

Imperial Herald

Volume one • Issue two

Naga & Scorpion
Clan History

The Fine Art Of
Deck Design

Shadowlands™
Card List



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Win a Complete Set Of

Forbidden Knowledge

As subtle as a Scorpion and as daring as a Lion, the Kolat have manipulated the Clans of the Empire by their own diabolical means. For centuries, theirs has been an unknown power in Rokugan.

All of that is about to change. Now, the Kolat are revealing their most dreaded weapon: one of the Clans listed below has a Kolat Master in their midst. Which Clan will feel the cold bite of Kolat treachery?

You Will Decide.

Send us a self addressed stamped envelope with your **name, address and phone number** to get entered in the contest to win a complete set of *Forbidden Knowledge*. If you are an **Imperial Assembly member**, include your **Assembly Number** and your **vote** for which of the Clans below has the Kolat Master. Entries must be postmarked by June 1, 1996. Prize will be shipped 2-4 weeks after the release of *Forbidden Knowledge*.

Mail your entry to:
Alderac Entertainment Group
ATTN: Herald #2 Contest
4045 Guasti #212
Ontario, CA 91761

Clan Scorpion



Clan Phoenix



Clan Crab



Clan Lion



Clan Unicorn





Original artwork,
© Nicola Leonard.

Secrets on the Wind

The Battle of Beiden Pass and the Test of the Emerald Champion

The most significant event of the first year of the war was the Battle at Beiden Pass. Unless you understood the geography of Rokugan, you wouldn't know why it was called "the crossroads of the Empire." It is a mountainous region with a great crevasse, separating the north from the south and the east from the west. If an army wished to circumnavigate the Pass, they would have to move over a hundred miles out of their way to do so. It is no wonder that this region was so important to the first months of the war.

The battle began only weeks after the infamous battle at Kakita Castle, where the traitor Doji Hoturi led an army of Shadowlands madmen against his own Clansmen. It was his army that turned the tide against the Crane, and the advancing army led by Crab samurai Hida Sukune burned the oldest Crane castle to the ground. Only the sudden arrival of a rogue Dragon army, led by the ronin Toturi, forced Sukune to retreat back to Beiden Pass. It was there that this mighty war would take place.

Sukune reinforced his position with his younger brother Yakamo keeping his armies in reserve in the west. Toturi attacked with his Dragon army (supported by a small band of Unicorn cavalry), and while his initial attacks were unsuccessful, Toturi still caused heavy Crab casualties with his own army escaping relatively unscathed. After the second day, an army from the Lion Clan arrived. After hearing that Toturi was leading the Dragon army, they did not wish to miss the opportunity of killing the fallen Champion to gain favor in the Emperor's eyes. On the following day, however, a small army of Phoenix arrived led by the samurai-maiden Shiba Tsukune. She engaged the Lion army with reckless abandon and personally killed the official representative of the Lion Clan. The Lion army retreated, and Toturi attacked once again with the Phoenix shugenja as support. Hida Sukune was ready for the Dragon, but he was not ready for a Dragon army led by the Empire's greatest tactician, supported by the magic of the Phoenix. He retreated back to the Crab fortress in shame.

But Toturi did not stop there. Leaving Shinjo Yasamura behind to guard the pass, he led the first army in a thousand years to invade Crab territory. "The Great Bear" Hida Kisada knew that he would need reinforcements to do battle with Toturi. He could find no allies in the east among the Clans, and so Kisada has turned his eyes to the west, to the Shadowlands.

Meanwhile, Bayushi Kachiko recently held the Test of the Emerald Champion. A duelling contest was held to determine who would wear the armor of the Emerald Champion. Many samurai arrived for the opportunity to become the Emperor's Champion, but when Kakita Toshimoko arrived, all who were in attendance said a heavy cloak of silence fell over the crowd. Even though he was recently wounded by a nearly fatal ninja attack, the Iaijutsu Master faced sixteen other samurai, and each of them fell before his blade. Yes, Kakita Toshimoko is now the Emperor's Emerald Champion.

I will be bringing you more news from the Empire in a few months (although I know you already have learned much through contact from your own Clans). May the seven fortunes be with you!

Special thanks to all the fine folks at **IQ Games** for the *Battle at Beiden Pass* tournament and the **one hundred and eleven players** who showed up for *The Test of the Emerald Champion* at **OrCon**. You're making the story happen, folks. Thanks again!

The Imperial Herald

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This month's cover features
the *Tetsubo*, being
enthusiastically wielded by a
Crab Clan samurai. Thanks to
Brian Snōddy for this great
piece! Find it in the
Shadowlands expansion, soon
to be on the shelves of better
game stores everywhere.

For subscription information
see page 13.

<http://www.isomedia.com/homes/aeg/>
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The Naga

by John Wick

Many thousands of years ago, before the rise of men and the rule of the Hantei Dynasty, a vast Empire covered all of what would become Rokugan. It was the Empire of the Naga, a race of sorcerous serpent folk who ruled over the land. Theirs was a civilization of art and science, an enlightened culture that had become complacent, content to gaze at its own reflection. Much of the Naga philosophy dealt with cycles, and many seers and philosophers spoke of a time when the Naga race would fall into a deep slumber. Such a time was spoken of in the holy texts, but most Naga were too busy creating self-glorifying art and poetry to be concerned with warnings from old books.

Despite the premonitions of the prophets, the Naga civilization went on in its decadent ways, until eventually the time known as the Great Sleep arrived. One by one, the Naga fell into a deep slumber, but most were unconcerned. They knew the greatness of their civilization would remain a thousand years, and so they allowed the Great Sleep to take them off into the uncharted realms of dream.

When the Naga awoke, much of the world had changed. Their great Empire had fallen, their tall buildings now in ruins like sand castles at high tide. The great wilderness that they had kept at bay had invaded and taken everything away. Their sorrow seemed complete until one of their shugenja touched the earth and knew that matters were indeed much worse than they had suspected. The blood of the earth had been corrupted by a foul force to the south. The Naga sent scouts into the wasteland, but none returned. A second party was sent and still, none of them returned. They were about to send a third party when news arrived from the east: a messenger from a new Empire, the Empire of men, had arrived.

There were three of them, all riding the great hoofed beasts the Naga called *vashnar*. They wore armor and wielded short spears called 'swords,' and called themselves 'samurai.' Through the use of their pearl magic, the Naga were able to communicate with the

samurai. The leader said his name was Mirumoto Daini, and that his general, Toturi, had sent him on a mission to find the sleeping Naga and to ask their assistance in the great war that was taking place. The Naga asked Daini of the lands to the south, and he spit on the earth as he said his answer. He said that land had been corrupted by the Dark Lord that once lived there, and now his mighty army of dead things was marching into the Empire, aided by Lord Toturi's enemy, the Crab Clan. He asked again for their assistance, and after a long consideration, the Naga gave their answer.

They would assist Daini and his master Toturi, but only if their purpose was to destroy the Shadowlands. The Naga had grown wise in their thousand year sleep, awakening to find their Empire in ruins. They knew the dangers of contemplation and indulgence. If the Shadowlands was not stopped, it would corrupt all of Rokugan, and then Rokugan would turn its hungry eye to the fallen Empire of the Naga. The Naga would aid Toturi only if his goal was the destruction of the Shadowlands, and not to seize the Emerald Throne. Daini assured them that this was the case, and the Naga agreed to aid Toturi in his quest to unify the Empire and to quell the corrupting power of the Shadowlands.



The Naga will be a powerful force in the Empire. Here are the new Naga Personalities you'll be seeing:

Ashlin-A shugenja whose "pearl magic" can cure the Shadowlands corruption. **Balash**-Naga bushi who provides a powerful ranged attack. **Dashmar**-The venerable lord who brings early victory to those who hear his message. **Isha**-The Naga hunter who can find a quick path around any unfriendly Terrain. **Mara**-A shape-shifting Naga maiden who is quicker than she looks. **Qamar**-The Naga Champion who is deadly when faced with Shadowlands forces. **Shabura**-A shape-shifting bushi-maiden who's a bit tougher than you may think. **Shagara**-A Naga bushi who has mastered *sojutsu*, the art of the spear.

Clan Scorpion

by John Wick

It happened on a night filled with rain and thunder. No one expected an army of Scorpion samurai to moving through the thick mud of the forests just to the south of the Imperial Palace. The guards at the gate stared in awe as the sorcerous fire fell through the pelt of cold winter rain, falling against the walls, ripping them from their foundations. The battle was over before it had even begun, and when the Lord of the Scorpion Clan, Bayushi Shoji found that the Emperor Hantei was dead, the trappings for the ritual of seppuku about his motionless form.

It was a daring move, unprecedented in the Empire, but Lord Shoji only held the Throne for seven days. The combined forces of the other Clans were too much for the Scorpion, and when Hida Kisada failed to provide the support Shoji had counted on, all was lost. The morning of the eighth day, Shoji stood before the Emperor's son, Doji Hoturi and Matsu Tsuke. Behind him, the Emerald Champion stood with his katana ready for the Emperor's command. The young man who was now Emperor over all of Rokugan nodded and in a flash of a moment, Bayushi Shoji was no more.

Two years have passed since the Scorpion coup, and the face of the Empire has been altered beyond recognition. A great plague has swept across the Empire, decimating everything in its path. Even the young Emperor was not beyond its reach. Now he lies in his deathbed as the Clans that once supported him fight against each other for a chance to gain his Emerald Throne. The Clans that destroyed the Scorpion are now destroying themselves. A dark irony, perhaps. Or perhaps the cold hand of the fallen Scorpion Lord could reach out beyond the veil of death and strike at the throats of his enemies. Any man in his right mind would say only a fool would believe such gibberish, of course.

And that is why Bayushi Kachiko's plan has accomplished so much.

The night after her husband's execution, she was forced to marry the young Emperor, thus forever ending the Bayushi line and exacting the young Hantei's revenge for his father's death. But that very night, Kachiko began to formulate a plan that would bring the Empire to its knees. She poisoned the Emperor in his own bedchamber, caused the downfall of Doji Hoturi with the legendary Egg of Pan Ku, convinced Hida Kisada to invade Crane territory (thus causing the fall of Kakita Castle), caused the destruction of the Ancestral Sword of the Dragon, and has turned the Unicorn Clan against the ronin Hoturi and his renegade army of Dragons. The Scorpion have accomplished much in the first few months of the war.

Now they are ready to move in full force. They have mobilized small armies and have made an alliance with Hida Kisada. The "Great Bear" of the Crab Clan was desperate for allies and Lady Kachiko was eager to provide him with support. Their greatest weapon now is what has always been their greatest weapon: their secrecy. Kachiko is not concerned with who is sitting on the Emerald Throne, for she knows all too well that the real power lies *behind* it.



Here is a list of the Scorpions who avoided the Emperor's fury and have joined Kachiko's plan of revenge:

Bayushi Aramoro—Kachiko's bodyguard and master ninja. **Bayushi Goshu**—Goshu makes certain that when you lose honor, you never do it alone. **Bayushi Hida**—The ronin who hid from the Emperor's justice by hiding his name. **Bayushi Kyoto**—Sabotage is vital to any military action, and Kyoto is the best there is. **Bayushi Tomaru**—Even if he doesn't destroy your enemy's province, it's still crippled. **Shosuro Hametsu**—The Poison Master makes all those dueling Dragons white with fear. **Shosuro Taberu**—He's the fly in the ointment of the Crane Honor Machine. **Shosuro Tage**—She is very persuasive when it comes to making reluctant samurai attack. **Soshi Bantaro**—Between him and Aramoro, nothing touches Kachiko, not even magic.

Colin Edwards

Walking the Way™

Colin Death to Crane! Edwards has been a rabid player and proponent of Legend of the Five Rings since it was first released. This issue, we're pleased to bring you his excellent treatise on deck design.

Creating a good deck is central to winning any CCG, and *Legend of the Five Rings* is no exception. In many cases, the result of a game is in large part decided before the game even begins. The most important part of designing a deck is to ask yourself: "How is this deck going to win?"

Is it going to destroy your opponents in battle? Is it going to hole up and push for the honor win? Is it going to duel your opponents to death? Is it going to load up on cavalry and destroy your opponent's undefended provinces? Or is it going to attempt to render him helpless by using resource denial strategies?

Once you have developed a deck conception, choose a Clan that is well suited to the strategy that you want to focus on. It is important not to try to do everything; the bulk of your cards should be chosen according to the way you want your deck to win, the rest to close up any vulnerabilities your deck might have. Avoid the temptation to throw in cards just because you think they are good.

The Dynasty Deck

Making the Dynasty deck is usually very straight-forward; it is hard to really go wrong with it. In fact, many people use "stock" Dynasty Decks that they have pre-prepared for each house, swapping in and out fate cards to create different themes. However, here are some of the principles I use when making a new deck:

1. Use between 30 and 40 cards; you want to maximize the chances of drawing important Holdings, Events, and Personalities. The wealth of the house determines how many cards to include in a deck. The numbers I generally use are:

Lion: 30

Unicorn and Dragon: 35

Crab, Crane, Phoenix: 40

2. Most of your Personalities should be from your Clan. They are cheaper, and more importantly, you get honor for recruiting them. I attempt to time my decks to reach 40 honor, by bringing Personalities out, at about the time I am running out of cards; if you consistently reach 40 honor with 20 cards left, you can probably streamline your deck to be more efficient. Generally, twelve Clan Personalities gets you pretty close to the win.

3. It is critical to include Personalities with low, or even negative, honor requirements in any deck. Those Personalities with high personal honor and low honor requirements are especially important. Also, it is important to include inexpensive Personalities that can be brought out early. Having someone available to defend early on is very important.

4. The approximate ratios I use when sketching out a deck:

20% Gold Holdings you can bring out with your stronghold only

15% Gold Holdings that are within your stronghold gold value + 3

15% Other Holdings (mostly honor producing)

45% Personalities (mostly Clan)

5% Events

5. Some of the all-time great Dynasty Cards:

•Your appropriate Clan gold Holding (3 in every deck)

•Jade Works (3 in every deck)

•Master Smith (at least 1)

•Master of the Tea Ceremony (at least 1)

6. You really have to ruthlessly discard cards that you can not immediately bring in for the first several turns. It doesn't matter who they are, keeping them in your Provinces slows your progress and makes you an obvious early target ("Hey, that Dragon Man-Beast is a real threat, better take it out fast" ... you lose the card and a Province).

The Fate Deck

This is where most the strategy comes into deck construction; making a good Fate deck can be very difficult. As strategies rise and

fall, you will start to see a huge variation in Fate Decks...often you can apply the same Fate Deck to several Dynasty Decks with only minor modifications. In general, your Fate Deck should be closely tailored to winning by a certain strategy; never lose sight of how you expect your deck to win. Some basic guidelines:

1. Use a 30 card deck; I have never seen a deck that couldn't be made more efficient by dropping the number of cards. You need to maximize your chances of drawing important combinations. Once again, don't throw in cards just because they are good cards. Every card in your deck should serve a specific purpose.

2. The ratios of Followers, Spells, etc. I use here change for every deck. However:

a) Keep the number of reusable spells equal to the number of Shugenjas. Castle of Water and Winds of Change are really effective spells that strengthen almost any deck.

b) Many players overestimate the power of the Rings. Think very carefully about throwing more than the Ring of Earth in; unless the Ring fits your deck strategy closely, don't put it in! It is my opinion that the Ring of Void is the most over-rated card in the game; it can be used very effectively only by a limited number of decks. Most decks would be better off with something else.

d) Don't over-do the Followers. They are vulnerable to having their leader killed off, and are a very obvious threat; the *Charge* or *Frenzy* your opponent didn't see coming is often more effective. On the other hand, a limited number of Followers can be very useful; *Spearmen* are one of the best cards in the game and make almost any deck better.

3. Don't ignore Terrains. They are brutal, and you need a way to deal with them. Always expect your opponents to have a *Deadly Ground*, *Dispersive Terrain*, or *Entrapping Terrain*.

Strategies

This is a list of some strategies I find useful to defeat certain types of decks:

Shadowlands Decks - Use *Iris Festival* and *Jade Hand*

Dragons - *Summon Fairies* and *Flight of Dragons*

Crab Clan Decks - Throw in *Evil Portents*

Lion Clan Decks - Throw in *Breach of Etiquette*

Dueling Decks - *Kharmic Strike* and *Poison Weapon*. Use *Ninja Thieves* to steal pumped up *Bloodswords* or clear off your opponents *Armour of the Golden Samurai*.

Phoenix - *Plague* works nicely (bye bye *Scribe*, *Spirit Guide*, etc.)

Honor Decks - *Explosives* to take out honor-producing Holdings, and *Evil Portents* to hit the *Wily Trader* and the *Crane Liaison*.

Attack Decks - Try a *Ki-Rin* and some *Secrets on the Wind*. *Counterattacks* can be devastating; *Dispersive Terrain* can make anybody look like a formidable army.

Lion-The Strength of Purity

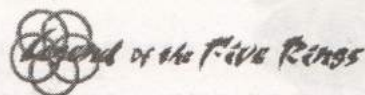
This is a sample Lion deck that has proven very effective in day to day play. I think it illustrates many of the principles I mentioned above. Like many Lion decks, the deck can win by either a military victory or by amassing enough honor points. This deck is designed to exploit the advantages of high honor Personalities. It deliberately attempts to keep the number of rare cards to a minimum; only those rares that I feel are critical to the deck were included.

Dynasty Deck

3 Copper Mines
3 Jade Works
2 Small Farms
1 Master Smith
1 Temple of the Ancestors
3 Hawks and Falcons
1 Unscalable Walls
1 Inheritance
1 Matsu Tsuke
1 Kitsu Toju
1 Matsu Agetoki
2 Akodo Kage
3 Matsu Imura
3 Matsu Gohei
1 Kakita Yinobu
3 Morito Tokei

Fate Deck

3 Charge
3 Strength of Purity
3 Superior Tactics
3 Rally Cry
2 Block Supply Lines
1 Entrapping Terrain
1 Deadly Ground
1 Counterattack
1 Evil Portents
1 Iaijutsu Duel
1 Samurai Warriors
3 Spearmen
1 Ancestral Lion Clan Sword
1 Ring of Earth
1 Touch of Death
2 Castle of Water
2 Fires of Purity



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 one one of my tricks. Be sure to keep it secret.

You can find Koku of your own 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 them? Send them to me! Send all your Koku to me and I will exchange them for the merchandise I have here. If you wish to exchange your Koku for a card, please include a self-addressed stamped envelope and any kind of protective devices you wish your card to travel in. All t-shirt requests must include a \$3 shipping and handling charge. 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.*

1A



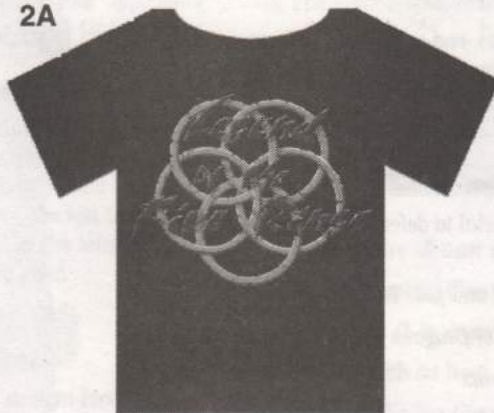
1A. The most treasured possession of a family, the ancestral sword of the Clan is a symbol of honor and heritage. And now with your Koku, you can bring this ancient symbol of strength and pride into your own Household. Provided by the master smiths at Weapons Emporium, available here for a limited time only.

Availability subject to local laws and restrictions.



2500 plus \$10 S&H

2A



2A. Here it is—the shirt that everyone wants; the most sought-after shirt at the '95 GenCon Game Fair.

More than anything else, this is what *L5R* players have been asking for. It's currently unavailable at stores and the only way to get it is here—from me. Specify Size (L, XL, XXL).



250 plus \$3 S&H



3A. & 3B. Imported all the way from the barbarian kingdoms come two elegantly adorned protective vessels for your collectible cards. These sturdy card holding boxes hold up to 1000 cards and bear paintings rendered by two of the kingdoms most famous artists; Susan Van Camp and William O'Connor, respectively. Specify 3A or 3B when ordering.

3A



3B




20 plus \$1 S&H



The Card Shop

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 issue's selection of cards. Each order must be accompanied by self-addressed stamped envelope. One of each card per customer, please, and first-come, first served. All requests for Champions must include an alternate Personality card selection (supplies are short).

All cards are 25  plus an SASE

4A. Hida Kisada
(Imp. Ed.)



4B. Doji Hoturi
(Imp. Ed.)



4C. Togashi Yokuni
(Imp. Ed.)



4D. Matsu Tsuko
(Imp. Ed.)



4E. Shiba Ujimitsu
(Imp. Ed.)



4F. Shinjo Yokatsu
(Imp. Ed.)



4G. Chrysanthemum
Festival (Imp. Ed.)



4H. Iris Festival
(Imp. Ed.)



4I. Test of the Emerald
Champion (Imp. Ed.)



4J. Master of the Tea
Ceremony (Imp. Ed.)



4K. Ninja Stronghold
(Imp. Ed.)



4L. Bayushi Kachiko
(Imp. Ed.)



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(cut out or photo copy)

Please write down all items ordered by number (ie. 2A,4G, etc.) and total the shipping and handling.

Item #'s _____

Shipping & Handling Total \$ _____

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Phone _____

Street _____ City _____

State _____ Zip _____

Make Check Payable To:
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4045 Guasti Rd #212
Ontario, California 91761

Please allow two weeks for delivery. All items are subject to availability. If an item you have ordered is not in stock you will be contacted about a substitution or your Koku will be returned.

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Limited *Shadowlands* prints available; \$20
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order and SASE, plus \$3 per print for shipping
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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 come summer; we'll
keep you updated.)

An Interview With Brian Snoddy



by Kevin Jones

The scene: some science fiction convention somewhere in Seattle. Brian Snoddy (a young product illustrator for *Egghead Software*) was wandering around when he bumped into a guy named Jesper Myrfors. Jesper was the art director for a small "out of the garage" company called *Wizards of the Coast*. Jesper said, "We've got a couple projects we're going to need art for," suggesting that Brian send him samples of his art. "By the way, we've also got the card game coming up. How'd you like to do some cards?" Brian said, "Sure." He got assigned three cards (*Psychic Venom*, *Spellblast*, and *Volcanic Island*) and before you could say *Urza's Maze*, Brian was right in the middle of the maelstrom that would become the *Magic* phenomenon. He did work for other card games, and then one day he got a call from a guy named Matt Wilson, asking him to do cards for a game based on Feudal Japan. I may be speaking from personal prejudice, but Brian's style really shines when he paints samurai. Of course, it might have something to do with the fact that he has his model standing right beside his palette.

Brian's been collecting swords since he was nineteen. Six years ago, he bought his first suit of armor. Over the years, Brian's managed to add four swords, three suits of armor and a whole slew of tsuba to his collection. Of course, when it came time to assign the

Evil Ward © 1996 Brian Snoddy



Ancestral Armors of the Six Clans (which you'll be able to see very soon in the Emerald Edition), Matt knew exactly who to turn. But Brian's real-life models and vast library of

source material were not his only inspiration. Strangely enough, one of the armors was inspired by a Japanese beer. "I was looking at a Kirin mug," he told me over the phone (Kirin is a very popular beer in Japan), "and there's this plastic ki-rin head on the top. When you tilt the mug, the beer pours out of the mouth." That little plastic head was the main source of inspiration for the helmet of the Ancestral Armor of the Unicorn.

Hida O-Ushi © 1996 Brian Snoddy



Two of the most highly sought after cards in L5R bears Brian's art.

Dairya (otherwise known by his playtest name: The Super Bad-Ass Ronin) was a real accomplishment. We started sending out a copy of *Dairya* to anyone who sent us a SASE and they flew like hotcakes. The second piece, *The Monstrous War Machine of Fu Leng*, was also in high demand.

Brian's Shadowlands pieces are equally breathtaking. The gruesome *Pennaggolan* (a flying, vampiric severed head that feeds on the blood of peasants), the ominous *When Darkness Draws Close* and the painful *Tetsubo* (ouch!) were just a few of the new pieces Brian's fans can look forward to. But one of Brian's favorites would have to be Hida O-Ushi who had the playtest name *The Crab Clan Bully*. "I had this idea of doing a really cute bad-ass chick in big armor," he said. "I told Matt about it, and he told me that

he was thinking the same thing. I wanted her to be Crab, because Crab is my favorite Clan. The crab is a very important symbol to the samurai." When he began painting the piece, he said, "I used older armor as a reference because it's bigger ... the shoulder pieces look like Norman kite shields." When the piece came in, it was a surprise to everyone in the office (except Matt, of course). We can't wait to see the players' response.

Of course, we want to talk about Brian's work in L5R, but we should also mention that he does art for some other card games as well. When the art director for *Middle Earth: The Wizards* asked him what kind of cards he wanted, his response was: "Orcs! Orcs! Orcs! Give me Orcs!" He's also done pieces for *The Card Game Formerly Known As Jihad*, and some other game people keep talking about called *Magic*. He's as prolific as he is talented, and he's also a lot of fun to chat with. And by the way, we thought we'd help out Brian with one of his pet peeves. The macron over the "o" in Snoddy means that you pronounce his name *snowdy* like the white stuff that falls on Christmas Eve. You're welcome, Brian!

Meet the New Doji Hoturi

by John Wick

Viridian mists swirled about the room, filling it with a pungent smell. Hoturi could do nothing but watch, every nerve in his body screaming with every move he tried to make. He watched the mists coagulate in the shadows until he saw his own form standing before him. The doppelganger strapped on his armor and slid the sword of his ancestors into his obi, the evil confidence of his mocking grin glistening in the dim light.

A silken silhouette moved through the shadows, kneeling beside Toturi. She ran her fingers through the Champion's fine silvery hair, but all he could look at was the brute that stood before him. "He is not you," she whispered to him, "he is better than you. And he will be the doom of your Clan."

Kachiko's Revenge

With the aid of the Egg of Pan Ku, Lady Kachiko was able to exact her revenge against those who caused the downfall of her Clan and the death of her husband.

The false Hoturi (created by the Egg of Pan Ku) led an army of Shadowlands creatures against his own Clansmen at the Battle of Kakita Castle, thus winning the day for the Crab Clan. With the destruction of the Crane's western defense, the Clan is now highly vulnerable to attacks from both the Crab and the Shadowlands. Now the false Hoturi wanders the countryside with his army of madmen, destroying villages wherever he goes, leaving behind his name for the survivors to whisper, thus further tarnishing the image of the Crane Champion. When Kachiko trapped Lord Hoturi in the Emperor's palace, she could have killed him, but she has done far worse than that: she has wounded his entire Clan.

As for the Lion Clan, Matsu Tsuko was not surprised at all to see the Crane show their "true colors." She knew it was only a matter of time. Kachiko has promised the Lion Champion that it is *her* Clan

the Emperor favors now; in fact, she has informed the Lady Lion that she is no longer obligated to protect the Crane, and may do with their pathetic armies as she sees fit. It seems as if the ancient rivalry between Crane and Lion is about to come to a head.

Hoturi's Escape

Recently, rumors have begun to circulate through the Empire that the Crane Champion who is decimating villages is not the actual Doji Hoturi.

The man who was once the Lion Champion, Akodo Toturi, tells the tale of a masked ronin by the name 'Akiyoshi' who delivered a sickly Hoturi to his camp nearly thirty days after the Battle at Kakita Castle. When asked where he found the Crane Lord, Akiyoshi refused to say anything more than "She will harm him no more," and then rode off into the night. Toturi had his scouts follow the ronin and they reported that he rode into the Imperial Palace—the place where Hoturi had been paralyzed with poison and tortured for many months.

Hoturi himself was too ill from the poison in his veins to tell his tale, but he did acknowledge that it was Lady Kachiko who kidnapped him and used the legendary Egg of Pan Ku to create his double. Akodo Toturi has sent this news to the Clans, but few are willing to

believe such wild stories, especially when they are told by a dishonored ronin.

We received about two thousand votes for our A Champion Must Fall Contest, and fourteen hundred of the votes were for Doji Hoturi. Hida Kisada came in a distant second with only three hundred.

The winner of the contest was Mr. Bob (Clan Lion) Gross of New Cumberland, PA. Congratulations Bob!





SHADOWLANDS

Card List



Actions

A Gift Of Honor	R	KC Lancaster
A Stout Heart	U	Nicola Leonard
Accessible Terrain	C	Bob Hobbs
Another Time	C	Ben Peck
Arrows From the Woods	C	Ernie Chan
Call To Arms	U	Pete Garcia
Change of Loyalty	R	Christina Wald
The Code of Bushido	U	Brian Snoddy
Confusion at Court	C	Eric Anderson
Corrupted Ground	C	Ken Meyer
Court Jester	U	Sandra Everingham
Darkness Feeds	R	Ron Spencer
Defend Your Honor	C	Ben Peck
Enough Talk	U	Ernie Chan
False Alliance	R	Craig Maher
Final Charge	R	Eric Anderson
Forced March	U	Ernie Chan
He's Mine	C	Tom Biondillo
His Most Favored	R	Diana Vick
Impassable Terrain	C	John Cadice
Levy Troops	U	Christina Wald
Plea of the Peasants	U	KC Lancaster
Shadowmadness	U	Ron Spencer
Shadowlands Sickness	U	Ron Spencer
Stalemated Terrain	C	Mark Tedin
Strike at the Tail	R	Bob Hobbs
Test of Might	C	Ben Peck
Threat of War	R	Bryon Wackwitz
The Turtle's Shell	U	Carl Frank
Twist of Fate	R	Susan Van Camp
Utter Defeat	R	April Lee
When Darkness Draws Near	R	Brian Snoddy
Winning Kachiko's Favor	R	Matthew D. Wilson
Wounded in Battle	C	Bryon Wackwitz

Events

Desperate Measures	R	Brian Snoddy
Doom of the Crab	U	William O'Connor
Doom of the Crane	U	Susan Van Camp
Doom of the Dragon	U	Matthew D. Wilson
Doom of the Lion	U	Ellym Sirac
Doom of the Naga	U	Eric Anderson
Doom of the Phoenix	U	Quinton Hoover
Doom of the Scorpion	U	Steve Fitchow
Doom of the Unicorn	U	April Lee
The Falling Darkness	R	David Bolt
Imperial Levying	R	Christina Wald
New Year's Celebration	R	Nicola Leonard
Rampant Plague	R	Bryon Wackwitz
The Rising Sun	R	Rob Alexander
Setsuban Festival	R	Heather Bruton

Followers

Ashigaru	C	Bryon Wackwitz
Bayushi Supai	R	Randy Gallegos
Doji House Guard	U	Pete Garcia
Garegusu no Bakemono	R	Randy Gallegos
Hida House Guard	U	Mark Tedin

Ikiyo	C	Bryon Wackwitz
Mantis Bushi	R	Bryon Wackwitz
Matsu House Guard	U	Bryon Wackwitz
Minor Oni Servant	R	Chris Rush
Muramoto House Guard	U	Dan Frazier
Plague Zombies	C	Brian Snoddy
Ratling Conscripts	C	Randy Elliott
Shadowlands Madmen	R	Randy Elliott
Shiba House Guard	U	Mark Poole
Shinjo House Guard	U	Mike Kimble
Skeletal Archers	C	Ron Spencer

Holdings

Corrupted Iron Mine	C	Ellym Sirac
Dark Oracle of Air	R	Bonnie Hill
Dark Oracle of Earth	R	Ron Spencer
Dark Oracle of Fire	R	Bryon Wackwitz
Dark Oracle of Water	R	Eric Anderson
Earthworks	C	Carl Frank
The Festering Pit of Fu Leng	R	Anson Maddocks
Gambling House	C	Nicola Leonard
Geisha House	C	Randy Gallegos
Kolat Oyabun	U	Quinton Hoover
Pearl Bed	C	Quinton Hoover
Temple of Bishamon	C	Mark Poole

Items

Ancient Spear of the Naga	CL	Rob Alexander
Broken Sword of the Scorpion	CL	Carl Frank
Crystal Arrow	C	Quinton Hoover
Han-kyu	U	Nicola Leonard
Jade Arrow	U	Matthew D. Wilson
Jade Goblet	U	Doug Shuler
Nageteppo	U	William O'Connor
Obsidian Mirror	R	Rob Alexander
Porcelain Mask of Fu Leng	R	Randy Gallegos
Terrible Standard of Fu Leng	R	Anson Maddocks
Tetsubo	C	Brian Snoddy
The Obsidian Hand	R	Ron Spencer
Wakizashi	C	Margaret Organ-Keen
Warhorses	C	Heather Bruton

Personalities

Ashlim (Ng)	U	Pamela Shanteau
Balash (Ng)	C	Craig Maher
Bayushi Anamono (Sc)	U	Ron Spencer
Bayushi Goshu (Sc)	U	Ken Meyer
Bayushi Hisa (Sc)	C	John Cadice
Bayushi Kyoto (Sc)	R	Randy Gallegos
Bayushi Tomaru (Sc)	C	Matthew D. Wilson
Dashmar (Ng)	R	Randy Elliott
Doji Hoturi (Cn)	R	Carl Frank
Goblin Shaman (Ua)	C	Carl Frank
Hida O-Ushi (Ch)	R	Brian Snoddy
Hiruma Kage (Ch)	U	Ron Spencer
The Hooded Ronin (Ua)	U	Doug Shuler
Ikoma Kaoku (Ln)	U	Sandra Everingham
Isawa Tadaka (Ph)	R	Steve Fitchow
Isha (Ng)	C	Randy Elliott

Kaikita Torikago (Cn)	C	April Lee
Kakita Yagoso (Cn)	U	Nicola Leonard
Kitsu Motso (Ln)	R	Randy Elliott
Kumo (Ua)	C	Ron Spencer
The Laughing Monk (Mk)	C	Susan Van Camp
Mamoru (Ua)	U	Ben Peck
Mara (Ng)	U	Matthew D. Wilson
Matsu Chokoku (Ln)	C	Mark Tedin
Murumoto Hitomi (Dr)	U	Matthew D. Wilson
Murumoto Taki (Dr)	C	Ron Spencer
Mountain Goblin (Ua)	C	Randy Elliott
The Nameless One (Ph)	U	Ron Spencer
Oni no Ogon (Ua)	R	Ron Spencer
Oni no Ogon (Ua)	U	Randy Gallegos
Oni no Sanru (Ua)	U	Randy Elliott
Otaku Kamoko (Un)	U	Matthew D. Wilson
Otaku Kojiro (Un)	R	April Lee
Pennaggon (Ua)	C	Brian Snoddy
Qamar (Ng)	R	Randy Elliott
Ratling Scavenger (Ua)	C	Mark Tedin
Ratling Thief (Ua)	U	Randy Gallegos
Shabura (Ng)	U	Brian Snoddy
Shagara (Ng)	C	Brian Snoddy
Shiba Tetsu (Ph)	C	Steve Fitchow
Shinjo Tsuburo (Un)	C	Bryon Wackwitz
Shosuro Hametsu (Sc)	CL	Bryon Wackwitz
Shosuro Taberu (Sc)	U	Heather Bruton
Shosuro Tage (Sc)	R	Margaret Organ-Keen
Soshi Bantaro (Sc)	C	Ron Spencer
Thunder Dragon (Ua)	R	Steve Fitchow
Togashi Gaijutsu (Dr)	R	Ben Peck
Yasuki Nokatsu (Cb)	C	Ben Peck
Yuki No Onna (Ua)	C	Robin Wood

Spells

Blood of Midnight	C	Diana Vick
Contemplate the Void	C	Diana Vick
Dark Divination	R	Craig Maher
Evil Ward	U	Brian Snoddy
The Fire from Within	U	Quinton Hoover
Force of Will	C	Chris Rush
Gust of Wind	U	KC Lancaster
Shapeshifting	R	Anson Maddocks
Stale Wind	U	Anson Maddocks
Sympathetic Energies	C	April Lee
Tomb of Jade	C	Bryon Wackwitz
Touch of Despair	R	Bryon Wackwitz
Touch of Fu Leng	R	David Bolt

Strongholds (Deck Boxes)

Hidden Temples of the Naga	CL	Rob Alexander
Ruined Fortress of the Scorpion	CL	Eric Anderson

Key:	Dr = Dragon
C = Common	Li = Lion
U = Uncommon	Ph = Phoenix
R = Rare	Sc = Scorpion
CL = Clan Deck Only	Ua = Unaligned
Ch = Crab	Un = Unicorn
Cn = Crane	

Toku Top 10

10. Cheerleader Toku!

Have 3 Tokus on the table and play an Oath of Fealty, and suddenly, they're all 1F/2C and they add to your Ancestral Sword or Crab Clan Oni bonuses like crazy.

9. Toku the Phoenix Champion!

Lose your Phoenix Champion? Well, he's back and this time ... he's Toku! That's right, any time you lose a Phoenix Champion, just trade him in for Toku for free!

8. Toku Goes Bar-Hopping!

One of Toku's favorite pastimes is sake sipping at the Sake Works. Of course, his favorite drinking partner is Togashi Mitsu. You know how those Tattooed Men like to put down the sake!

7. Toku Teaches You The Way of Deception!

Toku is just right for The Way of Deception. Just when your enemy thinks he's suprised you with Frenzies or Fires of Purity, he discovers that he's been wasting all of those cards on Toku!

6. Toku Takes On The Iaijutsu Master?

That's right, and he may not win, but he won't lose either. Not with a Kharmic Strike, that is.

5. Toku The Maneuverable!

Toku is great for leading folks into all kinds of Terrain cards. Just slap a handy-duty Armor of Sun Tao on him and he's the Master of Entrapping Terrain.

4. Toku The Fearless!

Not only can Toku challenge the Iaijutsu Master, but he can fight for him as well! With the new Shadowlands card "He's Mine!", Toku can step in for anybody when they get challenged to a duel. Whatta guy that Toku!

3. "I'd Like A Diet Tofu To Go!"

Unfortunately, Toku is also the favorite of a certain breed of Oni. That's right,

Oni no Tsuburu's favorite delicacy is Tofu - I mean Toku of course. What was I thinking?

2. Mr. Toku Goes To Washington!

Got nobody to go out and tell the Emperor just how great you are? You can always send Toku! He loves going to the Imperial capital. Of course, with the Emperor's wife in town, he can't stay more than one turn ...

AND THE NUMBER ONE REASON YOU SHOULD INCLUDE TOKU IN EVERY DECK ...

1. "Toku, I'd Like You To Meet My Friends, the Marsh Trolls ..."

'nuff said.



Attention Members of the Assembly!

The Emperor needs your help—he is in need of Imperial Ambassadors. His Ambassadors will be sent far and wide to tell other far away lands of the majesty and intrigue to be found within the borders of Rokugan.

We need people and teams that are interested in doing demos and running tournaments for *Legend of the Five Rings* around the country. Demo teams will be sent to stores and to conventions as official representatives from the empire and will teach, demonstrate and discuss *Legend of the Five Rings*. Also, knowledgeable ambassadors will be able to run sanctioned tournaments at which assembly members can gain ranking points and win prizes.

We are very excited about spreading the word about *Legend of the Five Rings*. Ambassadors will receive special offers, items and prizes for helping us tell others about the game, while creating new opponents to play against.

Also, if you would like to write for AEG please send us a self-addressed stamped envelope with **L5R Writers' Guidelines** written in big bold letters on the front of the envelope. We are currently accepting submissions for both the *Imperial Herald* and for a possible fiction anthology based in the Empire of Rokugan!

Alderac Entertainment Group
(c/o Imperial Ambassadors or Writers' Guidelines)
4045 Guasti Rd. #212
Ontario, California 91761

You can be a part of the Legend

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

Assembly members will also receive four issues of *The Imperial Herald*, updating them on changes in the Empire, tournament rankings, frequently asked questions, contests, designer notes and special Koku offers.

If you would like to join the Imperial Assembly, make a check, money order, or credit card (Visa or MC only) for \$15 (\$25 for subscriptions outside of the US) to:

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TURN SEQUENCE

LEGEND OF THE FIVE RINGS™

1. Straighten Phase

Any cards that have become bowed are straightened.

2. Events Phase

All face-down cards in your Provinces are turned over and all Events are resolved once all cards have been turned face-up.

3. Action Phase (do any or all of the following)

- a. Perform any Limited Actions
- b. Perform any Open Actions
- c. Attach Followers, Spells and Items
- d. Lobby for Imperial Favor

4. Attack Phase

- a. Declare Attack against one Player
- b. Assign all Attacking Infantry
- c. Defender Assigns all Defending Infantry
- d. Assign all Attacking Cavalry
- e. Defender Assigns all Defending Cavalry

f. For each Battle:

- i. Defender performs one Open/Battle Action
- ii. Attacker performs one Open/Battle Action
- iii. Repeat until both Players pass consecutively
- iv. If there are multiple Attackers and Defenders, Defender performs first Action and play passes to the left.
- v. Resolve the Battle and go to the next one

5. Dynasty Phase

Pay for and bring into play any face-up Dynasty cards in your Provinces. You may discard as many Dynasty cards from your Provinces as you like. Refill any empty Province.

6. End Phase

Draw a Fate Card, and bow to your opponent.

THE IMPERIAL FAVOR

LIMITED: Draw a Fate Card and add it to your hand

OPEN: Restore any one Dishonored Personality to Honorable status.

BATTLE: Return any Unit committed to a battle to the Fief of its controlling player; bow this Unit. You may do this in a battle in which you have no Units.

REACTION: Prevent any one loss of Family Honor.



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