

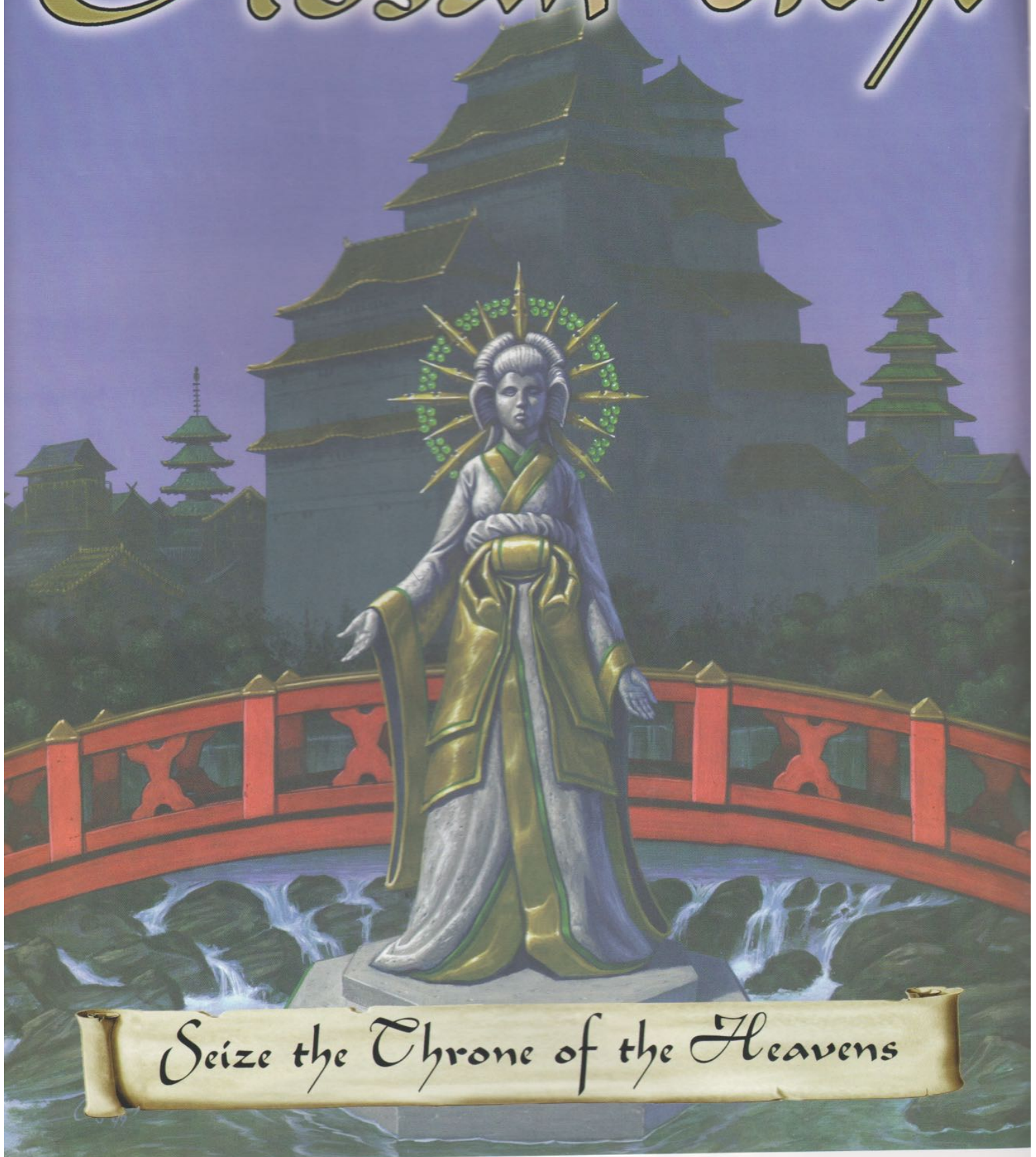
Issue #11

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Imperial Herald



Otosan Uchi



Seize the Throne of the Heavens

A message from the Brand Manager

Hello all!

This is a very exciting time for me. This is my first ever article in the Herald, and while I've written in countless magazines, this is definitely a high point for me. To me, the Herald represents everything good about gaming and gamers. It is our chance to support our players in a direct way—not to make money as the fan clubs are certainly huge money losers—but to keep the pistons of our community well oiled. Writing in a spot that was once reserved for the likes of Dave Seay, Ryan Dancey and John Zinser places me with some fairly intimidating company, and I hope I do the space proud.

1999 has been a time of great change in Rokugan. With all the changes of 1999, the thing that I am most happy about is actually a mistake. We tried to run a Kotei Emperor tournament in Atlanta, and for reasons that were clearly our fault, it bombed. That is not the part I'm proud of. What I am proud of is that the L5R team here acted quickly, at the players' will, and scheduled an additional tournament for that region. But the story doesn't end there. Again, we made a mistake and the second Kotei tournament was scheduled for the same day as a Gift of the Emperor event! But one more time, the team acted quickly and got the date moved to please the players.

Would I have preferred to have the whole thing go off better? Of course. But FRPG is new to the large company way of doing things and these

slip-ups are bound to happen. What makes me happy is that what hasn't changed is our focus on supporting our customers, while at the same time, we've been able to leverage what is good about a large company into added value for the players.

One thing that is clear to me is that L5R is YOUR game. This is not my game, or FRPG/WotC's game, we are merely custodians of your will. It is the single thing that separates L5R from every other game, and every other entertainment media that I can think of. The story is in your hands, but that is not all. L5R players have unprecedented contact with the decision makers of their product. I get hundreds of emails a week, not including the hundreds that get generated by the list serve. This feedback is a star-map that guides me, and is your way to exert control over your game. Because L5R is a business, not all decisions are decided by votes or tournaments or player feedback – but a huge number are.

I hope that I do my predecessors and the consumers proud in my post as the star-map reader for L5R. It is the greatest job on earth and the folks who make the stars shine are all that keeps me on the true path.

Luke Peterschmidt
Brand Manager: L5R, LBS

The Imperial Herald

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Imperial Assembly Rankings

By RE Dalrymple

Now it's much easier to map your march to Clan Daimyo. With the recent Five Rings Publishing Group/DCI merger, you are now able to watch your ranking grow online with your continued tournament play. The DCI publishes an updated set of rankings to the web every two weeks—and each new set includes points for all tournament results received since the last rankings run. Of course, we'll still publish lists of the top players in the Herald, but if you want to get the latest on your tournament play check out the website. (Instructions to get there are at the end of this article.)

Clan Rankings & Overall Rankings

Under the new system, each player has clan rankings and an overall ranking. Clan rankings are developed by each player based on the decks they register as using at each event. So, for example, a Scorpion Clan player who decides to test his skills with a Lion Clan deck now has a ranking in two clans—his Scorpion Clan ranking (based on his performance with Scorpion Clan decks), and a newly started Lion Clan ranking (based on his performance with Lion Clan decks). However, this player's performance with both Scorpion Clan decks and Lion Clan decks counts toward his overall L5R ranking.

If you've been an Imperial Assembly member since before March 1, 1999, you may be wondering what has happened to your past tournament performance. Your old clan ranking still counts as your current clan ranking, and it counts toward your overall ranking. As you participate in future sanctioned events using decks from your clan, your clan ranking will continue to grow.

In the future, we are also going to assign an overall ranking to each player based on their best six finishes over the previous 12 months. The primary purpose of this ranking will be to bring more value to tournament play for new players who haven't built up their clan rankings over a long period of time.

Rankings Explanation

The primary factor in determining how many points an event is worth to its top finishers is the attendance. Event attendance not only determines how many points the winners and runners-up get, but it also determines

how many participation points are awarded to those not finishing in the higher places.

'How can I see my rankings online?'

Just go to www.wizards.com/OP.html and click on the Legend of the Five Rings entry under DCI Sanctioned Tournaments. Once you're there, click on 'DCI Rankings' in the navigation bar running down the left of your browser and you're in. If you prefer the more direct approach, you can get to the rankings screen directly by entering the following web address: events.wizards.com/DCIRanking/default.asp?game=5R.

'How can I check on the status of events that I've participated in?'

Perhaps the most crucial part of participating in sanctioned events is making sure your event performance is being reported. To assist you in this area, the DCI publishes a status report for each sanctioned event—from received and included in the latest set of rankings to delinquent and long overdue. If a tournament you participated in is listed as late, contact the organizer and have them contact the DCI, or have them resubmit a copy of the event's final standings.

You can check the reporting status of events you've participated in by following the steps listed above for checking your rankings, but clicking on the Tournament Search Page link rather than 'DCI Rankings.' If you want to go directly to the search page, go to events.wizards.com/DCITournament/

Overall Top 10

David SalsmanThe Shadowlands Horde61180
Rob KramerCrane57383
Scott OrlandoUnicorn47575
Eric DevlinThe Shadowlands Horde37163
Brad MattesonCrab36571
Justice SommerNaga34900
Afshin ColemanPhoenix29563
Sean SilvaDragon28700
Ian McGuiganToturi's Army28483
Benjamin PeckCrab27675

Top 10's

Unicorn Top 10

Scott Orlando	47575
Mark Deling	11225
Bryan Reese	11025
Jeff Furnish	10498
Justin Graesser	9199
Stan Sord	7700
Phillip Picuch	7353
Robert Mason	5208
Elliot Wong	4650
Greg Osburn	4576

Monk Top 10

Terry Doner	12250
Jason Robert	5800
Valentino Molinar	5375
Trevor Stone	2100
Dan Scheffel	1250
Chad O'Byrne	1225
Cheyenne Meyer	1150
Lon Wilks	900
Cory McDowell	700
Heath Scheiman	500

Toturi's Army Top 10

Ian McGuigan	28450
Stephen Swarner	9500
Mark Jerome	8625
Craig Bateman	7950
Brian James	6528
Leon Phillips	5325
Jimmy Repine	4950
Scott Shelley	4750
Jon Evans	3997
David Wood	3150

Scorpion Top 10

Magnus Chung	19890
Joe Stevens	17300
Stephen Milobar	14334
Steve Outzen	13200
Ronald Carlson	11250
Erik Whitney	11100
Alex Pagle	8700
Stephen Muray	7621
Les Purcell	7200
Kelly Wallace	7000

Mantis Top 10

Fred P. Fernandez	19416
Kurtis Enoksen	16300
Peale Chuang	6605
Steven Porritt	5350
Eric Kirby	5275
Anthony Monteleone	3112
Michael Jahnke	2527
Steve Collier	2375
Patrick Mercer	1800
Craig Edwards	1550

Phoenix Top 10

Afshin Coleman	29530
Zev Shlasinger	25550
Jason Brown	19825
David Smith	14100
Rick Cripe	9275
Gary Fortenberry	8800
Michael Catinari	8542
Ken Carpenter	8150
Jim Beck	7120
Jeff Alexander	7025

Clan Top
Ten Lists are
continued on
Page 20

The Shadowlands Horde Top 10

David Salsman	61138
Eric Devlin	37100
James Nowak	14500
Dennis Faulkner	6525
Todd Leistra	4815
Collin Edwards	3475
Ramon Pena	2910
John Krumm	2750
Richard Jones	2500
Ibrahim Hakki	2400

Naga Top 10

Justice Sommer	34900
Paul Gerardi	14839
Daniel Redys	8050
Marty Loftus	7352
Derek Huisjen	6756
Hal Bush	5475
Nathan Salmon	5100
Shane Lindstrom	5086
Mike Forrey	4650
Scott Hadsall	4052

Had fun stormin' the castle!

By Mindy Sherwood-Lewis (Mouse)

On the weekend of January 15-17, we held the first ever world-wide Legend of the Five Rings storyline tournament, and the results were amazing! Luke and I hoped that 100 to 150 stores would participate, and that we would get between 1,500 and 2,000 players involved in deciding which clan was responsible for rescuing the Emperor Toturi from captivity. Imagine our delight when over 200 stores signed up (roughly 2/3 of the stronghold stores participated). Then imagine how that multiplied when the results showed that well over 3,000 players had participated!

The actual final numbers were 233 participating stores, and 3,314 players. Unfortunately, 23 stores did not turn in their tournament reports, so all of the following numbers are based on the reports we did receive. Even without those 23 stores, the results were impressive.

Of the reporting Stronghold stores, 152 were in the United States, with a total of 2,490 players, and 58 were outside of the US, with a total of 831 players. The average number of players per store was 15.81 and the largest number of players in one store in the United States was 50 (Cerebral Hobbies in Chapel Hill, NC) with the largest number in one store outside the US weighing in at 42 (Best Books & Games in Liverpool, England). Awesome turnout, guys!

The Storming of Morikage Castle occurred in 17 countries with the United States, not too surprisingly, leading the pack (see above). Canada, at 20 stores, was the next largest participant. Australia, France and Germany followed with six, seven and eight, respectively. Also joining in the fun were England/Scotland (4), Finland (1), Greece (1), Ireland (1), Malaysia (1), New Zealand (4), the Philippines (1), Poland (1), Portugal (1), Puerto Rico (1), Singapore (1) and Spain (3).

All of the clans were represented in the quest to rescue the Emperor, although some of them were not quite as well represented as others. This is, of course completely understandable in play terms, as some clans can be tougher to win with in Jade Extended, so clans that were more likely to win were played in greater numbers. The breakdown of players per clan went like this:

Brotherhood	200	Phoenix	165
Crab	275	Scorpion	174
Crane	472	Shadowlands	92
Dragon	409	Toturi	131
Lion	243	Unicorn	647
Naga	219	Yoritomo	287

As many of you predicted, Unicorn won the day, not just in sheer number of decks played, but also in number of decks that took first, second and third place. The Crane made a valiant effort, and despite having a large difference in sheer number of players, very nearly caught up to the Unicorn in first-place finishes.

The Lion were surprisingly consistent, having 10% and 11% in all three finish positions. Dragon and Yoritomo had a nice percentage in the second place category, and the Brotherhood, Dragon and Yoritomo had a fair number of third-place finishes. As these are all decks that rely far less on speed than some, those finishes are pretty impressive, in my view. The Shadowlands were the least represented, which is not too surprising, given that there was, not all that long ago, a huge effort made to purge the evil guys from the lands of the Emerald Empire.

Given the recent travails that have faced the Scorpion and the Phoenix, they made a valiant effort at helping to rescue an emperor that they may have had good reason to not give a fig about. Both should be pleased with their results.

I'd like to thank all of the stores and players who participated, and hope that you all had fun shaping the on-going story of Rokugan. Thanks also to all of you who took time out of your busy days to explain certain things about tournaments and human nature to me. <grin> Gentle lessons are always appreciated.

The results of the Storming of Morikage Castle will start to make themselves felt in the Honor Bound expansion, due out in late July.

The Imperial Assembly Speaks Again!

We have decided we're going to include a new Stronghold in one of our upcoming sets. That's right, a new Stronghold, bringing a group that already has a strong game presence into the limelight. The problem is, we haven't yet decided which stronghold it should be.

As a thank-you to all of you for your support over the years, we thought we'd let you participate in deciding exactly which stronghold it will be. Hence this issue's ballot.

We have four cool choices, and we're going to let you pick which one of the four it is.

The candidates are:

Bloodspeaker: Iuchiban may be dead, but his followers still stalk the land. Silently working behind the scenes to cause mayhem and death, the Bloodspeakers are a brotherhood of evil whom even the kolat have not infiltrated.

Goblin: Originally created by Fu Leng in imitation of the human race, these small vile creatures have become independent over the centuries. While their culture is as

simple as their brains, their unthinking ferocity is fearsome to those who must defend against these screaming hordes of green.

Ratling: Tribal creatures found skulking in the Shadowlands, the Ratlings somehow seem to be immune from the corruptive taint of evil. Their culture is incomprehensible to humans, but their grim determination to fight and win has earned grudging respect from even the most hardened of samurai.

Seppun: The Imperial Family has long downplayed their importance in the politics of Rokugan. While the clans send their diplomats to argue within the Imperial Court, none seem to recognize that the Seppun control the structure of the Imperial Court, and by controlling its structure, they can control the debates.

So cast your vote, Rokugan!

Edward Bolme, Imperial Magistrate of the Census

I want to cast my vote! I think the next clan should be (circle one):

Bloodspeaker

Goblin

Ratling

Seppun

My name is: _____

My DCI # is: _____

Only one vote per person, please!

All ballots must be received by August 30, 1999

Please mail your ballot to:

Imperial Assembly

Attn: Clan Vote

PO Box 707

Renton, WA 98057-0707

War in the Heavens

GenCon 99 will be the sight of the largest gathering of L5R players in history, and a heck of a good time.

For those of you who have never been to GenCon, it's hard to describe how cool the L5R environment there is. As always at GenCon, players will get special shirts and prizes, but the real attraction of GenCon is the metagame – the game outside the game. At GenCon, L5R players gather in untold numbers chanting their clans war cries, shouting to the heavens, and cheering on their clan mates. Many fantastic stories come out of GenCon each year, and I'm sure this year will be no different. Who at GenCon 97 could ever forget the lone war cry 'YORITOMO!' and the thunderous applause that followed?

This year, we have more planned for the L5R fans than ever; everything from player haiku readings and a costume contest, to pick-up sanctioned tournaments running all night long! And then

there is the big draw, the War in the Heavens tournament.

The Moon is in a fight for its very life and is in need of assistance. Will your clan answer the call? This is your chance to be part of the story of L5R and to make your mark on history. In addition to the big winner, we will be taking note of all of the trends that are running throughout the event and trying to work as many of them as possible into the game. You don't have to be the winner to affect the storyline, you just need to attend and to play.

Ree Soesbee, the story queen for L5R will be on hand to recount the in-game effect of the tournament and to answer everyone's story questions. We will have L5R artists on hand to sign as well as other company representatives to field your questions. Prizes won't just be awarded to the winner, but also to the best finisher of each clan. Do you have what it takes to be the best Monk player, the best Scorpion player, or the best Naga player? If you think you do, this is your chance to prove it – but more importantly, this is your chance to be among a huge group of L5R players all having a great time together.

If you make it to only one L5R tournament all year, this should be it!

Luke Peterschmidt

Brand Manager: L5R, LBS



Hot on the heels of the Morikage Castle tourney and the Pearl Edition pre-release events comes the second Global Storyline tournament for L5R – The Gift of the Emperor. Although the Gift of the Emperor is the second of these tournaments for L5R, it does mark an important first – this is the first time where a major storyline tournament was held as a sealed-deck event. This was intended to allow new and old players to compete on a more even footing.

Once in each Emperor's lifetime, he may give a life-gift to one of the clans. Toturi announced that he would give his life-gift to the winner of the contest on the weekend of June 18-20th at stronghold stores worldwide. Each clan was allowed to choose what manner of

gift their clan will receive if they win the day, so the stakes are high. Will Toturi accept a Crane for a bride? Will the Scorpion get back their land and their title? Will Toturi's Army get an Imperial Shugenja School? It is all up to you!

For those of you who didn't participate in Morikage or are new to L5R, here's the deal. On the weekend of the 18th-20th of June, many of our stronghold stores held a Gift of the Emperor event. The stores reported back to us all sorts of information – who won, clan participation, anecdotes, number of corrupt decks, etc. We will then pool all the results to see who the ultimate 'winner' was. That is the clan that wins the day and in this case, receive the Emperor's gift. We will then reflect the results of the tournament in upcoming sets, by adding cards and modifying flavor text. The storyline follows much more than just the 'big winner' though, we are always on the lookout for game-play trends and we do our best to reflect those trends in the games' on-going story.

If you're looking for the nearest stronghold store, check out the listing in this issue. And keep an eye out for more worldwide storyline events in 2000!

Luke Peterschmidt

Brand Manager: L5R, LBS

Soul of the Fallen

By Ree Soesbee

His swords, once light, an easy weight to bear, now felt as heavy as lead in his hands, covered in the blood of a Crane. The blood of a brother.

His name had been Doji Kuyamu, son of Doji Utso, Lord of the Hainen Provinces. His white hair spilled across the ground in a tousled wave of spider web, stained red with the blood that trickled beneath him. His eyes, a pale blue, stared up at a matching sky as if searching for something he had lost. His hands were sheathed in golden gloves that matched his elaborate armor, still held tightly to his *yari*.

The general knelt beside the corpse, looking over its features, the pale cheek drained of color. He saw the blood that stained the grass at their feet. As if he had not been the one to kill the Doji, the general looked once again at the wound, a vicious cut that cursed the metal plates of his *do*, the enameled breastplate parted as if made of cloth.

"I have done this," Daidoji Uji mourned. "By my hand, his death."

Around him in an ever widening spiral, Crane fought Crane, cursing the day their brotherhood brought them together. The Daidoji, Uji's men, followed the will of their ancestors, determined to claim Matsu lands in revenge for Lion slaughter of the Crane during the Great War. Against them, Doji soldiers marched to defend the Champion's command: Cease all attacks against the Lion.

One side, ordered by mortal man. The other, led by immortal duty.

Both torn apart by honor.

"Eight months, Uji. The open warfare has continued between Doji and Daidoji for eight months. It must cease!" Asahina Jinsuo leaned across the map-laden table, brushing aside the small figurines that marked each territory. "Where is your ancestor's wisdom? Where is he, now that we are ready to claim his revenge? The Doji march toward us with each passing day, and the men beneath your command threaten desertion and mutiny!"

Uji stared impassively at the stones that depicted mountains, noting each curve and sharp edge. "They will do no such thing. They are Daidoji."

"Daidoji." Jinsuo snarled. "Son of Doji."

"Defender of Doji," the general growled. "And we defend the honor of all the brave samurai who were slaughtered in the Clan Wars. Kakita palace was sacked by Matsu, handed to the Shadowlands on a tray of Lion steel. Would you forget the deaths of all those who fought for your home, Asahina? Would you have denied your ancestor's call? Ignored the sacred command of Jigoku?" Uji stood from the table, his wiry frame moving like a thickly muscled cat. "Kuwanan is a mortal man, and like all men, his commands are for this world. My orders are more sacred, and I cannot refuse them. I have already offered my head..."

"A fool's death, Uji, for one of the greatest generals of the Crane. In this time of war, Kuwanan needs you at his side, not dead at his feet."

"Yet he marches toward Hekai no Usuo to take my life."

"To stop your assault on Lion lands."

Uji turned away mockingly. "To command me to ignore the words of my sacred ancestor."

"Uji..." the tone of the shugenja's voice was quiet, pleading. "When did you last hear the words of the spirit of Daidoji Yurei?"

Uji turned, his eyes narrowed and angry. "The ancestors speak to us only when we fail them. I have not failed."

"No, Uji." Jinsuo bowed apologetically, his white hair nodding down his blue-robed back. The golden trim of his formal kimono caught the last light of the sun as it crept through the tent's open doorway. "I mean no disrespect, but the Kitsu say that the ancestors of the land have been silent...silent for too long."

"The Kitsu are liars, Lions and *maho*-users. They summon Oni to defend their lands, and turn blood-sorcery on the Unicorn, servants of the Emperor. Oh yes," Uji snapped, "I have seen how the Lion respect the dead."

For a moment, Jinsuo was silent. He stepped to the table and lifted a single blue-clad figure from the mossy terrain of the map-table, holding it to his face as he studied the intricately painted mon on its banner. "Daidoji Yurei was the finest warrior the Crane have ever known. He fought with courage, and he died with honor. When he commanded you to take Shiro no Yojin, the Crane were at peace. The Emperor commanded well from the heights of his throne..."

"A Lion Emperor," Uji's tone condemned the entire bloodline.

"...and the Shadowlands were quiet. Do you believe that Yurei would have you continue, if he knew the havoc that had been caused since his appearance?"

"My grandfather will tell me when the time is done. I will know when his spirit is at rest."

"Will you, if he is unable to speak?"

The general stared at the shugenja, watching as he turned the ceramic figure between delicate hands. The little Daidoji warrior, frozen in a stance of defiance, glittered in blue and silver. "Speak your piece," he said at last.

"The Empire is shadowed by a great darkness, my lord," the Asahina said. "The flames of the sacred shrines are failing. Villages vanish in the Crab lands, as if they had never been, and not a peasant seems disturbed. The Dragon are in disarray, their wisdom lost; the Mantis strike against any weakness they can find, and Phoenix silver pays for the death of Crane noblemen. The dragons have left us. The Ki-Rin is dead.

"I fear for the Crane, Daidoji-sama. I fear for our future. The Emperor seems to no longer be the man he once was. The courtiers in the Emperor's palace have not written in weeks, their voices stilled by his command. No man passes into, or out of, the Forbidden City of Otsan Uchi, and the Unicorn seem to follow in the footsteps of his madness like wolves behind the moon." Jinsuo placed the Daidoji miniature amid the wreckage of the huge map, standing him beside a fallen Doji warrior. "We fight against our brothers, Uji-sama, when we should be fighting beside them."

The face of the Doji stood out in sharp relief within Uji's mind as the shugenja continued, frozen like a marble statue against the darkness of his thoughts. Blood stained white hair once more, and lifeless eyes stared up at a clear blue sky. My cousin...

"Go, Jinsuo. Tell Kuwanan I will meet him in thirteen days."

Asahina Jinsuo bowed thankfully, pressing his forehead to his fingertips in gratitude.

Thirteen days, Yurei-sama, Uji's thoughts whispered as the shugenja left the tent. He looked down at the tiny warriors on the miniature battlefield, and lifted the fallen Doji with an uncharacteristically gentle hand. With respect, he turned the swordsman on its base, standing him to face the other Crane. They stood, two warriors amid a turbulent field of fallen and broken figures, hands on their swords and faces frozen in battle-cries. Only thirteen days to fulfill your greatest command.

Why is your voice silent, when I need you most of all?!

ROKUGAN AROUND THE WORLD:

ASIA PACIFIC/OCEANIA

By Christie Saito and correspondents

Beyond the borders of the US and Canada, Legend of the Five Rings has a loyal international following. In the Asia Pacific/Oceania region, there are many active players and collectors in Australia, Indonesia, Malaysia, New Zealand, the Philippines, and Singapore.

L5R IN THE PHILIPPINES

By Nonoy Ativo

It was the story that began it all. The sweeping saga of the Clan Wars, with its broad majestic strokes made vibrant by the many other smaller stories, plus the riot of color and art captured our hearts.

Unlike the other games at that time, we began to care about the characters, and the effects of the actions on the game and vice-versa. Clan loyalty became a matter of honor, and hotly contested duels erupted to defend the family's name.

That was in 1995, when the world was young. Today, the Philippines boasts a regular tournament scene in Manila, Baguio City, Cebu City and Davao. In these tournaments, players who have become closer as a result of competing regularly vie for prizes and honor. Formats vary, with the Open format having the most devotees. While a large majority of the players are male, the occasional rose among thorns, like Sunshine David, is enough to prove that Rokugan's saga is not just any man's tale.

Highest-ranking player Francis Profeta is a great example of the Filipino L5R player - intelligent, fluent and creative. Players like him take pains to keep the interest in the game alive - by teaching new players and helping them prepare for the tournaments. Veteran players, Clint Aranas, a lawyer, and Alver Ganiron, a financial analyst, support L5R by showing that old cards or new, the best deck is simply a matter of construction and style.

Novelty Entertainment, Inc., the strategic partner of Wizards of the Coast, is devoted to the welfare of the game and its players. Numerous regular tournaments, pre-releases and special events have been held under Novelty's aegis. All that remains is to be able to have

Philippine representation in the World Championships at the US GenCon.

And now the landscape has changed yet again. The Shadow dreams dark dreams and an Empire is at risk! but the Filipino samurai will stand against it...

L5R IN SINGAPORE

By Hansen Chew

L5R in Singapore has grown in popularity since the start of the Hidden Emperor story arc. Many of the players who played L5R during the Clan Wars story arc are picking up the game again and bringing new players into the game.

Clan distribution in Singapore tends to heavily favor the Lion and Unicorn. Most of the Lion players started playing L5R during the LSD (Lion Speed Deck) fever back during the Clan Wars story arc when the Lion Clan was arguably the most powerful. The Unicorns tend to be players who started playing during the Hidden Emperor story arc when PCP (Province-Crushing Ponies) decks started to dominate the tournament environment. Some of the other well represented clans are: Phoenix, Dragon, Crane and recently Toturi's Army and Ninja. The remainder of the clans are played by players who like the clan philosophy rather than the overall power of the clan.

Most players are fanatically loyal to one clan. This was shown in The Storming of Morikage Castle Worldwide tournament. 31 participants entered the tournament, and every one of the 12 clans had at least one player. Almost every deck was not corrupt and many of them were constructed with a point to prove. There were among the more unusual a few Phoenix Military Decks, a Corrupted Monk Deck, a Yoritomo Six-Sword Deck and a Scorpion Military Deck.

Most Singapore players are avid followers of the L5R storyline. The fact that players can actually influence the story by playing in tournaments excites them. For this reason, The Storming of Morikage Castle Tournament

produced double the usual amount of players than normal and I expect that the L5R Nationals will draw an even larger amount of players due to this. Players here play 2 kinds of decks, one which is their own clan, which they try to keep free from influences such as kolats, Shadowlands and other undesirables, and decks which sabotage other clans where the reverse is true.

Currently, regular monthly tournaments are organized in the Comics Mart Tournament Centre and demos are organized in various L5R retailer locations. Future large events we intend to run at the Tournament Centre include the Pearl Edition Pre-Release and the L5R Nationals.

Here is the contact information for general information about L5R in Asia Pacific/Oceania. See pages 29 & 30 for the list of Stronghold Stores worldwide.

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Comics Mart
10 Jalan Serene #02-05/05
Singapore 1025
SINGAPORE
Tel: 466-4213
Fax: 462-2751
e-mail: comicsmt@pacific.net.sg

NEW ZEALAND

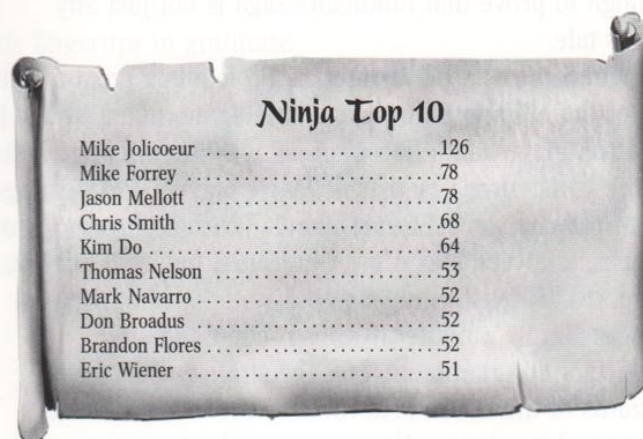
Mr. Tony Hamblyn
Wizard Distributors
PO Box 3261
15 Rautangi Rd, Mt. Eden
Auckland, New Zealand
Tel: 6300569
Fax: 6306879
e-mail: wizard@iconz.co.nz

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1344 Taft Avenue
Ermita, Manila 1007
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e-mail: shuyouryo@hotmail.com or
hansen@cyberway.com.sg



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Jason Mellott	78
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Dark Journey Home Card List

Actions

A Dark Moment C
A Glimpse Beyond R
Arrow of the Four Winds R
Arrowroot Tattoo U
Centipede Tattoo U
Contemplation C
Contested Holding R
Crane Tattoo U
The Daimyo's Command R
Deeds, not Words U
Disgraced U
Disobedience R
Dragon Tattoo U
Dragonfly Tattoo U
Final Haiku R
Full Moon Tattoo U
Heavy Ground C
Held Terrain R
Heroic Opportunities R
Hidden Blade R
Hunted U
Kharma U
Kolats Recruiter R
Let Him Escape R
Lion Tattoo U
Loss of face C
Magic Mud U
Mountain Tattoo U
Nightmares of Iuchiban R
Ninja Tricks U
Phoenix Tattoo U
Pillaging C
Pride C
Proud Words C
Shadow Brand C
Shadowlands Contagion R
Siege C
Smoke and Mirrors U
Stand Together R
Steep Terrain C
Tattooed! U
Threat C
Tiger Tattoo U

Twisting Ravine C
Winds and Fortunes U

Events

The Agasha Joins the Phoenix . . . R
The Age of Man U
A Kolat Revealed U
Blessings of Isawa U
Creating the Monkey Clan U
Dragon's Tail Star U
Glimpse of Kage U
Rebuilding the Temples R
Test of the Jade Champion R
Toturi's Return U
The Wave Men R

Followers

Ashigaru Archers C
Ashigaru Spearmen C
Lion's Pride R
Maho-Tsukai R
Mantis House Guard U
Moto Fanatics U
Ratling Scouts C
Shiryo no Goju R
Shiryo no Kuni R
Shiryo no Yurei R

Holdings

The Agasha Libraries C
Assassins C
Battlements C
Bonsai Garden C
The Edge of Shinomen Forest . . . C
Kitsuki Iyekao U
Kolats Agent C
Retired Advisor R
River of the Dark Moon R

Items

Ambition R
Blood Arrows of Yajinden C
Clay Horse C

Crystal Nagemaki U
Kitsuki's Coin R
Lord Moon's Blood R
Mantle of the Jade Champion . . . R
Poison Dartgun C

Kihos

Falling Star Strike C
Master of Destiny R
The Path Not Taken R
Purity of Spirit C
Stagnation C
Strike of Silent Waters U
Touch the Lands C

Personalities

Hida Rohiteki Cb . . C
Hiruma Osuno (exp) Cb . . R
Toritaka Genzo (exp) Cb/FI . R
Asahina Dorai Cn . . C
Daidoji Reikai (exp) Cn . . R
Hitomi Dajan Dr . . C
Hitomi Iyoin Dr . . U
Hitomi Juppun Dr . . U
Hitomi Nakuso Dr . . U
Ikoma Gunjin Li . . U
Kitsu Sanako Li . . U
Matsu Toki Non . . U
Dangai Mk . . C
Hoshi Maseru (exp) Mk . . U
Balash (exp) Ng . . U
Tausha Ng . . C
Tsuruchi (exp) YA . . R
Bayushi Areru Nn . . U
Chochu Nn . . C
Goju Adorai Nn . . FS
Mamoru (exp) Nn . . U
Ninja Infiltrator (exp) Nn . . R
Ninja Questioner Nn . . U
Ninja Shadow-walker Nn . . C
Ninube Ugoku Nn . . C
Shosuro Nn . . R
Agasha Gennai (exp) Px . . R

Agasha Kusabi Px . . U
Isawa Hochiu Px . . U
Isawa Kaede (exp) Px . . R
Isawa Taeruko Px . . C
Shiba Gensui Px . . C
Shiba Tetsu (exp) Px . . U
Shiba Tsukune (exp 2) Px . . FS
Moshi Hito TA . . C
Seppun Toshiken TA . . R
Shotai TA . . R
Tzurui TA . . U
Yotsu Seou TA . . C
Toku (exp 2) TA/MyR
Toturi the First (exp 3) TA/Nn FS
Kage (exp 3) Non . . R
Ropp 'tch 'tch Non . . R
Shinko Kumiko (exp) Non . . R
Slide Non . . C
Moto Amadare Uni . . C

Regions

Aka Mizu-umi U
Bells of the Dead C
Black Finger River C
Firebird Falls R
Golden Sun Plain R
Osari Plains C
River of the Last Stand R
Shadowlands Marsh U
Treacherous Pass C
Twilight Mountains R
Warstained Fields C

Spells

Emergence of the Masters C
Plain of Desperate Evil U
Rise from the Ashes U
Virtuous Heart C

Strongholds

The Dark Path of Shadow FS
Eternal Halls of the Shiba FS
The Palace of Otsan Uchi FS

Honor Bound Card List

Actions

A New Teacher R
 Awakening Shakoki Dogu C
 Bandit Attack C
 Bleeding the Elements U
 Burn It Down C
 Dark Bargains U
 Darkness beyond Darkness U
 The Emperor's Left Hand U
 The Emperor's Right Hand U
 The Empty Pyre U
 Energy Terrain C
 Face of the Nameless R
 Flashing Blades U
 Force of Honor C
 Forest Fire C
 Forgotten Lesson R
 The Head of My Enemy R
 High Morale C
 Low Morale C
 Moment of Brilliance U
 Mountains of the Phoenix C
 Okura is Released U
 One Life, One Action C
 Pincer Attack C
 Pressure C
 Rugged Ground C
 Sabotage U
 Shinjo's Judgment R
 Silent War U
 Souls of the Betrayed R
 Stress U
 Swordmaster C
 Tiger's Teeth U
 Treachery and Deceit R
 Tribute to Your House R
 Victory at Hiruma Castle R
 Way of the Void R
 Whistling Arrows U
 Wide Terrain U
 Will of the Emperor C

Holdings

Akodo's Leadership R
 Ancient Sage C
 Barricades C
 Builders C
 Deep Forest U

Fortress of the Dragonfly C
 Kabuki Theater Troupe U
 The Kaiu Forge U
 Kakita's "The Sword" R
 Master of Bushido U
 Temple of Blood C
 Temple to Shinsei U
 Trenches C

Spells

Amnesia U
 Fear's Bane C
 Gift of the Maker U
 Lord Moon's Smile R
 Thy Master's Will R
 Whispers of Twilight C

Events

An Empty Victory R
 Bandit Raids U
 Benefices of the Emperor R
 The Enemy of My Enemy U
 Famine U
 Hoshi's Challenge U
 Kolat Duplicate R
 The Master of Five R
 Monopoly U
 Monsoon Season U
 Return of the Kami R
 Slaughter of the Imperial Court R
 Torn from the Past U
 Yakamo's Funeral R

Regions

Asako Provinces C
 The Emperor's Lands U
 Palace of the Emerald Champion R
 The Unquiet Grave of
 Hida Amoro C
 Volcano R
 Volturum R

Items

Black Pearl R
 Curse of the Rot Within C
 Dragon's Claw Katana U
 The False Tao R
 Gohei's Daisho R
 Hassuk's Golden Bow C
 Kaimetsu-Uo's Ono C

Lord Moon's Bones R
 Mantis Fleet C
 Mirumoto's "Niten" U
 Nunchaku U
 Sword of the Emerald Champion R

Kihos

Blessing upon the Lands C
 Bloodstrike R
 Hitomi's Defeat U
 Shurin Storms R
 Stain upon the Soul U
 Stars Scatter U
 The Wind's Truth C
 Within Your Soul C

Followers

Command Staff U
 Elite Pikeman C
 Firestorm Legion R
 Goju Stalkers U
 Kenshinzen R
 Kolat Apprentice R
 Mercenaries C
 Oh-chi'chek C

Senseis

Kaede Sensei R
 Kisada Sensei U
 Shoji Sensei R
 Toshimoko Sensei R
 Toturi Sensei R
 Uji Sensei U
 Yokatsu Sensei R
 Yokuni Sensei U

Strongholds

Sepulcher of Bone F
 The Citadel of the Hiruma F
 The Towers of the Yogo F

Personalities

Hida O-Ushi (exp3) ... Crab ... F
 Hiruma Yugure Crab ... C
 Hiruma Zunguri Crab ... C
 Kuni Yasashii Crab ... C
 Rik'tik'tichek Crab ... U
 Silence Crab ... U
 Daidoji Kedamono ... Crane ... C
 Kakita Kaiten Crane ... U
 Hitomi Kagekora Dragon ... U

Mirumoto Uso Dragon ... C
 Ikoma Ken'o Lion ... U
 Kitsu Osen Lion ... R
 Matsu Morishigi Lion ... C
 Dashmar (exp2) Naga ... R
 Ghedai Naga ... C
 Oseuth Naga ... U
 Isawa Norikazu (exp2) ... Phoenix ... R
 Shiba Ningen Phoenix ... U
 Shiba Raigen Phoenix ... C
 Abresax Scorpion ... R
 Bayushi Eiyo Scorpion ... C
 Bayushi Goshu (exp2) ... Scorpion ... R
 Bayushi Hisa (exp2) ... Scorpion ... R
 Bayushi Kachiko (exp3) ... Scorpion ... F
 Hojyn Scorpion ... U
 Shosuro Taberu (exp) ... Scorpion ... R
 Shosuro Taushui Scorpion ... C
 Soshi Tomyako Scorpion ... C
 Soshi Jujun Scorpion ... C
 Iuchi Shahai (exp) ... Unicorn ... R
 Moto Yesugai Unicorn ... U
 Dairya (exp2) Toturi ... R
 Hasame (exp) Toturi ... R
 Otomo Yaya Toturi ... C
 Saigorei Toturi ... U
 Seppun Nakao Toturi ... U
 Doji Adoka Unaligned ... C
 Feydn Rafiq Unaligned ... C
 Isawa Tanayama (exp2) ... Unaligned ... R
 Kuni Yori (exp3) Unaligned ... F
 Moto Tsume (exp2) ... Unaligned ... R
 Oni no Okura Unaligned ... U
 Porthungluin Unaligned ... U
 Rodrigo Unaligned ... C
 Uragirimono Unaligned ... C
 Flameseeker Ninja ... C
 Ninja Mimic Ninja ... U
 Ninja Mystic (exp2) ... Ninja ... R
 Nishiko Ninja ... R
 Hizuka (exp) Monk ... R
 Hoshi Wayan (exp) ... Monk ... R
 Yoshun Monk ... C
 Yoritomo Denkyu Yoritomo ... C
 Yoritomo Komori Yoritomo ... U
 Yoritomo Masasue (exp) Yoritomo ... R

What are Koku?

You can find koku on the back of every booster pack and on one of the inside flaps of every deck box. If you can find Taka, you'll have even more access to the wealth you deserve.

So, how do you use the Koku once you've found them? Send them to Taka to exchange them for L5R cards and other merchandise! However, make sure to follow the shipping and handling directions carefully, and see the order form for the addresses of the office closest to you to send your koku orders to.

And because Taka is such a wily business man, he is accepting points from any of the FRPG games. That's right, koku, dinari, teeth, spice, and ghost rock are interchangeable in Taka's Treasure-House!

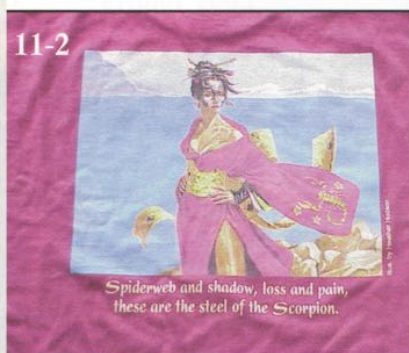


**TAKA'S
TREASURES™**



11-1. Katana The most treasured possession of a family was often the ancestral sword of their Clan. The katana 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. Colors may vary from photo, availability subject to local laws and restrictions.

2500 Koku, plus \$10 S&H



11-2. Clan Shirt The new clan shirts are in, and sure to be a hit! Each shirt has the clan mon on the front, a clan-specific piece of art on the back and is in a color that relates to the specific clan. 100% pre-shrunk cotton, available in Lg., XL, XXL and XXXL. Currently unavailable at stores. Be sure to specify size and clan when ordering.

**500 Koku, plus \$4 S&H domestic,
\$10 S&H foreign**

11-3. Logo Shirt The L5R logo in full color on the back of a black t-shirt. 100% pre-shrunk cotton, available in Lg., XL, XXL and XXXL. Currently unavailable at stores. Be sure to specify size when ordering.

**250 Koku, plus \$4 S&H domestic,
\$10 S&H foreign**



The Card Shop

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

If you are looking for a little something to give you an extra edge against your opponents, then here are some cards that may help you in your quest. Each order must be accompanied by the order form, and any protective materials you want your cards to travel in. All artwork © 1996, 1997, 1998 and 1999 by respective artists and used by permission.

Cards 11-A through 11-E are 20 Koku each. Cards 11-G through 11-R (mon-backed Jade strongholds) are 50 Koku each.

11-A. Contested Holding



11-B. Disobedience



11-C. Kolat Recruiter



11-D. The Path Not Taken



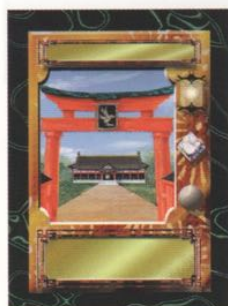
11-E. Stand Together



11-F. Test of the Jade Champion



11-G. The Brotherhood of Shinsei



11-H. The Great Walls of Kaiu



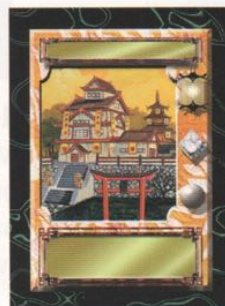
11-I. The Esteemed House of the Crane



11-J. The Mountain Keep of the Dragon



11-K. The Ancient Halls of the Lion



11-L. The Hidden Temples of the Naga



11-M. The Ruins of Isawa Castle



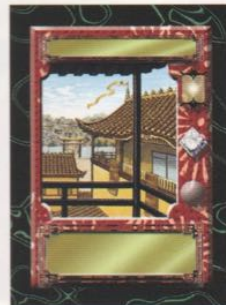
11-N. The Shadow Stronghold of the Bayushi



11-O. The Shadowlands Horde



11-P. Toturi's Army



11-Q. The Provincial Estates of the Unicorn



11-R. The Yoritomo Alliance



Legend of the Five Rings Order Form - Herald #11

Please write down all items ordered by number (ie. 11-A, 11-3, etc.) and total the shipping and handling (if ordering items other than cards). For all offices other than the US, check with the office for actual shipping costs. Make check payable to Wizards of the Coast or WotC. Please allow two to six weeks for delivery. All items are subject to availability. If a card you have ordered is not in stock, we will send you a substitute card. Please include alternate suggestions for this purpose.

Item #s: _____

Alternate choices (card requests): _____

Shipping & Handling Total: _____

Name: _____

Phone #: _____

Street: _____

City: _____

State: _____

Zip: _____

SEND ORDERS TO:

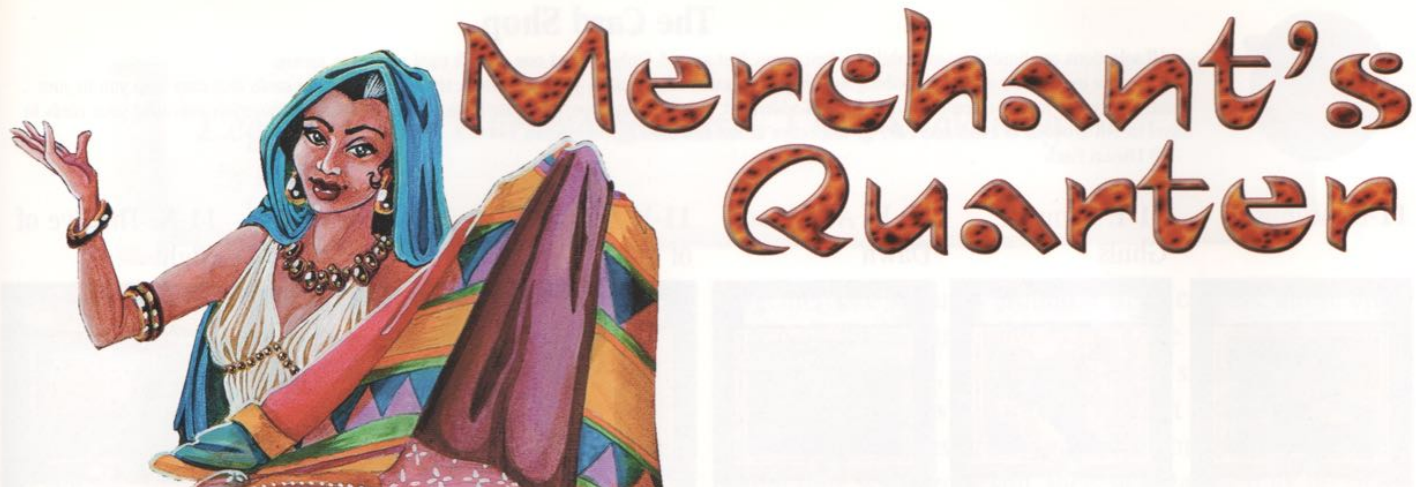
(for the Americas & Asia/Pacific)
Fan Clubs / Taka's Treasures
PO Box 707
Renton, WA
98057-0707 USA

(for the UK, Ireland, S. Africa)
WotC UK, Ltd.
Customer Service
PO Box 61
Maidenhead Berkshire
SL6 1FX ENGLAND

(for France)
WotC France
Customer Service
BP 103
94222 Charenton Cedex
FRANCE

(for Italy)
WotC Italia
Customer Service
Via Giovanni da Udine 34
20156 Milano ITALY

(for the rest of Europe)
WotC Belgium
Customer Service
PB 2031
2600 Berchem
BELGIUM



What are Dinari?

You can find Dinari on the back of every booster pack of LBS and on one of the inside flaps of every deck box. Packs have one Dinari each and decks have three.

So, how do you use the Dinari once you've found them? Send them to Taka's good, dear friend Jasmine in the Merchant's Quarter to exchange them for LBS cards and other merchandise! However, make sure to follow the shipping and handling directions carefully, and see the order form for the addresses of the office closest to you to send your Dinari orders to.

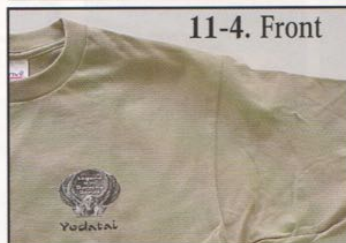
And because Jasmine has learned well from Taka, she is accepting points from any of the FRPG games. That's right, koku, dinari, teeth, spice, and ghost rock are interchangeable in The Merchant's Quarter!

11-4. LBS Clan Shirt The new clan shirts are in, and ready for you to order! Each shirt has the clan name on the front, and they all have the same artwork on the back. 100% pre-shrunk cotton, available in Lg., XL, XXL and XXXL. Currently unavailable at stores. Be sure to specify size and clan when ordering.

500 Dinari, plus \$4 S&H domestic, \$10 S&H foreign



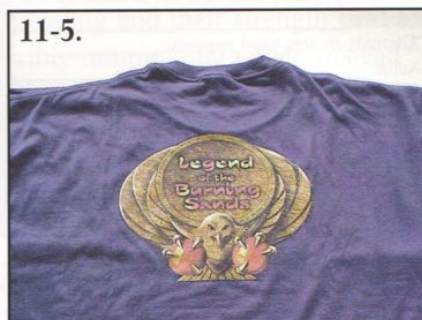
11-4. Back



11-4. Front

11-5. LBS Logo Shirt The LBS logo in full color on the back of a blue t-shirt. 100% pre-shrunk cotton, available in Lg., XL, XXL and XXXL. Currently unavailable at stores. Be sure to specify size when ordering.

250 Dinari, plus \$4 S&H domestic, \$10 S&H foreign



11-5.



The Card Shop

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

If you are looking for a little something to give you an extra edge against your opponents, then here are some cards that may help you in your quest. Each order must be accompanied by a self-addressed, stamped envelope, the order form, and any protective materials you want your cards to travel in. All artwork © 1998 and 1999 by respective artists and used by permission.

20 Dinari Each

11-S. Ambush



11-T. Army of Ghuls



11-U. Attack at Dawn



11-V. A Handful of Sand



11-W. Elephants



11-X. The Eye of Night



11-Y. Flying Carpet



11-Z. Gaheris



11-AA. Harik's Ruby



11-AB. Hensatti



11-AC. Hisham's Healing Shop



11-AD. Jinn of the New Moon



11-AE. Lands of the Senpet



11-AF. The Merchant Quarter



11-AG. Old Man of the Mountain



11-AH. Saffiya's Sweetwater



11-AI. Senpet Garrison



11-AJ. Sun's Anger



Legend of the Burning Sands Order Form - Herald #11

Please write down all items ordered by number (ie. 11-5, 11-4, etc.) and total the shipping and handling (if ordering items other than cards). For all offices other than the US, check with the office for actual shipping costs. Make check payable to Wizards of the Coast or WotC. Please allow two to six weeks for delivery. All items are subject to availability. If a card you have ordered is not in stock, we will send you a substitute card. Please include alternate suggestions for this purpose.

Item #'s: _____

Alternate choices (card requests): _____

Shipping & Handling Total: _____

Name: _____

Phone #: _____

Street: _____

City: _____

State: _____

Zip: _____

SEND ORDERS TO:

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Fan Clubs / Taka's Treasures
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Renton, WA
98057-0707 USA

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WotC UK, Ltd.
Customer Service
PO Box 61
Maidenhead Berkshire
SL6 1FX ENGLAND

(for France)
WotC France
Customer Service
BP 103
94222 Charenton Cedex
FRANCE

(for Italy)
WotC Italia
Customer Service
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(for the rest of Europe)
WotC Belgium
Customer Service
PB 2031
2600 Berchem
BELGIUM

Legend of the Burning Sands—The Awakening

by Ray Lau

Like a firestorm in the Merchants' Quarter, The Awakening expansion set has a tremendous impact on the play environment of the Legend of the Burning Sands TCG. This new card set consists of over 300 brand-new cards, including more than 100 new Actions, 90 Heroes, and over 20 Spells.

Per tradition, The Awakening releases with a Starter display full of decks and a Booster display filled with card packs. But wait, there's more. Packed in the Starter Decks are convenient cardboard chit sheets with punch-out tokens. Included are water tokens, +2 Blacksmith tokens, 'Bad Date' tokens, and Follower tokens. Easy to identify, these tokens enhance your play table by eliminating those confusing glass beads and coins.

Each Starter display includes 12 different decks, including 5 brand-new Factions. These 5 new factions are The Celestial Alliance, The Houses of Dahab, The Ivory Kingdoms, The Ra'shari, and The Yodatai.

The Celestial Alliance

As resistance to Khadi tyranny grows, the rebellion begins to organize. With the leadership of an otherworldly jinn, The Celestial Alliance spearheads the fight against the dark magic of the Caliph and her minions. This rogue faction combines the might of magical jinn and human warriors, forging a nearly undefeatable alliance. Fighting for magical freedom, their most important resource is no longer water, but their spirit.

SPECIAL ABILITY: A Celestial Alliance player remains in the game even without any water tokens at the end of a turn.

The Houses of Dahab

"With chaos comes opportunity"—so claim The Houses of Dahab. The greatest merchants of the city gather

together like vultures around a fresh carcass. These are the men that control both sides of the coin. Weapon runners, conspirators, and down-to-earth slimeballs, their influence and power go to the highest bidder and their own selfish interests. But be careful; once they've gotten what they want from you, their next target may be closer to home.

SPECIAL ABILITY: A Dahab player may use any City Section without restriction.

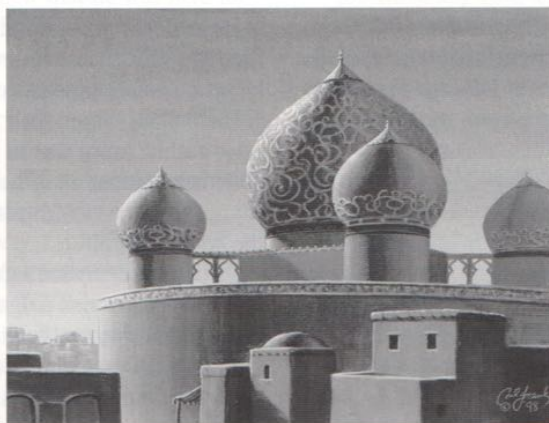


The Ivory Kingdoms

The Ivory Kingdom now comes to the forefront of the Burning Sands storyline. These tribal warrior-priests ride on elephants and worship a vast pantheon of bloodthirsty gods, demanding human sacrifices. From this faction, look for their cult magic and their great skill with ranged weapons. If they don't kill their enemies from afar, they'll probably do it over a sacrificial altar.

SPECIAL ABILITY: Ivory Kingdom players get an enhanced ability with Archery and in no small supply.

The Ra'shari



Since the first expansion, we've seen guest stars from the gypsy faction, the Ra'shari. Now you experience fortune-telling, curse-casting, and fate-manipulating aplenty. Ra'shari are not great at water stealing and their strength isn't terribly intimidating either; instead their great powers derive from their subtlety. Ra'shari manipulate numbers, rearrange fates, and call down curses. One never knows what to actually fear in the

Ra'shari, because you can't smell, touch or taste it. But you know it's coming, and that's the worst fear of all.

SPECIAL ABILITY: A Ra'shari player has the ability to change Fate values, manipulate cards in other players hands, and most importantly, affect the cards in his own hands.

The Yodatai

The Yodatai is going to be the faction to fear. Invading from the North, these blond-haired, blue-eyed fighters are led by a legendary champion whose fighting spirit seems to pass from generation to generation, by blood. They look to conquer and assimilate; what they can't subdue, they destroy. Nearly all of these crusading warriors have the Berserk Trait. If that isn't impressive enough, their stronghold grants you a City Section every time you destroy one of another player's. However, because they are foreigners, they have no knowledge or power to summon Jinn. In addition, since home is so far away, supplies are short and sporadic. So if you venture to guess that they don't have everything they need, they're probably on their way to take it from you.

SPECIAL ABILITY: Berserk, Berserk, Berserk.



New factions aren't the only goodies found in *The Awakening*: a new card type called the Pantheon card also makes its debut. Similar to Omens, these cards are simply played on the table and generally have an environmental or world effect on the game. These effects range from reducing everyone's hand size, to enhancing your ability to duel, or to improving your chances in battles. Like Omens, you may only have one in play at any time, but in contrast, each player may have one of their own Pantheon cards in play at the same time.

A new winning condition is also introduced into the game. If a series of cards are played in a specified order, you win the game. Much like the Story Victory, you don't need to eliminate the other players from the table to win the game with these new cards.

Raiding and dueling are both made much more viable styles to victory as well, and you are likely to find more card manipulation decks than ever before.

Get ready for over 300 new cards to add to the Burning Sands mix. With nearly 700 cards to choose from now, there shouldn't ever be a dull moment playing this game.

Redemption's Court

by Patrick Kapera

This story continues Adnan's account of his adventures prior to the Awakening, and is placed during the opening fiction for Episode Three: Black Hand, Black Heart. Adnan has just followed the Senpet leader of the Qabal, Hekau, into a disturbing section of the City of One Thousand Stories...

This part of the city is well-known to me. Those with little to fight for anymore or without the will to go on make it their home. It is called the Khesir Quarter by most, but to those that live there, it is called the Last Stop. The homeless and forsaken souls who have given up lurch along its pale stone walks every hour of the day, squabbling amongst themselves over the night's sleeping arrangements or a half-empty bottle of turned milk.

I said I know of it, Highness. But I must also say that I avoid it at all costs.

My curiosity was piqued now, for I could not understand why the Senpet would choose to bring the girl here. She would simply become another possession to barter...

Had he not turned then into Redemption's Court, I might have acted rashly. Amru was in no way my responsibility, but she was nonetheless innocent of her abductor's crimes. But instead he briskly slipped past the rusted gate, pulling Amru across the cobblestones to the far wall within.

You see, Redemption's Court has a curious history. It is said that those who enter risk judgment for their indiscretions. No one goes there unless they are longing for a new beginning... or an early end. I, for one, was not willing to take the chance. Instead, I watched as the Senpet vanished into a narrow crack between two barren porches.

When they did not return for nearly an hour, and I found myself nodding off, I realized that I would have to do something. It would not be wise to fall asleep in the Last Stop, but I would if I remained idle. In all the excitement, it had been nearly two days since I had last rested.

For a moment, I considered returning to the relative safety of the River Quarter and finding a place to bed down for the evening. But my less rational side won out, and I found myself passing through the gate and into the heart of the Court. Slowly, I paced across the smooth flagstone, trying to ignore the odd stains that had collected across its surface and in between its broad, irregular wedges. More stories had ended there than had begun again, I'd wager, and I was loathe to become another lost character, a victim of his own indomitable prying eye.

It was foolish to think that a person with my history could cross the Court unscathed. Perhaps I was sensitive to its influence just then, or maybe there is a debt every man carries into the place with him. Not ten steps did I take into the shadowed (and presumably empty) square before a man dressed in filthy rags and walking with a disturbing gait shambled out of a nearby corner.

As he stepped out into the early moonlight, I could see that he was shaking terribly, and clutching the scant cloth around his frail form in a vain effort to shake some perceived chill. He stumbled forward more than walked, and never in a straight line, though roughly in my direction. As he approached, a strange sense of foreboding washed through me.

"Old man?" I called. "Are you well?"

His answer was but a low chuckle, and my blood ran as ice at hearing it. When it trailed off, a faint, unbroken whistle of labored breathing replaced it. Long, slow, painful gulps of air that his entire body seemed to brace for.

When he was within several feet of me, I stopped moving, prepared to run if necessary, but thinking that his condition would limit any attempt at pursuit, regardless. He halted as well, his weight precariously balanced on one foot, as if the other were lame or badly injured. For several long moments, he observed me.

I knew that he was not natural, not someone simply lost and begging for help. As we faced one another, I knew that he was here for me, and that I was being challenged somehow. I wanted to flee, to be anywhere but there. But I had waited too long. Something powerful, perhaps even my own morbid desire, was holding me there. I could feel my muscles tightening with every passing second, ache drawn across my immobile form.

His old, withered hand rose to draw back the makeshift hood he wore. I did not want to see his face, was not prepared to stand before my adversary, but could not look away. I was a prisoner of my greatest vice – curiosity itself. His skeletal fingers grasped the fetid cloth and pulled, revealing the leprous features of Qarajah the merchant, a man whose ill-protected wares had long provided me a fast and easy method of obtaining a day's lodgings and food.

His beard had mostly fallen away, the gristle-caked skin beneath a pallid cream, pinched here and there with tiny yellow sores. His eyes were hollow and deeply set, like those of a man recently gone

blind. And his teeth were nearly all gone, only pulpy blue-black flesh visible within his gaping mouth. When he spoke, many words were mangled by his unnatural drawl.

"Well, boy, it seems you've taken a wrong turn!"

My voice stammered out in response, "What happened to you?"

"I was robbed of my trade by a young and impertinent thief."

"Why are you here? You're always at your shop until late." A growing nausea was settling into my belly, and I still could not will myself to move.

Another icy chuckle followed before he said, "You will learn, sooner than you think, young Adnan, that a living cannot be made from the fruits of others without a price."

Closing my eyes, I focused all my strength into my limbs. I had to escape this phantasm. I couldn't succumb to fear, or remorse. The rumors went that those who accepted what they saw and heard in the Court were already lost, and never found their way back out. I could not shut out the words of the vision, but I could ignore them. Slowly, inch by staggering inch, I began to pace backward.

Qarajah's speech continued. "I am that price, boy! Every item you steal from me brings me one step closer to the miserable life of a beggar!"

Step. Step. My arms reached out behind me to feel for a wall, anything to grab hold of, remind me of the real world.

"Do you hear me, boy?" His reeking anger seemed to be almost upon me, closing with every retreating footfall. I turned and ran, uncaring of what was behind me or where I was going anymore. It was only as an afterthought that I pried open my fearful eyes.

Others were within the Court then. Some I recognized as victims of my pilfering, others were new to me. They seemed to part for me, and I dashed past them without thinking to question their odd actions. Suddenly, one of them stepped out into my path, her scowling face painted with resolve. It was Shala, another merchant and—some would say—lover to Qarajah.

She held out her powerful arm and pointed with reproach, screaming, "You are a thief, and a liar!" I was compelled to stop, if only to avoid toppling into her. Given my feeble state, I doubted that I could have forced my way past her in any case.

"You carelessly steal away people's futures, never considering the consequences. You've brought this horror on yourself, Adnan. No one can save you from your sins."

The crowd was closing on me then, their arms outstretched as if to rip away my very being, and I turned desperately about, trying to find a break in them. The night air grew hot and stale, sucked away by my accusers. I coughed hoarsely as the reality of my dire situation was felt. I was responsible for this, all of this. Every questionable thing I had ever done was coming back to haunt me, and I couldn't escape them.

I became dizzy, and was vaguely aware that my balance was faltering. Something was tugging at my foot, and when I glanced down, I saw a deformed, worm-infested hand had seized my ankle. It had erupted from the ground, and the rest of its decomposed form was following behind. When its misshapen head emerged from the earth beneath the cracked stone, a wavering howl of



inhuman history bellowed out into the heavens.

"You have disturbed our rest, young one," it moaned, "and taken from us the last gifts of our families and friends. You have stolen away our buried thoughts, so that none may ever remember us again!"

With a frantic jerk of my leg, I was free of the monster, but fell back upon a jagged, upturned stone and rolled onto my side. Before me, another of the ancient corpses was prying itself from the arid earth, clawing at me with long, spindly fingers only half-covered with long-dead flesh.

I kicked the zombie back and shot upward. Several more of them were bursting through the ground around me, and the first was already on its feet, lurching toward me and mumbling indecipherably. The crowd had thinned somewhat, now circling the macabre scene like a rabid carnival audience.

"Adnan." The voice came from behind me, a soft, lilting symphony I could scarcely place in this horrid scene.

A woman's hand gently touched my shoulder, her fingers lightly cresting my collarbone as she moved to my side. "You have fallen, Adnan," she said sweetly, 'surrendered to the corruption polluting the Jewel!"

Her angelic face was taut in a broad smile, tiny rays of wisdom drawn at the edges of her sparkling green eyes. I was immediately comfortable in her tender embrace, as she gripped me tightly and said, "Your ways are your own, but your actions smother the hopes and dreams of others. You must change your life, or you will not be ready."

"For what?" I stammered, tears of relief welling beneath my eyes.

"For the part you will have to play in the coming disquiet." And with that, she twisted around, pitching me through the assembled figures and into the unyielding back wall of the Court.

I didn't understand her message then, and now I wish that I had been more quick to see the truth in sound words. But if I were, I would not be here with you, my dear Caliph, and that would be a piteous shame.

Who was she, you ask? She was...

...my mother.

Long ago, after my father had died, I ran away from her, convinced that I could do better for myself on my own. I never considered what that would do to her, any more than I considered what my recent actions would do to others. I never guessed what my decision would make her do. Days later, she walked from our hovel in the Last Stop to Redemption's Court and passed beyond its gate. She was never seen among the living again.

Perhaps I had been wrong, and cruel to those who cared for me. Maybe pain is a shared experience, intended to strengthen, but used to demean. Each of us must carry our burden, or the rest suffer.

Perhaps that was the point.

I remember looking back into the Court from where I lay, and seeing a ring of people at its edges, the jagged stones level again. Every one of the figures was smiling at me, though not in a happy or excited way. The cheerless, despondent masks they wore would never permit them to express joy again, and I doubted their ability to feel it as well.

They were smiling to be rid of me. I would not add to their number—to their pain—this day.

Centered among them and across from me was my mother, whose grim expression carried with it the weight of all my thoughtless mistakes, but also the possibility of a second chance, of an opportunity to atone for my apathetic deeds and begin anew...

Top 10's continued

Lion Top 10

Joel Mazorra	21594
Craig Waechter	17823
Tom Cooper	16600
Noel Meyer	13597
Charles Thomas	13150
Mark Dovico	12950
Brighton Montenegro	11389
Rommel Cabrera	10325
Bill Wolff	9850
Venk Reddy	9175

Crane Top 10

Rob Kramer	57383
Eric Wiener	12033
Charles Peck	11400
Jordan Murari	8034
Eric Reyes	7725
Mark Wootton	7009
Michael Maners	6800
Kenneth Nabbe	6772
Paul Johnson	6698
R Cushman	6500

Dragon Top 10

Sean Silva	28700
Stephen Horvath	23325
Sergio Pierro	20050
Don Tordilla	15575
Chris Bergstrom	15050
William Cook	13975
Joe Keyser	12850
Dion Rigdon	10700
Jon Paulson	6974
Nathan Wray	6968

Crab Top 10

Brad Matteson	36325
Benjamin Peck	27675
Carlos Rentas	17820
Paul Heaver	11743
Chris Jilot	10050
Robert Carson	8650
Felix Duong	8125
Sean Sullivan	7200
Richard Riley	7051
Zen Faulkes	6532

Clan Wars Errata

by Marcelo Figueroa

Following is an accumulation of errata. This section will be printed in all expansions until the corrections have been incorporated into the main rule set or the corrected cards have been printed and released. In the meantime, AEG hereby grants permission to photocopy and distribute or publicly post this errata section.

Card Corrections

Beginning with the Lion Expansion and the second printing of the Clan War boxed set cards, we introduced a kanji (a Japanese writing character) that appears on cards which have had significant corrections made to them (such as cost changes or wording changes which make them easier to understand). The New kanji (the first character in the Japanese spelling of 'new') appears in the title of affected cards. This symbol lets you know that it's the latest version of the card and that it supercedes the original version (which has no kanji). All cards are played as if they have the most current wording.

Force Cards

The Hooded Ronin: The Hooded Ronin becomes spent after the resolution of the duel when using his Special Order.

Yasuki Nokatsu: He may use his ability on his own unit when routing.

Kenshinzen: They have 1 wound per model, not 2.

Light Cavalry: This unit has +1 DAM (for the yari, which was not added into their values).

Lion Elite Spearmen: Lion Expansion reduced their cost to 15 koku per model and changes ML to 6.

Lion Medium Elite: Lion Expansion reduced their cost to 17 koku per model.

Matsu Lion's Pride: Lion Expansion replaced wording – Special: During an engagement, Tactical Cards may not be used against this unit or to benefit a unit with which it is engaged. Enemy Tactical Cards used upon any unit (including this one) prior to engagement are negated upon entering an engagement with this unit.

Medium Infantry w/katana: The unit should also list light armor as equipment.

Tactical Cards

Frenzy: Added text – When the engagement is over, the unit becomes spent.

Superior Tactics: New wording – Superior Tactics negates any one Tactical Card which affects either your unit or your enemy's unit. It may be used from the moment that one has declared an engaging move until the engagement is over. It may also negate cards played during a Ranged Attack. Your unit's commander becomes spent. It may affect an enemy's Charge or Frenzy, Turtle Shell, Defensive Position, All or Nothing, etc. It cannot affect skills, abilities, or cards that affect personalities only (such as Focus).

The Waves Break: The test takes place immediately following the resolution of all Close Combat for the turn. If the test fails, the unit immediately performs the movement and becomes spent.

Morale Test

The following conditions should be added to the list of 'Conditions for a Morale Test' on page 45 of the Clan War Rulebook:

When a unit that began the turn with 4 or more models, or an individual of glory 5 or greater, is slaughtered (casualties cause the unit to be removed from play), all friendly units within 8" must make a Morale test at the end of that phase.

Anytime that a unit makes a Morale test while engaged with a unit that causes Fear, the Morale test has a negative modifier equal to the Fear rating of the enemy unit plus one [modifier = -(Fear rating +1)].

Close Combat

The following change should be made to the Rank Advantage section on page 54 of the Clan War Rulebook:

Remove the portion of the rule in the first sentence which states 'have at least four models engaged and,' so that the sentence now reads - 'During the second and successive turns of an engagement, units which have a standard formation may roll two additional Attack dice for..'

The following change should be made to the Overlap Advantage section on page 54-55 of the Clan War Rulebook:

Remove the portion of the rule in the first sentence which states 'and has at least four models engaged,' so that the sentence now reads - 'During the second and successive turns of an engagement, a unit which has more models in its front rank than its enemy unit may roll on addition Attack die for..'

The four model requirement was a condition used during playtest that became obsolete due to other conditions.

Spells

Earthquake: Add 'This shugenja becomes spent.'

Jade Strike: Jade Strike may not target into an engagement.

Fiery Wrath: Add 'This shugenja becomes spent.'

The Path to Inner Peace: This spell heals one Wound for every 3 Water (Ring value) of the caster (round up).

Strength of Osano Wo: This spell must be used during the Special Orders phase. It may not be used as a reaction to a personality/unit becoming spent.

Looking to the Void: Remove 'The scroll is destroyed after use.'

A Pause in the Fury: Remove 'This scroll is destroyed.'

Clan War Tournament Information

If you're going to be at Origins or GenCon, please feel free to join us for the biggest Clan War tournaments of 1999!

Origins International Game Expo and Fair '99 July 1 to 4 in Columbus, Ohio

Date: 7/2 Time: 8am Event #: 255
Entry Fee: \$2.50 Title: Clan War Tournament
of players: 16 Duration: 12 hrs

Note: NO pre-registrations will be accepted for this tournament. Priority will be given to players not already pre-registered for the Saturday tournament.

Date: 7/3 Time: 8am Event # 256
Entry Fee: \$2.50 Title: Clan War Tournament
of players: 16 Duration: 12 hrs

GenCon Game Faire '99 August 5 to 8 in Milwaukee, WI

Date: 8/6 Time: 8am Event #: 313
Entry Fee: \$2.50 Title: Clan War Tournament
of players: 16 Duration: 12 hrs

Note: NO pre-registrations will be accepted for this tournament. Priority will be given to players not already pre-registered for the Saturday tournament.

Date: 8/7 Time: 8am Event # 336
Entry Fee: \$2.50 Title: Clan War Tournament
of players: 16 Duration: 12 hrs

1. 2000 koku armies, max. No custom personalities. Miniatures do not have to be painted nor do they have to be official Clan War miniatures, but all miniatures must be mounted on official Clan War bases.

2. 16 Players max. Single elimination, one-on-one format. 2 1/2 hour rounds with 30 minute breaks in between each round. Tournament Judges set up all terrain prior to the start of tournament round one. Standard Victory Point & Honor Victory* conditions will determine the winner of each round. Players are forbidden from altering their army composition & Tactical Card decks once the tournament has begun. Miscalculation of points or illegal army compositions & Tactical Card decks may be changed at the Judge's discretion or result in disqualification.

*Note: The Honor victory condition is presented as an optional rule in the Crane Army Expansion (section II, page 30), and is considered 'standard' for tournament play.

3. New rules from Army Expansions are forbidden from use in tournaments until 30 days after their official release date (please feel free to contact us for information on official release dates). However, all rule clarifications & errata from Army Expansions are considered to always be in effect.

4. Prizes are awarded to 1st, 2nd & 3rd Place, as well as Best Painted Clan War Army (meaning entirely made up of official Clan War miniatures) & Best Painted Clan War Personality. Best Painted Miniatures prizes are judged & awarded by the Tournament Judges. Only those armies & models that were actually used in the tournament army are eligible for the Best Painted Miniatures prizes.

The Fan Clubs and you

By RE Dalrymple

Top-level support for the avid fan is the goal of the Imperial Assembly membership program. Special promo cards available only to members; copies of the Imperial Herald delivered to your door; and a special membership card that identifies you as an ardent player. These are the core benefits that have drawn thousands of players to Imperial Assembly membership, and we hope to build on that in 1999 as the DCI opens the door to more electronic information and faster service.

Benefit Regularity

Getting benefits out to members in a timely manner is the primary goal we've established for 1999, and we hope the recent encounters you've had with the koku point-redemption program have begun to establish that. Since the transition, the DCI has processed more than 1,300 orders—and given the record highs we've seen in tournament participation, we expect our order volume only to increase.

Secondly, the number of Imperial Assembly members continues to grow—so much so that we ran out of Imperial Herald #10 shortly after the transition to DCI services. We apologize for that shortfall, and we hope we'll overcome that with a much higher level of service to you in the future. In the short run, editions of the Herald are going to be bunched up a bit, as we get ourselves on the right track. We apologize for the delay you've experienced with Herald #11, but Herald #12 is right on its heels, and we hope that by the end of summer, we'll be started on a good quarterly schedule.

Tournament Rankings & the Web

As you probably know, when FRPG tournaments transitioned to the DCI,

the ability to develop rankings was opened up to everyone. This move has brought an infusion of new tournament players, helping the L5R tournament scene reach new records for participation and tournament sanctioning. In fact, the DCI sanctioned more than 700 L5R tournaments this March alone!

To serve all players better, the DCI is publishing new sets of rankings to the web every two weeks. Perhaps one of the best aspects of the transition to DCI services, players will be able to check their rankings regularly—and check the status of the events they have participated in to see if they have been reported to the DCI yet, or not.

To bring more tournament-based benefits to Imperial Assembly members, the DCI is looking to expand the information it makes available to Assembly members online. Only fan club members will have access to the special areas we're developing, and we hope you'll like what we have planned. The members-only sections of the web are expected to be online for Assembly members in late 1999.

Access to Answers

Consolidating contact information was one of the fundamental moves Five Rings Publishing Group made when it merged its membership services with the DCI. Now, any questions about membership benefits, koku redemption, changes of address or tournament services should be directed to one of the following resources:

Telephone: (888) 4-5RINGS

Mail: FRPG Tournament/Fan Club Services

P.O. Box 707

Renton, WA 98057-0707

Email: frpgfanclubs@thedci.com

If you have any questions—or if you want to sign up as an Imperial Assembly member—please contact us using the resources listed above, or use the form provided below:

The Imperial Assembly

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

An annual membership includes four issues of The Imperial Herald, at least four L5R and LBS cards only available to Assembly members, and Clan letters updating you on the changes in the Empire. Members also get to see how their tournament performance stacks up by checking the DCI ratings page. We publish the top ten lists in the Herald.

In the Americas and Asia/Pacific, you can join the Imperial Assembly by sending a check, money order or credit card number (Visa or Mastercard only, please) to:

Fan Clubs / Imperial Assembly

PO Box 707

Renton, WA 98057-0707

The cost is \$15 in the US and \$25 for overseas and Canadian subscriptions.

For membership information and prices in Europe or South Africa contact the following WotC offices:

WotC UK

WotC France

WotC Italy

WotC Belgium

UK, Ireland, S. Africa

France

Italy

The rest of Europe

Ph: 44-1628-780801

Ph: 33-1-43-96-35-65

Ph: 39-02-58-09-33-56

Ph: 32-3-200-4080

wotcitaly@wizards.be

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Clan Affiliation: _____

Circle one: ☐ New Member ☐ I'm renewing

DCI#: _____

Payment type (circle one):

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CC#: _____

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Legend
of the
Five Rings

L5R FAQ

This FAQ is maintained by the ever-vigilant Jeff Alexander and can be found via the FRPG website (www.frpg.com) or directly at www.zdi.net/jwa/l5r/l5r.faq

Q: Is it true that Strongholds count as cards now?

A: No, it isn't. Consider this errata to the Pearl Edition rulebook and Strongholds.

Q: What about Regions? The glossary says they're Holdings now.

A: That's another mistake. Regions are still their own, separate card type.

Q: How, exactly, do Siege of Sleeping Mountain cards work in regular or tournament play? Are they Jade-legal? Can I even use them?

A: The Siege of Sleeping Mountain is part of the Hidden Emperor story arc. All cards and Strongholds in SSM are Jade-legal.

If you DO use stuff from Sleeping Mountain, remember that it never counts as the Most Recent Printing. Basically, think of Sleeping Mountain as being made ten years ago. Anything that was reprinted with different text will still work like the 'real' version, not the SM one, if you play it outside a Sleeping Mountain-only game.

Q: Can I use the Palace of Otosan Uchi's reaction if it's bowed? Can I use both its reaction and its normal gold production on the same Follower?

A: No and yes.

Q: Do the Eternal Halls of the Shiba, Creating the Monkey Clan, or The Agasha Join the Phoenix remove any existing clan alignments?

A: No.

Q: The Eternal Halls of the Shiba says 'You cannot use this ability twice with the same Kiho.' Is that by title or per card? What about Naka Kuro Exp., who 'cannot perform any kiho more than once per turn?'

A: The Eternal Halls is per card. Naka Kuro is by title.

Q: Wow, that Dark Path of Shadow ability is confusing! Does it work against Deadly Ground? What about the Armor of Earth? Can I use it when I don't have any defenders?

A: If you get a chance to perform a Battle or Open action, you can use the Stronghold ability. Period. Even if it's illegal. Deadly Ground won't stop it, nor will Night Battle or a lack of defenders.

Effects that resolve the battle immediately will get around it since Battle Actions can no longer be used. The Dark Path's action can also be cancelled by an appropriate countermeasure, such as the Armor of Earth (but not A Test of Courage, since the Dark Path doesn't target anything). And it won't send home units that can't be removed from the battle.

Q: Bowed cards don't add any Force to their army. Do they still add Chi?

A: Yes.

Q: A Dark Path player is immune to honor losses from Events too, right? And Iaijutsu Challenge?

A: Events are cards. Events that aren't yours can't make you lose honor. Refusing an Iaijutsu Challenge won't cause a loss either, though your Personality will still be dishonored.

Q: Can my opponents do anything bad to my honor?

A: They can reduce or cancel your gains. They can increase losses you cause yourself. Deeds, Not Words will make your own cards turn against you. And you still lose honor if your Personalities die dishonorably, even when they're Ninja.

Q: If I bring a Personality into play with the Ninja Stronghold holding, do I gain his Personal Honor?

A: No. The Ninja Stronghold waives the gold cost. It neither pays it nor reduces it to zero.

Q: Does a card that 'Can only be attached to a ninja' count as a ninja card?

A: No. To be a ninja card (or a forest card, or a temple card, or ...), the card must have the word 'ninja' more or less by itself in its title or in the boldface traits area at the top of its text box. For Action cards only, a keyword will also count if it appears in the prefix of one of the card's actions. Keywords inside long phrases, like the 'ninja' in your example, can't be singled out.

Q: About this Ninube Ogoku, can she--

A: Whoa! Hang on! There's only so much room in this FAQ. Let me just give you the answers...

She follows all the same rules as allies when she assigns. This means she can be assigned to a battle all by herself.

Assigning her to an army does not make you an Ally if you were not invited.

Having units in both armies does not change your overall role in the battle or let you take actions twice as often.

Having her illegally in an army does not allow you to put additional units into that army, even with cards like Ninja Shadowwalker and Way of Deception, unless those units are also allowed to illegally move into armies.

Any card that refers to 'your army' may be played from the point of view of either your real army or the army Ogoku is in.

Her clause about never gaining honor only refers to the 2 points gained by allying.

Q: Can you discard as many cards as you want when you play Flattery?

A: You cannot stop discarding until either your hand is empty or you've discarded enough to end the battle. You can discard more than you need to. You cannot play the Ring of the Void until you've stopped discarding. Oh, and you can't play Flattery if there is no opposing army...

Q: What? Why not?

A: The definition of 'army' has officially changed. It is now 'One or more units involved in the attack or defense of a Province.' (This overrides the rulebook, which got printed before this change could be added.) Zero units is not an army anymore, and cards that refer to an 'opposing army' cannot be played if there isn't one. Flattery and Crushing Attack are affected most by this.

Q: What's the deal with Kitsuki Kaagi's Journal? Can I do anything to it or its bearer once it's in play?

A: Let's read the Journal:

'Cards in this unit may not be targeted with actions. Actions which target ninja can target cards in this unit, however, even if the target card is not a ninja.'

So there are some things that work. Kitsuki's Coin is legal, as is Doji Shizue Exp. The Journal offers no pro-

tection against Events or against untargeted actions like Narrow Ground and Evil Portents. But pretty much everything else is illegal.

Now for the good news: they're illegal for everybody, including the Journal's own player. Once the Journal is down he can't attach any more cards to that unit, unless they're cards that only attach to ninja -- attaching is a targeted, Limited action. Bowing to exchange cards is illegal, too (with the same exception). And no monks or shugenja in that unit can be selected to cast kiho.

Q: Jurojin's Touch says the card I remove 'may not...have an effect on play by any means.' If a card has an ongoing effect, like, say, Peasant Revolt, can I use Jurojin's Touch to end it early?

A: No. Jurojin's Touch won't cancel any effects already set in motion, only brand-new effects that come from or refer to dead or discarded cards, such as returning to play or counting towards a Clan Banner or Bon Festival. It's just a reminder that the card is completely gone from the game now, not in the discard pile.

Errata

March of the Alliance (HE5): actions on Strongholds are also allowed.

Seppun Hotaitaka (Sleeping Mountain): the extra draws don't happen until your next End Phase.

Arrows From the Woods (Pearl): Gold cost is still 0, not 7. Focus value is still 3, not 2.

Tetsuya's Bo (Pearl): Focus value is 4, not 2.

The Dark Path of Shadow: only sends home the army in the current battle.

The Agasha Join the Phoenix: should read 'All your Personalities from that family in your deck and Provinces swear fealty to your Clan.'

Crystal Nagamaki: is a Weapon.

Daidoji Rekai (Exp): is a Samurai.

Tsuruchi (Exp): is a Samurai.

Ropp'tch'tch: is a Creature.

Shotai: his ability is usable only once per battle.

Rise from the Ashes: is removed from the game when cast, not discarded from play.

Ambition is truly not a Weapon.

Ashigaru Archers and Ashigaru Spearmen are to be played as written.

Character Focus: Shotai

by Ree Soesbee

Toturi's madman. Outcast, reviled, he grins with blood-stained teeth and howls like a wolf as he slaughters his enemies. Shotai is not an enigma, he is not a mystery. He is insanity unleashed, his eyes dark and hollow with unspent rage. He is the kharma of all souls lost, penitent and denied the salvation of the Fortunes.

Or, at least, that is how men speak of him.

The truth is somewhere else, as all truths are. Shotai was once an Ikoma, sent as diplomat to the Scorpion court. He made his trade in treachery, lived among the most dangerous courts in the land, and returned to his master's side bearing the most deadly secret of all: an assassin was going to make an attempt on Emperor Hantei the 38th's life. Akodo Toturi, at the time, was Champion of the Lion, and he ensured that the attempt failed. The assassin came from the darkness of the night, and Shotai and his lord were ready. Though the combat was mighty, the assassin could not approach Hantei. During the last minutes of his life, the assassin leapt toward Toturi instead, attempting to plunge the poisoned blade deep within the Akodo's own flesh. The death which was intended for Hantei was to be given to the Lion, instead.

However, during the attack, Shotai threw himself between his daimyo and the ninja, shattering his sword as he deflected the ninja-to of the killer. The ninja's blade missed Toturi, but struck Shotai. The Emperor's healers fought for three days to save the valiant samurai's life, using the most potent spells of the Phoenix and the great resources of the Crane, but their success was limited.

Shotai had been subjected to the poison which was intended for the Emperor. Though it did not kill him, it ruined his mind, stealing his memory and logic, destroying much of his ability to recognize and adapt to his surroundings. The spells of the Great Clans saved his life, but did not save his mind. Ever after, Shotai has borne his shattered katana, seeing nothing wrong with the blade despite its broken length. He stands proudly beside Toturi, not recognizing his great Lord and speaking only half-correct phrases from the Tao. He is not a madman, not a murderous butcher, but a harmless old

bushi. He speaks with honor, when he can be understood, and he whispers to himself when he is alone, telling tales of the Lion ancestors.

Until he sees combat.

Once swords are drawn, Shotai finds himself drawn into his past, reliving the battle between the ninja and the Emperor's defenders. He screams of loyalty and honor, and howls the Emperor's name at the top of his lungs. Every opponent he fights is an "accursed Scorpion," and every man who fights by his side is "Toturi-sama". He fights, heedless of his life, as if he fights the greatest battle of his life. And, in his mind, he does. Only when he is no longer able to fight does he cease, gasping and panting, falling to his knees with sobs and screams of anguish, reliving his ancient wound.

Akodo Toturi, grateful for Shotai's years of service, has kept the old bushi by his side for many years, and lately he has commanded that Shotai be well cared-for by the Imperial Guard. Shotai no longer recognizes his old daimyo, referring to him as the "Hantei." He is, in many ways, the fool of the court, an honorable jester who does not understand the joke. Yet, deep in his heart, he bears the scars of honor, and the memories of a man who sacrificed everything that he was for the future of the Empire.



Stronghold Store List

Country/Store Name	City	State	Phone	Country/Store Name	City	State	Phone
AUSTRALIA				Rhyl Record & Comic Co.	Denbighshire	N. Wales	01-745-334-699
Alternate Worlds - Albury	Albury	NSW	(060) 415-592	Black Lion Games	Edinburgh	Scotland	
Hit Point, The	Nundah, Brisbane	Queensland	61-73-265-7560	Highlander Games	Dundee	Scotland	01-38-266-6318
Alternate Worlds - Camberwell	Camberwell	Victoria	03-9882-0348	Man-A-Vault	Glasgow	Scotland	01-41-357-6566
Alternate Worlds - Windsor	Windsor	Victoria	03-9529-2255	Seyern Games	Shrewsbury	Shropshire	01-74-33-61-417
Mind Games	Melbourne	Victoria	03-9663-4603	PJ Games	Wakefield	West Yorks	01-924-369-600
BELGIUM				Area 51-Manchester	Manchester		44-16-16-61-7778
Chaos S.P.R.L.	Liege		32-42-21-2920	Best Books & Games	Liverpool		
CANADA				UNITED STATES			
Warp 2	Edmonton	AB	(403) 478-7767	Dr. Bob's Game Shop	Huntsville	AL	(265) 880-3726
Warp One	Edmonton	AB	(403) 433-7119	Visions Cards & Games	Montgomery	AL	
Wizard's Comics & Collectibles	Edmonton	AB	(403) 436-6611	GameRoom, The	Little Rock	AR	(501) 661-0870
Chaos Books & Games	Port Moody	BC	(604) 525-3643	Anime Gamer	Phoenix	AZ	(602) 942-9745
GNU World Games	Victoria	BC	(250) 385-3587	Dragon's Nest, The	Payson	AZ	(520) 472-6362
Hyperlight Enterprises	Vancouver	BC	(604) 454-0695	Game Depot, The	Tempe	AZ	(602) 966-4727
Impact Cards	Chilliwack	BC	(604) 792-3666	Hardcastle Cards & Comics	Tucson	AZ	(520) 790-2246
Mission Games	Mission	BC	(888) 214-2637	Little Shop of Magic	Flagstaff	AZ	(520) 774-3546
Quantum Games & Cards	Kelowna	BC	(250) 763-1806	A Hidden Fortress	Simi Valley	CA	(805) 526-6457
Terry's Games Plus!	Chilliwack	BC	(604) 702-0740	A.W. Collectibles, Inc.	Porterville	CA	(559) 781-7007
Comic Cave	Winnipeg	MB	(204) 338-8994	Ace Computers & Games	Santa Rosa	CA	(707) 575-5797
Miller's Fantasy & Reality	Fredericton	NB	(506) 455-4855	All Fun & Games	Riverside	CA	
Cool World Comics & Games	Wolfville	NS	(902) 542-2785	All Star Games	Diamond Bar	CA	(909) 598-4700
Mirror Universe	Dartmouth	NS	(902) 466-8884	All Ways Gaming	North Hollywood	CA	(818) 763-4748
401 Magic Convenience	Toronto	ON		Allways Gaming	Chatsworth	CA	(818) 886-4263
Book Shelf, The	Thunder Bay	ON	(807) 345-1159	Area 51	Fresno	CA	
Eyeball Soup	Peterborough	ON	(705) 743-4984	BAT Comics	Chico	CA	(916) 898-0550
Game Trek, Inc.	Toronto	ON	(416) 597-0149	Brookhurst Hobbies	Orange	CA	(714) 636-3580
Guild, The	Collingwood	ON		Carlsbad GameCove	Carlsbad	CA	(760) 434-7870
Hairy Tarantula Comics & Cards	Toronto	ON	(416) 596-8002	Castle Games	Santa Rosa	CA	
Jeff's Cards & Comics	Peterborough	ON	(705) 876-0127	Clark's Trading Comics & Cards	Santa Rosa	CA	
Kirk's Collector's Korner	Toronto	ON	(416) 465-6479	Clay's Comics	Hayward	CA	(510) 733-9633
Magic the Hand	Toronto	ON	(416) 924-0110	Collector's Asylum	West Lake Village	CA	(818) 865-0324
Now & Then Books	Kitchener	ON	(519) 744-5571	Comic Castle	Eureka	CA	(707) 444-2665
Pagan Playground	Ottawa	ON	(613) 241-2227	Comics & Comic - Citrus Heights	Citrus Heights	CA	(916) 969-0717
Phoenix Rising	St. Catharine's	ON	(905) 688-0119	Comics + (SB)	San Bernardino	CA	(909) 889-0697
SciFi World	Thornhill	ON	(905) 738-4348	Comics + (V)	Victorville	CA	(760) 245-6753
Silver Snail Comics	Toronto	ON		Dark Forest Games	Montclair	CA	(909) 981-3903
Skyfox Games	Oshawa	ON	(905) 720-3377	Dark Star Comics	Huntington Beach	CA	(714) 965-1751
Hyper Bore	Montreal	PQ	(514) 849-5696	DNA Cards & Comics	Pacific	CA	(415) 355-8629
Librairie Donjon Inc	Quebec	PQ	(800) 267-1511	Dragon Hobby Games, The	Santa Cruz	CA	(408) 429-9095
Dragon's Den - SK	Saskatoon	SK	(306) 955-3826	Dwarf Mountain Games	San Diego	CA	
Mind Games - SK	Regina	SK	(306) 757-8544	Empire Comic and Cards	Arcata	CA	(707) 822-8928
FINLAND				Even Better Games & Comics	Castro Valley	CA	(510) 733-2585
Arcane Ltd.	Helsinki		35-89-62-25-885	Fantasy Game World	Elk Grove	CA	(916) 488-4263
FRANCE				Game Empire	Chico	CA	(530) 345-3115
Alpha Omega Librairie	Lille			Game Zone, The	San Diego	CA	(619) 574-6740
Armageddon	Toulouse		05-61-12-41-48	Games Habitat	Pasadena	CA	(818) 304-2637
Destination Adventure	Montauban		05-63-91-42-18	Games of Berkeley !	Monterey	CA	(831) 648-9333
Dragonaute, Le	Dijon			Games People Play	Berkeley	CA	(510) 540-7822
Excalibur - Dijon	Dijon		03-80-65-82-99	Gator Games	San Luis Obispo	CA	(805) 541-4263
Excalibur - Montpellier	Montpellier			Great Escape Games	San Francisco	CA	(415) 621-4263
Excalibur - Poitiers	Poitiers			Harlequin Hobbies	San Mateo	CA	(415) 571-7529
Excalibur - Reims	Reims			Last Grenadier - Northridge	Sacramento	CA	(916) 927-0810
La Caverne du Gobelin	Metz		03-87-18-42-08	McCormick's Miniatures	Yuba City	CA	
L'Anneau Magique	Angouleme		05-45-92-79-80	McCormick's Miniatures - South	Northridge	CA	(818) 886-3639
L'Antre des Dragons	Bordeaux			Neutral Ground - SF	Redding	CA	(530) 222-6726
Ludos	Valenciennes			Odyssey Games	Chico	CA	(530) 345-3949
Magic Cafe	Marseille			Orbit Games	Mountain View	CA	(415) 947-0398
Nomades	Paris			Thunder & Lighting Games	Fairfield	CA	(707) 426-4263
Ostelen	Paris			Treasures of Youth	San Gabriel	CA	
Phenome J	Caen			TSK Cards	Los Angeles	CA	(213) 341-5610
Pion Magique, Le	Paris			Xaos Games	Hayward	CA	(510) 888-9675
Starplayer	Paris			Attacktix	Glendale	CA	(818) 248-9828
Temple de Jeu	Nantes		33-44-07-39-64	Books & More	Anaheim Hills	CA	(714) 970-8904
GERMANY				Complet Games & Hobbies	Aurora	CO	(303) 699-3349
Bachstein und Lemburg, Gbr.	Berlin		49-30-62-38-035	DJ's Cards	Colorado Springs	CO	(719) 579-5004
Das Syndikat	Mannheim		06-21-40-8384	Dragonfire Games	Colorado Springs	CO	(719) 473-1116
Gamers Domain	Muenster		49-251-534-6430	Enchanted Grounds	Lakewood	CO	(303) 233-3398
Gamers Guide, Nolde und Wild Gbr.	Dortmund		49-231-556-665	Hugh's Books and More	Boulder	CO	(303) 543-9882
Ghosthouse	Ingolstadt		49-084-1931-1334	Marshall's House of Fantasy	Aurora	CO	(303) 750-3144
Yabba's Palace	Karlsruhe		(497) 212-1118	DJ's Comics and Cards	Colorado Springs	CO	(719) 579-5004
GREECE				Dragon's Lair - CT	Ft. Collins	CO	(970) 224-3599
Kalissa Amarousiou	Marousi			Borderlands Comics & Games	Meriden	CT	(203) 235-7300
IRELAND				Bourbon Street Comics	West Hartford	CT	(860) 231-1915
Oblivette Games	Cork City			Cosmic Cat	Jacksonville	FL	(904) 720-0774
MALAYSIA				Dragon's Lair Games - FL	Tampa	FL	(813) 969-3716
Games Castle Sdn. Bhd., The	Petaling Jaya	Selangor	603-717-8994	Emerald City Comics	Tallahassee	FL	(850) 386-5551
MEXICO				Gamemasters - FL	Bradenton	FL	(941) 746-5856
Infinity Comics	Tijuana		(526) 681-6388	Giant Comic Book Warehouse	Ft. Lauderdale	FL	
NEW ZEALAND				Islander Comic's	Seminole	FL	(813) 398-2665
Heroes for Sale - Papatoetoe	Papatoetoe	Auckland	64-9-278-0649	Lizards on Ice	Miami	FL	(305) 226-4267
Tin Soldier, The	Parramatta	NSW	02-96-89-3522	Mega Comics & Games	Altamonte Springs	FL	(407) 831-1771
Heroes for Sale - Christchurch	Christchurch		64-33-66-07-71	Midsummer's Knight's Dream, The	Merritt Island	FL	(407) 452-4225
Mind Works - NZ	Wellington		64-4-801-9088	Outland Station 1	Miami	FL	(305) 673-8688
Pendragon, Ltd.	Auckland		64-9-30-32-321	Sanctuary Games & Books	Gainesville	FL	(352) 331-3253
PHILIPPINES				Sci-Fi City	Ocala	FL	(352) 732-3350
Novelty Entertainment	Ermita		632-526-3911	Sunshine Roleplayers	Coral Gables	FL	(305) 661-4466
PORTUGAL				Wizard's Wall	Jacksonville	FL	(904) 388-3991
Devir Arena	Lisboa		35-11-315-5580	Adventure Zone, The	Orlando	FL	(407) 282-2292
Devir Arena Braga	Braga		351-53-678-805	Augusta Book Exchange	Miami	FL	(305) 264-1250
SINGAPORE				Fantasy Zone, The	Melbourne	FL	(407) 727-2599
Comics Mart	Singapore		65-466-4213	Galactic Quest (B)	Valdosta	GA	(912) 244-4263
Tournament Centre - Singapore	Singapore		65-226-2801	Galactic Quest (L)	Augusta	GA	(706) 860-6553
SPAIN				Haven, The	Athens	GA	(706) 549-7500
Metropolis Users	Madrid	CP	91-569-0306	Morning Star Games	Buford	GA	(770) 614-4804
Arte-9 Valladolid	Valladolid		34-98-32-09-962	Titan Games & Comics - CP	Lawrenceville	GA	(770) 339-3001
Bilbo Bolson	Bilbao		94-44-39-297	Tyche's Games	Augusta	GA	(706) 828-5602
Libreria Glgamesh	Barcelona		34-93-246-6359	War Room, The	Savannah	GA	(912) 356-1066
Nostramo	Sevilla		54-21-18-18		College Park	GA	
UNITED KINGDOM					Norcross	GA	(706) 354-4500
Antics	Plymouth	Devon	01-752-221851				

Country/Store Name	City	State	Phone	Country/Store Name	City	State	Phone
Jelly's Honolulu	Honolulu	HI	(808) 735-7676	Flights of Fantasy	Albany	NY	(518) 433-8803
Acme Comics & Collectibles	Sioux City	IA	(712) 258-6171	Gamer's Guild - Queensbury	Queensbury	NY	(518) 761-9713
Comic World - IA	Dubuque	IA		Gathering, The	N. Tonawanda	NY	(716) 694-0545
Oak Leaf Comics	Cedar Falls	IA	(319) 277-1835	Grasshopper's Comics	Williston Park	NY	(516) 741-5724
Book Worm, The	Coeur d'Alene	ID	(208) 765-0335	Mark's Comics & Collectibles	Valley Stream	NY	(516) 872-5919
Alternate Realms - IL	Springfield	IL	(217) 789-7793	Millenium Games & Hobbies	Rochester	NY	(716) 427-2190
Amazing Fantasy Books & Games	Frankfort	IL	(815) 469-5092	Neutral Ground - NY	New York	NY	(212) 633-1288
Brain Snacks	Downers Grove	IL	(630) 241-1040	Sci-Fi Shop, The	Saratoga Springs	NY	(518) 584-2699
Castle Perilous Games	Carbondale	IL	(618) 529-5317	Strategy Game Corner, The	Huntington Station	NY	(516) 271-5995
Cat & The Dragon, The	Brookfield	IL	(708) 352-3914	Wizard's Guild #5	Clifton Park	NY	(518) 371-8336
Challenge Games - Aurora	Aurora	IL	(630) 499-1025	ACME Games I	Cincinnati	OH	(513) 231-3866
Challenge Games - Joliet	Joliet	IL	(815) 729-1332	Cathartic Dreams	Dayton	OH	(513) 461-3990
Cipher Games	Naperville	IL	(630) 428-2670	Collection Connection	Wooster	OH	(330) 263-0660
Cyberia, The Gamer's Haven	Normal	IL	(309) 452-4812	Comic Adventures - OH	Mansfield	OH	
Gamer's Paradise	Villa Park	IL	(630) 279-1212	Comic Book World	Cincinnati	OH	
Games Plus - IL	Mt. Prospect	IL	(847) 577-9656	Comic Heaven - OH	Willoughby	OH	(216) 942-6960
Hobbytown USA - IL	Oak Park	IL	(708) 445-8056	Comic Town III	Columbus	OH	(614) 262-5006
Lon's Lair: Adv. Games & Gallery	Naperville	IL	(630) 428-1096	Diversions	Newbury	OH	(440) 564-9142
New Fiction House-Homewood	Homewood	IL	(708) 206-1330	Glass City Games	Toledo	OH	(419) 474-0304
New Fiction House-Peotone	Peotone	IL	(708) 258-0363	Grand Central Gaming	Sagamore Hills	OH	
Phoenix Cards	Normal	IL	(309) 454-6602	Spellbinders	Kent	OH	(330) 673-2230
Village Bookstore, The	Pontoon Beach	IL		Star Collectors	Mansfield	OH	(419) 522-6486 x124
Clubhouse Comics	Highland	IN	(219) 922-4855	Cardhaus Games	Stillwater	OK	(405) 372-3021
Comic Carnival	Indianapolis	IN	(317) 898-5010	Game Headquarters	Oklahoma City	OK	(405) 691-0509
Danger Room, The	Anderson	IN	(765) 646-6341	Ivory & Steel	Stillwater	OK	(405) 372-3905
Dee Puppy Comics & Ball Cards	Indianapolis	IN	(317) 543-9332	Jester's Games	Tulsa	OK	(918) 664-6617
Empire Comics	New Albany	IN	(812) 948-9290	Top Deck Comics	Tulsa	OK	(918) 665-7529
Game Preserve - Bloomington	Bloomington	IN	(812) 332-6602	Beyond Comics	Medford	OR	(541) 779-9543
Game Times	Greenwood	IN	(317) 888-5711	Borderlands	Salem	OR	(503) 399-3597
Collector's Cache	Overland Park	KS	(913) 648-0446	Eternal Elysium	Portland	OR	(503) 761-4420
GateKeeper Hobbies #1	Topeka	KS	(785) 232-3429	Gambit Games	Bend	OR	(541) 330-8196
GateKeeper Hobbies II	Manhattan	KS	(785) 539-4539	Game Domain, The	Eugene	OR	(541) 485-1332
Homerun Sports Cards	Shawnee	KS	(913) 962-4348	Comic Store West	York	PA	(717) 845-9198
Tabletop Game & Hobby	Lenexa	KS	(913) 962-4263	Excalibur Games & Collectibles	Dunmore	PA	(717) 341-8774
Book & Music Exchange	Louisville	KY	(502) 969-4403	Fantasy Cards & Comics	Meadville	PA	
Greater Trader	Elizabeth Town	KY	(502) 763-1413	Fantastic Cards	New Brighton	PA	(724) 846-4078
Hobbytown USA - KY	Ashland	KY	(606) 324-1299	Game Masters	Pittsburgh	PA	(412) 367-4414
BSI Comics	Metairie	LA	(504) 889-2665	Griffon Games	Wind Gap	PA	(610) 863-9272
Tom's Triple Play	Bozelle	LA	(318) 747-6153	Homefront Hobbies	Williamsport	PA	(416) 326-4889
War Games & Fantasy	Metairie	LA	(504) 734-1953	Omnion's	Hummelstown	PA	(717) 566-0996
3 Troops Games & Puzzles I	Chelmsford	MA	(800) 342-6373	Out of Time Comics	Philadelphia	PA	(215) 569-3669
Card & Comic Co.	Amherst	MA		Pastimes - Palmyra	Palmyra	PA	(717) 838-9502
Dragon's Lair - MA	West Springfield	MA	(413) 731-7237	RPG Outpost	Glenside	PA	(215) 887-4416
Dragon's Lair East	Worcester	MA		Showcase Comics	Bryn Mawr	PA	(610) 527-6238
Ground Zero Games - MA	Norwood	MA	(617) 255-5988	Sports Card Exchange	Bristol	PA	(215) 788-1146
Knight's Quest	Gardner	MA	(508) 630-4489	Wolfhead Comics	Millersburg	PA	(717) 692-2098
Magic Guild, The	Fitchburg	MA	(978) 353-4824	Wolfhead Comics #2	Mechanicsburg	PA	
Mike's Comics & Cards	N. Chelmsford	MA		Dueling Ground	Myrtle Beach	SC	(843) 293-1406
Space-Time Continuum, The	Northampton	MA		Green Dragon	N. Charleston	SC	(803) 797-2052
Your Move Games	Somerville	MA	(617) 666-5799	Heroes & Dragons Megastore	Columbia	SC	(803) 731-4376
Alliance Comics	Bowie	MD	(301) 352-4322	Planet Comics	Anderson	SC	(864) 261-3578
Dream Wizards - Rockville	Rockville	MD	(301) 881-3530	Dragon's Den - SD	Sioux Falls	SD	(605) 361-4343
Gamemasters, The - MD	Beltsville	MD	(301) 595-3506	Storyteller	Rapid City	SD	
Illusions Game Store	Salisbury	MD	(410) 742-0172	Alternate Dimensions - TN	Hillsboro	TN	(931) 596-2638
All About Comics & Hobbies	Topsham	ME	(207) 729-9255	Barony, The	Oak Ridge	TN	(423) 482-5892
All About Games	Belfast	ME	(207) 338-9984	Blackthorn	Dickson	TN	(615) 446-6057
Adventurer's Guildhouse	Grand Blanc	MI	(810) 742-8703	Collector's Next Generation	Cleveland	TN	(423) 472-6649
Alcove Hobby Shop	Royal Oak	MI	(248) 545-6273	Dewayne's World	Kingsport	TN	
Arena, The	Muskegon	MI	(616) 773-0978	Gamemasters - TN	Memphis	TN	(901) 752-3904
Collector's Corner - MI	Midland	MI	(517) 839-2060	Legends - TN	Cleveland	TN	(423) 559-2107
Comic Store, The	Alma	MI	(517) 466-2113	Sword & Stone, The	Johnson City	TN	(423) 285-2827
Fanfare Sports & Entertainment	Kalamazoo	MI	(616) 349-8866	War Room, The - TN	Clarksville	TN	(931) 553-0222
Fortress Comics & Games, The	E. Lansing	MI	(517) 333-0435	Adventurers Guild, The - TX	El Paso	TX	(915) 590-3763
Galaxy Comics (F)	Freeland	MI		Armchair Commanders Games & Hobbies	Corpus Christi	TX	(800) 460-9272
Galaxy Comics (S)	Saginaw	MI	(517) 799-6334	Astral Castle	Midland	TX	(817) 520-6463
Gamer's Inn, The	Troy	MI		Bokstean	Killeen	TX	(817) 628-1515
Major League SportsCards & Comics	Lansing	MI	(517) 321-0068	Browser Game Center	Houston	TX	(713) 462-8738
Michigan Game Corp.	Garden City	MI	(734) 427-2451	Challenge Games-TX	Lubbock	TX	(806) 792-4551
Neutral Ground - Detroit	Garden City	MI	(734) 427-2451	Dragon's Lair Comics - TX	Austin	TX	
Rider's Hobby Shop-Lansing	Lansing	MI		Frontier Games, Inc.	Spring	TX	(281) 651-0771
Sibley Lumber Centers	St. Clair Shores	MI	(810) 772-2020	Games Nation, Inc.	Houston	TX	(281) 280-9008
B & B Comics	Bemidji	MN	(218) 759-0246	Georgetown Cards & Comics	Georgetown	TX	
Mirkwood Coffee, Comics & Games	Richfield	MN	(612) 607-8949	Grand Slam Sports	Fort Worth	TX	(817) 244-7311
Source Comics	Falcon Hts	MN		Heroes & Fantasies	Universal City	TX	(210) 945-4376
A to Z Comics - Blue Springs	Blue Springs	MO	(816) 224-0505	Hobbytown USA - TX	Dallas	TX	(214) 320-2372
A to Z Comics - Warrensburg	Warrensburg	MO		Horizon Games - TX	Webster	TX	(281) 286-9282
At Your Leisure	Desloge	MO		Mad Hatter's House of Games	Lubbock	TX	
Atomic Comics - MO	Lee's Summit	MO	(816) 246-0606	Pegasus Loft	Wichita Falls	TX	(940) 692-7571
Bonehead's Hobby Emp	Springfield	MO		Summit Store	Schulenburg	TX	
Branson Cards & Collectibles	Branson	MO	(417) 335-4330	Texas Game Company	Allen	TX	(972) 390-9467
Campus Comics	Springfield	MO	(417) 831-4724	TexSys Computers & Games	San Antonio	TX	(210) 967-5566
Eddies The Next Generation	Kansas City	MO	(816) 455-5924	Alliance Comics & Collectibles	Provo	UT	(801) 374-9058
Game Guild, The - MO	Columbia	MO	(573) 874-7160	Dragon's Keep - UT	Provo	UT	(801) 373-3482
Games, Crafts, Hobbies & Stuff	St. Louis	MO	(314) 423-2199	Hastur Hobbies	Salt Lake City	UT	(801) 467-9814
Playing Games	Kirksville	MO	(660) 665-8706	Mind Games - UT	Salt Lake City	UT	(801) 968-6365
Rock Bottom Comics	Columbia	MO	(573) 443-0113	Table Top Games	Salt Lake City	UT	(801) 466-5544
Hobby Center	Hattiesburg	MS		Atomic Comics - VA	Hampton	VA	(757) 723-5003
More Fun Stuff	Billings	MT	(406) 238-9797	Beholder's Eye	Blacksburg	VA	(540) 552-6835
Blue Ridge Comics	Pisgah Forest	NC	(704) 687-2743	Camelot Comics & Games, Inc.	Glen Allen	VA	(804) 747-4047
Book Exchange	Wilson	NC	(252) 237-9953	Comic Alternative	Virginia Beach	VA	(757) 463-9245
Cerebral Hobbies	Chapel Hill	NC	(919) 929-0021	Fantasy Escape Comics & Cards	Virginia Beach	VA	(757) 497-5977
Collectible Cards of Charlotte	Charlotte	NC	(704) 543-7400	Imagination Station	Hampton	VA	(757) 766-7476
Foundation's Edge	Raleigh	NC	(919) 932-0044	Playmore Games	Virginia Beach	VA	
Heroes Aren't Hard to Find	Charlotte	NC	(704) 375-7463	Quarterstaff Comics	Burlington	VT	(802) 863-3666
Phantasy Workshop	Asheville	NC	(828) 255-9955	Cavern Games	Kennebec	WA	(509) 374-8216
Anarchy Comics & Games	Omaha	NE	(402) 493-4955	Discordia Games	Bremerton	WA	(360) 415-9419
Comic World - NE	Lincoln	NE	(402) 466-6066	Docking Bay 93	Burlington	WA	(360) 757-3531
Ground Zero Games - NE	Bellevue	NE	(402) 596-3750	Fringe Games	Bellingham	WA	(360) 650-9463
Comic Adventures - Durham	Durham	NH	(603) 868-3339	GameQuest	Spokane	WA	(509) 535-4560
Comic Adventures - Portsmouth	Portsmouth	NH	(603) 431-3339	Gamesters, The	Bremerton	WA	(360) 373-3269
Storyteller's Comics	Goffstown	NH	(603) 644-1230	Gary's Games	Seattle	WA	(206) 789-8891
Citadel, The	Bound Brook	NJ	(732) 356-5654	Gorilla Bob's	Spokane	WA	(509) 468-3974
Comics Plus - NJ	Mt. Holly	NJ	(609) 267-6117	Hands-on-Hobbies	Spokane	WA	(509) 927-3364
Gamers Realm, The	West Windsor	NJ	(609) 426-9339	Platinum Comic X-Change	Burien	WA	(206) 241-8228
Games Master, Ltd.	Fairlawn	NJ	(201) 796-7377	Psycho 5 Comics	Seattle	WA	(425) 462-2869
Jester's Playhouse Too	Northfield	NJ	(609) 677-9088	Clairemont Comics	Eau Claire	WI	(715) 831-2112
Jester's Playhouse, The	CMCR	NJ	(609) 463-8644	Game Guild, The - WI	Lake Geneva	WI	(414) 249-0779
McComics Inc.	Old Bridge	NJ	(732) 238-8435	Hobby Depot	Hartford	WI	(414) 670-6242
New World Manga	Livingston	NJ	(973) 597-0625	Pegasus Games - Odana	Madison	WI	(608) 833-4263
Castlewold	Alamogordo	NM	(505) 443-0709	Rogue Traders	Green Bay	WI	(414) 490-9690
Tall Tales Comics & Novelties	Albuquerque	NM	(505) 296-6178	Sgt. Rock's Comics	West Bend	WI	
Wargames West on Central	Albuquerque	NM	(505) 265-6100	Virtual Magic	Megnon	WI	(414) 241-8739
Lotus Games	Las Vegas	NV	(702) 380-8160	Nth Dimension, The	Shepherdstown	WV	(304) 876-2263
3 Guys Games & Paintball, Inc.	Queensbury	NY		Ogre's Lair Cards & Games	Charleston	WV	(304) 343-8633
Adventures Unleashed, Inc.	Kenmore	NY	(716) 871-8636				
Bob's Games	Plattsburgh	NY	(518) 563-8329				
Boldo's Armory	Rochester	NY	(716) 271-3880				
Comic Book Depot	Wantagh	NY	(516) 221-9337				
Fantastic Planet	Plattsburgh	NY	(518) 563-2946				

Honor Bound Recall

As you can all tell by the lack of Honor Bound on your favorite store shelves, this product has been recalled. A mistake was found late in the packaging process that made the product defective. Here is the whole story as of 6/29/99. We're sorry this story is a few weeks out of date by the time you get this in your hands, but we're going to press tomorrow, and we thought we'd tell you everything we could. For the latest details, please visit www.frrpg.com.

After cards are cut from a press sheet, they are put through a cutting die; it's sort of like a big cookie cutter for cards. These dies get dull after repeated use and need to be replaced. Our press checker stayed with the packaging company for quite a while, making sure they were operating to our specifications, and when he felt everything was well in hand, he returned to Seattle. Unknown to our checker, after he left, a die needed to be replaced and the packaging company replaced it with the wrong-sized die. It was close enough not too look different, but it was off by enough to make the cards "marked" in competitive play. The cards were hard to shuffle, and very easy to cut too.

After getting some samples here, we tried to assess the depth of the error. It looked like anywhere from 1/4 to 1/2 the set was affected. After finding out how pervasive it was, we realized that we couldn't do a redemption program, that the product had to be recalled.

We felt we made a promise to stores to run pre-release events, so we continued with the US events, and asked that all the oversized cards be returned. Since the product was defective, we didn't charge the stores for the product, and asked that they pass this savings to the players.

Tons of other things came up in this situation that would take this whole magazine to explain (like how Dave's car was impounded at the Canadian border along with the product he was trying to deliver to our British Columbia stores), but needless to say, people were scurrying all over the place trying to do what we could to

make things right. We are in the process of doing a reprint right now and we hope to have it soon, but at the time of this writing, we have no idea of a release date. Keep your fingers crossed.


We also don't know if Honor Bound cards will be legal at the big GenCon tournament, since the cards aren't widely available. Please check our website for the latest information.

While we know this is a pain for all of our retailers, distributors and most importantly our players, we hope you all understand that our decision to hold back product was the only possible solution to the problem. The real killer to me personally is that the cards in this set are incredibly cool.

See you all at GenCon!

Luke Peterschmidt & Edward Bolme
Brand Managers, L5R

Dave Schwimmer
Premier Events Coordinator, DCI



Take one last look before plunging into darkness.

The death of the moon is upon Rokugan. Be there at Gen Con® Game Fair '99 for *War in the Heavens*—the most anticipated Legend of the Five Rings™ TCG event of the year—to decide who will receive Lord Moon's final gift.

Prizes will be awarded to the highest finisher in each Clan, in addition to a special prize to the overall winner. All who enter receive a Clan-emblazoned shirt. So make plans to attend *War in the Heavens* today. And prepare for an eternal night to remember.

Go to www.andonunlimited.com to register online for Gen Con Game Fair '99, or call (800) 529-EXPO.

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