

LEGEND OF THE FIVE RINGS • INTERACTIVE STORYLINE COLLECTIBLE CARD & ROLEPLAYING GAMES

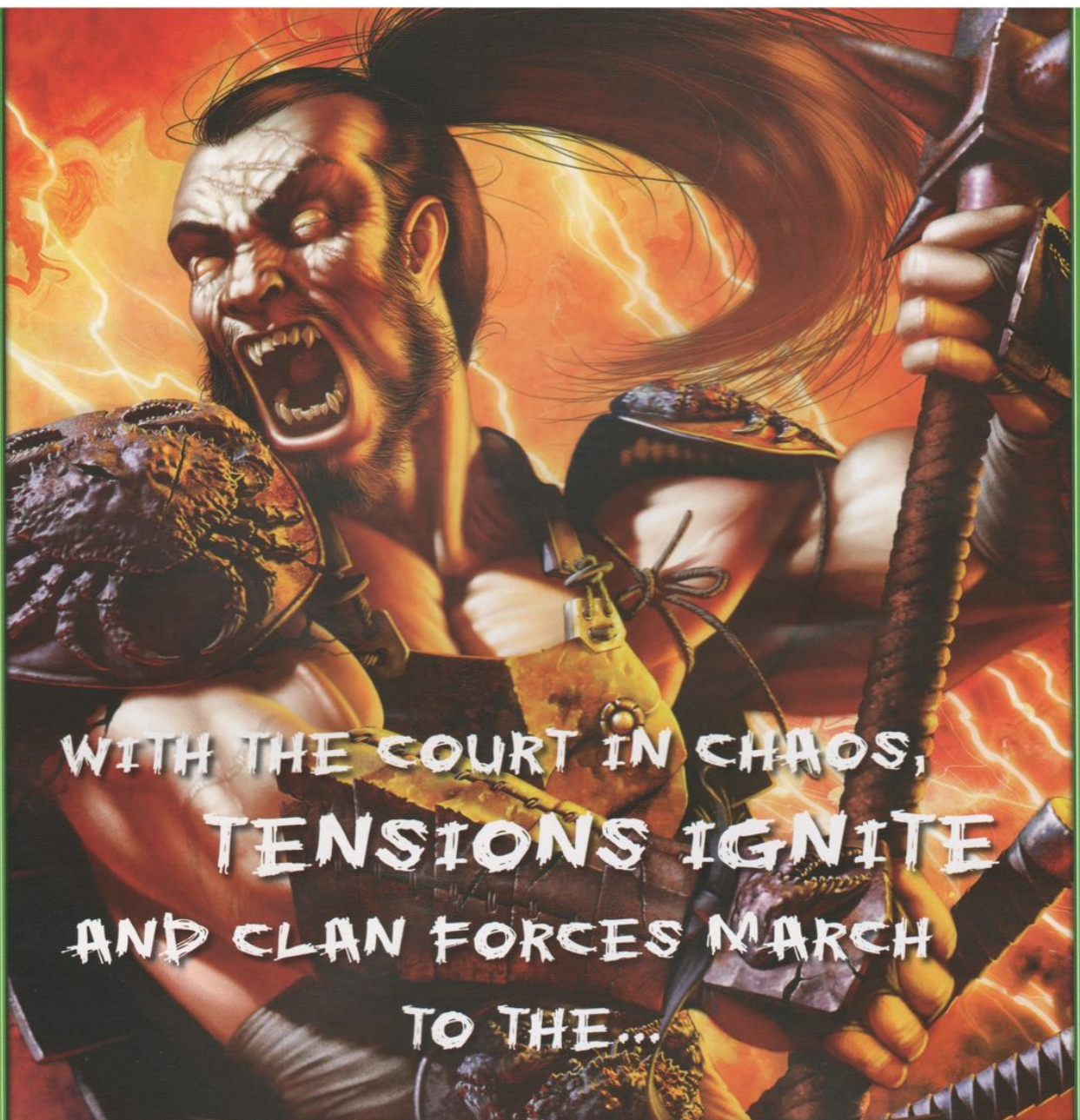
THE
IMPERIAL

HERALD

VOL. 2 / NO. 19



REVEALED! TEST OF
ENLIGHTENMENT
DRUMS OF WAR
ENCYCLOPEDIA



WITH THE COURT IN CHAOS,
TENSIONS IGNITE
AND CLAN FORCES MARCH
TO THE...

DRUMS OF WAR



WAR ONCE AGAIN DESCENDS UPON THE EMPIRE OF ROKUGAN. The Dragon Clan march against the Crane Clan who they view as nothing more than charlatans. The Lion answer their Crane allies call and ride to their aid, eager to avenge their lost glory. While the Phoenix and Mantis still war, the Unicorn Khan now eyes more of the empire. Prepare for *Drums of War*.™

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THE
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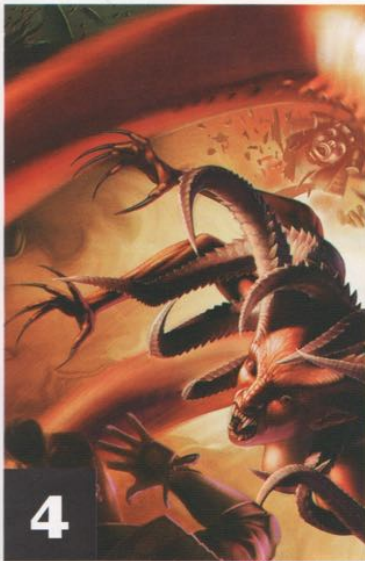
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By Todd Rowland



TESTED

DETAILS ON THE NEXT LIMITED EDITION SET

This summer, *Legend of the Five Rings* players have the chance to add the power of Enlightenment to their decks! *The Test of Enlightenment* special set contains the results of the Kotei 2006 events, and will be tournament legal for GenCon and the World Championships, carrying over the storyline directly into those events. *Legend of the Five Rings* has always been about the interaction of players and the story. *Test of Enlightenment* is an immediate response to players' actions and choices, which will impact the remaining major events for the year. Few times in the history of the

game have players' actions so rapidly influenced the environment, and we hope that this set will demonstrate that aspect more vividly than ever before.

ABOUT THE SET

Test of Enlightenment is a 100+ card set that comes in a collectible card binder with a full-color booklet that tells the story of the Kotei, as well as information on each card in the set (including comments from the winner of each Kotei). The binder features beautiful artwork of the Wanderers by Michael Komarck, where the Wanderers' true identities are revealed.

The Test of Enlightenment was designed to reflect the victories of the players at the Kotei, and the characters they chose for Enlightenment. From a list of 100 eligible characters, 50 were chosen to receive the gift of Enlightenment. For example, Josh Griffis won the first Kotei with Shadowlands and chose *Chuda Ruri*. She will have an Experienced version of her card with the Enlightened trait and new powers. At the time of writing this article, characters such as *Isawa Sawao*, *Kyoso no Oni*, and *Hiruma Oda* have also found Enlightenment.

The method in which the players

TEST OF ENLIGHTENMENT

won will also have great impact on the story and the characters involved. Many players will remember how shocked the Scorpion were to see a Shadowlands mon hiding behind theirs on our website when *Bayushi Shinzo* was chosen. They must have felt that having *Kokujin* steal an entire Crab army and use it against the Crab player in the finals was not a Bad Thing.™ Funny that. The newest devotee to Kokujin's teachings will have a major impact on the Scorpion and ninja. Though they were able to win, giving one as powerful and mad as Kokujin a foothold in your Clan is not the best course of action!

Not only were the characters chosen at the Kotei, but the Kotei also created all-new cards. At the Region #15 Kotei in Douglasville, GA, J.R Henry played a deck of all ronin characters and managed to win a game with the Bushido event! That will likely result in a card that empowers ronin. At the Region #35 Kotei, the event location enforced a closing time in the evenings, making the players have to finish matches elsewhere! We think an "Enforced Curfew" card might be a good way to remember this one!

Every card in the TOE is Lotus Legal. Any card that is non-Unique will be included in triplicate, so that you have an entire playset from one purchase.

The booklet included in TOE is much larger than that of *Dawn of the Empire*. This booklet will contain,

among other things, a complete card encyclopedia of the set, including commentary on the making of each card with interviews with some of the winners. The booklet also includes fiction about the way Enlightenment has spread through the Empire, Design's thoughts on the set, commentary from artists, as well as much more from those who had a hand in the creation of this exciting set.

As another bonus to those who were victorious at the Kotei events, the winners of the Kotei will receive a special custom edition of the binder, complete with a full set of *Test of Enlightenment*.

HOW YOU CAN GET TEST OF ENLIGHTENMENT

All Imperial Assembly members can pre-order the *Test of Enlightenment*. For the first thirty days, only Imperial Assembly members will be able to purchase this set. Just go to our website at <http://www.legendofthefiverings.com/> and follow the link to order your copy and include your Imperial Assembly member number, found on the mailing label on the packaging this issue came in. We always want to give you more for being a member of the Assembly, and this is one way. After the initial pre-order, all players will be able to order the set from our online store at <http://store.alderac.com>.

We expect this set to be hot, so be sure to order your set as soon as possible before supplies run out.

HOT PICKS FROM THE KOTEI!



By Brent Keith



THE ORIGINS OF DRUMS OF WAR

From across the lands comes a pounding — the beating of the Drums of War! The Phoenix flare up against their Mantis attackers. The Dragon and the Crane take the field over questions of honor and enlightenment. The Unicorn and the Lion once again come to blows. The Crab and Scorpion bicker over the Lost's petition, while the Lost themselves sit like spiders in a web, bringing trouble to any who are snared in their sticky strands. Meanwhile, the Ratlings hold out while everyone squeezes in on their home.

ELEMENTAL FURY

At GenCon, we saw the Crane attain Enlightenment, with the Dragon barely missing out. At the European Championships, we saw the Dragon come to the cusp of Enlightenment, then choose the path of force at the last moment. From the first event arose *Prosperous Plains City*, illustrating what the Crane as a clan are doing with the fact that some in the clan have found the Way. In *Drums*, we have the other side of the coin: the Dragon's response, especially in the more militant orders. (Hitomi, anyone?) With this stronghold, they show a

deep understanding of the workings of the universe — yet never seem to see the complete picture. Our goal was to create a stronghold which would be easy to build for, yet have a variety of possible decks using it. To supplement the stronghold, what is the obvious need among the personalities? Monks, of course! *Hitomi Suguhara*, in his Experienced form, works directly with the stronghold. His cost? Bow a Ring. If you win the duel he starts? Get another Ring! *Hitomi Tatsumi* is useful in any deck with monks, and *Togashi Mitsu* is just plain big in any Dragon deck. *Hitomi Tsubo* is useful for

Dragon's Heart Dojo simply because she is a boxable monk, but she is at least as useful in any of the other Dragon strongholds — especially if you want to get some of those Rings into play! On the wacky combo side, *Lady Moon's Prophecy* is a Kiho which creates a psuedo-Ring. It will not directly help decks trying to hit Enlightenment, since the Ring it creates does not have a name in the list required for Enlightenment, but in decks built on Ring manipulation it is another Ring to boost those who count Rings and pay the cost for effects requiring that you bow Rings.

creating some new Kitsu shugenja and a Kitsu based stronghold is to focus on ancestors. In the past, the game has included a type of card representing ancestors. These are no longer in the game due to the confusion they caused, so we wanted to do something different. Thematically, ancestors are the spirits of those who have fallen before, helping and guiding from beyond the grave. Clearly, then, *The Hall of Ancestors* had to revolve around dead personalities, letting them influence play without actually returning from the dead (which would encroach on Phoenix and

THE NEED FOR SPEED

Of all the clans, the Unicorn are best at attacking while the opposing armies are away. The benefits of this are clear. The downside, though, is subtle yet potent: Lotus really ties the hands of unopposed armies. With this stronghold, though, you can get around that. Force bonus require opposition? No problem. Bringing someone into battle require opposition? Piece of cake. You want to use someone like *Moto Wasaka* to destroy an item in another province's battle, and there is nobody opposing *Wasaka*? Go for it! The effects of this stronghold do



BLESSINGS OF MY ANCESTORS

If you ask what the Lion are all about, you get different responses from different people, but almost all the answers will sound something like “Bushido,” “Samurai,” “Tradition,” or “Honor.” Of all the clans, the Lion are the strongest archetypal traditional samurai, embodying everything the traditional samurai is supposed to embody. High on that list is a reverence for ancestors. In fact, this is so important to the clan that the only family of shugenja in the clan, the Kitsu, is entirely focused on properly revering the ancestors of the Lion. Therefore, the logical step to take in

Shadowlands). Now, you can pick one of your Lion to start off dead — *Matsu Benika*, for example — and use an ability or boldface trait from that personality — create followers, sticking with the *Benika* example — each turn. Keeping with this theme are the first two Lotus legal shugenja, *Kitsu Fukashi* and *Kitsu Katsuko*. *Katsuko* passes out the Tactician trait and some force while ensuring that the Lion in your discard are honorably dead, and *Fukashi* calls upon the wrath of the ancestors to strike directly at the enemies of the Lion. To round things out, some old faithful Lions return with more experience, and the clan receives a boxable tactician.

not beat the player between the eyes, but in this environment it can be remarkably potent. Also in this set, the Unicorn get a little speed boost from three new boxable personalities: *Utaku Yasuha*, who helps you manage the opposing army, *Shinjo Dun*, who offers another perk for trying to hit two provinces, and *Horiuchi Wakiza*, who allows you to bring in strong backup — even if the backup has fought already this turn. *Dun* and *Wakiza* are especially notable for another reason: they represent the winner of the 2005 Test of the Topaz Champion, as well as the winner's archival. Both being young, it should be no surprise the stronghold alone can pay for either

one. At the other end of the scale is the Shinjo daimyo: *Shono*, the beatstick! Not only does he hurt duels hard, he is like a nagging cancer that will not go away. Send him home? Back he comes! Just saw him destroy your province? With a little help from Spearhead, he is back for another!

A SLICE OF LIFE

Duels received some interesting treatment in *Drums of War*. On the one hand, there are some cards which clearly hurt dueling decks focused around a single bully, such as *Crippling Cut* and *Shinjo Shono*. On the other hand, the clans which care most about dueling have some new tools in their arsenal, such as *Kakita Daiki*, a 4 Chi duelist with a built in battle duel, *Asahina Hira*, the Experienced Keeper of the Void who lets you look at the top of your deck and remove chaff

(helpful before drawing your focus pool!), *Bayushi Muhito*, who lets you get rid of opposing focused cards you dislike, and *Yotsu Dojo*, which will get you some extra honor after you kill the chump. On the gripping hand, there are many cards which have a double edged nature. *Kakita Korihome* poses an interesting question for both people in a duel. On *Korihome's* side, the question is: Focus high for the extra honor, knowing that *Korihome* will wind up bowed and the opponent will survive, or shoot a little lower, simply killing the opponent? On the other side, the question tends to be uglier: Try to win outright against a high Chi in a deck built for dueling, shoot low hoping to survive and bow *Korihome* (accepting the honor boost she will get from it), or simply die, denying *Korihome* the honor boost? *Face to Face* gives a handy Force bump to somebody (possibly

the duelist, possibly someone else), and could be used in decks whether they set out to duel or not. *Tsukuri* is a card to use carefully — it has a low focus value, but negates another focus entirely. With its battle action, it can appear both in dueling decks and decks hoping to survive the occasional duel. Which decks will benefit most? That depends on the players.

FEELING DRAFTY

As with previous sets, there are a number of cards designed specifically with an eye for draft format. Some are simply utility cards which are strong in a very limited card pool, with varying use in constructed formats. For example, *Precise Strike* offers a means of bowing opposing cards in battle, which helps a lot in draft pools with little other bowing tech — but has a lot of competition in the full Lotus

STRONGHOLD:

Dragon's Heart Dojo (DoW)

WIND:

Voice of the Emperor (LE)

PERSONALITIES:

- 1 Hoshi Kaelung (CoB)
- 3 Hoshi Matsuta (LE)
- 1 Mirumoto Masae (PoH)
- 3 Tamori Konoyo (LE)
- 1 Tamori Shiki, Exp (EoME)
- 3 Togashi Kazuki (LE)
- 3 Togashi Nyima (LE)
- 3 Togashi Razan (PoH)
- 1 Togashi Satsu, Exp2 (LE)

HOLDINGS:

- 1 Arms Smugglers (DoW)
- 3 Gold Mine (LE)
- 1 Personal Librarian (LE)
- 3 Secluded Waystation (LE)
- 1 Shrine of Courage (LE)
- 1 Supply Smugglers (DoW)
- 3 Venerable Master (Promo)

EVENTS:

- An Empty Victory (LE)
- Death of Ryoshun (DotE)

Fortune's Gift (LE)

Second Doom of the Crab (PoH)

The First Wedding (DotE)

Wisdom Gained (LE)

Wisdom of the Keepers (LE)

Yobanjin Alliance (EoME)

ACTIONS:

- 3 A Samurai's Fury (LE)
- 3 Charge of the Baraunghar (LE)
- 3 Draw Your Blade (LE)
- 3 Forward Sentries (WoL)
- 2 Into the Darkness (DotE)
- 3 Mountains of the Phoenix (LE)
- 3 Relief Troops (DoW)
- 3 Stagnant Ground (EoME)
- 3 Stay Your Blade (LE)
- 3 War Cry (LE)

KIHOS:

- 3 Banish All Shadows (LE)
- 3 Brand of Fire and Thunder (WoL)
- 2 Flying Leap (DoW)
- 2 Mitsu's Return (PoH)
- 3 Master of the Rolling River (LE)
- 1 Palm Strike (LE)
- 1 Sap the Spirit (EoME)

SPELLS:

- 1 Howl of the Wolf (PoH)
- 1 Kuro's Fire (LE)
- 1 Suitengu's Surge (LE)

ITEMS:

- 3 Obi of Silence (LE)
- 1 Rosoku's Staff (Promo)

RINGS:

- Ring of Air (LE)
- Ring of Earth (LE)
- Ring of Fire (LE)
- Ring of Water (LE)
- Ring of the Void (LE)

SAMPLE DRAGON'S HEART DOJO DECK



pool. Similarly, *Crane Detachment* is a follower offering a bit of card draw in battle, a rarity in draft — but common as dirt in constructed. Since it has a 3 Focus Value and triggers on killing opposing cards — something Crane, Dragon, Scorpion, Mantis, and many others do well — it can easily appear in constructed decks, but because it fills an overlapping role with existing cards it is not an auto-include.

STORY TIME!

As usual, many story effects make their way onto cards. Some, such as the Topaz Champion, have already been mentioned. Others include some of the Champions of Bushido, the final Keepers, The Unsheathed Sword (giving us the *Yotsu Dojo*), the *Porcelain Mask of Fu Leng* for the GenCon SoCal victory, *Toturi's Legacy*, and even an older result giving us the tainted *Rekai*.

Of special mention is the *Legion of the Sapphire Chrysanthemum*. During the Kotei season, we have put a new face on an old tradition: recognizing those who fight with honor! During each Kotei, a player is chosen who best exemplifies the spirit of *Legend of the Five Rings*. This can be shown in sportsmanship, costuming, or a variety of other means. What is important is that the heart of the game is shown in this player's actions. In recognition, their names are inscribed on the rolls of the *Legion*, and they receive a special version of the card featuring art only they will receive. The follower itself is also printed in *Drums of War*, but with different art, and no special recognition text. In the future, the rewards could expand. Only one way to find out: fight with honor!

STRONGHOLD:

Baraunghar Encampment (DoW)

WIND:

Right Hand of the Emperor (LE)

PERSONALITIES:

1 Ikoma Yasuko Exp (EoME)
 3 Ikuei (DoW)
 1 Iuchi Lixue, Exp (CoB)
 1 Moto Chagatai, Exp3 (LE)
 3 Moto Wasaka (DoW)
 1 Shinjo Nakaga (LE)
 1 Shinjo Shono, Exp3 (DoW)
 3 Shinjo Suboto (WoL)
 3 Shinjo Xie (PoH)
 1 Tamori Shiki, Exp (EoME)
 3 Utaku Yanmei (LE)

HOLDINGS:

1 Arms Smugglers (DoW)
 1 Gifts and Favors (LE)
 3 Roadside Shrine
 2 Secluded Village (LE)
 2 Secluded Waystation (LE)
 3 Silk Works (LE)
 3 Stables (LE)

REGIONS:

1 Kaeru Fields (WoL)
 1 Kanashimi Toshi (DotE)

EVENTS:

An Empty Victory (LE)
 Fortune's Gift (LE)
 The Death of Ryoshun (DotE)

ACTIONS:

3 A Samurai's Fury (LE)
 3 Charge of the Baraunghar (LE)
 3 Draw Your Blade (LE)
 3 Forward Sentries (WoL)
 2 Into the Darkness (DotE)
 3 Mountains of the Phoenix (LE)
 3 Relief Troops (DoW)
 3 Stagnant Ground (EoME)
 3 Stay Your Blade (LE)
 3 War Cry (LE)

ITEMS:

3 Chuda Hankyu (PoH)
 1 Jiyu (LE)
 1 Ryokan's Sword, Exp. (Promo)
 1 Shigekawa's Armor (Promo)
 1 Sword of the Righteous Emperor (Promo)
 3 Tsi Blade (LE)

RINGS:

Ring of Air (LE)
 Ring of Water (LE)

By Todd Rowland



HOT DAMN!

NEW TOOLS FOR THE LOST IN DRUMS OF WAR

The Halls of the Damned is one of the most enjoyable Shadowlands strongholds to play a long time. Not pure control, but military based control, it brings together two elements in which Shadowlands players are well versed. With *Drums of War* on the horizon, the potential of the stronghold is about to grow.

There are several decks that can be run out of *Halls of the Damned*. Time will tell which one will rise to the top, but at the moment there are two variations: Military or Dueling, with all Shadowlands or a mix of "—" HR characters. In this article, we're going

to look at a military deck with a mix of Shadowlands and non-Shadowlands Personalities.

THE LOST AND FOUND

The backbone of the deck is the Personalities. On the stronghold we see that any Samurai gains +2F while opposed, but any Shadowlands Personality may use the battle action to take control of an opposing character. Still, we don't want to dilute the deck into doing too many things. This is a samurai deck, not shugenja. If you want spells, there's always *Obsidian Halls* to play with.

The rank-and-file of the deck include *Hohiro*, *Daigotsu Fumiaki*, and *Daigotsu Koshiro*. Don't worry much about Koshiro's trait messing with *Hohiro*, since he rarely actually assigns to a battle. *Daigotsu Masami* adds quick force at a cheap cost, but his low Chi will be less than helpful in stealing Personalities. The big names of the deck include *Voitagi, Exp.* and *Moto "Hell on Wheels" Tsume, Exp3*. And so that we aren't all ugly in the deck, *Daigotsu Rekai* brings some nice control and Cavalry ability. From the Dragon Clan, *Togashi Ieshige* offers very effective control.

Muketsu is also an interesting choice, as giving him a *Blood Pearl* will allow for some great late-game anti-bow tech, and allows you to attack with single units and still use their steal mechanic without losing force. Finally, *Tawagoto* is probably the most debated addition to the deck among Shadowlands players. Many appreciate the free readying, and it is always powerful given a box that requires bowing strong units. However, he also only contributes 1F (3F if opposed), and won't help at all with your stealing tech, being the clean cut non-Shadowlands guy he is, and he doesn't play well with *Koshiro*. It's more of a personal choice, and if your local meta has lots of bowing.

IT BELONGED TO THE GUY I KILLED... HE'D WANT ME TO HAVE IT

Though some would consider it dangerous in the Lotus environment, this deck runs very few followers. The *Obsidian Riders* are the only ones who appear, but they duplicate when played, so the deck has essentially six followers. Where the power comes from are the Items. *Hellbeast* grants more of your Samurai Cavalry, which will become stronger for you mid-game, allowing for the whittling of provinces and the ability to stop the Unicorn advance. *Tsi Blade* is always good for card draw, and the *Blood Pearl* will work with *Muketsu* (though *Oni Lair*, which is a standard part of any Horde deck, can do the same).

TRICKS OF THE TRADE

On the action side, the power to fuel the attack is really found. *Dark Feeding* is possibly one of the best cards for Shadowlands attack. You can divide your forces at two provinces, send

home a Personality at the current battle to pump a Personality at the unopposed battle. Along the lines of unopposed force bonuses, you can find *Akentushi's Tribute*. While only a +1F bump, it does affect *all* your Shadowlands Samurai, which can be a significant jump, if not just enough to take the province. Finally to help out the force, the classic *Wedge* is seen again.

For your control aspect, *Sneak Attack* is quite necessary. Being able to grab their defender before any PK or bow wackiness begins is crucial. Follow that up with a *Muketsu-Blood Pearl trick*, or simply pitching the *Ring of Air*, and you can quickly dominate the battle. *Shoulder to Shoulder* from *Drums of War* also helps in this regard, assuming you're going for the heavy mixed Faction deck. Another debatable action is *To Do What we Must*. Steal someone, TDWWM them to destroy another and you've wiped out two of your opponent's characters. However, if you are without *Ring of Air* or other readying tech, you'll probably have needed the stolen force to take the province.

Dark Lord's Favor is great at slowing down honor-running decks, and is nearly an auto-include in most Horde decks. A *Hired Killer* or two splashed in can also help remove those annoying characters you'd rather not face in battle, even with your rockin' Lost samurai.

THE DECK

And here's the deck. Is it the best? That's for you to decide. Give it a try, tweak it out, and you'll find that while Hot Damn! may not have the outright total control that the *Obsidian Halls* can create, it's much more exciting experience going on the offensive.

STRONGHOLD:

The Halls of the Damned (PoH)

WIND:

Black Heart of the Empire (LE)

PERSONALITIES:

1 Bayushi Tsimaru, Exp (EoME)
3 Daigotsu Fumiaki (PoH)
3 Daigotsu Koshiro (LE)
3 Daigotsu Masami (DoW)
1 Daigotsu Rekai (DoW)
3 Hohiro (EoME)
1 Moto Tsume, Exp3 (PoH)
2 Muketsu (WoL)
1 Togashi Ieshige (EoME)
1 Voitagji, Exp (LE)

HOLDINGS:

1 A Favor Returned (LE)
1 Fu Leng's Tomb (EoME)
1 Gifts and Favors (LE)
3 Obsidian Mine (LE)
3 Oni Lair (WoL)
3 Secluded Village (LE)
3 Secluded Waystation (LE)
3 Venerable Master (Promo)

REGIONS:

1 Plains of Otsosan Uchi (LE)
1 Tsuno Swamps (Promo)

EVENTS:

A New Wall (LE)
The First Wedding (DotE)

ACTIONS:

3 Akentushi's Tribute (PoH)
3 Dark Feeding (PoH)
3 Dark Lord's Favor (LE)
2 Hired Killer (LE)
3 Rapid Deployment (PoH)
3 Sneak Attack (LE)
3 Spearhead (LE)
3 Weigh the Cost (LE)
3 Wedge (LE)

FOLLOWERS:

3 Obsidian Riders (PoH)

ITEMS:

2 Blood Pearl (WoL)
1 Emma-O's Amulet (EoME)
3 Hellbeast (LE)
3 Tsi Blade (LE)

RINGS:

1 Ring of Air (LE)
1 Ring of the Void (LE)



THE SPEED DEMON OF HONOR-GAIN IN LOTUS

Path of Hope introduced a unique stronghold to the Crane Clan. Not only is *Prosperous Plains City* the storyline result of GenCon Indy 2005, but it's also the first Stronghold to make use of the new **Enlightened** trait. While gaining a Force bonus equal to the number of rings in play is a nice boost for Enlightened Personalities, Crane is a clan designed to win by gaining Honor. Getting to the magic number "40" is something that every good Crane player knows how to do with ease... but with rings?

This obviously posed a particular challenge for the Design Team, as

they were required to design a Crane Stronghold that rewarded the players for using rings, and yet do in a way that would gain honor. So PPC aschews the traditional Crane path to an honor-gain victory (dueling) in favor of a new one (playing rings). But does it work?

GAINING HONOR, THE ELIGHTENED WAY

Prosperous Plains City reads "Once per game per card title, after you put an elemental ring into play by its own text, gain 3 honor."... which may seem silly and slightly marginal until you notice that between *Asahina Sekawa* and

Voice of the Emperor you can straighten several Personalities in a single turn, which makes paying the cost for *Ring of Air* fairly easy. But that's not the only combo, an entire deck can be made up of such combinations, and that's where the secret to PPC's success lies...

While playing *Ring of Air*, start setting up the components to play another ring. *Ring of the Void* is not only a "gimme" in any dueling deck, but you also receive Honor from the cards that get you there!

Two *Impromptu Duels*, *Victory or Death*, and *Legendary Confrontation* will generate between 9 and 13 Honor,

depending on whether or not your enemy decides to play with you... and if he does, then it opens up the door for *Enmity* or *The Fortunes Smile* to push your Honor-gain further.

Rings of *Earth*, *Fire* and *Water* do not have to be played for the fastest Honor-out, but they can be easily played with the right draw. *Doji Reju*, Exp2 can play *Ring of Fire* by himself since your *Impromptu Duels* can no longer be declined. With *Air* and *Void* in play, *Doji Jun'ai* as a 4F Cavalry Tactician can make short work of an opposing Province for *Ring of Earth*.

Ring of Water is playable through printed abilities on Personalities and Action cards such as *Weigh the Cost* and *The Fortunes Smile*... which can be a lot of work for 3 Honor unless you are also working towards other rings. What this deck type boils down to is an Honor-runner that can also threaten to win by Enlightenment should your card draw work to your advantage. You may be surprised how often that happens when you fly through your Fate deck.

ADD IT ALL UP

Considering how easy it is to get the *Rings of Air* and the *Void* into play, *Prosperous Plains City* might as well have a 12 starting Honor (6 FH + 3 [Air] + 3 [Void]). Couple ring-based Honor gains with just a few duels and gaining paying in-full for your Personalities, crossing the 40-Honor line can be reliably done by the 6th turn. Where Crane once gained much of its honor from winning duels, now they can use duels to prolong a game's "clock" and gain honor by putting rings into play. Something not even a Dragon player can do.

PRECAUTIONS

With the recent errata to *Obi of Silence* and *Well Laid Plans*, you have to be careful when spending your Gold if you want the deck perform consistently. Also, always attempt to play and finish a Ring in one shot (i.e. – do not cast two Kihos in a turn and leave Ring of Air hanging if you want the strongest performance, get that third Kihō!).



STRONGHOLD:

Prosperous Plains City (PoH)

WIND:

Voice of the Emperor (LE)

PERSONALITIES:

1 Asahina Sekawa, Exp2 (WoL)
 3 Asahina Yoshino (LE)
 1 Doji Jun'ai (PoH)
 1 Doji Reju, Exp3 (EoME)
 3 Doji Saori (LE)
 3 Doji Seo (LE)
 2 Doji Takeji (WoL)
 3 Isawa Sawao (LE)
 1 Kakita (DotE)
 1 Kakita Benkei (WoL)
 1 Kakita Tsuken, Exp (PoH)

HOLDINGS:

1 A Favor Returned (LE)
 3 Courty Scholars (PoH)
 1 Gifts and Favors (LE)
 1 Kyuden Tonbo (LE)
 1 Living Blade Dojo (WoL)
 3 Marketplace (LE)
 3 Mura Sabishii Toshi (LE)
 1 Personal Librarian (LE)
 1 Tsuma Dojo (LE)
 1 The Tao (DotE)

EVENTS:

A New Wall (LE)
 A Soul of Thunder (LE)
 Test of the Kami (DotE)
 The First Wedding (DotE)

ACTIONS:

3 Enmity (DotE)
 2 First and Final Strike (LE)
 3 Impromptu Duel (LE)
 3 Legendary Confrontation (WoL)
 2 Meeting the Keepers (EoME)
 3 Mysteries of Kawaru (Promo)
 2 No Victory (LE)
 3 The Fortunes Smile (WoL)
 2 Victory or Death (WoL)
 3 Weigh the Cost (LE)
 2 Well Laid Plans (LE)

KIHOS:

1 Banish All Shadows (LE)
 2 The Future is Unwritten (LE)

SPELLS:

2 Walking the Way (LE)

FOLLOWERS:

2 Ronin Swordsman (LE)

ITEMS:

1 Obi of Silence (LE)

RINGS:

All 5 Elemental Rings (LE)

DRUMS OF WAR

CARD-BY-CARD ENCYCLOPEDIA

RELEASED: May, 2006

FEATURED CLANS: Dragon, Lion, Unicorn

Total of 156 New Cards
50 Common, 50 Uncommon
50 Rare, 6 Fixed

BOOSTER DISPLAY SKU: 14070
DECK DISPLAY SKU: 14060



2 Hitomi Tsubo 2



Dragon Clan Monk
Limited: Give control of Tsubo to a target player. After the end of the turn, you regain control of Tsubo.
"Her thirst for knowledge may be more powerful than her loyalty to the Dragon." -Hitomi Kaku

5 5 1

3 Kitsuki Orika 3



Dragon Clan Samurai • Creator • Magistrate
Political Reaction: After an action another player took destroy a Personality or create him as Honor loss.
 The player loses 2 Honor. Gain 2 Honor.
"If it is guidance the Emperor seeks, who better to offer it than the Dragon?"

5 8 3

7 Togashi Mitsu 3



Dragon Clan Samurai • Tactician • Monk
Circle of Thunder • Experienced 5 Akedo Okawa • Unique
Put 4 -1F face tokens on Mitsu after he enters play.
Battle: Any number of times per turn, remove one of Mitsu's Fire tokens. Ranged Attack with a strength equal to Mitsu's Force after the tokens is removed.
"It is a god, and yet remains the same."

5 9 3

4 Heigai 5



Lion Clan Monk • Shogun's Advisor • Tactician
Circle of Gold • Experienced 5 Akedo Okawa • Unique
 After Heigai enters, he can reach Samura's in his army game abilities. **Trade:** Show this Personality to an opposing unit. Deal 1 Honor loss.
Experiences do not need to be won as a cost.
"The divine is empty, Katsuki. Do what you must."

0 9 2

4 Ikoma Fujimaro 3



Lion Clan Samurai • Tactician
Champion of Qi • Experienced • Unique
Reaction: After all player pass consecutively to a battle, Fujimaro is in Honors. Unless removed, remove Fujimaro or Honors. If you played a Personality, you may immediately take a Battle action printed on the Personality.
The Lion commander did nothing unexpected.

5 7 2

2 Kitsu Fukashi 3



Lion Clan Shogun
Battle: Target a dead Personality you own, and leaves a target opposing enemy Personality unchallengeable. Remove your Personality from the game after the dead, if any.
"No matter not an Ikoma. Do not trust him."

5 5 2

2 Kitsu Katsuko 2



Lion Clan Shogun • Kitsu Family Daimyo
Open: Target a Lion Clan Personality in a discard pile and a Samurai you control. The Lion becomes Honorably Dead and the Samurai gains the Tactician trait or +3F.
The eldest of her daughters, she is the only one that remains.

5 6 3

3 Matsu Benka 3



Lion Clan Samurai • Beastmaster
Matsu Benka has +1F for each Creature card in her hand.
Limited: Pay 2 gold. Target up to two Personalities you control. Attach a 1 Force Creature follower token to each.
Not on every card a good tradition.

0 6 3

1 Matsu Yokuya 3



Lion Clan Samurai • Tactician
"His final roar marks a brave mind. Fists undetermined him, but only once."
-Ryota Otsu

6 5 2

4 Tsuruchi Chikuma 3



Mantis Clan Magistrate • Samurai • Naval
Other players' Ranged Attacks targeting cards in Chikuma's army have -2 strength.
Battle: Twice per turn, discard 1 card. Ranged 4 Attack.
"I shall not forsake my duty for war."

0 8 2

2 Tsuruchi Jougo 2



Mantis Clan Samurai • Magistrate
Battle: Show Jougo. Ranged 3 Attack. You may then target a Mantis Clan Personality in one of your provinces. Reduce his Gold cost by 2 (minimum 3).
"I know Jougo? There are not a single army."

0 6 2

2 Yoritomo Bunmei 2



Mantis Clan Pirate • Naval
Raid Battle: If this is a Raid Battle, Target a Human Personality in one of your provinces. Reduce his cost by 3.
"They are so cruel those play from the bones of a dead Pirate. I've seen him play I believe it." -Yoritomo Kana

-5 1

4 Yoritomo Hanayo 3



Mantis Clan Samurai • Storm Rider • Naval
Limited: Discard Hanayo from a province. Target an Onchi in another province. Reduce the target's cost by 2.
"Only give my name, Ocean-sword, and I shall set the Aquatic Isles to burn."

-7 1

6 Yoritomo Kitao 4



Mantis Clan Samurai • Shadowlands • Naval
Pirate • Experienced 3 • Unique • Dark Wave
Limited: Pay 4 Gold. Destroy one of your Personalities, then destroy his unit.
Destroy a target unit with lower total Gold cost than your destroyed unit.
"War makes Kamiko joyful. Be ready."

-10 0

2 Yoritomo Yashinko 3



Mantis Clan Courtier • Unique
Reaction: When paying a Gold cost, bow Yashinko. Produce 6 Gold.
The Mantis hold several Phoenix islands, but have made little headway on the coast.

-7 1

2 Agasha Chisuzu 3



Phoenix Clan Air Shogun • Cavalry
Reaction: After a Spell, Kiho, or Ranged Attack targets a card you control, bow and destroy Chisuzu or one of her spells.
Negate the action's effects on your card.
"He must not return cruelty in kind."

5 6 2

3 Asako Meisuru 3



Phoenix Clan Water Shogun
Elemental Battle: Target a number of cards in Meisuru's army up to her Chi. Straighten them.
"This war is but a distraction. We should have our minds in Honchi's hands, and seek true Enlightenment."

0 7 3

2 Isawa Aiya 4



Phoenix Clan Earth Shogun
Reaction: Before a Phoenix Clan Personality is destroyed by an effect, even if Aiyu is Dead, remove Aiyu from the game. Negate the destruction.
"This is madness. How long will we slaughter our ourselves?"

4 8 4

3 Shiba Arihiro 3



Phoenix Clan Samurai
Reaction: Before a Shogunja you control is destroyed as a cost, Arihiro is destroyed instead, paying the cost.
Reaction: After a Shogunja bows, if Arihiro is Honorable Dead, Straighten the Shogunja.
"Back down back to the sea!" he shouted.

4 7 3

3 Shiba Danjuro 3



Phoenix Clan Samurai • Champion of 3
Experienced • Unique
Reaction: Any number of times per turn, even if Danjuro is bowed, before an action targets a Shogunja at Danjuro's battlefield, Redempt 3 to a Samurai. A could legally target.
"I will not meddle with my brothers die."

4 7 3

2 Shiba Gyossei 4



Phoenix Clan Great Samurai • Duelist
Reaction: After Gyossei dies Honorably during a battle, Target a Personality you opposed when he died. At the start of your next turn, Gyossei enters play in your home and swears the target an unchallengeable challenge. Destroy Gyossei unless the dead, if any.
"Not even death can defeat the Phoenix."

3 8 3

3 Nintai 2



Raiting Spirit • Shogunja • Cavalry • Kitsu
Nishikuma • Experienced Tamao Nintai • Unique
Battle: Move Nintai home from the current battlefield. Move another target Raiting Personality into the battle.
"He is alone none save for his Nezumi allies."

-6 3

3 Set'ch'chet 2



Raiting • Broken Shinbone Tribe • Chieftain
Rememberer • Bushi • Creature
Battle: If Set'ch'chet is opposed by a unit with 4 or more Force, Give 1 Raiting cards in this army +1F.
"Orops we then the mountains. Under Shinbone keep safe for all Dragon in Hill Line and Camp."

-5 2

9 Shinbone Pack 2



Raiting • Broken Shinbone Tribe • Creature
 May not challenge or be challenged. May not be brought into play by Battle actions.
Open: Pay 2 Gold. Search your Dynasty deck, then discard pile, for a Shinbone Warrior. Bring it into play at this location, ignoring costs.
"Pierce warriors. Loyal allies. The Dragon shall not forget."

-10 1

2 Shinbone Warrior 2



Raiting • Bushi • Broken Shinbone Tribe
Oni • Loyor
 You may have up to 11 copies of Shinbone Warrior in your deck.
Open: Target each Shogunja in Shinbone Tribe cards you control. Search your Dynasty deck, then discard pile, for a Shinbone Pack. Bring it into play at this location, ignoring costs.

-4 2

2 Tch'tek

Rattling Scout • Creature • Crippled Bone Tribe
Reaction: After a Terrain is played or a Person action resolves, Triage a card.
Cost: Each falling in the suit = 1F
"You care humans think of peace with dark ones? Dark ones always lie!"

5 Yoe'tre

Rattling Adventurer • Bushi • Creature
Tattered Ear Tribe • Experienced • Unique
 All Rattling cards in this army have the ability.
Reaction: After a Bushi gains a Force bonus of 1 or more from a Tactical action, you may play it at your next chance to do so.
"I know you'll see their best again." -Mikoto Nakano

4 Bayushi Muhito

Scorpion Clan Ninja • Champion of Rat
Neutral • Duelist • Unique • Experienced
Reaction: Once per duel, before Muhito leaves, discard a card from your hand post. Discard the card the other player has located this duel instead of locating.
"I live for you. You die for my lord."

2 Shosuro Maru

Scorpion Clan Courier • Champion of Makoto
Unique • Experienced
Open: Bow Maru: Target an unowned Personality. His controller may redirect this to a different Honorable personality he controls, who then becomes Dishonored. Bow the target.
"We must stop the Khan's march, Fujimaru."

3 Shosuro Nakako

Scorpion Clan Ninja • Ninjutsu 1
Reaction: After another player targets Nakako with an action while she is in an army, the action costs 6 additional Gold.
Cost: Each card in this suit = 1F.
"We cannot defeat the Crab armies. Fortunately, we have no need to."

5 Shosuro Rishou

Scorpion Clan Ninja • Samurai • Ninjutsu 3
Reaction: After Rishou turns face-up during a battle, the enemy leader shows 3 random cards from his hand. If one is a Battle Action card, you may play it at your next chance to do so.
"We slipped from the Crab vice without even a whisper."

3 Shosuro Yudoka

Scorpion Clan Ninja • Samurai • Ninjutsu 2
Shosuro Daimyo • Experienced 2 • Unique
Reaction: After Yudoka gains a Force bonus of 1 or more from a Tactical action, All other Ninja in his army gain +2F.
"My time will come soon. I pray only for a good death."

3 Soshi Shuuko

Scorpion Clan Ninja • Shugenja • Ninjutsu 1
Reaction: After Shuuko is targeted by another player's action while he is in an army, Target up to 3 cards in Shuuko's army. For each target, you may either straighten it or give it +2F.
"We must restore the Lost ambassador's property."

5 Daigotsu Kaikou

Samurai • Shadowlands • Loss 3 Honor.
Battle: Target a card attached to an opposing Personality. Either move it to Kaikou or destroy it.
"The Maru's armies pressed deep into Daigotsu's territory, but were finally held at the Wall of Bone."

3 Daigotsu Masami

Samurai • Shadowlands • Loss 4 Honor.
 After the first time each turn Masami leaves play, he permanently gains +3F.
Limited: If Masami is Dead, discard a card in one of your provinces and refill it face up with Masami.
"I Great Clan!" he laughed. "I should die first!"

4 Daigotsu Rekai

Shadowlands Samurai • Cavalry • Unique
Experienced 3 Daigotsu Rebel • Loss 4 Honor
Battle: Twice per turn, Ranged 5 Attack. The target suit's Personality may lose and permanently gain the Shadowlands trait as costs to redirect the Ranged Attack.
"Ishana shall suffer, as shall her Emperor."

3 Goblin Healer

Goblin Shugenja • Shadowlands
Nonhuman • Loss 3 Honor
Reaction: After a Goblin you control is destroyed by an action, bow Goblin Healer. Target a Goblin Personality in your discard pile or one of your Provinces. Bring him into play at the location where the Goblin was destroyed, ignoring costs.
"We'll never again see our Emperor!"

2 Goblin Sapper

Goblin • Nonhuman • Shadowlands
Loss 4 Honor
Battle: Target another Goblin you control and destroy Goblin Sapper. If Goblin Sapper is in the current battle, target a different one of the Colonel's Provinces. Permanently reduce its Strength to 0.
"We'll never again see our Emperor!"

5 Omoni

Goblin • Shadowlands of Bush • Nonhuman
Shadowlands • Experienced 2
Unique • Loss 3 Honor
Reaction: Once per turn, Omoni may be played at Omoni's location, ignoring costs.
"We'll never again see our Emperor!"

1 Horiuchi Wakiza

Unicorn Clan Warrior Shugenja • Cavalry
Topic Champion
Battle: If Wakiza is in the current battle, bow her. Move a target Personality you control into this battle. This may move a suit that has been in battle resolution this turn.
"The Emperor is not greater than his Empire!"

5 Moto Wasaka

Unicorn Clan • Cavalry
Battle: If Wasaka is opposed, target a Personality at a battlefield and bow Wasaka. Bow the target or destroy one of his attached cards.
"It is Always's son!" Wasaka shouted. "He shall join his father." Wasaka said with a smile.

3 Shinjo Dun

Unicorn Clan • Cavalry
Shinjo Dun has +2F while you control one or more units at an adjacent province.
Reaction: After Dun is destroyed, this loss at the Topic Championship drives him to victory. He is determined to find it in the name of the Emperor.

5 Shinjo Shono

Unicorn Clan Samurai • Cavalry • Experienced 3
Templar Commander • Unique
Reaction: After a Personality you control at Shono's location accepts a challenge, lose 3 Honor. Negate the duel. Destroy the challenger.
Battle: Move Shono to the current battlefield, even if he has been in battle resolution this turn.

4 Waku Uzuki

Unicorn Clan Samurai • Cavalry • Battle Maiden
Reaction: After an attack phase ends in which battle resolution destroyed any of your Province Strength Units, Declare an additional Attack Phase in which you may only assign Units to attack, and other cards may not move into attacking units.
"The Lion stand in our way? Excellent!"

2 Waku Yasuha

Unicorn Clan Samurai • Cavalry
Battle Maiden
Battle: Bow Yasuha and move her home from the current battlefield. Target an opposing unit and another battlefield. Move the unit there.
"Find a path free of Lion interference," the Khan commanded. "I must reach Toshi Baido!"

4 Ichiro Kihongo

Unaligned Badger Clan Daimyo • Samurai
Experienced • Unique
Cost: 4 lose Gold if you have had any Province destroyed this game.
Battle: If you control a Home unit, Target a unit at Kihongo's battlefield. Move it home faced.
"We are innocent in the Emperor's debt."

2 Ikuei

Unaligned Samurai • Ronin
 After each time Ikuei bows or is destroyed, no player may put cards into his hand for the rest of that phase.
Open: Bow Ikuei. Once a target Personality = 1F.
"I cannot die another year, but I have not his access."

2 Tawagoto

Unaligned Samurai • Ronin
Experienced • Unique
Reaction: When paying for a Human Personality with neither the Shadowlands nor your Faction trait, bow Tawagoto. Produce 4 Gold.
"Shudo's death only to eat and drink!"

3 Toturi Miyako

Unaligned Monkey Clan Samurai • Duelist
Experienced • Unique
 Cards located by Miyako have a minimum Force Value equal to the number of cards her opponent has located.
Reaction: Before a Personality you control is challenged, Move Miyako to his location. She is challenged instead.
"The First Legion commander only had an Underdog!"

7 Void Dragon

Unaligned Creature • Shugenja • Cavalry
Experienced 2 • Unique
Battle: If the Void Dragon is opposed, discard any number of cards from your hand. The Void Dragon gains a Force bonus equal to the number of cards discarded. Draw that number of cards.
"Focus, my child!"

Arms Smugglers 3



2

During any End Phase, only if you have no Gold-producing Holdings in play, you may have your opponent as a cost to search your Drawpile deck, then face-down Perissons, for a card titled "Arms Smugglers" and put it into play, below. If you did not, lose the game. This will not straighten before your final turn. How this card Produces 1 Gold, which can not be used to pay for Holdings.

Broken Shinbone Warren 2



2

How this card: Produce 2 Gold or produce 5 Gold if it is the Attack Phase. Reaction: After an Attack Phase begins. Straighten this card. How this card after the Attack Phase ends. "Give them all weapons and they make perfect sense."

Corrupt Jade Vein 2



2

Low 2 Honor. How this card: Produce Gold equal to 2 plus the number of Shadowlands Personalities you control within the second Shadowlands trait. If this pays for a Personality, permanently give him the Shadowlands trait. "I have a jar for this." "Sweet laughter."

Hida Students



2

Reaction = Singular. Open: How Hida Students: Target a Personality with an Honor requirement of 0 or greater. Cost: Lose the Honor and 1 or 2 units, and either a SP or the Cavalry trait. "Xanth's son is a warrior." "Distantly distant."

Smuggler Agent 2



3

Reaction. Costs 1 less Gold for Merits Clan players. How this card: Produce 2 Gold. Reaction: Before the assignment phase of an attack. Attack a Personality or Hero in a Personality you control, reducing its Gold cost by 1. "You like the 1? I have others to get more."

Supply Smugglers 1



1

During your End Phase, only if this copy of this card is in play and you played no Gold-producing Holdings this turn, you may have your opponent as a cost to search your Drawpile deck, then face-down Perissons, for a card titled "Supply Smugglers" and put it into play, below. If you did not, lose the game. How this card Produces 1 Gold, or produce 3 Gold if paying for a Holding.

Yotsu Dojo 2



3

Costs 1 less Gold for Crane Clan players. How this card: Produce 2 Gold. Reaction: After an action on a card destroys a Personality, even if this card is below. Gain 1 Honor. Gain 4 Honor instead if the action was performed by a Dishonored Personality. Kamibiki's soulful sword their respect.

City of the Rich Frog



Unique. Battle: Once per battle, if your Family Honor is more than 4 points greater than its starting value, give a target Personality you control an any battlefield +4. It is a city city now, but each the three empty many for the Khan's return.

Crossroads of Destiny



Singular. Other player's actions may not remove Personalities aligned to your faction from your discard pile. Reaction: If you control a Personality, when paying for a non-Shadowlands Personality with no faction traits in common with any you control, reduce the Personality's Gold cost by 2 to a maximum of 1.

Municipal Roads



Singular. Battle: Target a unit at any battlefield not in your home. Move it to the current battlefield if it would be opposed. "Phoenix against Merits. Live against Unicorn. Come against Dragon. It is the people who suffer." "Sunguo."

Second Doom of the Lion



After the next time this game one or more Personalities with more than 2 Personal Honor assigned to attack, you target each, Dishonor them, and choose which battlefield they assign to. After 1000 years, the Lion have abandoned their hatred of the Crane.

Second Doom of the Phoenix



Target a Shogun, or up to three cards in another player's discard pile. Remove all targets from the game. "The Phoenix are smaller and weaker and far sadder nations. How much more we sacrifice in the name of war!" "Chase Sachi."

Visions of Doom



Until the end of the game, each player may only take one action per phase that accidentally puts one or more cards in his hand. "The Emperor has gone in search of Enlightenment." "Heard whispered in Kamibiki." "To talk to us return the divine remains empty until his return."

All Things Have A Price



Reaction: After another player's Events Phase ends: First, you, then the current player, may target either a card with zero Gold Cost in a unit, or a Region. Destroy all targets. "It this the price we bring to the Empire?" "Mass demanded." "Is this the gift we bring to the Empire?"

Back to Back



Center Formation. Formed by three subordinated Personalities with different faction traits. Battle: Target and how a card you control at the current battlefield. Target a card opposing it with no cards stacked. Destroy the opposing card. Not one, but two clear mind on the Khan's path.

Bayushi Lineage



Reaction: After a target Personality becomes Dishonored, target a Scorpion Clan Personality in your discard pile. Bow or straighten the Dishonored Personality. If he bows, he may not straighten this phase. If he straightens, he may not bow this phase. "The Scorpion shall never return." "Bayushi Fudo."

Border Conflict



Battle: If you are the attacker and the current enemy army has more units than your current army. Target three units at the current battlefield, at least one of which is in your army. Move them home. The lands between the Dragon and Crane have quickly become dangerous.

Broad Front



Battle: Target two battlefields that have a unit you control. Move all units at the first to the second. At the conclusion of the second unit's battle, if the attacking army controls the following army's Home by more than the combined Strength of both Personalities, the battle destroys both Personalities.

Buying Time



Tactical Battle: Target and move a Tactical unit control home from the current battlefield. Each Tactical unit you now control there may perform one additional Tactical action this battle. You may take an additional Battle action. "Get the shell hold them here!"

Crippling Cut



A Personality who wins a duel in which this card was forward may not lose challenges for the rest of the game. Battle: Target a Personality you control. Target a Personality with Iron Chi or Force Opponent trait. Move the opposing target home. "I may die today, but to you will your blood."

Deadly Melee



Battle: If you are the attacker or Defender. Target any number of units in your current army up to the number of Personalities you have. The enemy leader targets any number of units in the current army up to the number of Personalities you have. Move them to other units at the current battlefield. "Let or one, they are all gone." "Shimoa Isador."

Doji Lineage



Limited: Target a Human Personality you control and discard a card. Target another player and a Crane Clan Personality in your discard pile. The other player may discard a card with equal or greater focus value. If he does not, gain 1 Honor. "Perfect gift, or perfect cost. We are Doji." "Chimasa."

Eager to Fight



Reaction: After a Movement Segment ends, pay Gold equal to the number of targets. Target any number of units in your home. Straighten them. Assign them to one more battlefield where they would be opposed. They do not straighten during your next Strategic Phase. "Though looking who shows the face - all are Doji." "Chimasa."

Embrace the Darkness



Open: If you control two or more Personalities. Target a non-Shadowlands Human Personality face up in a province. Lose 4 Honor. Permanently give the target the Shadowlands trait. "I Honor Requirement, and 1 Gold cost. "Honor is hidden in the shadows of the dark. The darkness and are seen in blood and fire." "Chimasa Saito."

Face to Face



When this card is revealed on a back to a duel, give +3 Fury to a target Personality. Battle: One you Personality you control at the current battlefield. A Face to Face equal to the number of different alignment traits among Personalities in your current army. There are soldiers of a Dark Prodigal standing the land.

Fields of Mercy



0

Immediate Terrain
Battle: At most one Personality may be destroyed per army by card effects. If you or one enemy control the **Open**, the **Attack** above its range. Even with the **Open** at its side, if you still hold the **Attack** for you." —Obito Senji

Forest Thickets



0

Immediate Terrain
Battle: Ranged attacks at this battlefield have -3 strength unless they are performed by a **Human** Clan Personality. Phoenix supply lines are completely blocked by the **Attack** and **multimountain** of this battlefield.

Gates of Jigoku



5

Battle: Target an **Oni** Personality you control. Move it to the current battlefield, even if it has been in an attacking army during battle resolution. This attack Strength is **Remove the Oni** from the game after the battle ends. The **Attack** over at the **Wall of Jove**, but the **Chakra** might still register.

Gozoku Distraction



2

Political Limited: Target a **Human** Personality you control and **Disrupt** him. While he remains in play, each player's **Human** gain in the **Action** and **Dynamic** phases are reduced to 1. "They are broken and scattered, but a few remain loyal." —Kakashi Uchiha "Their weaknesses."

Gozoku Meddling



0

Political Gozoku Limited: Target a **Counter** you control. Target a Personality. Until your next turn begins, his controller loses all cards in his hand, after each time he assigns to a battlefield. "Let them scheme." —Kakashi Uchiha "They will learn that no use of **Secret** will be their power."

Gozoku Strategies



0

Reaction: After another player draws one or more cards outside of an **Attack** or **End Phase**, the player may **Disrupt** a different one of his Personalities for each card drawn. If he does not or cannot, he discards two cards and may draw no more cards this turn.

Grasp Destiny



3

Limited: Target a card in any Province and a discarded card in the player's **Dynamic** discard pile. Switch them. "The **Oni** may have the ability to see what is to come, but we have the ability to change their perception." —Danzo Inoue

Heroic Feat



0

Heroic Battle: Target an opposed unit you control. Straighten all attached cards in it. If the Personality is a **Hero**, straighten him. "I cannot find Enlightenment here, Kakashi." —The Emperor said. "I must seek it where others have found it..." —the Emperor

Immobile Stance



0

Battle: Target a Personality you control at the current battlefield. Until the battle ends, he has +25 while opposed. While he is at the current battlefield and the enemy army has more units than his, effects cannot destroy him. If you would win a battle while he is there, it is a tie instead.

Joy of Plunder



2

Open: If you have won a **Battle** this turn (even against no units) or it is currently a **Raid** battle, **Steal** or **straighten** a target card. **Naruto** and **Shikamaru** are the village center. "There will be no further hardship from this village." —Naruto said. "Yes or no, the Emperor's law shall be obeyed."

Kakashi's Conflict



0

Political Battle: A target **Sansuru** you control challenges an opposing target Personality, whose controller may only refuse by **Disrupting** and moving home a different Personality in his army. Each Personality sees his Force in the duel if it is lower than his Chi.

Kitsu Lineage



0

Limited: Target one or more **Line** Clan Personalities in your discard pile, and an equal number of **Human** Personalities you control. These **Humans** gain **Control** if they have the ground. **Tactician** trait, and **Tactician** if they do not. "You carry the fate of our ancestor." —Kakashi said. "We will control your journey."

Lateral Maneuver



0

Battle: How your **Strength** and a **Gold** producing **Building** you control. Target a unit you control in this battle. Move it to an adjacent battlefield. "They will be slaughtered!" —Danzo instead. "I can help them." —Jinzo said his head. "No control help them by smothering them."

Matsu Lineage



0

Limited: Target one or more **Line** Clan Personalities in your discard pile, and an equal number of **Human** Personalities you control. After each target assigns to attack this turn, you have +27 = 10, and +1 **Personal** Honor. "Hah." —Inoichi said. "I will see my father's blood."

Memories of the Lost



0

Formation • Formed by 2 **Shadowlands** Samurai. **Battle:** Target a Personality you control at the current battlefield. Use the action but not targets before. Target a Personality opposing him and an **Open** or **Battle** action card. Your Personality performs the action as if it were on his card.

Mockery



0

When revealed as a **Secret** in a duel, the challenge has Honor equal to the lower Force value between you and the other player. If the other player has a lower value. **Reaction:** After you declare an attack, target a unit you control, and a unit with higher Force than the defender controls. The **Challenge** will result in a **Challenge** province that you can't, if possible.

Nasaru's Conflict



0

Political Open: How a target **Counter** you control. Before the next time this game a Personality would become **Disruptured** during battle, destroy him instead. If the **Disrupting** was a **Secret**, it will still apply. Despite his warnings, Nasaru found nothing. All hope belongs to a final journey.

Path of Jigoku



2

Battle: Target an **Oni** Personality you control at the current battlefield, and another battlefield. Move the **Oni** there. The enemy leader may target a unit he controls at the current battlefield. If he does, move it to the targeted battlefield. "I will not suffer defeat by **Secret**." —Nasaru said. "Danzo's hand."

Precise Strike



0

Battle: Target a Personality you control, and how him if your current army has more units than the enemy army. Target a card opposing your Personality that has no unowned cards attached. How it. "I will not let you escape." —Nasaru said. "The **Attack** push with burning **Line** villages."

Re-arming



2

Battle: Target up to 2 opposed Personalities you control at the current battlefield. Attach an item from your hand or discard pile to each of them, reducing its **Gold** cost by 1 and paying all remaining costs. "We do not see you, we do not see you." "We do not see and our actions, and anywhere in between."

Reckless Pursuit



0

While this card is revealed in a duel, you may Force value by the number of different **Force** traits among all Personalities you control. **Battle:** Target two Personalities you control with different **Force** traits at the current battlefield. Target a card opposing them. How it. **Shikamaru** said to Nasaru the her comrade died.

Reinforcements Arrive



3

Battle: Target any number of units you control, each at a different battlefield. Give each unit two **IF Ashigaru** **Followers** tokens, with **Attack** above you also called? "The prophet called." "The same command only someone you die in their turn?"

Relief Troops



2

Battle: Switch the location of any number of your Personalities who have not been in a **Battle** resolution. The **Secret** there appears as **Resistance** on the work in the capital. The **Attack** appears in the **Line** and the **Attack** of their **Attack** the **Secret** is always but in **Secret**. —Shikamaru said.

Run or Die



2

Reaction: Before a Personality you control is destroyed, target and destroy another Personality you control at his location with a different **Force** trait. **Nasaru** the **Secret** destruction. "The **Secret** made like a matter of **Secret** **Secret** in our turn, and just my turn." —Shikamaru said.

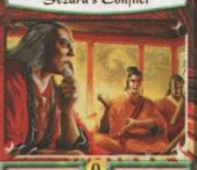
Serene Patrol



1

Immediate Terrain
Battle: Opposed Personalities and Followers at this battlefield have +25 while controlled by the player with the **Support** Force. "When the storm wind stops, there will be the great of the storm. There is no one to see, just **Secret**." —Shikamaru said.

Sezaru's Conflict



0

Political Limited: Sezaru and Shogun's Personalities gain the Counter card until the end of the game.
Emperor versus Shogun, Power versus Honor. I year for the Wolf's victory. -Samurai Colossus

3

Shadow on the Court



0

Political Reaction: After another player's Limited action targets a Personality you control, lose one of your Counters. The player may pay 4 Gold or negate the effects of the action.
"Old men quickly over our former accusations to start the strongest things."

3

Shadowed Path to Victory



0

Battle: If you are the Attacker in a battle at a Province, Create two SP-IC Personalities under the Defender's control in the Defender's army.
"The Unicorn and who will say them? He says they have defeated once already!" -Lioness Maiden

3

Shamed by Valor



0

You can only play into Shamed by Valor per battle.
Reaction: Before battle resolution at a Province, the attacker may choose to give the Provicer +4 Strength. If he does not, he loses 3 Honor and discards 2 cards from his hand at random.
"Welcome, my friends. The best meeting for you."

1

Shattered Defenses



0

Battle: Target two or more Personalities you control at different battlefields. Each gains +3F if opposed, or +1F if not opposed.
"We cannot find the path when we are turned against one another." -Kata Sogitomo

2

Shoulder to Shoulder



0

Reaction: After a Cavalry Master's Segment ends, Target a battlefield where you control two Personalities with different Faction traits. The hero in the first one fought this Attack Phase. You have the first opportunity to act during that battle.
Love and Care. None can oppose them.

2

Silent Kill



0

Ninja Limited: Target a face-down Ninja Personality you control and a holding another player controls. After the next time this game the Holding ends, flip your Ninja face-up, giving to Shogun cost. Permanently remove all the Holding's abilities.
"Only cowards strike from shadows." -Hida Retsu

4

Song of Steel



0

Battle: Swap the Force of each Personality you control with an hero at the current battlefield by the total number of Personalities you control with an hero. Until the battle ends, the next time a Personality with an hero at the current battlefield would be destroyed, move him home instead.

3

Tsukuri



0

When you reveal this card and at least one other is active, the highest opposing force is not included in the final total. If more than one are tied, choose one.
Battle: Target two cards at this battlefield with the same Force. Lose one or both of them.
"We will finish this like men, Scorpion. Like samurai."

1

Turn the Tide



5

Battle: If your army has at least one unbroken Samurai and the enemy army has more unbroken Personalities than you have, The enemy leader must permanently target and lose a Personality in his army until it is his turn or until he can no longer do so. The ending of the three game ends as each advantage that they had, not counting on the ability of the Matsuo chess.

1

Unexpected Resources



0

Reaction: After another player's action destroys an attached card you own, Attach it, and another attachment to your discard pile, to a different Personality you control in the same location, ignoring costs.
"The dagger drew my another hand and melted. You will not find me as willing a victim, friend Osei."

2

Unstoppable Force



0

Battle: Target an opposed unit. Give each card in it +1F. The first time this unit has effect from another player's card or Strengthhold would destroy a card in it, negate the destruction.
"I have death seek them as you requested, Mata sama." -Matsuo said. "They are no longer a concern."

2

Vengeance Cannot Wait



0

Limited: If a battle resolution destroyed one of your Provinces since your last turn ended, Target a Personality face up in one of your Provinces. Bring him into play in your home, reducing his Gold cost by 7 and paying all remaining costs.

3

Water Is My Steed



0

Reaction: After Infantry Master's move, if you assigned one or more Naval or Scout Personalities to attack, Target another Naval or Scout Personality you control. You may assign him to Cavalry Master's. The horses departed with Matsuo ships. "Send for reinforcements," his Shiba commander said gratefully.

2

Exchange Destiny



0

Kiba Battle: Target one of your Monks in this battle. Target two Personalities in the opposing army and one or more cards attached to one of them which could legally be attached to the other. Move the attached cards to the other Personality.

2

Flying Leap



2

Kiba Reaction: After a Battle or Open action targets this Monk, Negate the effects of the action.
"There are great times. How long have disagreements about the Two Path had to split blood? There is no Enlightenment in death." -Sogun Kikaru

1

Lady Moon's Prophecy



0

Elemental Kiba Limited: Target and lose a Monk or Enlightened Personality you control. Put this card into play in your home. It becomes a Ring until it leaves play. Discard it after the first time this game a Ring enters play. Because the empty promises of a holy path.

3

Mark of the Taint



0

Maho Kiba Battle: Target and lose a Shogun or Monk you control at the current battlefield. Until the battle ends, Personalities have -1C while in the current enemy army. This is -2C instead while they are Shadowlands and/or Disbanded.
"The Lion seek to meet. Elemental same." -Matsuo said. "So there, it is over. It is you must release your target!"

4

Awaken the Sins



2

Can only attach to a Shadowlands Shogun.
Maho Limited: How this card: Target another player. Attach a number of 2F Shadowlands Last Followers taken equal to the number of Shadowlands Heroines that player controls, in any arrangement, to Personalities you control.

3

Guarded by Chi



4

Stipend:
Reaction: Any number of times per turn, after a Battle or Open action taken by another player resolves, lose this card's Ringed if Attack. Forget of black flame jump from the Chakra's hands, consuming the one.

4

Sezaru's Burden



6

Maho Limited: How this Shogun and destroy this spell. Starting with you, each player shows the top card of his Dynasty deck, and puts it into play without Gold cost if it is a Personality. Destroy this Shogun if any of the Personalities shown was more expensive than him.

1

Shiba's Promise



6

Kiba Battle: If you control a Samurai in this army, how and destroy this Shogun and another Shogun you control in this army. Target up to three units opposing the center. How one of them. Destroy one of them. Send one of them home.
"Our work is to power the future, one how there they do not acknowledge." -Shiba Matsuo

1

Crane Detachment



2 3

Samurai:
Battle: If an action you took has destroyed an opposing card this battle, how Crane Detachment. Draw a card.

3

Legion of the Sapphire Chrysothorn



3 2 5

Samurai + Unper:
 Will only attach to a Human. This Personality has +1 Personal Honor.
Battle: Target an opposing Personality. This Personality challenges him in an uncontested duel of Personal Honor. The winner gains 4 Honor. The loser is not destroyed. The most honorable samurai in the land were summoned.

3

Lion Detachment



2 3

Samurai:
Battle: If this card's attacking, Target an attacking Follower at a different battlefield. Once it is 2E, it is unper. "Inkies said in Fujimori. They were the way for the Chakra to reach our Book's hand." "We shall see about this." Fujimori granted.

4

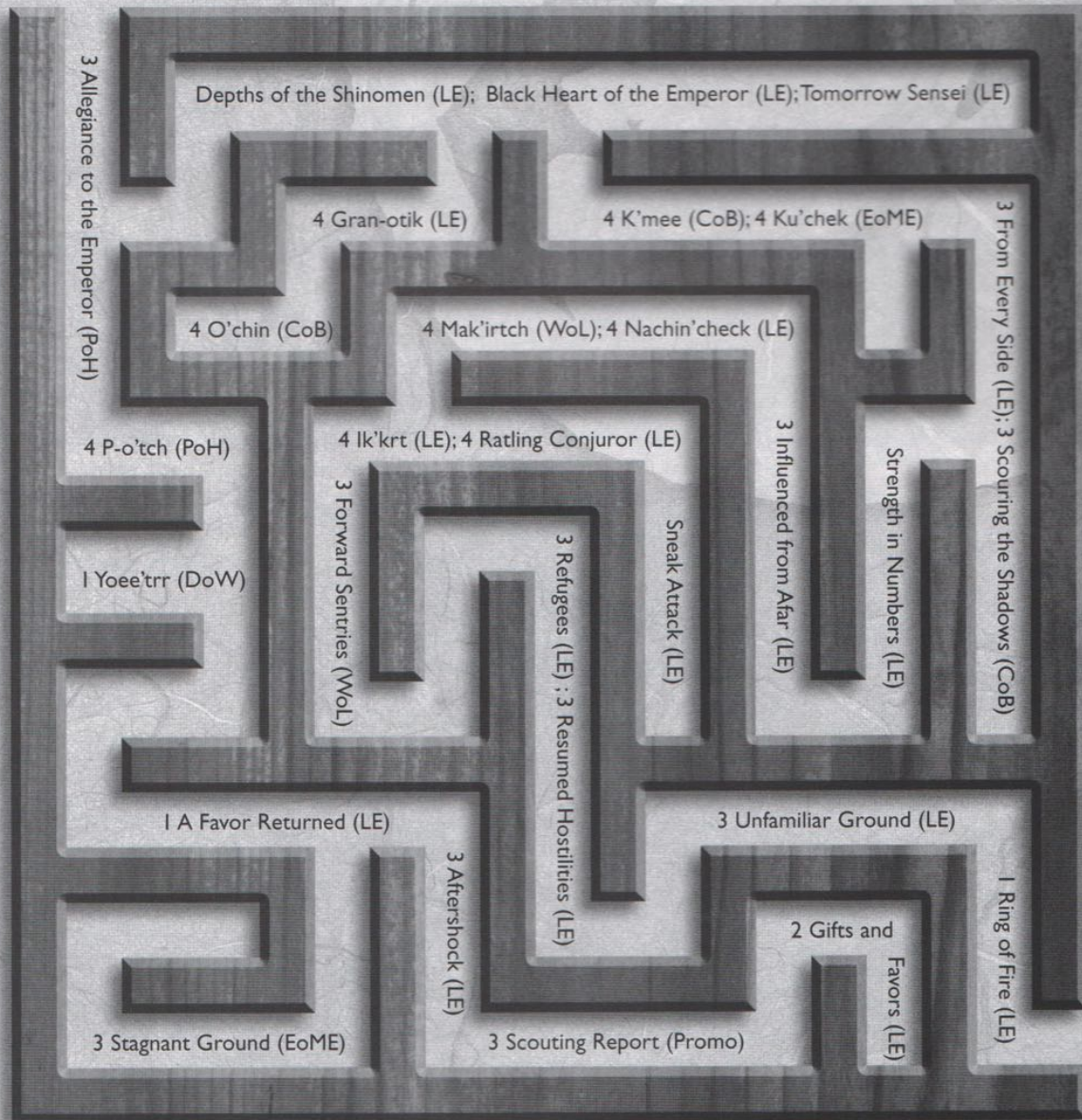


DID YOU KNOW that each Booster Box-topper Card for the rest of the Lotus environment has already been designed? AEG wanted these special cards to commemorate the hard work and dedication that many have given to Legend of the Five Rings during its first 10 years. From the original founders of the game at AEG and Isomedia, to Five Rings Publishing Group, to the Wizards of the Coast staff, to many devoted volunteers, these notable contributors will find their names credited along the sides of these cards. Emerald, Imperial, and Obsidian have already been revealed, but other promos exist, such as Jade, Pearl and Gold. Before long, all will be available. Thank you to everyone who has contributed to L5R's continued success!



INFESTED!

BUILDING A COMPETITIVE DECK ON A BUDGET



Here's a deck that is inexpensive to put together and simple enough for a beginner. But watch out! It can be pretty competitive once you get used to its momentum. Like most Ratling decks, it uses the *Tomorrow Sensei* as its primary form of card-draw, and its strongest military tactic is to attack with a horde of cheap Nezumi.

HOW TO PLAY

On your first turn, grab a *Gifts and Favors* to accompany your *A Favor Returned*. This will serve as your primary Gold scheme. On your second turn, pitch whichever Personality is the least useful to the Sensei, draw a card, refill the empty Province face-up, then buy a Personality

with your Stronghold. On your third turn, bow your Personality for a Token from the Stronghold ability and buy as many Personalities as possible. This will be your strategy each turn, unless you can safely conquer a Province.

GUIDELINES

First, *always* discard a 5G Personality in favor of a 4G one, and always discard *Mak'irtch* over anyone else. This will ensure that you play as many Personalities as possible each turn.

Second, if you flip a *Mak'irtch* early in the game, wait to discard him until you have a Personality in play for his reactionary Follower to attach to.

Lastly, if you should find that you cannot buy three Personalities on a given turn, buy as many as you can afford, but after that, buy them in order from most expensive to least.




Most games, the Personalities will cascade in such a way that you are bringing into play three Personalities each turn, or you're getting two and another *Gifts and Favors*, or one Personality and another who will make you Followers.

YOUR HAND

Two *Unfamiliar Ground's* are included to thwart certain matchups (Berserkers, Full Metal Jacket Unicorn, Halls of the Damned, Big Oni, and Orochi to name

a few), so be sure that when you use them you are doing so in an important battle. Use *Stagnant Ground* even if your opponent threatens to destroy one of your Provinces, as the unbowing prevention can buy you a turn. And don't forget that with *Stagnant Ground* units cannot move home, however they can still move to other battlefields with help from cards like *Forward Sentries*, which can be useful to save key personalities like *Gran-Otik* or *Ratling Conjuror*.





SUMMER TOURNAMENTS

By Todd Rowland

WHAT'S HAPPENING THIS SUMMER IN L5R

Ah summer... a time of sunshine, vacation, and the biggest L5R events of the year! That's right, it's convention season again. This year we have three major storyline events that all tie into each another. While the tie-ins may not be visible at first, they will become more apparent as each piece of event fiction releases near their events.

First at Origins, the Clans will find word that the Emperor is no longer in the Empire. His quest has taken him outside the borders of Rokugan. News of his location will bring surprise and concern to all in the Empire. At this event, the top of Clan players, starting with first place, will each be able to select one Ambassador from their Clan to travel to the Emperor's side and defend him against any threats he may encounter. The winner may choose *any* character from their clan, pending Storyline Team approval. Not only that, but the winner will also be able

to choose the artist who will paint the new version of that character on his or her quest.

Following at GenCon Indy, the Shogun further solidifies his power in the absence of his brother. Though he claims to only hold the throne as long as necessary, he makes moves that will cause some to question his word. At the Gift of the Shogun storyline event, the top of Clan players will be able to choose one of ten powerful personalities. These all new characters are the Shogun's personal advisors and bodyguards, powerful Samurai and Shugenja who he offers as gifts to each of the Clans. Starting with the highest-ranked top of Clan player, they will be able to choose one, who will become aligned to their Clan in a future expansion.

Finally at the World Championships in Belgium, the Emperor's whereabouts become known to all, and armies of

the Empire must march to defend him while he completes his quest, which could hold the future of Rokugan. Matches throughout the qualifiers will determine the fate of many Samurai at the battle, and many will not walk out of the battle alive. The top of Clan players, in rank order, will each be allowed to enter the same place where the Emperor has secreted himself. This mystic place (which will remain unnamed for now) holds the destiny of each Clan within. The players will physically enter this place, and once alone inside, make a choice. That choice will have major repercussions on their clans. The right choice can bring prosperity and purpose, but the wrong choice can be catastrophic.

Watch www.l5r.com for more updates on the storyline and what you can do to impact it! Don't miss these events, your Clan's future may well depend on it!

By Mark Jelfo



Training Grounds 2

WAR BETWEEN THE DRAGON AND CRANE CLANS

A SHORT STORY

It's no secret that I have a love affair with Legend of the Five Rings. If you're reading this, there's a strong chance that you do too. A couple of years ago when I was working as AEG's Creative & Marketing Director, I would take a short break each afternoon to clear my head. This usually meant you could find me in Ray Lau's office, reclining in his giant bean bag chair, bouncing marketing ideas off of him to see if anything would stick. Usually they didn't, but I occasionally lobbed a "keeper."

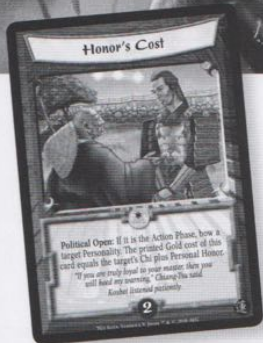
As the L5R Brand Manager at the time, Ray had a very keen grasp of what worked and what didn't for L5R, so I tended to listen to what he had to say fairly carefully. Both of us had cut our teeth on the Gold environment, and were ready to take the game to the next level with *Diamond Edition*.

In addition to designing what the base product would be about, we knew that we needed an introductory product to get new players into the game. This product, *The Training Grounds*, launched shortly after *Diamond Edition* and was by-and-large a tremendous success. Not only did new players pick it up to get into the game, but veterans coveted the product to acquire the extra "power" Rares. TG succeeded on two fronts, which was actually more than we were shooting for.

LESSONS LEARNED

There are several things we learned along the way after developing *The Training Grounds* product. The first was that L5R should "always be acquiring," simply meaning: the game should always be looking to get new players into the game, no matter what point of the tournament arc we were in. TG continued to sell after its initial release, which indicated that after all the existing L5R players got their hands on a copy, new players were still getting into the game at a steady rate.





This was great news, as the advertising for Diamond Edition primarily targeted existing L5R players and veterans who had left the game and were thinking about getting back in. Many returning L5R players wanted something to reacquaint themselves with the game, and already knew the play-value of the power Rares within *The Training Grounds*, so they ended up picking up the box as well. The challenge in designing TG was that it had to appeal to a broad range of customers, and yet still serve as an “entry-level” product.

Ray knew a couple things going into producing the product that directly led to its success:

- L5R is a complicated game, at least when comparing it to other CCGs on the market, and its depth and complexity are part of its appeal. “Dumbing down” the TG wasn’t

necessary, since players new to L5R tended to be CCG veterans, usually older, looking for a more challenging game to play.

- New players want to be tournament competitive as soon as possible, and do not want to be required to invest hundreds of dollars in order to do so. TG needed to have some fairly powerful cards, and a healthy selection of tournament-level Rares.
- TG needed to include two decks, so that a new player could experience more than one Clan or decktype, and so that a L5R veteran could use the product to demo the game to a friend. The most effective sales tool for L5R are its existing players, who evangelize the game like devoted customers of Apple Computer, Nintendo, or Volkswagen. L5R is a hardcore gamer’s game.

TAKING IT TO THE NEXT LEVEL

Three years later, *The Training Grounds II* is about to do what TG did, and offer even more value than its predecessor. L5R Brand Manager, Todd Rowland didn’t decide to merely duplicate what was done before, instead, he decided to raise the bar. In effect, “built a better box.” What makes it so good you ask? How can it be better? Three things define TG2: story, card selection, and most importantly... relevance.



STORY? I ALWAYS LIKE A GOOD STORY...

Legend of the Five Rings, as you already know, is a storyline-driven game. And more than ever, story is entering the product from all sides. It's on the cards, it affects tournaments, it drives product, and it all comes from the players' actions and decisions. With TG2, we get finally read about the war between the Crane and Dragon Clans, the secrets of the Harriers, and how it will impact the Lotus

The story told by Shawn Carman of the war between these two great clans is a fantastic read, and I am sure everyone will enjoy the secrets revealed within the storyline booklet.

CARD SELECTION: ONLY THE BEST

Not only does TG2 offer a bevy of tournament-level Rares in order for new players to be competitive (*A New Wall*, *Ambush*, *Sneak Attack*, *Palm Strike*), but it also contains a treasure

that can now be acquired in a single product. *Weigh the Cost*, *Obi of Silence*, *No Victory*, and *Rosoku's Staff* all have the latest wording, and have been included regardless of rarity.

But still, there's more... the original *Training Grounds* offered an experienced version of *Voitagi*, but nothing new for Lion players. In TG2, a new Personality card is provided for both clans in the box. Crane receives a copy of their fledgling new Clan Champion, *Doji Domotai, Exp.*, while

STRONGHOLD:

Dragon's Heart Dojo (DoW)

WIND:

Voice of the Emperor (LE)

PERSONALITIES:

- 2 Hitomi Suguhara (LE)
- 1 Hoshi Kaelung, Exp. (CoB)
- 2 Hoshi Masujiro (PoH)
- 2 Kitsuki Hakihime (CoB)
- 3 Mirumoto Gonkuro (LE)
- 1 Mirumoto Mareshi, Exp.*
- 2 Tamori Aoki (LE)
- 2 Tamori Konoye (CoB)
- 1 Togashi Ieshige (EoME)
- 2 Togashi Kazuki (LE)
- 2 Togashi Razan (PoH)
- 1 Togashi Satsu, Exp. 2 (LE)

HOLDINGS:

- 1 A Favor Returned (LE)
- 1 Gifts and Favors (LE)
- 3 Gold Mine (LE)
- 1 Puppet Theatre Troupe (LE)
- 3 Secluded Village (LE)
- 2 Secluded Waystation (LE)
- 1 Swordmaster Dojo (WoL)
- 1 Temple to Shinsei (LE)

- 1 Tower of the Ningyo (LE)
- 1 Tsuma Dojo (LE)
- 2 Venerable Master (Promo)

REGIONS:

- 1 City of Gold (LE)

EVENTS:

- A New Wall (LE)
- Second Doom of the Crane (PoH)
- Temples of the New Tao*
- Wisdom Gained (LE)
- War of Silk and Steel*

ACTIONS:

- 1 Abandoned (PoH)
- 1 Battlefield of Shallow Graves (LE)
- 2 Be Prepared to Dig Two Graves*
- 1 Brutal Confrontation (LE)
- 2 Charge of the Barunghar (LE)
- 1 Duty (CoB)
- 1 Explored Territory (LE)
- 2 First and Final Strike (LE)
- 1 Meeting the Keepers (EoME)
- 1 No Victory (LE MRP)
- 1 Overwhelmed (LE)
- 2 Refugees (LE)
- 2 Sneak Attack (LE)
- 1 Stay Your Blade (LE)

- 1 The People's Champion*
- 2 Tsuruchi Technique (LE)
- 1 Weigh the Cost (LE MRP)

KIHOS:

- 2 Palm Strike (LE)
- 1 The Future is Unwritten (LE)
- 1 Threads of Fate (CoB)
- 1 Will of the Elements (CoB)

SPELLS:

- 1 Companion Spirit (LE)
- 2 The Kami's Blessing (PoH)

FOLLOWERS:

- 1 Hoshi House Guard*
- 2 Spearmen (LE)
- 2 Tattooed Acolytes (LE)

ITEMS:

- 2 Mark of Oblivion (Promo)
- 1 Obi of Silence (LE MRP)
- 1 Yogen (LE)

RINGS:

- 1 Ring of Air (LE)
- 1 Ring of Earth (LE)
- 1 Ring of Water (LE)
- 1 Ring of the Void (LE)

environment. With Crane's victory at GenCon Indy 2005, they became the pre-eminent clan in Rokugan, gaining the gift of enlightenment. But their ascendance comes at a price, as enlightenment has traditionally been within the sphere of the Dragon Clan's domain. They do not take another clan encroach on their turf lightly!

trove of hard-to-get promo cards, such as *Venerable Maser*, *House of the Fallen Blossom*, *Tsuno Swamps*, *Mark of Oblivion*, and *Rosoku's Staff*. The value of these cards alone more than makes up for the TG2 price tag.

But Design didn't stop there. There are also a series of MRPs that have needed correcting for several months

Dragon gains the Hero *Mirumoto Mareshi, Exp.* (notice the Naga trait?). The strife between the two clans is commemorated in the Event *War of Silk and Steel*.

And still, there's more... TG2 reintroduces some older cards into the environment, such as *Temples of the New Tao*, *Be Prepared to Dig Two*

Graves, Honor's Cost and The People's Champion. Both Crane and Dragon also get their House Guards back, although slightly modified so that they can fit the Lotus environment.

Collectively, the card selection offers something for every level of L5R player. Those just getting into the game will appreciate TG2's inclusion of many exclusive promos and Rares in one product, while veterans will appreciate the reprinting of cards with errata, cards from older environments, and

Kihos, Spells, and Rings), and a new player has enough here to tide him over until he's ready to add new cards.

Will these decks enable a new player to win a Kotei event any time soon? Hardly, but there's a great selection of cards for both decks that will enable experimentation and customization.

WHAT DOES THIS ALL MEAN?

Possibly the best thing about the TG2 is how it all fits into the interactive

As we get further into the Lotus arc, new stories will be told by other clans, but at the moment we get to enjoy Crane and Dragon receiving center stage. Look forward to picking up *The Training Grounds II* in your local store soon.

STRONGHOLD:

Prosperous Plains City (PoH)

WIND:

Left Hand of the Emperor (LE)

PERSONALITIES:

- 2 Asahina Kasai (LE)
- 2 Asahina Yoshino (LE)
- 3 Daidoji Akagi (LE)
- 2 Daidoji Nichiren (CoB)
- 2 Daidoji Shihei (EoME)
- 2 Daidoji Takihiro (WoL)
- 1 Daidoji Uji, Exp. 3 (CoB)
- 2 Doji Domotai (LE)
- 1 Doji Domotai, Exp.*
- 1 Doji Midoru, Exp. (CoB)
- 2 Doji Nio (CoB)
- 3 Doji Seo (LE)

HOLDINGS:

- 1 Diplomatic Retreat (EoME)
- 1 Gifts and Favors (LE)
- 1 House of the Fallen Blossom (Promo)
- 2 Kabuki Theater Troupe (LE)
- 1 Living Blade Dojo (WoL)
- 3 Market Place (LE)
- 2 Mura Sabishii Toshi (WoL)
- 2 Quartermaster (LE)

- 1 Shrine to Hotei (LE)
- 1 Venerable Master (Promo)

REGIONS:

- 1 Ten Thousand Temples (PoH)
- 1 Tsuno Swamps (Promo)

EVENTS:

- A Soul of Thunder (LE)
- Boastful Proclamation (LE)
- Regions of Rokugan (LE)
- Wisdom of the Keepers (LE)

ACTIONS:

- 1 Ambush (LE)
- 1 Battlefield of Shallow Graves (LE)
- 2 Conserve Your Strength (PoH)
- 1 Courtesy (CoB)
- 2 Cunning of the Daidoji (WoL)
- 1 Disavowed (CoB)
- 1 Explosives (LE)
- 3 First and Final Strike (LE)
- 2 Heavily Engaged (LE)
- 2 Honor's Cost*
- 2 Impromptu Duel (LE)
- 2 Mountains of the Phoenix (LE)
- 2 No Victory (LE MRP)
- 2 Overwhelmed (LE)
- 2 Return for Training (LE)

- 2 To Do What We Must (LE)
- 1 Weigh the Cost (LE)
- 1 Well-laid Plans (LE MRP)

FOLLOWERS:

- 2 Daidoji Gunso (EoME)
- 1 Doji House Guard*
- 2 Saboteurs (LE)
- 2 Silent Warriors (WoL)

ITEMS:

- 1 Obi of Silence (LE MRP)
- 1 Rosoku's Staff (Promo MRP)
- 1 Tomodaichi (LE)

RINGS:

- 1 Ring of Earth (LE)
- 1 Ring of Fire (LE)
- 1 Ring of Water (LE)
- 1 Ring of the Void (LE)

experienced Personalities. Even if you don't play Crane or Dragon, there's enough valuable material here to warrant a purchase.

Most importantly though, is that these decks contain enough to teach a new player how to get into the game with popular cards. A broad selection of card types is provided (including

storyline aspect of L5R. Here are two clans, duking it out, as a direct result of actions made by the players this past year. Instead of including two random factions in TG2, we have before us the very *focus* of the plotline: the struggle of obtaining enlightenment, and how it affects the clans that made it to the top.



BLOODLINES

By Doug Sun

FROM THE UPCOMING L5R RPG SUPPLEMENT: CREATURES OF ROKUGAN

The Naga do not recognize familial relationships, as they are born into a communal environment with no knowledge of their immediate parents or relatives. The shared mind of the Akasha makes such things irrelevant, and as such the only true factor that differentiates Naga is their bloodline.

Bloodlines are specific sub-races of Naga that are closely tied to the role each individual plays within Naga society. This stratification harkens back to the earliest days of Naga history, during the Bloodland Wars that took place between the Bloodlines before humans ever appeared in the world.

THE ASP

The Asp are the second most numerous of the Naga Bloodlines, a sad testament to the many hardships the Naga race has had to face during their recent history. The Asp are the warriors, guardians, and defenders of Naga civilization. In the Naga's distant history, they nearly rose to dominance as the leaders of the race during the Bloodlands War, but they were ultimately defeated by the Cobra's magic. Although the intervening centuries have allowed the Bloodlines to settle comfortably into their different roles, the Asp retain some hint of the

arrogance and aggression that typified their Bloodline during that time. Despite this, their loyalty and devotion to their fellow Naga is beyond question.

The Asp, along with the Cobra, are among the larger Naga in stature. They are noticeably larger than the Chameleon and Greensnake, but significantly smaller than the massive Constrictor. Asp range from 15 to 20 feet in length, and weigh 600 to 800 pounds.

CASTE RANK: 1.0

BENEFIT: +1 Stamina

BLOODLINE ABILITY: An Asp's Wounds are calculated as if his Earth were one rank higher.

THE COBRA

The enigmatic Cobra are less understood by humans than any other Bloodline. In truth, they are not fully understood even by other Naga. The Cobra have an obsession with the unknown, with attaining new knowledge and plumbing the mysteries of both the Akasha and the world beyond Naga understanding. They are more susceptible to mutation than other Bloodlines. Almost all Cobra are jakla, it is practically certainly that constant exposure to the mystical energies that jakla wield when using their magic causes this relatively high rate of mutation. It is not uncommon for a Cobra to be able to communicate only through the Akasha because physical deformity makes speech impossible for them.

Cobra are roughly the same size as Asp, which is to say that they are larger than Chameleon and Greensnake, but far smaller than Constrictor. Cobra range from 15 to 20 feet in length, with an average weight of between 600 and 850 pounds.

CASTE RANK: 0.5

BENEFIT: +1 Intelligence

BLOODLINE ABILITY: Each day, a Cobra gains one additional Akasha Point that may only be spent on use of Pearl Magic or Lore Skills.

THE CHAMELEON

The Chameleon are among the smaller Naga. This has proven an advantage for them, however, because it compliments their natural talent for

camouflage. They serve as the Naga's scouts, outriders and spies. They also tend to the pearl beds that form the basis of the Naga economy, as well as the magic used by jakla.

Chameleon are longer than Greensnake Naga, but no larger in build. They reach between 13 to 17 feet in length, and weight between 500 and 700 pounds.

CASTE RANK: 1.0

BENEFIT: +1 Reflexes

BLOODLINE ABILITY: Chameleon roll an additional number of dice equal to their School Rank on all Stealth rolls.

THE CONSTRICTOR

The Constrictor are by far the largest and the least numerous of the Naga Bloodlines. Many fear that the Constrictor are on the brink of extinction, for none of their egg clutches survived when the human conflict called the Clan War briefly interrupted the Great Sleep. The few who remain are solitary, solemn creatures that are enormously valued by their fellow Naga. Historically, the Constrictor possess a deep bond with the Akasha, far stronger than that of any other Bloodline. Because of this, they serve the Naga as philosophers, teachers, and interpreters of their collective fate.

Constrictors are truly massive individuals, reaching 25 to 30 feet in length and weighing roughly 1,000 to 1,250 pounds. In times of conflict, the Constrictor can come to the aid of their Asp brothers as incredibly powerful warriors, wading through their foes like living siege engines.

CASTE RANK: 1.5

BENEFIT: +1 Strength

BLOODLINE ABILITY: Because of their huge size and strength, Constrictor gain 2 Free Raises on any attempt to grapple with an opponent (see Legend of the Five Rings Role-playing Game, Third Edition, p. 169 for rules on grappling).

THE GREENSNAKE

The Greensnake are the most numerous among the Naga Bloodlines. They are the Naga's explorers and diplomats. They have always served as the Naga's voice among others, representing the race whenever they come into contact with other civilizations. The Greensnake were instrumental in ending the Bloodland Wars in the Naga's prehistory, and they were the architects of peace between the Naga and Rokugan during the Clan War's waning days. In modern Rokugan, the Greensnake maintain relations with the Dragon and Unicorn clans though their allies Akasha and Mirumoto Mareshi, respectively.

While still much larger than humans, the Greensnake are smaller than any other Naga. They have slender, athletic builds, reaching between 10 and 15 feet in length and weighing 400 to 600 pounds.

CASTE RANK: 2.5

BENEFIT: +1 Reflexes

BLOODLINE ABILITY: The Greensnake obsessively research other cultures and customs. At the time of character creation, a Greensnake gains 5 additional Character Points that may only be spent on purchasing Skills or Advantages directly related to their interaction with other cultures, such as Etiquette and Lore Skills.

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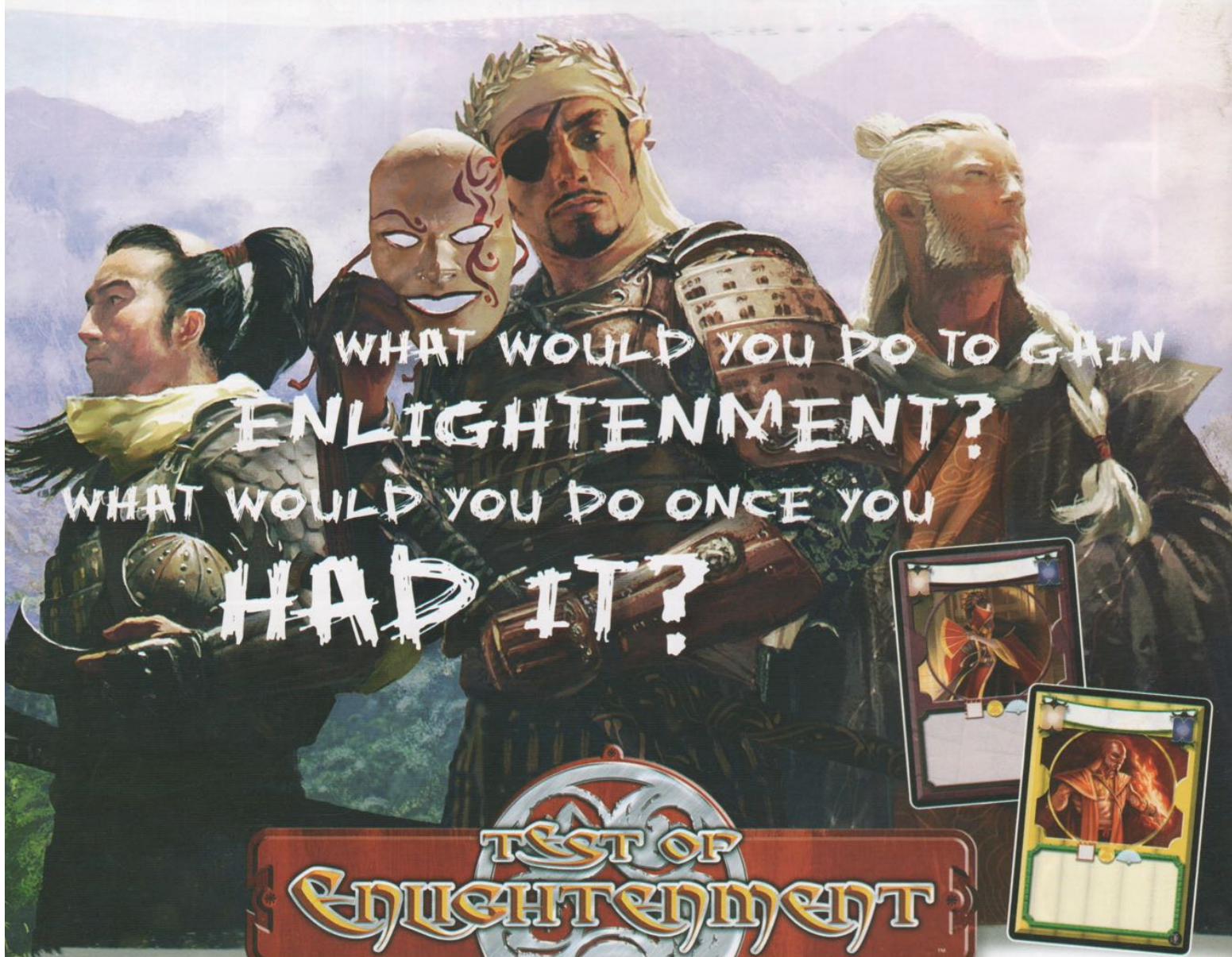
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