

Otomo Suikihime, Imperial Governor of the Colonies, swept into her personal audience chamber with a flourish, her exquisitely crafted attire glinting in the sunlight. The chamber, which could easily accommodate dozens, was empty save for a lone figure awaiting her. "Good morning, Kikugoro," she said with a smile. "How does the day find you?"

Asako Kikugoro gave what Suikihime might call a pained smile, accompanied by a proper bow. "I am well, my lady," he said, his voice soft and velvety as ever. It was the principle reason she had selected him for the duty as one of her personal scholars. "I have the information you requested, Governor."

"I did not doubt it for a moment," she said, still smiling. She doubted very much the Phoenix enjoyed her company, but his discomfit at her presence only entertained her. "I am very interested to know a bit more about this Fudoism that has become such a sensation throughout the Colonies. When it was something that was merely discussed on the frontier, I considered it unimportant, but I find it mentioned with increasing frequency here in the Second City."

"It is somewhat unusual that it has taken such root here," Kikugoro acknowledged. "It would seem that the symbols and texts discovered in certain rural regions are taken directly from the Fudoist texts. There has been some speculation

about whether or not Fudo or his adherents might have traveled to the Ivory Kingdoms after their exile from the Brotherhood."

"Interesting," Suikihime said, observing a servant enter with a tea tray. She nodded as it was poured and the servant withdrew. "For what reason was Fudo exiled in the first place?"

"The Brotherhood texts are somewhat vague in that regard," Kikugoro said. "The period of history when Fudo and his teachings first arose was particularly... conservative, theologically speaking. What we know of Fudo is that he taught that individual paths could vary wildly, and stray far from what was considered appropriate and acceptable at that time. His teachings were considered heretical by the most stringent of the Brotherhood sects, and even the more open-minded philosophical groups found them uncomfortable."

"Hmm," Suikihime mused, sipping at her tea. "I imagine the notion of finding your own way would have its appeal to those here in the Colonies, separated as they already are from normal events and surroundings."

Kikugoro seemed surprised at her observation. "... I would agree, Governor," he said tentatively. "The Colonies are, by their nature, rather open and different. Too much liberation can be extremely confusing and disorienting. I can understand how Fudoism might offer such individuals the opportunity to

find some sort of rationalization in their new lives."

Suikihime set the tiny cup down on the tray. "What do you think of Fudoism, Kikugoro?" she inquired.

"Personally?" The Henshin considered the question. "Well, I suppose that I would..." the man's words trailed off as he gasped and staggered, nearly dropping some of his belongings as he placed on hand against his temple.

"What is it?" Suikihime asked. She considered calling out for her personal guards, who were just outside the chamber, but she did not feel in danger just yet. She glanced around, seeking whatever might have caused such shock in her attendant. The Governor felt a sensation of alarm when she realized that there was another person in the room with them.

An older man stood, hands calmly folded in his sleeves, observing one of the new older tapestries on the wall. "My goodness," he said. "Is this an original tenth century?"

Kikugoro was recovering his composure, but Suikihime's curiosity was piqued. "I am not in the habit of receiving unannounced guests," she said calmly. "What is your name, stranger?"

"Mahatsu," the man replied simply. "I did not mean to intrude, and I certainly mean no offense. I was sitting in a temple in the Imperial City and

decided that I should expand my horizons and visit the Colonies. A whim, you might call it."

Suikihime smirked ever so slightly. "You traveled for over a month on a whim?"

"Oh no," Mahatsu said. "That was this morning."

The Governor cast a look at her attendant, but Kikugoro was still gasping and pale. "I do not know how, my lady," he rasped, "but this man speaks the truth. I have never sensed a presence such as his before."

Suikihime looked at the newcomer with curiosity, unsure of what to make of this enigmatic new personality that had manifested in her most closely guarded chamber. "Mahatsu," she said, sounding out the name. "Would you care for some tea?"

Far from the Colonies and even farther from the Empire, the old one stirred. Its slumber was ended for the moment, and one of those rare moments of clarity was upon it. It savored such things, lingering over them like a preferred morsel. This time, however, there was something new, something different that attracted its interest. Long ago, the old one had abandoned its hopes for the Empire of Rokugan, but these new lands, these Colonies, held a new promise, a new opportunity.

The old one stirred, and reached out for those who shared its curse.

— New Rules and Notes on Specific Cards —

New Keyword Rules

Brash: After each time a card with the Brash keyword is assigned to attack, the Defender may choose to draw a card. If multiple Brash cards are assigned simultaneously, the Defender may draw up to one card per Brash card that assigned.

Elite: Personalities and Followers with the Elite keyword contribute force to their army's total even while bowed.

Overconfident: After each time a card with the Overconfident keyword enters or leaves play, each player other than the player who controls the Overconfident card (or last controlled it if leaving play) may draw a card. This option is taken in turn order. If multiple cards enter or leave play simultaneously, each eligible player chooses how many cards to draw, up to the number of eligible Overconfident

cards affected, before the next player in turn order does.

New Wording Notes

Bonuses and penalties to a card's "Gold Production" affect the amount of Gold produced each time it produces a base amount of 1 or more Gold. This applies to any Gold produced, whether from traits or actions.

"would be opposed": when referring to a battlefield, a card or unit "would be opposed" there if there are one or more units currently there which are enemy to the card or unit. Do not take into account triggered traits or conditional effects when deciding whether a card would be opposed.

Honor-producing: A card is "Honor-producing" if it has any abilities or traits with an Honor gain (for any player) as one of the potential effects.

Notes on Specific Cards

Akodo Hotaka: The "minus one" modifies Hotaka's Personal Honor, not the amount needed to achieve the Honor Victory; for example, if no other effects are altering his Personal Honor, one copy of Hotaka would make 38 Honor (40 minus [the quantity, 3 minus 1]) your threshold for Honor Victory.

Hato-gurama: This card's first trait allows you to construct your Fate deck with one less card in it for each Hato-gurama you include in it. The subsequent legality of your deck is not affected by Hato-gurama leaving the game. If Hato-gurama is discarded while face-down to the player discarding it (for example, another player picks it face-down at random from your hand, or you discard it as the top card of your deck), this still can pay a cost, because it is not being knowingly chosen.

Isawa Momoko: The term "non-destruction costs" refers to any cost except destroying one or more cards, tokens or Provinces. A cost that says to discard something is a non-destruction cost.

Learning: Because the choice of Personality to copy doesn't target, this may copy a keyword from an enemy Personality at home.

Sentinel Spirit: The 3 Honor gain is based on checking Honor totals after your next Dynasty phase begins.

Step through the Void: The affected cards' game states (such as ongoing effects or being bowed) remain throughout this process. Also, "ignoring ... entering-play effects" means that triggered traits, conditional effects, and Reactions are not triggered by the cards entering play again.