

Imperial Herald



Vol. 2 No. 1

- | | | | |
|------|--|-------|--|
| Pg 2 | The Death of Tsuko | Pg 11 | Crimson & Jade Card List |
| Pg 3 | Editorial | Pg 12 | Taka's Treasures |
| Pg 4 | Walking the Way:
Tournament-Tough Decks | Pg 14 | Oracle of the Void |
| Pg 6 | The Yoritomo Alliance | Pg 17 | Stronghold of the Empire
Retailer's Program |
| Pg 7 | The Brotherhood of Shinsei | Pg 18 | National Rankings |
| Pg 8 | The Way of the Willow <i>Part III</i> | Pg 22 | Artist's Market |

The Death of Tsuko

The wind's chilly fingers gripped at her throat, taking her voice away. She didn't mind. She had already said everything that needed to be said. Tsuko looked up, her eyes on Toturi's face, contorted by the shadows; but she knew better than to trust shadows.

Across the dark, Toturi looked down at the kneeling samurai-ko, glad that the night hid the tears swelling his eyes. He was her second and she needed to see his strength. He could not fail her. Not now.

Slowly, almost silently, he moved behind her, the toes of his feet just touching the tatami mat she knelt upon, resting his hand on his katana. Tsuko bowed her head and placed a piece of rice paper in her right hand. Then, she lifted the wakizashi and withdrew the blade from its saya.

"It is my duty to protect the Emperor," she whispered as the blade glistened in the dim light. "I cannot perform that duty. I cannot serve the thing that sits on the Emerald Throne. I have failed my family and my Clan."

Toturi said nothing. He had heard these words from his own lips many years ago. He felt his tears rolling down his eyes and licked his lips as he pulled his katana into the night air.

"I do this now to save my family's honor, not my own."

Toturi only mouthed the words: "I know."

"With my death, there will be none to lead the Lion. They will be lost in the darkness." She paused, and for a moment, Toturi feared she would falter.

But she straightened her back, her shoulders wide and powerful. She was a Lion, even at the moment of her death.

"They need you, Toturi," she said, her words filled with sorrow. "I cannot help them ... but you can."

Toturi almost spoke, but then he heard the first cut and his tongue turned as cold as snow.

"They need you ..." she said again, her voice forcing its way through the pain. "... more than they need me."

Toturi heard the second cut and then the third, but Tsuko made no sound. Her body twitched once, her neck snapped up and Toturi did not hesitate. His sword struck, singing its death song through the night air – the last song she would ever hear.

The winter is bleak
Shadows are long with despair
My eyes are the dawn
– Matsu Tsuko





Original artwork
© Nicola Leonard.

Secrets on the Wind

by Ryan Dancey & John Zinser

The Design Team has handed over the next expansion to *Legend of the Five Rings*, which will be titled "Crimson & Jade." The first three expansions, *Shadowlands*, *Forbidden Knowledge* and *Anvil of Despair* are still available in many stores, though quantities are limited. *Crimson & Jade* will be released in April. It will consist of about 150 cards, and will appear in both booster packs and new Stronghold decks. *Crimson & Jade* also marks the introduction of two new factions in the struggle for control of the Emerald Empire.

During the desperate last stand of Daidoji Uji and the Crane Clan samurai in the valley of the Asahina Temples, the Crane Clan Champion, Doji Hoturi, opened the coffers of the Crane to recruit, train and equip legions of mercenary samurai from the minor Clans of the Empire. This action has enabled the Mantis Clan, long known for their unconventional standards of warfare and honor, to emerge as a powerful new force in the Empire. The Mantis do not expect to be able to rule the Empire - they do not seek the throne, but they now have the political and military strength to demand a role in the selection of the next Dynasty. In game terms, if the Mantis achieve victory, they will elevate themselves to Great Clan status and become leaders in the Imperial Assembly.

Since the founding of the Empire, various sects of Monks have venerated and studied the Tao of Shinsei, seeking wisdom in the ancient writings. During that dark hour when Fu Leng took possession of the body of the last Hantei Emperor, messengers traveled from one secluded monastery to the next. For the first time in the history of the Empire, the Monks have decided to take direct action to carry out the will of Shinsei. They stand unalterably opposed to the evil of the Dark One, and will stop at nothing to purge his vile essence from the world. The Monks do not seek to place one of their own on the throne, but they do insist that they play a role in the selection of the next Emperor. In game terms, when the Monks are victorious, they have convinced the Great Clans to heed their counsel and their wisdom in the selection of the next Dynasty.

There are also other forces at work within the Empire that will have a long lasting impact on the game. We have received a constant stream of letters, faxes and email over the past months urging us to provide information on what the future of the game will be. The most exciting announcement that we can make at this point is that there will be a new miniseries L5R expansion scheduled for the end of 1997. This miniseries, tentatively titled "The Scorpion Clan Coup," will take place before the existing storyline and will cover in depth the events which lead up to the Clan War. This will give players an opportunity to see younger versions of familiar personalities, like Akodo Toturi, the famous Lion Clan Champion, and an opportunity to see why the Scorpion Clan was powerful enough to believe they could take the throne by force. The miniseries is scheduled to release with new cards in three 50 to 75 card installments in October, November and December. Our plans also call for additional L5R expansion products in 1998 and beyond, and work is progressing on a new story arc and a completely new game that will feature characters from the current storyline adventuring in a strange new land.

Also look for the exciting new L5R Role Playing Game, published by the Alderac Entertainment Group under license from Five Rings Publishing Group. The first RPG products will be on store shelves in April, with additional releases monthly.

The Imperial Herald

Published by the
**Alderac Entertainment
Group**

Production Manager
Earl P. Thatony

Kolat Caterers
**D.J. Trindle
Rob Vaux
John Wick**

Masthead Designs
Matthew D. Wilson

Contributing Writers
**John Wick
Ree Soesbee**

Sales & Marketing
John Zinser

Cover Art
**Toturi's Tactics by
Randy Gallegos
& Matt Wilson**
*Two great tastes that...
well, you know.*

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

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

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



Walking the Way™

Tournament-Tough Decks

Decks designed by Terry Doner & Nik Olah

This issue, we bring you two more deck designs, each proven to be winners in tournaments. We open with a Phoenix enlightenment victory deck.

This nameless deck designed by Terry Doner was proven under fire when it won a multiplayer tournament in December 1996. Here's how the deck works, in Terry's own words:

"The object of this deck is to get the Rings out as fast as you can. I've only had success with it in multiplayer games. The Ring of Earth is the first priority. Use a Walking the Way if you have to, but get it out if attack decks go after you. If you have the time, go for the Hammer of Earth and help defend someone else's province – then play the Ring of Earth. If things are hectic, then go get the Iron Citadel and cast it. Remember, if you go this route, get all the money you can first (especially the School of Wizardry).

"The Ring of Air is the easiest with this deck. With the innate shugenja abilities flying around this is not a problem.

"The Ring of Water is the hardest. You have to go into a battle and win. This is not easy with a Phoenix deck. That is what the Ambush, Sneak Attack, Night Battle, and Deadly Ground are for. If you are under attack, play Night Battle. Then use Isawa Tomo to move enemy units out of the battle until you have an advantage (maybe use

a Shout or two to insure this). Once you have that, play Superior Tactics and a Deadly Ground.

"The Ring of Fire needs the Mantle of Fire to work, unless you have Isawa Tsuke and Kuni Yori out. If your opponent is low on cards in his hand, use Kuni Yori and make him discard. Then, challenge one of his high-chi Personalities with Isawa Tsuke. You play the one card first that Tsuke is allowed, and your opponent either strikes or goes into fits because he has no cards to play – or no cards that he wants to play.

"The Ring of Void works with either Kuni Yori or just by playing normally. This deck isn't designed to keep cards in your hand.

"The main thing to watch out for is not to play each ring as the chance occurs. The moment your opponents figure out what you're up to they will come after you. Try to play 2 or 3 rings in one turn. Your opponent will know what you're up to but need a turn or two to do anything about it. That means you get one more turn to finish the Enlightenment win."

Next up, we have an interesting Naga deck from Nik Olah...

Nik found that this deck performed well in one-on-one tournaments, especially against the notorious Lion Speed Decks.

"Hawks & Falcons & Sanctified Temples are to



Deck by Terry Doner

Holdings

3x Silver Mines
3x Corrupted Silver Mine
3x Small Farms
1x Plains of Otosan Uchi
3x Jade Works
1x School of Wizardry

Events

Return of Fu Leng
Inheritance
Chrysanthemum Festival

Personalities

3x Isawa Tomo
3x Isawa Osugi

1x Isawa Tsuke (Inexp.)
1x Nameless One
3x Kuni Yori
1x Earth Dragon
3x Moshi Wakiza

Actions

2x Ambush
2x Block Supply Lines
2x Brash Hero
2x Deadly Ground
2x First Shout
2x Focus
2x Iaijutsu Duel

2x Night Battle
1x Oath of Fealty
3x Refugees
1x Ring of Air
1x Ring of Earth
1x Ring of Fire
1x Ring of Water
1x Ring of Void
2x Second Shout
2x Sneak Attack
2x Superior Tactics
1x Third Shout

Spells

1x Iron Citadel of Fu Leng
3x Walking the Way

Items

1x Hammer of Earth
1x Drum of Water
1x Mantle of Fire
3x Naginata
1x Ancestral Sword of the Phoenix

handle refusing Iaijutsu Challenges and the occasional Breach of Etiquette if I get ahead in honor," writes Nik. "The Price of War slows down other decks more than mine. I have lots of cheap personalities, and pay the 2 less gold to force them out nearly all the time. The Dragon players I was up against relied on getting the honor for putting personalities into play."

Nik also spiked the deck with the Doom of the Crane and Doom of the Dragon cards since they were the most common Clans in the tournament.

"Early in the game, I have to be more defensive - late in the game I'm the military powerhouse. I use a pretty big dynasty deck, but I force all my personalities into play, and never pay full cost unless I can't spend the gold on something else.

"With this deck, don't be afraid to discard anyone with a high gold cost early on. Later in the game, you have enough gold to do anything."



Deck by Nik Olah

Holdings

2x Bushi Dojo
3x Forest
1x Hawks & Falcons
3x Jade Works
3x Market Place
3x Pearl Bed
3x Pearl Divers
3x Ports

1x Sanctified Temple
3x Small Farm

3x Stables

Regions

1x Farmlands

1x Plains of Otosan Uchi

Events

1x Doom of the Crane
1x Doom of the Dragon
1x Dragon Sword is Broken
1x Glimpse of the Unicorn
1x The Price of War

Personalities

3x Balash
1x Bayushi Kachiko
2x Isha
1x Kaiu Kensu
3x Naga Shugenja
3x Naga Warlord

1x Qamar
1x Qarash
1x Ramash
3x Shagara
1x Shahadet
3x Shosuro Taberu
1x Shuten Doji
2x Soshi Bantaro
2x Toku

Actions

3x Another Time
3x Arrows from the Woods
3x Block Supply Lines

3x Breach of Etiquette
3x Deadly Grounds
3x Entrapping Terrain

Followers

3x Naga Bowmen
3x Naga Bushi
3x Naga Spearmen

Items

1x Armor of Earth
2x Jade Arrow
1x Spear of the Naga

Spells

1x Touch of Death
1x Wind Born Speed

The Yoritomo Alliance



Illustration © 1996 Tom Brondolito

For a thousand years, the Great Clans have dominated every aspect of Rokugan's politics and culture.

That time has come to an end.

The minor clans have gathered under the banner of Yoritomo, the Mantis Clan Champion, to join the conflict that rips at Rokugan's heart. Inspired by the deeds of the ronin

Toturi and fueled by Crane koku, Yoritomo has seized the moment. In Rokugan's hour of darkness, he and those who follow him fight, not for the Throne, but for their own chance at greatness.

One of the most exciting aspects of the Yoritomo Alliance is the fact that players of *L5R* will get their first glance at the minor clans of Rokugan. For almost two years, players have been engaged in the political and tactical struggles of the Great Clans, but now, the minor clans have an opportunity to gain equal status with their elder cousins.

Clans such as the Wasp, Fox and Tortoise can be found in Yoritomo's Alliance, as well as members of the much-demanded Mantis Clan. While they cannot gain the Throne, they can earn the respect of the Great Clans, thus earning themselves positions in the political hierarchy of Rokugan.

Players of *L5R* are very familiar with the unusual tactics and style of cards from the Mantis Clan. Doji Hoturi has said: "Never before have I met a Clan so intent on protecting their honor and filling their pockets with gold." Having been separated from Rokugan for so many centuries, the Mantis have developed a slightly different version of bushido than is practiced on the

mainland. The Mantis recognize (as well do the Cranes, although they will not admit it) that money is power. To control Rokugan's resources is to control her destiny.

Rokugani believe that hoarding money is a sign of cowardice. After all, as Shinsei himself suggests: "If you are reluctant to part with your money, how reluctant will you be to part with your life?" The Alliance deck will allow players

to use the Mantis' unique philosophy in an intriguing way. Also, the Personalities in the Alliance deck reflect the unorthodox tactics and fighting styles of the Mantis. The deck's namesake, Yoritomo, is perhaps the most deadly of all the Champions and his Ancestral Weapon truly reflects the Mantis philosophy: "Money is power."



Illustration © 1996 Bryon Wackwitz



The Brotherhood of Shinsei



Illustration © 1996 Eric Anderson

Theirs is the way of peace, solitude and tranquillity. For a thousand years, they have been the counselors of samurai and shugenja, lord and peasant. But the armies of Yogo Junzo have assaulted the mountain temples of the Shintao, searching for the rumored descendant of Shinsei who will fulfill an ancient prophecy. Armed with only

their wisdom, the Shintao monks fight against the darkness, waiting for the time when the Seven Thunders will gather again, to face Fu Leng one last time.

Since the beginning of the war, Yogo Junzo has known that the real weapon of the Clans is knowledge. Over the many months, he has seen each of the Elemental Masters handle the Black Scrolls and he has allowed them to corrupt the Isawa family. But now a new force has caused the shugenja's attention to turn away from the Phoenix: the Brotherhood of Shinsei.

Rumors fly across the Empire that the descendant of the little man who brought the "new way" to Rokugan has emerged. A command from the palace has been issued: "Find Shinsei and destroy him at all costs." Junzo has followed his master's commands and has turned his forces to destroying the sacred shrines of the Empire as he seeks the descendant of Fu Leng's ancient enemy.

But Junzo did not count on the holy order of monks to react to his attacks. The *yamabushi* (fighting monks) of the Brotherhood of Shinsei have now entered the fray, protecting their temples and shrines against the dark armies of Fu Leng. They carry no weapons, have no armies to speak of, but their mastery of Shinsei's wisdom is all they need to face Junzo as they prepare for the return of Shinsei and the legendary Seven Thunders.

The Brotherhood of Shinsei is, in many ways, the most unique *L5R* starter deck yet seen. The monks have been seen wandering the countryside of Rokugan, but no-one anticipated they would be a real military force in the Emerald Empire. But their mastery of the *Tao of Shinsei* gives them a single advantage that no other deck can claim: the one true path to enlightenment.

The Brotherhood's special ability is, perhaps, the most potent in the game. Whenever a Monk player performs a series of actions that would allow him to play a Ring card, he may bow his Stronghold and go through his Fate deck to get that ring and put it into play.

In addition to their Stronghold's special ability, the Monks themselves prove to be mighty formidable. Granted, they cannot match with the tacticians and samurai of the Clans, but their special abilities augment and complement the powers of the Rings, allowing for a truly enlightened deck.



Illustration © 1996 Elynn Sura



The Way of the Willow

by Ree Soesbee • Part Three

This is the third and last part of Ree's story. The previous installments appeared in Herald issues 3 & 4.

The night settled again over Matsu keep, the winds lashing against the walls with a sudden biting cold. Banners which had been hung the day before snapped violently and fought against the pull of the air. One ripped, fluttering wildly until it was engulfed by the darkness and could be seen no more. The Lion Clan keep stood bold and unassailable behind heavy granite walls and solid iron gates. But no walls, no gates, and no fortifications could keep the darkness out. It slid along the corridors, hid itself in unused rooms, and passed silently behind closed doors.

Doji Shizue lay on a hard cot in one of the spartan rooms of the keep. Her face, the delicate, pale features of her clan, turned toward the window's faint light and her gentle gray eyes opened. She had awakened suddenly, the dark stillness of the night surrounding her. For some reason the spirit of nightfall had changed, becoming more still and holding a strange tension that Shizue had not felt before. She arose, her pale hair swinging to her feet, and settled her ragged kimono about her body. Some subtle change in the air rustled about her like the misty breath of a ki-rin, and she shivered. Opening the thick metal shutters of her barred window, Shizue looked out and tried to

find its source.

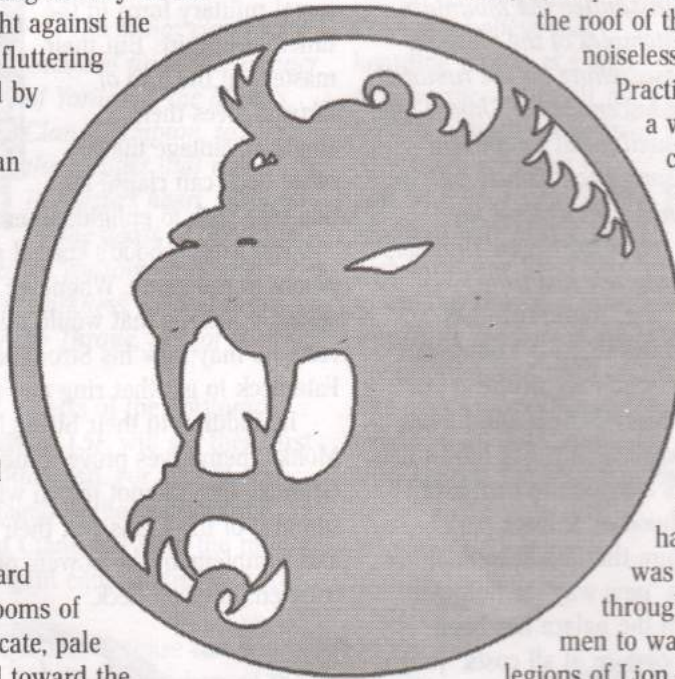
He crept along the high ledges, his feet touching the ground with the delicacy of a leopard on slick rock. Dressed in black, the features of his face swathed in cloth, he leapt unnoticed from the inner wall to the roof of the keep itself, landing noiselessly on the shingled tiles.

Practiced and efficient, he found a window that led to an empty chamber, and dropped to its sill. With only a minimum of effort, the lock was sprung, and the ninja vanished inside.

The battle strategies of the next day in her hand, Matsu Tsuko walked with the strides of a captive lioness as she took refuge in the familiar hallways of Matsu Keep. It was her tradition to stride through them before she led her men to war. As commander of the legions of Lion forces, each battle brought

new concerns, new strategies, and new dead. Knowing that her orders could sentence men to die, she paced these halls to seek the battle-wisdom of her ancestors. The sanctuary she sought was one of tradition, treading the paths her father, and his mother before him, had trod.

Silently, the ninja wound his way through the corridors. He too passed as though he had been among these halls a thousand times before, but he was not here to chase wisdom.



The guards outside the locked door fell swiftly before his *kusarigama*, the chained weapon which had helped him scale the walls, and the door was easy to coerce open. With no more sound than the passing of a cloud in the night, he entered the locked room.

The ninja slid silently into the chamber, closing the door with a soft click. Shizue spun, her hair swirling in a white blur across the pale light of the window. For a moment, they stared at each other, the ninja and the storyteller, caught between the darkness of the keep and the thin shred of moon which broke through the clouds. Then, with a gasp, she leaped at him and he caught the softly sobbing form of his beloved.

Shizue murmured, "They are going to kill me in the morning because I will not tell them of Toturi's army."

Her once rigid composure had crumbled, and now she seemed frail, almost porcelain.

"We must escape, I must go back to Kakita-san, he must know that the Naga are not of the Shadowlands ..." Her whispers were ragged, and he silenced her gently with his hand.

Swiftly, he led her to the door, her limping step more agile than it had seemed to her captors. "There are guards," he murmured, "but we can pass them." Confidently he opened the door a finger's width and peered through. A second later, he led her out into the darkness of the keep.

Bypassing the many guards of Matsu palace was dangerous and difficult, often forcing Shizue and the ninja spy to hide in darkened alcoves as a sentry passed. The corridors were dark and twisted, leading them into a maze of rooms. But the ninja never faltered, always following the path that led them down, away from the sentries, and towards the great inner gates.

Tsuko slowed in her journey through the keep, listening intently to the cold, still air. A faint noise reached her ears and she came to a halt. Frowning as the

noise repeated itself, she silently drew her katana from its sheath. Again she heard the dull sliding... reminiscent of a lame foot dragging across the stone corridor. Cursing to herself, Tsuko flattened against the corridor wall as the sound moved toward her.

As they came around the corner of the hallway, the ninja hesitated. With a sharp cry, Tsuko leapt from the alcove, her blade plunging toward Shizue. The storyteller screamed, and the ninja shoved her out of the way, the blade slicing into the flesh of his arm. Shizue stumbled back away from the two combatants as the ninja crouched, pulling his *kusarigama* from his clothes.

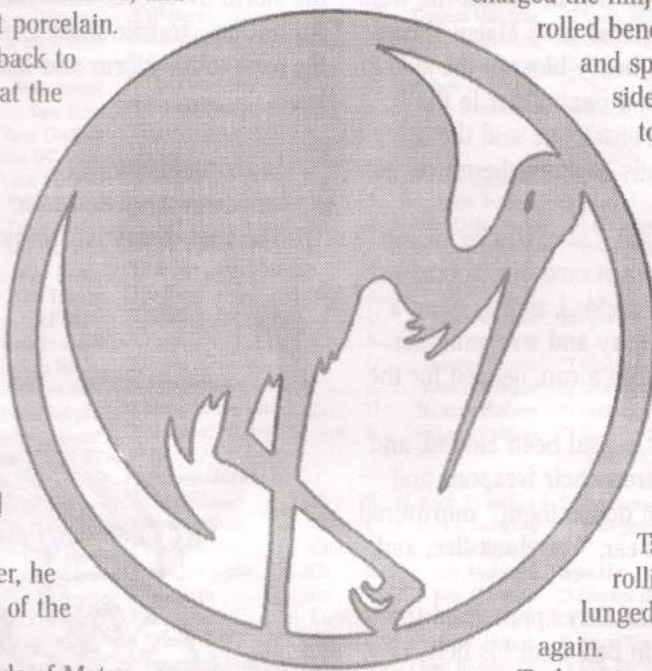
"Well, Doji," hissed Tsuko, "Did your honorable clan send this ninja?" Her sword hung steady in the air between them as the ninja's chain began to whirl. She

charged the ninja again, barely missing as he rolled beneath her swing. She snarled and spun to face him, but he danced sideways, his chain blurring toward her legs.

Leaping, Tsuko avoided the entangling chain, and landed with her katana ready to strike, only to find that the ninja had already moved again. He intercepted her as she leapt toward him and with a single movement, hurried her to the ground in a sacrifice throw. As Tsuko gasped for breath, rolling swiftly to the side, he lunged to his feet and faced her again.

Tsuko gripped her sword tightly, preparing for another exchange, when she noticed the blood drops on the floor beneath her. A savage grin erupted across her face, and she spat, "You're already wounded, ninja filth. You're slowing... soon you'll be no more than meat on the spit of my—" she charged, screaming, "sword!" Her sudden blow missed as the ninja swiveled to the side, but her shoulder landed a heavy strike and she heard the ninja gasp in pain.

The steady whirring of the chain slowed as the ninja



staggered back, but rapidly increased again, keeping Tsuko at bay while he recovered. Shizue stood, frozen in fear by the side of the corridor, staring helplessly at the combat as Tsuko charged again.

Then, faster than a striking serpent, the ninja struck. Whipping the chain about his head, he spun the dangerous hook toward Tsuko's sword arm. Without giving Tsuko a chance to recover from her charge, he wrapped the chain about her katana and pulled. The sword flew uselessly from her hand, landing far out of reach.

Crouching, Tsuko shook her head in disbelief. "Only one man can disarm me like that," she thundered. Leaping at the ninja in fury, she ripped away his mask. Gasping as she recognized the face, she faltered in shock.

"No, my sister, I am not Kage. But he taught me well. As well as he taught you." Her pause gave Matsu Hiroru the second he needed to land a heavy blow to the side of the Lion Clan Champion's head, dropping her to the ground. "And you should know, sister," he said the unconscious form, "No one 'sends' me anywhere I do not wish to go."

Pulling his mask over his face again, Hiroru swung Shizue into his arms. "We must run now. Her shouts will have alerted the guard." Shizue nodded, swiftly tying a scrap of her kimono over his injury and wrapping her arms about his neck. He leapt into a run, headed for the inner gates of the keep.

The guards at the gate had indeed been alerted, and as the ninja approached, they drew their weapons and prepared to attack. "You cannot defeat them!" murmured Shizue, her breath warm in his ear, "You must flee, and leave me!"

Hiroru made no reply, and as they approached the gate, he pulled a small porcelain ball from his belt. Flinging it at the guards, he ran forward with all his strength, holding Shizue tightly. As the ball struck, clouds of sulfurous gas billowed out, covering the gate and sending the guards into paroxysms of coughing. "Close your eyes," he advised, and hurled himself into the mass of clouds. Shizue buried her face in the ninja's shoulder as the gas bit at her eyes and lungs, the sulfur making tears well up and blur through her closed lids. All around her, she heard the guards gasping and wailing as

their eyes were blinded by the bitter gases.

After a few moments, they burst out of the poison fog into the wide expanse of ground outside the keep. Hiroru fled into a grove of trees to the west, his chest heaving with the exertion of carrying Shizue. "Quickly," he gasped, "I have a horse in the grove."

From the top of the walls surrounding Matsu Keep, Akodo Kage watched the horse bearing the two figures vanish into the night as the guards floundered out of the slowly dispersing mists. The alarms inside the keep were sounding, but Kage knew they were too late. The arrival of his rebellious former student had been unforeseen, even by the sensei.

"Hiroru and the Doji girl?" he thought silently, "How unexpected." He paused, watching the lightning strike in the storm overhead. "And yet..." he reflected, "how useful." An uncharacteristic smile crossed his face as he turned his back to the storm and faded into the darkness of the keep.

In the intervals
Of rough wind and rain
The first cherry blossoms.
—Chora





Crimson & Jade

Actions

□ A Samurai's Fury	R	Gallegos & Wilson
□ A Spirit of Water	C	KC Lancaster
□ Along the Coast at Midnight	R	Kevin Ward
□ An Oni's Fury	U	Ron Spencer
□ Ancestral Guidance	R	Ron Chironna
□ Bad Karma	R	Jesper Myrfors
□ Barbarian Horde	R	Ron Spencer
□ Breaking Blow	U	Tom Biondolillo
□ Carrier Pigeon	C	Diana Vick
□ Catching the Wind's Favor	C	Bryon Wackwitz
□ Counterfeit	U	Daniel Gelon
□ Cowardice	U	Dan Frazier
□ Dance of the Elements	U	KC Lancaster
□ Deploy Reserves	U	Dean Vincent White
□ Double Chi	C	Dean Vincent White
□ Extortion	R	Carl Frank
□ Fight for My Favor	U	Doug Shuler
□ Fist of the Earth	C	William O'Connor
□ Forced Alliance	R	Christina Wald
□ Fresh Horses	U	Monika Livingstone
□ Gift of the Wind	C	Mike Raabe
□ Glimpse of the Soul's Shadow	C	Tom Baxa
□ Inner Fire	U	Vann Godfrey
□ Know Your Enemy	R	William O'Connor
□ Master of the Rolling River	U	Vann Godfrey
□ Narrow Ground	C	Daren Bader
□ Night of a Thousand Fires	U	Doug Shuler
□ One Koku	C	Mike Kimble
□ Stand Against the Waves	C	Mike Raabe
□ Stand Firm	C	Dan Frazier
□ Strength of My Ancestors	C	Jeff Reitz
□ Strike of Flowing Water	C	Nicola Leonard
□ Superior Strategist	R	Bob Hobbs
□ The Fault is Mine	C	Diana Vick
□ The Purity of Shinsei	R	Jason Behnke
□ The Touch of Shinsei	R	Nicola Leonard
□ The Wrath of Osano-Wo	C	Wackwitz & Daily
□ Void Strike	U	Ellym Sirac
□ Wisdom the Wind Brings	U	April Lee
□ You Walk With Evil	R	Anson Maddocks
□ Architects of the Great Wall	R	Jeff Reitz
□ Are You With Me?	U	April Lee
□ Light of the Sun Goddess	U	KC Lancaster
□ Mine Riots	U	Joel Biske
□ Naming the True Evil	R	Liz Danforth
□ New Taxes	U	Heather Hudson
□ Severed from the Emperor	R	Ellym Sirac
□ Shadow of the Dark God	U	Anson Maddocks
□ Summons From Beyond	U	Greg Simonson
□ The Battle at Isawa Palace	U	Craig Gilmore
□ The Death of Tsuko	R	Jason Behnke
□ Tsunami	U	Bob Hobbs
□ Winter Warfare	R	Ellym Sirac

Followers

□ Bandit Gang	C	Joel Biske
□ Brothers of Thunder	U	Mark Poole
□ Courier	C	Diana Vick
□ Kenku	U	Greg Simonson
□ Kenku Teacher	C	Heather Hudson
□ Kolat Bodyguard	U	Val Mayerik

□ Mantis Clan Shugenja	U	Tom Baxa
□ Mounts	C	Val Mayerik
□ Peasant Levies	C	Diana Vick
□ Shiryō no Agasha	R	Daren Bader
□ Shiryō no Doji	R	Pamela Shanteau
□ Shiryō no Hida	R	R. Prior & Barrera
□ Shiryō no Matsu	R	Val Mayerik
□ Shiryō no Otaku	R	Bryon Wackwitz
□ Shiryō no Shiba	R	Rob Alexander
□ Shiryō no Shosuro	R	Greg Simonson

Holdings

□ Army	C	Wackwitz & Daily
□ Bridged Pass	C	Alan Prior
□ Corrupted Copper Mine	C	Mike Raabe
□ Dragon's Teeth	C	Daniel Gelon
□ Engineering Crew	C	Mark Poole
□ Forest of Thorns	U	Greg Simonson
□ Historian	C	Thomas Manning
□ Island Wharf	C	Kevin Ward
□ Prayer Shrines	C	Daren Bader
□ The Great Bear	R	Matthew D. Wilson
□ Tunnel System	C	Tom Biondolillo

Items

□ Antidote	U	KC Lancaster
□ Armor of the Shadow Warrior	R	Jason Behnke
□ Chime of Harmony	C	Monika Livingstone
□ Clan Banner	R	Dean Vincent White
□ Incense of Concentration	U	Pamela Shanteau
□ Kenshin's Helm	U	R. Prior & Barrera
□ Kolat's Favor	U	Jesper Myrfors
□ Pearl-Encrusted Staff	R	Bryon Wackwitz
□ Robes of Shinsei	U	Heather Bruton
□ Toturi's Fan	R	Randy Gallegos
□ Visage of the Void	U	Heather Hudson
□ Ancestral Weap. of the Man	F	Anthony Grabski

Personalities

□ Hida Yakamo	Cb	R. Matthew D. Wilson
□ Hiruma Yoshi	Cb	C. Liz Danforth
□ Yasuki Kojiro	Cb	U. Larry Elmore
□ Asahina Tomo	Cn	R. Eric Anderson
□ Doji Reju	Cn	C. Ron Chironna
□ Kakita Ichiro	Cn	U. Randy Gallegos
□ Agasha Heizo	Dr	C. Larry Elmore
□ Togashi Jodome	Dr	U. Tom Biondolillo
□ Togashi Mitsu	Dr	R. Wackwitz & Daily
□ Ikoma Ryozo	Li	U. Mike Raabe
□ Kitsu Motoo	Li	R. Randy Gallegos
□ Matsu Goemon	Li	C. R. Prior & Barrera
□ Hyobe	Ma	U. Thomas Manning
□ Kanbe	Ma	C. Mark Tedin
□ Masasue	Ma	C. Randy Gallegos
□ Mukami	Ma	C. Tom Biondolillo
□ Nobuo	Ma	U. Ellym Sirac
□ Norio	Ma	R. Larry Elmore
□ Ryosei	Ma	C. Mike Raabe
□ Takumi	Ma	C. Wackwitz & Daily
□ Yoritomo	Ma	R. Jason Behnke
□ Hitoshi	Mo	C. Tom Biondolillo
□ Koichi	Mo	C. Jason Behnke

□ Norio	Mo	C. Liz Danforth
□ Suana	Mo	U. Ellym Sirac
□ Takao	Mo	U. William O'Connor
□ Taro	Mo	C. Eric Anderson
□ Tetsuya	Mo	R. Larry Elmore
□ Ashamana	Na	C. Tom Baxa
□ Shabura	Na	R. Greg Simonson
□ Shalasha	Na	U. Randy Gallegos
□ Isawa Norikazu	Ph	R. Anson Maddocks
□ Isawa Tomo	Ph	U. Rob Prior
□ Shiba Shingo	Ph	C. Joel Biske
□ Bayushi Tasu	Sc	U. Anson Maddocks
□ Shosuro Sadato	Sc	C. Liz Danforth
□ Soshi Bantaro	Sc	R. Ron Spencer
□ Chinoko	Ua	U. Matthew D. Wilson
□ Ginawa	Ua	R. Bryon Wackwitz
□ Kado	Ua	C. Carl Frank
□ Moto Sada	Ua	C. Ron Spencer
□ Moto Tsume	Ua	R. Bryon Wackwitz
□ Ogre Outlaw	Ua	U. Matthew D. Wilson
□ Oni no Chi	Ua	U. Tom Baxa
□ Oni no Gensō	Ua	C. Tom Biondolillo
□ Orochi	Ua	R. Matthew D. Wilson
□ The Hooded Ronin	Ua	R. Doug Shuler
□ Tokiujū	Ua	C. Mike Kimble
□ Tsuo	Ua	C. Eric Anderson
□ Yugoro	Ua	R. Mark Tedin
□ Iuchi Daiyu	Un	R. Pamela Shanteau
□ Shinjo Rojin	Un	C. Mark Poole
□ Shinjo Tashima	Un	U. Mark Tedin

Regions

□ Borderland	U	Alan Prior
□ Clan Heartland	R	Mark Poole
□ Lost Valley	C	Larry Elmore
□ Secluded Ravine	C	Rob Alexander
□ Shinsei's Shrine	R	Nicola Leonard
□ Sunken City	R	Mark Poole
□ Temple of Osano-Wo	F	Mike Raabe
□ The Yasuki Estates	C	William O'Connor
□ Tradeposts of the Mantis	C	KC Lancaster

Spells

□ Disrupt the Aura	C	Heather Bruton
□ Divine the Future	U	Craig Gilmore
□ Fiery Wrath	R	Doug Shuler
□ Oni Warding	R	Ron Spencer
□ Osano-Wo's Breath	U	Mark Tedin

Strongholds

□ Brotherhood of Shinsei	F	Eric Anderson
□ Yoritomo's Alliance	F	Tom Biondolillo

Key:

C = Common
F = Family
U = Uncommon
R = Rare
Cb = Crab
Cn = Crane
Dr = Dragon

Li = Lion
Ma = Mantis
Mo = Monk
Ph = Phoenix
Sc = Scorpion
Ua = Unaligned
Un = Unicorn
† = Black Scroll



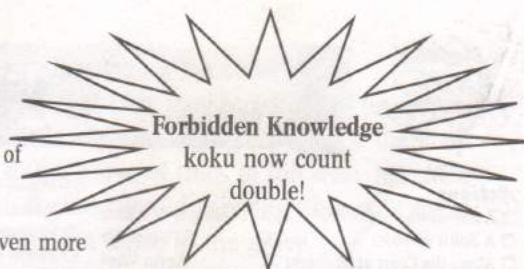
TAKA'S TREASURES™



What are Koku?

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

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



5 - 1



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

5 - 2



2500 plus \$10 S&H



5 - 2. Here it is. The shirt that everyone wants. The most sought after shirt at the '96 Gen-Con Game Fair. More than anything else, this is what L5R players have been asking for. It's currently unavailable at stores and the only way to get it is here - from me. Specify Size (L, XL, XXL).



250 (\$4 S & H domestic \$10 S & H Foreign)



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



5 - 3



600 plus \$2 S&H



5-4. **NEW!** Meditation spheres, just like those used by Phoenix Clan shugenja. Get in touch with your inner strength for *just 200 koku* - for a limited time only! (Spheres not pictured)



200 plus \$2 S&H



The Card Shop

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

If you're missing cards to complete your collection or are just looking for a little something to give you that extra edge against your opponent, then peruse this month's selection of cards. Each order must be accompanied by a **self-addressed stamped envelope**, the order form, and any protective materials you want your cards to travel in. Also, if you are ordering from another edition of the Herald, please look at the bottom of the order form for a list of cards I've run out of. All artwork © 1996 by respective artists and used by permission.



20 each plus an SASE

5-O. IE Hida Yakamo

5-P. IE Imperial Gift

5-Q. IE Togashi
Hoshi

5-R. Change of
Loyalty

5-S. False Alliance

5-T. His Most Favored



5-U. The Obsidian
Hand

5-V. Rampant Plague

5-W. Qamar

5-X. Kamoto

5-Y. Experienced
Toturi

5-Z. Yodin



ORDER FORM – Herald #5

(cut out or photocopy)

Please write down all items ordered by number (ie. 5-1, 5-X, etc.) and total the shipping and handling. Make checks payable to the Alderac Entertainment Group or AEG.

Item #'s _____

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

Name _____ Phone _____

Street _____ City _____ State _____ Zip _____

SEND ORDERS TO:

ALDERAC ENTERTAINMENT GROUP

attn: Taka's Treasures

4045 Guasti Rd #212

Ontario, California 91761

Please allow two to four 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. **Note that the following cards are no longer available:** Togashi Yokuni, Matsu Tsuko, Shiba Ujimitsu, Master of the Tea Ceremony, Ninja Stronghold, Naga Abomination, Shosuro Hametsu, Shinjo Yokatsu, Crysanthemum Festival

The Oracle of the Void™

Legend of the Five Rings Frequently Asked Questions

Find the complete version at <http://www.zzz.iipo.gtegsc.com/jwa/15r>

FAQ Created by D. J. Trindle • Maintained by Jeff Alexander • Send submissions to jwa@frpg.com

Notes on the FAQ

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

Special thanks go out to Jeff Alexander, maintainer of the FAQ. *Arigato gozaimasu!*

General

Q: What's the rarity distribution like for AOD & BP?

Anvil of Despair has 50 common, 50 uncommon, and 50 rare cards. Also, Clan Decks include deck-specific cards as in Shadowlands, although this time they're Personalities that already exist in the basic set rather than brand-new Items.

Beiden Pass contains two fixed, pre-built 80-card decks for the Crab and Dragon Clans. It includes two cards previously available only as promos: the inexperienced Dairya and the Monstrous War Machine of Fu Leng.

Q: How many cards are in each AOD?

Anvil of Despair: 152 cards (2 from Emerald), two strongholds.

Rulings

Q: What if one card gives me a bonus to my Province strength, then the base strength of all my Provinces gets changed? Do I lose the bonus?

A: No. If something grants you a permanent bonus or penalty to the strength of one or more of your Provinces, that change will stick around for the rest of the game, even if your base strength changes or the original source of the change is destroyed or altered.

Q: Does Ikoma Tsanuri prevent terrains from being played in the battle she was originally assigned to, or the one she's currently at?

A: The one she's at. If she moves away or dies, her opponents can start playing terrains again. She won't destroy an existing terrain if she's moved into a battle, either.

Q: I've got a card that says it "can only be attached to a ninja". Does this mean it counts as a "ninja card"? After all, the word "ninja" is in the card's text.

A: No. Single words such as "Ninja" and "Cavalry" must appear in bold type at the top of the text area for a card to have that trait. Appearing in the middle of a sentence doesn't count.

Q: Junzo's Army can't have allies. Does that mean he can still be an ally to someone else?

A: No. Junzo can't have allies in any way, and no one can ever take an action which would make him an ally, like playing Tides of Battle. He also can't make use of the Alliance event.

Q: If Junzo's Army can't lose honor, how can he use all those Shadowlands cards that cost honor to use? And what about the Dark Oracles? Their honor losses can't be changed.

A: Honor loss is never a cost for playing a card. It's more like a side effect. And Junzo's Army doesn't change honor losses, it outright ignores them. The Dark Oracles work just fine for him.

Q: I'm not sure how to figure out what cards Junzo can't use, or why he's allowed to use the ones listed in the rulebook.

A: For one, he can't do anything Political. Besides actions which say "Political" right on them, the Glossary tells us that anything that alters an honor loss or gain is Political, as are both lobbying for the Favor and giving it up to play an action or a card. Note that actions which "cause" an honor loss or gain aren't necessarily Political, nor are reactions which involve the Favor.

He also can't perform any actions which immediately and consistently cause an honor loss to another player. He's allowed to use effects which aren't actions (Dragon Sword is Broken), which don't cause an immediate loss (Utter Defeat), or that don't always cause a loss (Iaijutsu Challenge).

Q: What happens if I spend full price for Toturi in a Toturi's Army deck?

A: You waste 2 gold. Since Toturi enters play dishonored, his effective Personal Honor is 0. You gain no honor, and he remains dishonored with his lower Force and Chi.

Q: Can Toturi's Army play Alliance and pick Dragon Clan, and get dual-Clan Personalities for 4g less or 2g less plus honor?

A: Yup.

Q: Do I get honor for overlaying a Personality with her Experienced version? I'm paying the full price, which is zero.

A: No. You're not hiring someone new.

Q: The rules say I can overlay a normal card with the Experienced one "if I have an earlier version...already in play when the Experienced Personality appears". Does this mean "just if", or "if AND ONLY if"?

A: Just "if". Any time you have the original version of a Personality in play and the Experienced version face-up during your Dynasty Phase, you can overlay it, even if the Experienced one appeared first.

Q: How can a Naga deck use Dashmar to win a game through honor? Their Stronghold says they're not allowed to do that!

A: Using Dashmar isn't an Honor Victory, it's a special victory generated by a card. The Naga can win this way, as can other clans which manage to steal him, or copy him or his ability.

Q: Now that Follower tokens also count as cards, I can give my token Naga Followers force bonuses, right?

A: Naga Follower tokens can't get force bonuses because the Stronghold says so. It has nothing to do with being or not being cards.

Q: My opponent is at -18 honor. I have one Province left, and no one to defend it. He attacks and destroys it. Can I play Plea of the Peasants so he loses 5 honor and the game ends in a tie?

A: The answer lies in carefully reading the Reaction to see whether it gets played before or after the event it's reacting to. In this case, Plea of the Peasants gets played "when another player has destroyed" one of your Provinces. "Has destroyed" is past-tense - this Reaction gets played after the event. Unfortunately, you were eliminated from the game the moment you lost your last Province, and you can't play anything after being eliminated. Looks like your opponent is victorious.

The moral is this: read your Reactions closely!

Q: What about Kusatte Iru? I can use it even if my last Province gets destroyed. This will tie the game if my opponent has only one Province too.

A: Actually, it won't. Remember, Reactions don't retroactively counter anything unless they say so. Because of Iru's wording,

you destroyed your opponent's last Province *after* he destroyed yours. He was the last player in the game, thereby achieving a Military Victory. Iru doesn't change that.

Q: Speaking of Kolats, can I put the Night Medallion on the Experienced Lion Sensei? What happens if I do?

A: The Experienced Sensei has the Kolat trait, so he can wear the Medallion. If you've played him over an original Sensei, the Medallion modifies all his abilities and lets him place +3/+3 sensei tokens, up to 4 on each Personality. Existing sensei tokens don't change to +3/+3, though, and any normal Sensei can still only place up to 2 tokens on one card.

Q: Since the Medallion adds +2 to the real mathematical value of numbers, if I put it on a card whose ability makes me "lose 1 honor", would I actually start gaining 1 honor? After all, "lose 1 honor" means I adjust my honor by -1, and $-1 + 2 = +1$.

A: You're reading too much into that ruling. The number printed on the card is "1", and $1 + 2 = 3$. You would "lose 3 honor".

Q: I want to do something to a particular card, but I'm not allowed to target it. Can I aim my effect at some other card, then use something like the Ring of Air to redirect it to the card I really want it to hit?

A: No. You can only redirect actions to things they could have been aimed at in the first place.

Q: I have a Ninja Shapeshifter, initially 2F/2C with a +2/+2 weapon token, and I want him to copy an Ogre Bushi's Force of 6. That means the Ninja becomes a total 8F/4C creature, right? Six for the Ogre, plus two from the weapon?

A: If your NSS has any kind of a weapon, you'll almost always end up in a situation where the Whole is not equal to the Sum of the Parts if you copy someone else's Force or Chi. In our example above, the +2F from his own sword apparently "disappears". The sword doesn't actually change from a +2/+2 weapon to something else, nor does the NSS's base Force of 2 change. What does happen when the NSS copies a stat is that you stop using basic math to figure his total and just use the copied value on faith (plus or minus any further changes that happen *after* the shapeshift, of course). That's ninja trickery for you.

Q: Is it true that I can't copy the Crab Oni's ability to gain +1/+1 per Crab Personality I control?

A: That isn't an "ability", it's a "trait". The NSS can't copy it.

Q: Is there anything else I should know about the 'shifter?

A: Two things. The first is that using another card's ability is a two-step process, since you have to take one action to copy the ability first, then another to actually use it. You can't just duplicate an effect cold-turkey - it takes planning and

forethought in some situations to use it right.

The other thing is that the NSS's ability is a *targeted* action, since you have to pick which card to copy. This means your opponents can use Mamoru or Investigation to counter an attempt to copy their cards, and it means you can't copy anything from your own bowed Personalities.

Q: When is Hoseki, the Ninja Mystic, treated as a ninja, and when is she treated as a shugenja?

A: When she "casts" her spell, she performs a ninja action instead, but the spell is always a spell, and anything it does to "this shugenja" will affect her. Doom of the Phoenix destroys the spell, Black Scrolls corrupt her, spells that destroy their caster destroy her, and so on.

Anvil of Despair

Shashakar: This card counts as the Naga Shugenja for purposes of being Experienced, not Unique.

Mikaru: This card does not count as a Naga.

Elemental Vortex, *Kusatte Iru*: These cards are Nonhuman.

Arrival of the Emerald Champion: This card's destruction at the conclusion of the battle is unpreventable, and happens even if there is no resolution segment.

Changes

Q: Let's say that two of my Provinces, A and B, were attacked. My defense at Province A was successful. The attacker is now resolving the battle at Province B. Can I use my unit-moving card to move a used defender from Province A into B?

A: Yes. Although all attacking and allied units bow and return to their controller's Fiefs as soon as the battle they were assigned to is over, the defender's units do not bow at all, and do not leave their assigned Province until the entire Attack Phase is over.

Q: Okay, we've finally resolved the battles at both Provinces A and B. My opponent wants to resolve a battle at Province C now, but none of us have any Units there. Is he allowed?

A: Yes. Each time you're attacked, there will be a battle at each Province, even ones with no Units at all. The attacker must resolve them all, although he can do them in any order he chooses.

Q: Is it really legal to use the Dark Oracle of Water to do something like sending a single card-heavy Unit on a suicide attack against yourself, so that you gain lots of honor by killing it?

A: Okay. This question strikes a common chord with a lot of other questions, and that chord is this: when, exactly, does card text really override the game's general rules? The answer is, "not as often as you might think".

Let's read that Dark Oracle:

"Bow the Oracle after Cavalry have been assigned in the battle phase. You may now assign any of your unassigned units to attack or defend any of the Defender's Provinces."

At first glance this card lets you commit your own Units into any battle, even on both sides, and regardless of whether you've been invited by either side as an ally. But nothing on the card *specifically* overrides these rules. So, all it lets you do is assign the troops that you could have assigned normally, just after everyone else's. Any rules the card doesn't clearly allow you to break must still be obeyed, and it's against the rules to attack yourself, help both sides, or commit uninvited troops.

Here are some other examples:

- The Imperial Edition Wyrms Riders didn't say that they needed to bow to make their Ranged Attack. But unlike Togashi Rinjin, the Riders didn't explicitly say they could make it without bowing, either. Since the Rulebook says that Ranged Attacks bow the shooting card, the Riders still needed to bow.

- Kaiu Suman allows you to attach a new Fortification to any of your Provinces. However, you cannot use Suman to attach the Moat that just appeared in Province A to Province B, which already has a Moat from earlier. Suman only overrides the rule governing where Fortifications may be placed – he doesn't override the rule that Provinces can't have duplicate Fortifications.

- The Kaiu Pass Region allows you to attach one weapon or armor to Personalities that enter play from its Province, for 4g less. But this doesn't let you attach an item to someone who can't have one, like a Dragon.

- Many cards allow you to challenge "any Personality", or "any Shadowlands Personality", or whatever. But the Glossary defines a "challenge" as always happening between one Personality which you control and another which you do not, so none of these cards allow you to challenge your own Personalities, despite the word "any".

Notes

Dairya: this card now has the Unique trait.

Monstrous War Machine of Fu Leng: this card now has the Shadowlands trait and a Minimum Honor of "-".

Also, the Mountain Goblin always has a Personal Honor of 1.

"Stronghold of the Empire" Program

We're looking for a few good stores.

We're building a national network of retailers who are bringing new players to the game and keeping existing players excited about the Emerald Empire. We've created a special program to help those stores achieve even better success. In order to make this system work we need your help. Bring this article to your local retailer and let them know that you'd like to have them participate.

The type of stores we're looking for all have several things in common. They have an open display of Emerald Edition decks and boosters – and hopefully several unopened displays ready to go! They have an open display of each of the three expansions, *Shadowlands*, *Forbidden Knowledge* and *Anvil of Despair*. They have a regularly scheduled tournament or L5R demonstration, at least every six weeks. They have posted our flyers and the signs we've

distributed, and they've hung the L5R posters if the store policy allows the hanging of promotional posters.

We call these stores **Strongholds of the Empire** and we've created a special program just for them. Strongholds receive several benefits for joining this program, such as: one free pass to a sanctioned Pro Tour event for each sanctioned tournament held in the store, free membership for the store in the Imperial Assembly, free premium apparel items like T-Shirts, \$300 in CoOp credit, which must be applied annually to approved advertisements for the store, listing in national magazine advertising, premium placement in Store Locator Service, special in-store Stronghold of the Empire signage, monthly news, promotional packets and information mailed directly to the store, one uncut card sheet, and preview materials for future FRPG products as available.

In order to become a Stronghold of the Empire, all the store owner has to do is call 1-888-4-5RINGS and ask to about the program. We will mail or fax a short registration form for them to fill out and return. We'll confirm their participation, and within ten working days the confirmed stores will start to receive Stronghold materials.

A store maintains its status as a Stronghold of the Empire by continuing to support the product as described above, using the CoOp marketing credit provided by the program, and by reporting sales to SCRYE Magazine, InQuest Magazine or Comics Retailer, thus gaining more mention for their store.

We expect to have 500 stores in the program soon, and space is limited. Please encourage your retailer to contact us so that they can reserve their space in the program today.

Daniel Landers
Director of Marketing
Five Rings Publishing Group, Inc.
1-888-4-5RINGS
www.frpg.com

We're Looking for a Few Good Stores...

National Rankings

Collated and compiled by
Dave Williams and
Marcelo A. Figueroa

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

These rankings are accurate as of mid-January, and include results for the West Coast Invitational and the National Tournament at GenCon '96. They do not include Hero Con – the results were apparently lost en route. If anyone has a clue as to the whereabouts of the Hero Con results, please let us know!

Jeff Alexander	Phoenix	800	Bart D. Burdick, Jr.	Unicorn	900
Daniel Allen	Dragon	1300	Eric R. Burgess	Crab	150
David Allen	Crane	1350	Chris Burghardt	Unicorn	150
Miles Anderson	Dragon	500	Peter Burrows	Scorpion	700
Ralph N. Anderson	Dragon	750	Robert Burson	Junzo's Army	1050
Paul Ang	Phoenix	250	James Burton	Crab	2250
Alex Asef	Crab	2050	Hal Bush	Naga	3400
Roland Athelain	Scorpion	200	Boyd Butcher	Unicorn	450
James Atteberry	Unicorn	150	Pete Callaway	Unicorn	500
Dean A. Bachelder	Lion	300	Chris Carlson	Dragon	50
Phil Bagley	Unicorn	300	Ken Carpenter	Phoenix	6750
John D. Baker III	Unicorn	800	Robert Carson	Crab	3100
Paul Banda	Naga	900	Aaron Cartozian	Scorpion	50
Owen Barents	Unicorn	450	Nicholas Cascone	Lion	2475
Wayne Barker	Dragon	150	Xavier Castillo	Ronin	250
Craig Bateman	Toturi's Army	900	Michael Catinari	Phoenix	150
Jason Bates	Scorpion	1050	Peter Ceccardi	Phoenix	900
P. J. Beacham	Scorpion	1400	Antonio Celli	Scorpion	325
Eric Bergstrom	Ronin	300	Daniel Cetorelli	Lion	1500
Justin Berman	Phoenix	300	Dave Chacon	Phoenix	925
Lance Bertram	Unicorn	750	Frank L. Chafe	Lion	1400
David Besaw	Ronin	150	Paul R. Chamberland	Dragon	150
Brian Beyer	Crab	300	Mike Chase	Junzo's Army	100
Naveen Bhandarkar	Crab	50	Doyle Christensen	Phoenix	1675
Ryan Biller	Crab	450	Abraham Chung	Crane	450
Philip Birkelbach	Crane	900	Andrew Clark	Phoenix	1300
Lisa Bjornseth	Unicorn	750	Robert Clemente	Unicorn	550
Thomas Black	Crane	300	Ira - Shaine Clements	Naga	650
Tracy Bloom	Lion	325	Ted Clingan	Crab	450
Jeremy Bloyd	Ronin	600	Michael Cochran	Phoenix	600
Monte Box	Crab	450	Marco Coelho	Toturi's Army	400
Melinda Brand	Unicorn	450	Kevin J. Colbert	Unicorn	1625
Chris Brawner	Unicorn	300	James Cook	Phoenix	200
Caj Brejtus	Ronin	1850	William Cook	Dragon	13975
Robert Brito	Lion	650	Ray Coolidge	Crab	1350
Travis Brooker	Crab	450	Tom Cooper	Lion	9900
Douglas Brown	Ronin	800	Jeff Cornelius	Dragon	300
Jason Brown	Phoenix	3200	Robert Cushman	Phoenix	2100
Tom Brown	Lion	200	Ed Czechowski	Unicorn	1550
Dan Bruns	Crab	2400	Kathleen Czechowski	Dragon	800
Chris Bryant	Scorpion	775	Gabe D'Amico	Phoenix	300
Truc Bui	Unicorn	200	Daniel N. Daley	Naga	1650

Paul Damour	Unicorn	225	Will Glenn	Crab	1700
Lucifer Davies	Unicorn	500	Bryan Glover	Dragon	175
Stephen Davies	Dragon	50	Jesse Gollihar	Dragon	2450
Scott Davis	Phoenix	1350	Matt Gomez	Unicorn	1500
Michael Deich	Phoenix	50	Tony Gomez	Unicorn	1050
Tom Delaney	Phoenix	1100	Joaquin Gonzalez	Toturi's Army	300
Pasquale DiMeo	Ronin	1700	Beverly Goodman	Phoenix	150
Terry Doner	Phoenix	3250	Brendon T. Goodyear	Lion	800
Eric Dorsey	Crab	1150	James Goss	Scorpion	450
Mike Dotter	Ronin	450	Justin Graesser	Ronin	2000
Les Douglas	Phoenix	5300	John Granato	Lion	600
Mark Dovico	Lion	2650	Anthony Green	Ronin	9075
Mickie Dovico	Unicorn	225	Dan Grendell	Naga	300
Jack Dracula	Scorpion	1400	Erik J. Grey	Lion	1000
Alex Drake	Crane	200	Nicholas Griffin	Naga	800
Derk Dreeszen	Dragon	1450	Bob Gross	Lion	900
Tom Duann	Crab	4450	Ed Grover	Dragon	200
Chris Dubuque	Scorpion	700	Sena Hafezi	Crane	375
Richie Duenez	Scorpion	450	Teya Hahn	Crab	1500
Felix Duong	Crab	2250	Robert Hall	Unicorn	800
Bruce Dyker	Dragon	150	Randy Harrington	Ronin	900
Stuart Eastman	Lion	1250	Tyson Hatfield	Unicorn	2050
Jim Eckel	Phoenix	200	John C. Hay	Crane	50
Brad Edge	Crane	50	Rea S. Hederman	Naga	1850
Ellen Edge	Unicorn	150	Lane Hess	Ronin	450
Matt Edmonds	Lion	150	Ronald Hew	Unicorn	225
Harry A. Edward	Dragon	450	Quentin Hidalgo	Dragon	300
Colin Edwards	Phoenix	1500	Michael Hixon	Ronin	775
Mark Edwards	Dragon	1500	Allen Hodge	Dragon	4100
Tyler Embley	Ronin	2350	Tom Holley	Unicorn	450
Kurtis Enoksen	Mantis	4750	Garth Hood	Dragon	300
Bernie Escarcega	Lion	150	Heiji Horde	Ronin	525
Jon Evans	Unicorn	375	Jesse Horton	Ronin	1000
Mike Exline	Dragon	200	Stephen G. Horvath	Dragon	925
Michael Fahrenkopf	Lion	900	Josh Howard	Lion	2400
Jason Fair	Unicorn	2400	Lawrence A. Howlett	Dragon	450
Motau Faleafa	Phoenix	50	Ben Hoyt	Phoenix	425
Sam Faleafa	Phoenix	650	Timothy Hoyt	Lion	3900
Dennis W. Faulkner	Lion	1625	Tom Hubbard	Lion	3025
Chris Fehr	Ronin	600	Akoni Hudson	Dragon	525
Fred P. Fernandez	Dragon	5600	Samuel Huggins, Jr.	Ronin	50
Edward Fikes	Ronin	400	Bill Ingram	Lion	300
David Fisk	Crab	1050	Lyle Jaeger	Ronin	450
John L. Florence Jr.	Lion	500	Bronson D James	Naga	525
Kevin Floyd	Crab	275	Brian Janssen	Unicorn	250
Alan Ford	Scorpion	1250	Mark Jerome	Toturi's Army	1900
Dewayne Forest	Dragon	3550	Eric Johnson	Lion	450
Gary Fortenberry	Dragon	3200	Ivan Johnson	Crab	200
Andy Foster	Lion	150	Ryan Johnson	Toturi's Army	900
David Foster	Crab	300	Tom Jones	Scorpion	900
James Foster - Keddie	Ronin	300	George E. Joyce Jr.	Phoenix	300
Corey Fox	Ronin	300	David Jukes	Phoenix	1235
Jesse Fox	Unicorn	150	Richard Kane	Unicorn	300
Ron Fraigun	Unicorn	436	Matt Kassabian	Naga	1100
Russell Frame	Crane	950	Wayne Kaufman	Ronin	1000
Jack Fraser	Dragon	50	Erik Kay	Ronin	900
Stanislav Freidin	Phoenix	450	Talbert Kearney	Crane	50
John W. Frey	Lion	325	Justin Kessel	Ronin	925
Jason Fukumoto	Crab	1600	James Kiang	Dragon	450
Michael Gaines	Phoenix	500	Keenan Kibrick	Unicorn	150
Aaron Gallagher	Lion	150	Donny Kim	Unicorn	1175
Paul Garcia	Phoenix	800	Dean W. Kimes	Unicorn	1050
Tim Garcia	Crab	150	Eric Kirby	Ronin	2200
Morgan Garrett	Ronin	1345	Robert D. Kirk	Ronin	1850
Mason Garrison	Naga	900	Michelle Klingle	Dragon	450
Paul Geardi	Crane	1300	John Knowles	Phoenix	150

Kevin Knox	Lion	900	Robert Norse	Ronin	300
Jeff Koehly	Ronin	300	James Nowak	Toturi's Army	6675
Dirk Koenings	Ronin	450	Dan O'Farrell	Unicorn	650
Kenneth Kosler	Crab	600	Chad O'Byrne	Ronin	450
Adam Kothencz	Dragon	100	Lawrence Oei	Unicorn	450
Michael Kravitz	Ronin	1000	Matt Oldaker	Crane	1050
Karl Kreder	Crab	300	Scott Orlando	Unicorn	7850
Billie Krieger III	Dragon	300	Jonathan Osborne	Lion	685
Mike Kruger	Crab	1425	Adam Ostrand	Crane	300
Tad Kugler	Crab	350	Steve Outzen	Scorpion	6500
Aaron Kuper	Lion	125	Charles Oversby	Crane	600
Dylan Lahti	Dragon	150	Raul Padron	Crane	100
Dieu Lam	Dragon	500	Alex Pagle	Scorpion	5100
Frank Larramendi	Crane	100	Scott Pagliaroni	Unicorn	350
Erik Larsen	Crab	1550	Justin Parco	Phoenix	975
John Laska	Dragon	125	Al Parks	Scorpion	50
William Lauver III	Naga	150	Jeremy Patterson	Crane	300
Jason Le Bouef	Unicorn	50	Owen Paun	Scorpion	650
Dennis Alan Letsch	Crane	350	Benjamin Peck	Crab	12000
Charles Lewis	Ronin	50	Charles H. Peck	Lion	8725
Phil Lewis	Scorpion	650	Willy Perdomo	Dragon	100
Jesse Lindholm	Ronin	300	Scott Peterson	Dragon	625
Daniel Ray Lujan	Crab	5100	Teresa Peterson	Ronin	750
Henry Luna	Naga	300	Ken Petty	Ronin	600
David Macy	Crane	300	Leon Phillips	Toturi's Army	1400
Dale Malec	Ronin	775	Jessemay Ann Pollock	Lion	1650
Michael Maners	Crane	3100	Jeff Powlishta	Unicorn	900
Wade Mans	Crab	50	Bob Proctor	Lion	150
Tom Marga	Ronin	50	Robert Protis	Lion	1700
Max Martell	Crane	150	Michael Raley	Crane	1600
Lawrence Maruyama	Ronin	550	Anderson Ramroop	Crane	1300
Kevin Masterson	Scorpion	300	Andrew Rast	Crane	750
John F. Mathews	Lion	50	Jeremy Ratcliffe	Unicorn	500
Brad Matteson	Crab	12050	Ronald Ray	Unicorn	1800
Bradley Maxham	Lion	150	Venk Reddy	Lion	6600
Duane Maxwell	Dragon	825	Bryan Reese	Unicorn	1025
Jason McClean	Dragon	1150	Carlos Rentas	Crab	1725
Steve McCormick	Ronin	150	John A. Rentas	Lion	3075
Arthur McGoey	Crane	900	Eric Reyes	Crane	5925
Sean McManama	Naga	2450	John Richardson	Phoenix	250
Michael McVey	Ronin	450	William Rivera	Lion	800
David McAllister	Crane	400	Clifford Robbins	Dragon	150
Troy McCauley	Phoenix	1150	Jeremy Roberts	Naga	150
Gerilyn Meany	Scorpion	450	Phil Roberts	Phoenix	900
Jonah Medeiros	Scorpion	50	Howard Robertson	Ronin	150
Gino S. Mifsud	Ronin	50	Nelson Rodrigues	Crab	50
Jeff Milburn	Crane	600	Christian Rodriguez	Scorpion	650
Mike Miller	Scorpion	200	Gabe Rogers	Unicorn	1700
Brian Modreski	Phoenix	1550	Mark Rollins	Lion	50
Valentino Molinar	Crab	4100	Kurt Romig	Ronin	150
Gordon Monson	Unicorn	300	Scott Rooney	Lion	300
Ralph Montano	Ronin	400	Scott Rose	Unicorn	100
Robert H. Monteith	Dragon	75	Dave Rosehill	Crab	75
Brighton Montenegro	Lion	800	Bruce Ross	Crane	300
John Montoya	Unicorn	250	Ian Ross	Dragon	475
Marcelo Morales	Lion	1050	Joshua E. Rowe	Naga	850
Andy Morris	Ronin	1500	Peter S. Ruland	Naga	800
J. Todd Morrow	Scorpion	750	David Salsman	Crab	6500
Fransz Murphy	Lion	500	Rufino Sanchez	Lion	250
Jim Murphy	Crane	300	James Sandoval	Ronin	1600
Reg Murray	Unicorn	650	Ben Santellano	Ronin	425
Howard Myatt	Ronin	1850	Christy Satterlee	Crane	50
Chris Myer	Dragon	3200	Steven Sauer	Unicorn	2550
Stewart Nakamura	Crane	300	Brandy Savage	Ronin	1675
Victor Nanongkhai	Ronin	5850	Joe Schafer	Unicorn	1200
Nic A. Neidenbach	Scorpion	700	Travis Schick	Unicorn	900

Russell Schultz	Dragon	1100
Zev Sciasinger	Phoenix	700
Matthew Ken Scott	Lion	125
Josh Sellers	Dragon	3850
Bryan M. Settle	Ronin	600
Allan Seyberth	Lion	4150
Jason A. Sherlock	Ronin	125
Mindy Sherwood-Lewis	Crane	100
Tom Shinabery	Ronin	300
Glen E. Sideras	Crab	300
Sean Silva	Dragon	5325
Tom Skovronsky	Ronin	300
Brandon Slaten	Lion	900
Randy Sloman	Ronin	500
Nick Smith	Unicorn	800
Nick Smith	Unicorn	150
Valerie J. Soesbee	Crane	1000
Justice Sommer	Naga	9900
Brad Soper	Crab	550
Stan Sord	Unicorn	4750
Tye Sord	Unicorn	1200
Eric Spagnuolo	Scorpion	1100
David St. Croix	Crab	1575
Jason Stark	Ronin	1200
Jeff Stolt	Naga	750
Andrew N. Stueve	Ronin	5175
Shawn Sullivan	Crab	150
Donavin Sulser	Lion	400
Douglas Sundseth	Ronin	500
Stephen Swarner	Toturi's Army	7300
Steven Swearinger	Scorpion	1050
Patrick Tabuchi	Phoenix	150
William Taira	Ronin	50
Tim Tallon	Ronin	200
Ryan Tauscher	Naga	1475
Jeremy Teasdale	Ronin	1575
Pendar The Bard	Unicorn	350
Charles Thomas	Lion	6950
Robert Thomas	Scorpion	400
Michael Thompson	Naga	1000
Sean Thompson	Crane	246
Mark Tiepelman	Unicorn	450
Keith Tobeck II	Crane	225
Don Tordilla	Dragon	5725
Eric Treanor	Lion	900
Zev Trubowitch	Crane	200
Marc Tsukakoski	Crane	3875
Christopher Turner	Dragon	450
Jim Tyler	Dragon	800
Jon Udewitz	Scorpion	600
Troy E. Vail	Lion	6100
Jason Van Winkle	Unicorn	1400
Niguel Vega	Scorpion	50
Wayne Vincenzi	Dragon	300
Craig Waechtler	Lion	1550
Jon Wagner	Unicorn	300
Scott M. Walker	Lion	900
James Walls	Dragon	300
John Walts	Scorpion	1274
Charles Way	Dragon	900
Eric Webb	Ronin	150
Aaron Weiss	Unicorn	300
Brian Wesley	Lion	150
James K. Wheeler	Dragon	675
Zeb Wheeler	Crab	125
Art Whitmill	Unicorn	900

Fred Whitney	Ronin	225
Calvin Wilhelm	Ronin	50
Glenn Wilson	Unicorn	300
Craig Winans	Phoenix	2550
Gregory Wishon	Scorpion	300
Alex Wong	Ronin	200
Stephen Wong	Crab	1250
David Wood	Toturi's Army	3150
Jared Wood	Lion	450
Andrew Woodworth	Scorpion	800
Robert Woros	Unicorn	1150
Nathan Wray	Dragon	1400
Ben Wright	Unicorn	225
Darrell Wyatt	Dragon	750
Eric Yaple	Crane	450
David Yeager	Dragon	50
Kevin Zander	Unicorn	2350
Alexander Zane	Lion	3900
Michael W. Zinda	Dragon	150
Dennis Zinkevich	Lion	1550

The Clans & Their Warlords

Lion	93,560	Tom Cooper	(9,900)
Crab	77,900	Brad Matteson	(12,050)
Dragon	74,040	William Cook	(13,975)
Ronin	62,470	Anthony Green	(9,075)
Unicorn	59,186	Scott Orlando	(7,850)
Phoenix	45,135	Ken Carpenter	(6,750)
Scorpion	31,274	Steve Outzen	(6,500)
Crane	30,864	Eric Reyes	(5,925)
Naga	29,900	Justice Sommer	(9,900)
Toturi	22,925	Stephen Swarner	(7,300)
Junzo	1,150	Robert Burson	(1,050)

Top Warlords

William Cook	Dragon	13975
Brad Matteson	Crab	12050
Benjamin Peck	Crab	12000
Tom Cooper	Lion	9900
Justice Sommer	Naga	9900
Anthony Green	Ronin	9075
Charles H. Peck	Lion	8725
Scott Orlando	Unicorn	7850
Stephen Swarner	Toturi's Army	7300
Charles Thomas	Lion	6950

Artist's Market

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

Rob Alexander

P. O. Box 1558
Mercer Island, WA 98040

Daydream Graphics Online Gallery

Featuring art by Randy Gallegos & Matt Wilson
<http://www.hooked.net/~plumage/>

Randy Gallegos

plumage@hooked.net
5667 Snell Ave. #214
San Jose, CA 95123

Bob Hobbs Fantasy Illustration

BHobz5968@aol.com
P.O. Box 4545
Middletown, RI 02842-0545

Inkling Productions

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

Mike Kimble

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

K. C. Lancaster

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

Nicola Leonard

P.O. Box 16284
Seattle, WA 98116

Ken Meyer

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

Mutt Studios

Byron (Head Mutt) Wackwitz, Kevin Daily,
Antonio Grabski, Alyssa Shipley
kdaily@ix.netcom.com
P.O. Box 53941
Philadelphia PA 19105
Unlimited prints available, \$15 matted, plus
\$2.50 per print for shipping & handling.

William O'Connor

28 Central Street
Huntington, NY 11743
Originals and prints available

Ben Peck Illustrations

2492 Hansen CT
Simi Valley, CA 93065
(805) 442-1597
Limited *Shadowlands* prints available; \$20
per print or \$100 for a set of six. Send money
order and SASE, plus \$3 per print for S&H.

Brian Snoddy

P.O. Box 16284
Seattle, WA 98116
Various prints are available at \$20 each.

Matt Wilson

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

Robin Wood

meshort@concentric.net
3319 Greenfield #102
Deerborne, MI 48120



The Imperial Assembly

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

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

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

If you are renewing your subscription and want a Clan T-Shirt, please include your Assembly Number and an additional \$10, or 500 koku. The normal retail price is \$17.95!



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

ALDERAC ENTERTAINMENT GROUP

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

Payment Type

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

Name _____
Address _____
City _____ State _____ Zip _____
Phone Number _____
Clan Affiliation _____
E-Mail _____

☐ I'm renewing. Assembly # _____

☐ Yes, I want a T-Shirt! (Renewals only.
Please include Clan, size and an additional
\$10 or 500 koku) _____



CRIMSON & JADE

April 1997

Clan T-shirts are finally available!

*At long last, you can show
your clan affiliation with
these high quality T-shirts.*



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

When you renew your membership in the Imperial Assembly, you may order a Clan T-Shirt of your choice for only an *additional* \$10, or 500 koku. Each shirt bears the L5R logo on the front and your Clan logo on the right sleeve. On the back in full color is one of your favorite L5R Personalities and a quote from the game.

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