action) to hire a ronin by selecting a personality to hire and make an "Opening Bid". An "Opening Bid" is a bid equal to the full gold cost on the card of the personality you wish to bid on.

To bid on a personality, a player must be able to meet the minimum honor requirement for that personality. You may temporarily increase you family honor with the same methods used to temporarily increase you family honor while lobbying for the Imperial Favor. This temporary honor increase ends after the bidding and can not be used for any other purpose than to hire a wandering ronin.

Move in a clockwise direction around the table. A player must "Bid" or "Pass". Any player who wishes to try and hire the personality must "Bid" at least one more gold than the current high bid for that personality or "Pass".

The player who started the bid gets the last chance to "Bid" on a personality. The personality is hired by the highest bidder. The player with the highest bid now bows holdings to pay for their bid. You may play one fate card from your hand and add it's focus value on a one to one basis to help pay for the gold cost of your bid.

Only one personality may be bid on at a time. A player may bid on as many personalities as they can make an "Opening Bid" on. Replace all empty provinces as described above.

Once all of the cards in the Ronin Deck have been played, shuffle all of the cards in the Ronin deck's discard pile to replenish the Ronin Deck. Unaligned personalities that are destroyed in play are removed from the game and do not recycle back into the Ronin Deck.

### **FRP/AEG Staff Top Ten Cards from Shadowlands & Forbidden Knowledge**

#### **Shadowlands**

Isha  
Mamoru  
Defend Your Honor  
Arrows from the Woods  
Confusion at Court  
Test of Might  
Mantis Bushi  
Sympathetic Energies  
The Fire From Within  
Tetsubo

#### **Forbidden Knowledge**

Yogo Asami  
Ikoma Tsanuri  
Merchant Caravan  
The Doji Plains  
Strike With No-Thought  
Mempo of the Void  
The Fires That Cleanse  
Black Wind From the Soul  
Shield Wall  
Ogre Warriors



# National Rankings

Collated and compiled by  
Dave Williams and  
Marcelo A. Figueroa

If you have any questions about the  
rankings, send email to:  
l5rankings@frpg.com

Over the next couple of pages, you're going to be seeing the results of all those tournaments that have been going on over the last year. However, we should make one very important note: these are not the final tabulations! There are two very important tournaments that have not been factored into this set: the West Coast Invitational and the National Tournament at GenCon '96. The results of those two tournaments will be seen in the next posting of the National Rankings in Issue #5.

Alexander, Jeff	Phoenix	800	Cartozian, Aaron	Scorpion	50
Allen, Daniel	Dragon	1300	Cascone, Nicholas	Lion	1825
Allen, David	Crane	1350	Castillo, Xavier	Ronin	250
Anderson, Miles	Dragon	500	Ceccardi, Peter	Phoenix	900
Ang, Paul	Phoenix	250	Cetorelli, Daniel	Lion	1300
Asef, Alex	Crab	2050	Chacon, Dave	Phoenix	100
Athelain, Roland	Scorpion	50	Chafe, Frank L.	Ronin	1400
Bachelor, Dean A.	Lion	300	Chase, Mike	Dragon	100
Baker III, John D.	Unicorn	800	Christensen, Doyle	Phoenix	1675
Barker, Wayne	Dragon	150	Chung, Abraham	Crane	450
Bateman, Craig	Toturi's Army	300	Clemente, Robert	Unicorn	550
Bates, Jason	Scorpion	200	Clements, Ira - Shaine	Naga	500
Bergstrom, Eric	Ronin	300	Clingan, Ted	Crab	450
Bertram, Lance	Unicorn	600	Cochran, Michael	Phoenix	600
Besaw, David	Ronin	150	Colbert, Kevin J.	Unicorn	1500
Bhandarkar, Naveen	Crab	50	Cook, James	Phoenix	200
Bjornseth, Lisa	Unicorn	750	Cook, William	Dragon	9875
Black, Thomas	Crane	300	Coolidge, Ray	Crab	1350
Bloyd, Jeremy	Ronin	600	Cooper, Tom	Lion	8400
Box, Monte	Crab	450	Czechowski, Ed	Unicorn	1550
Brand, Melinda	Unicorn	450	Czechowski, Kathleen	Dragon	800
Brawner, Chris	Unicorn	300	D'Amico, Gabe	Phoenix	300
Brejtus, Caj	Ronin	1850	Damour, Paul	Unicorn	225
Brito, Robert	Lion	650	Davies, Lucifer	Unicorn	500
Brown, Douglas	Ronin	800	Davies, Stephen	Dragon	50
Brown, Jason	Phoenix	3030	Deich, Michael	Phoenix	50
Brown, Tom	Lion	200	Delaney, Tom	Phoenix	1100
Bui, Truc	Unicorn	200	Doner, Terry	Phoenix	400
Burgess, Eric R.	Crab	150	Dotter, Mike	Ronin	450
Burrows, Peter	Scorpion	400	Douglas, Les	Phoenix	5300
Bush, Hal	Naga	1975	Dovico, Mark	Lion	1150
Butcher, Boyd	Unicorn	450	Dovico, Mickie	Unicorn	225
Carlson, Chris	Dragon	50	Dreeszen, Derk	Dragon	1450
Carpenter, Ken	Phoenix	3350	Duann, Tom	Crab	3850
Carson, Robert	Crab	500	Duenez, Richie	Scorpion	450



Eastman, Stuart	Lion	1250	Huggins, Jr., Samuel	Ronin	50
Edward, Harry A.	Dragon	450	Janssen, Brian	Unicorn	250
Embley, Tyler	Ronin	600	Jerome, Mark	Dragon	1300
Enoksen, Kurtis	Crane	4750	Johnson, Ryan	Ronin	900
Escarcega, Bernie	Lion	150	Jones, Tom	Scorpion	300
Exline, Mike	Dragon	150	Joyce Jr., George E.	Phoenix	300
Faleafa, Motau	Phoenix	50	Jukes, David	Phoenix	1035
Faleafa, Sam	Phoenix	650	Kassabian, Matt	Naga	800
Fernandez, Fred P.	Dragon	1075	Kaufman, Wayne	Ronin	800
Fikes, Edward	Ronin	400	Kay, Erik	Ronin	900
Fisk, David	Crab	1050	Kearney, Talbert	Crane	50
Ford, Alan	Scorpion	1250	Kessel, Justin	Ronin	850
Forest, Dewayne	Dragon	3450	Kiang, James	Dragon	450
Fortenberry, Gary	Dragon	3200	Kibrick, Keenan	Unicorn	150
Foster, Andy	Lion	150	Kim, Donny	Unicorn	1125
Foster, David	Crab	300	Kimes, Dean W.	Unicorn	1050
Foster-Keddie, James	Ronin	300	Kirby, Eric	Ronin	800
Fox, Corey	Ronin	300	Knowles, John	Phoenix	150
Fox, Jesse	Unicorn	150	Koenings, Dirk	Ronin	450
Fraigon, Ron	Unicorn	436	Kosler, Kenneth	Crab	300
Fraser, Jack	Dragon	50	Kothencz, Adam	Dragon	100
Freidin, Stanislav	Phoenix	250	Kravitz, Michael	Ronin	400
Fukumoto, Jason	Crab	1450	Krieger III, Billie	Dragon	300
Garcia, Paul	Phoenix	300	Kruger, Mike	Crab	300
Garcia, Tim	Crab	150	Kugler, Tad	Crab	350
Garrett, Morgan	Ronin	1220	Lam, Dieu	Dragon	500
Garrison, Mason	Naga	900	Larramendi, Frank	Crane	100
Glenn, Will	Crab	1600	Larsen, Erik	Crab	1550
Gomez, Tony	Unicorn	1050	Le Bouef, Jason	Unicorn	50
Gonzalez, Joaquin	Ronin	300	Letsch, Dennis Alan	Crane	250
Goodman, Beverly	Phoenix	150	Lewis, Phil	Scorpion	650
Goodyear, Brendon T.	Lion	300	Lindholm, Jesse	Ronin	300
Goss, James	Scorpion	450	Lujan, Daniel Ray	Crab	5100
Graesser, Justin	Ronin	625	Macy, David	Crane	300
Green, Anthony	Ronin	7100	Malec, Dale	Ronin	775
Grey, Erik J.	Lion	1000	Maners, Michael	Crane	3000
Griffin, Nicholas	Naga	800	Marga, Tom	Ronin	50
Grover, Ed	Dragon	200	Maruyama, Lawrence	Ronin	550
Hahn, Teya	Crab	1500	Matteson, Brad	Crab	8550
Hall, Robert	Unicorn	800	Mc Clean, Jason	Dragon	1050
Hatfield, Tyson	Unicorn	2050	Mc Cormick, Steve	Ronin	150
Hew, Ronald	Unicorn	150	Mc Goey, Arthur	Crane	900
Hickson, Michael	Ronin	550	Mc Manama, Sean	Naga	2450
Hidalgo, Quentin	Dragon	300	McCauley, Troy	Phoenix	1150
Hodge, Allen	Dragon	4100	Medeiros, Jonah	Scorpion	50
Holley, Tom	Unicorn	450	Mifsud, Gino S.	Ronin	50
Hood, Garth	Dragon	300	Milburn, Jeff	Crane	600
Horton, Jesse	Ronin	1000	Miller, Mike	Scorpion	200
Horvath, Stephen G.	Dragon	325	Modreski, Brian	Phoenix	1550
Howard, Josh	Lion	500	Molinar, Valentino	Crab	4000
Howlett, Lawrence A.	Dragon	450	Monson, Gordon	Unicorn	300
Hoyt, Ben	Phoenix	425	Montano, Ralph	Ronin	400
Hubbard, Tom	Phoenix	2475	Montenegro, Brighton	Lion	625
Hudson, Akoni	Dragon	525	Morales, Marcelo	Lion	1050



Murphy, Jim	Crane	300	Schick, Travis	Unicorn	300
Murray, Reg	Unicorn	650	Schultz, Russell	Dragon	1100
Myer, Chris	Dragon	3200	Sellers, Josh	Dragon	3550
Nakamura, Stewart	Crane	300	Shinabery, Tom	Ronin	150
Nanongkhai, Victor	Ronin	3850	Silva, Sean	Dragon	2675
Neidenbach, Nic A.	Scorpion	700	Skovronsky, Tom	Ronin	300
Norse, Robert	Ronin	300	Smith, Nick	Unicorn	500
Nowak, James	Toturi's Army	5475	Sommer, Justice	Naga	6050
O'Farrell, Dan	Unicorn	500	Soper, Brad	Crab	550
Oei, Lawrence	Unicorn	450	Spagnuolo, Eric	Scorpion	1100
Orlando, Scott	Crab	4875	Stueve, Andrew N.	Ronin	1800
Osborne, Jonathan	Lion	610	Sulser, Donavin	Lion	100
Outzen, Steve	Scorpion	5900	Sundseth, Douglas	Ronin	500
Oversby, Charles	Crane	600	Swarner, Stephen	Lion	3100
Padron, Raul	Crane	100	Tabuchi, Patrick	Phoenix	150
Pagle, Alex	Scorpion	1700	Taira, William	Ronin	50
Parco, Justin	Phoenix	900	Tallon, Tim	Ronin	200
Parks, Al	Scorpion	50	Tauscher, Ryan	Naga	1475
Paun, Owen	Scorpion	650	Thomas, Charles	Lion	6650
Peck, Benjamin	Crab	9225	Thomas, Robert	Unicorn	400
Peck, Charles H.	Lion	6950	Thompson, Michael	Naga	1000
Pendar The Bard	Ronin	300	Thompson, Sean	Crane	246
Perdomo, Willy	Dragon	100	Tiepelman, Mark	Unicorn	150
Peterson, Teresa	Ronin	750	Tordilla, Don	Dragon	5725
Petty, Ken	Ronin	600	Trubowitch, Zev	Crane	200
Pollock, Jesse May Ann	Lion	750	Tsukakoski, Marc	Crane	3575
Proctor, Bob	Lion	150	Turner, Christopher	Dragon	450
Raley, Michael	Crane	1600	Tyler, Jim	Dragon	800
Ramroop, Anderson	Crane	1300	Udewitz, Jon	Scorpion	600
Reddy, Venk	Lion	4850	Vail, Troy E.	Lion	3375
Reese, Bryan	Unicorn	625	Vincenzi, Wayne	Dragon	300
Rentas, Carlos	Crab	700	Waechtler, Craig	Lion	1000
Rentas, John A.	Lion	1600	Wagner, Jon	Unicorn	300
Reyes, Eric	Crane	5925	Walls, James	Dragon	300
Rivera, William	Lion	800	Watts, John	Scorpion	1274
Robbins, Clifford	Dragon	150	Way, Charles	Dragon	900
Rodrigues, Nelson	Crab	50	Weiss, Aaron	Unicorn	300
Rodriguez, Christian	Scorpion	500	Wesley, Brian	Lion	150
Rollins, Mark	Lion	50	Whitney, Fred	Ronin	225
Rooney, Scott	Lion	300	Wilson, Glenn	Unicorn	300
Rose, Scott	Unicorn	100	Winans, Craig	Phoenix	2550
Ross, Bruce	Crane	300	Wishon, Gregory	Scorpion	300
Ross, Ian	Dragon	475	Wong, Alex	Ronin	200
Rowe, Joshua E.	Naga	200	Wong, Stephen	Crab	1250
Ruland, Peter S.	Naga	800	Wood, Jared	Lion	450
Salsman, David	Crab	4675	Woodworth, Andrew	Scorpion	800
Sanchez, Rufino	Lion	225	Woros, Robert	Unicorn	1150
Sandoval, James	Ronin	1600	Wright, Ben	Unicorn	225
Santellano, Ben	Ronin	425	Yaple, Eric	Crane	450
Satterlee, Christy	Crane	50	Yeager, David	Dragon	50
Satterlee, Drew	Crab	50	Zane, Alexander	Lion	3600
Sauer, Steven	Unicorn	1050	Zinda, Michael W.	Dragon	150
Savage, Brandy	Ronin	1600	Zinkevich, Dennis	Lion	1550
Schafer, Joe	Unicorn	300			



## *The Top Ten Warlords*

9875	William Cook	Dragon	6950	Charles H. Peck	Lion
9225	Benjamin Peck	Crab	6650	Charles Thomas	Lion
8550	Brad Matteson	Crab	6050	Justice Sommer	Naga
8400	Tom Cooper	Lion	5925	Eric Reyes	Crane
7100	Anthony Green	Ronin	5900	Steve Outzen	Scorpion

## *The Top Ten Outside of California*

Not surprisingly, the top ten L5R players all hail from California, where the game has its strongest fan base. Since we knew people would be curious, we've included a list of the top ten players who aren't from the Golden State.

3200	Gary Fortenberry	VA	Dragon	1550	Ed Czechowski	OH	Unicorn
3200	Chris Myer	OH	Dragon	1550	Brian Modreski	CO	Phoenix
2050	Tyson Hatfield	UT	Unicorn	1550	Dennis Zinkevich	NY	Lion
1800	Andrew N. Stueve	VA	Ronin	1500	Kevin J. Colbert	OR	Unicorn
1800	Arthur McGoe	NM	Crane	1500	Teya Hahn	FL	Crab

## *The Clans & Their Warlords*

Crab	56,425	Benjamin Peck	(9225)	Crane	27,096	Eric Reyes	(5925)
Lion	55,110	Tom Cooper	(8400)	Unicorn	23,411	Tyson Hatfield	(2050)
Dragon	52,425	William Cook	(9875)	Scorpion	17,624	Steve Outzen	(5900)
Ronin	38,470	Anthony Green	(7100)	Naga	16,950	Justice Sommer	(6050)
Phoenix	30,140	Les Douglas	(5530)	Toturi's Army	5,775	James Nowak	(5475)



# Artist's Market

Now you can buy prints of some of your favorite card art directly from the artist!  
Write or call them for details.

## Rob Alexander

P. O. Box 1558  
Mercer Island, WA 98040

## Randy Gallegos

5667 Snell Ave. #24  
San Jose, CA 95123  
Limited edition prints available of  
*Mirumoto Daini*

## Inkling Productions

Quinton Hoover  
P. O. Box 469  
Baker City, OR 97814

## Mike Kimble

P. O. Box 4945  
Boulder, CO 80306  
Original art only available at this time.

## K. C. Lancaster

PO Box 33516  
Northglenn CO 80233  
Limited and unlimited prints available.  
Send SASE for additional information.

## Nicola Leonard

P.O. Box 16284  
Seattle, WA 98116

## Ken Meyer

3467 Bevis Street  
San Diego, CA 92111  
Catalog available for \$3

## Mutt Studios

Wackwitz Daily  
Grabski Shipley  
7014 Frankford Ave. B, suites 101-104  
Philadelphia, PA 19135  
Unlimited prints available, \$15 matted, plus  
\$2.50 per print for shipping & handling.

## William O'Connor

28 Central Street  
Huntington, NY 11743  
Originals and prints available

## Ben Peck Illustrations

2492 Hansen CT  
Simi Valley, CA 93065  
(805) 442-1597  
Limited *Shadowlands* prints available; \$20  
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## Brian Snoddy

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Seattle, WA 98116  
Various prints are available at \$20 each.

## Matt Wilson

4045 Guasti Road #212  
Ontario, CA 91761  
Catalogue and additional information  
available upon request. Send SASE.

## Robin Wood

3319 Greenfield  
Deerborne, MI 48120  
(This address will change soon; we'll keep you  
updated.)



# The Imperial Assembly

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

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

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

**If you are renewing your subscription and want a Clan T-Shirt, please include your Assembly Number and an additional \$10. The normal retail price is \$17.95!**



<b>Crab:</b> The Oni	<b>Phoenix:</b> Isawa Tadaka
<b>Crane:</b> Kakita Toshimoko	<b>Scorpion:</b> Bayushi Kachiko
<b>Dragon:</b> Togashi Mitsu	<b>Unicorn:</b> Otaku Kamoko
<b>Lion:</b> Matsu Tsuko	<b>Naga:</b> Qamar
<b>Ronin:</b> Dairyu	

## ALDERAC ENTERTAINMENT GROUP

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

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# ANYWIL OF DESPAIR

Available November 25

## Clan T-shirts are finally available!

*At long last, you can show  
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Crab: The Oni	Phoenix: Isawa Tadaka
Crane: Kakita Toshimoko	Scorpion: Bayushi Kachiko
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Ronin: Daiya	

When you renew your membership in the Imperial Assembly, you may order a Clan T-Shirt of your choice for only an additional \$10. Each shirt bears the L5R logo on the left pocket and your Clan logo on the right sleeve. On the back in full color is one of your favorite L5R Personalities and a quote from the game.

These T-shirts are normally priced at \$17.95 (or \$19.95 for XXXL) – membership has its privileges! This offer is good for current Assembly Members *only*. Remember, when you renew you get one more year of the *Imperial Herald*, four more cards available only to you and your fellow Assembly members, adventures and supplementary material for the L5R role-playing game and much more! To order, cut out or photocopy the Assembly form on the previous page.