



A Time for Action



Open: Each player with 21 or more Family Honor loses 5 Honor.

“Because the battle has ended, you think that we should grow comfortable? There is never a better time for action than when it is not yet needed. Now is the time for preparation.”





Alliance



You do not pay the extra two Gold for bringing Personalities with the named Clan Alignment into play.

Open: Put this Event into play. Name a Clan Alignment other than your own.

“Our clans have shared both friendship and enmity. We must now ask ourselves, which one brought greater benefit to us both?”





Glimpse of the Unicorn



Dynasty: Draw a card. (*You may only take Dynasty actions during your Dynasty Phase.*)

The ki-rin is an ancient and sacred creature of legend. It appears in the mortal realm perhaps once each generation, and those who see it are blessed.





Military Alliance



UNIQUE

After each time an Attacker destroys a province by winning a battle, he gains 3 Honor.

Open: Put this Event into play.

“I bring you a gift, the head of the man who shamed both our houses. Perhaps now we can grow in strength together once again.”





Political Standoff



KHARMIC

After a player gains Honor, or any of his opponents lose Honor from the rulebook or cards they do not own, give him an equal number of **Influence** tokens. A player who begins his turn with 50 or more Influence tokens wins the game. This Event will not be discarded or have its effects prevented.

Political Open: If no player controls a copy of Political Standoff, put this Event into play.



Severed from the Emperor



You cannot win an Honor Victory or control the Imperial Favor. You have the ability, **“Repeatable Interrupt:** Negate a Favor action after it targets your cards (*the Imperial Favor is still discarded*). Lose 5 Honor.”

Open: Put this Event into play. Discard the Imperial Favor if you control it.

“The Colonies have their purpose, certainly, but respectable? There are gaijin living there.” – Bayushi Nitoshi



Wisdom Gained



UNIQUE

Open: Starting with you, each player may search his discard pile and Fate deck for a Ring, show it, and put it in his hand.

Some seek the wisdom of the universe within monasteries, severing themselves from all outside influences. Others immerse themselves in the natural world in hopes of becoming one with it.





Akodo Dojo



2

Dojo

f: Produce 2 Gold.

f: When paying for a Follower, it enters play for 3 less Gold.

The Lion Clan Champion remains an Akodo. The family has fully returned to their seat of power within the clan.





Ashigaru Fort



2

FARM

f: Produce 2 Gold.

Open: If it is not your turn, target a Personality. Straighten his unit. Destroy this Holding.

“First lesson of war, Ichiro: Ashigaru form the backbone of any army. Treat them well.”





Brilliant Cascade Inn



1

GEISHA HOUSE

Reduce by 1 all Honor gains during the Action Phase for players without Personalities in play.

f: Produce 1 Gold.

Political Limited, f: Target a dishonorable Personality. His controller loses Honor equal to his printed Personal Honor or 2, whichever is lower.

“Yes, it looks elegant, but I would not be seen entering if I were you.” – Doji Dainagon



Carrion's Breath



2

SHADOWLANDS

After you Recruit this Holding,
lose 1 Honor.

f: Produce 2 Gold.

Battle/Open, f: Fear effects
from cards (*now*) in a target
Personality's unit have +1 strength.

It remains a place of horror and fear.



Clear Water Village



2

VILLAGE

☛: Produce 2 Gold.

Battle/Open, ☛: Target a Personality. Negate future Fear effects on his unit (*this turn*).

Despite the dark events in the Empire and Colonies, it remains a symbol of trade and hope.





Collapsing Bridge



2

f: Produce 2 Gold.

Open: Give a Province +3 strength.
Destroy this Holding.

*A Kaiu builds everything perfectly,
even things he intends to break.*





Copper Mine



2

MINE

f: Produce 2 Gold, or 3 Gold if you are a Lion Clan player.

These rich mines would keep the Lion Clan wealthy, were the funds not needed to field the clan's extensive armies.





Counting House



2

You may only have one copy of Counting House in play.

†: Produce 2 Gold.

Limited, †: If you have fewer Provinces than each other player, draw a card.

“War is no excuse for a failing economy.” – old Yasuki saying





Deeds and Words



2

f: Produce 2 Gold.

Interrupt: If it is the Action Phase, reduce one of the Honor gains or losses from the action to 0. Destroy this Holding.

The historians wait for the final word on the conflicts in the Colonies, so they know which tone to use within their records.





Deep Harbor



1

PORT

f: Produce 1 Gold.

f: When paying for a Holding, it enters play for 2 less Gold.

"I am sure Hiromi-san intends to abide by our agreement. I am also sure he will be creative in interpreting some of the details, so watch any Mantis merchants closely." – Doji Makoto





Family Library



2

f: Produce 2 Gold.

Limited: Discard a face-up card from one of your Provinces. Refill the Province with your target discarded (*not dead*) Personality. Destroy this Holding.

“The deeds of our ancestors are paramount, Nichiro. We must maintain the records.”





Famous Bazaar



2

MARKET

After you Recruit this Holding from a Province, refill the Province face-up.

f: Produce 2 Gold.

"I enjoy coming here more than I should admit, dear friend. They have every fabric I could possibly want!"





Farmer's Market



2

FARM • MARKET

You have +1 maximum hand size.

f: Produce 2 Gold.

"They are not fools, Muroken. They know what is at stake around them."





Frontline Encampment



2

f: Produce 2 Gold.

Limited: Give your target Personality +2F. Destroy this Holding.

P'an Ku's influence was only one of countless problems the Colonies faced. War, it seemed, was never far from them.





Geisha House



2

GEISHA HOUSE

f: Produce 2 Gold, or 3 Gold if you are a Scorpion Clan player.

The Scorpion will do what must be done to safeguard the Empire, even if others consider it distasteful.





Gold Mine

2

MINE

f: Produce 2 Gold, or 3 Gold if you are a Dragon Clan player.

“How did we allow the Colonies to fall so far from grace? We must be vigilant, lest it continue down a spiral of ruin.”





Haiku School



2

✦: Produce 2 Gold, or 3 Gold if you control a Courtier and the Imperial Favor.

There is no greater battle than the one waged with poetry and wordplay within.





Heavy Infantry Dojo



4

Dojo

f: Produce 3 Gold.

Battle, f: Give your target Personality +2F.

“Tell us how many men you need, and I shall make sure you have them.”





Hida Advisor



1

RETAINER

f: Produce 1 Gold.

Open, f: Transfer your target Follower from one of your unbowed Personalities to another.

“Crush them.”





House of Exotic Goods



2

f: Produce 2 Gold.

Limited: Put one or more face-up cards in your Provinces at the bottom of your deck (*and refill the Provinces*). Turn all cards in your Provinces face-up. Destroy this Holding.

The Colonies have introduced many new things to the average Rokugani.



House of the Red Lotus



2

GEISHA HOUSE

f: Produce 2 Gold.

Political Interrupt, **f**: Reduce a Proclaim action's Honor gain by 1, and lose 1 Honor.

The House shall thrive forever, under good guidance.





Humble House



2

SAKE HOUSE

f: Produce 2 Gold.

Limited, **f**: Give a target Personality a +1F **Sake** token. Remove it after your next turn begins.

"Even cheap sake tastes sweet in the presence of friends!"





Imperial Dojo



2

DOJO • IMPERIAL

†: Produce 2 Gold.

Limited, †: If you have two or fewer Provinces, discard any face-up Holdings in your Provinces, refilling those Provinces face-up.

"We enforce the Imperial will."



Iron Mine



2

MINE

f: Produce 2 Gold, or 3 Gold if you are a Crab Clan player.

Kuni Renyu will return to the mainland soon, and with him will arrive a torrent of turmoil and change.





Jade Works



3

JADE

f: Produce 3 Gold.

f: When paying for a Jade card, it enters play for 5 less Gold.

"We shall need jade more than ever, I think." – Kuni Renyu





Jiramu's Court

2

f: Produce 2 Gold.

Open, f: Straighten your target Courtier.

The Seppun family is one of the most revered noble houses within the Empire.





Kabuki Theater Troupe



3

f: Produce 2 Gold.

Limited, f: Gain 1 Honor.

*Even in times of war, art and
entertainment have their place.*





Kaeru Contractor



2

f: Produce 2 Gold.

f: When paying for an action on a Strategy, it costs 3 less Gold.

“After all, there are many ways of knowing what another lord is planning.” – Bayushi Nitoshi





Kobune Port



2

PORT

f: Produce 2 Gold, or 3 Gold if you are a Mantis Clan player.

“The sea! The sea! Source of riches and storms! Still, there is something to be said for a bath and some good sake in port.”





Marketplace



2

MARKET

f: Produce 2 Gold, or 3 Gold if you are a Crane Clan player.

“What is more marvelous than a market? One can see goods from all over the Empire, speak with merchants who have traveled its length and breadth. Money, useful items, and information, all in one place.” – Doji Etsuki





Merchant Atoll



6

CASTLE • PORT

Your Provinces have +1 strength.

f: Produce 5 Gold.

"The war is over, but I do not intend to lose the pace. Keep an eye on merchants with Crane patrons." – Yoritomo Hiromi





Poorly Placed Garden



5

FORTIFICATION

(Fortifications attach, straightened, to the Province from which they entered play.)

Limited, ♠: Gain 2 Honor.

“Do not say anything about it. He is so proud of it, and I cannot bear to hurt his feelings.”





Rice Paddy



2

FARM

🌾: Produce 2 Gold.

Battle, 🌾: Bow a target enemy attacking Follower. Destroy this Holding.

“In the end, all the wealth of the Empire wells out of this mud. Something to contemplate, yes?” – Isawa Amiki





Roaming Caravan



2

MARKET • RETAINER

f: Produce 2 Gold.

Battle, f: Target another player's Personality at any location who was moved home from the current battlefield. Straighten his unit and move him there.

"If I could choose, I would travel the Empire with them." – Moto Naleesh



School of Wizardry



7

f: When paying for a Human Shugenja, he enters play for 0 Gold.

People call 'wizardry' that which they do not understand.






Secluded Outpost



6

f: Produce 4 Gold.

Tireless Interrupt, : If this Holding bowed to produce Gold to Recruit a Personality, Equip an attachment to him from your hand for 4 less Gold after he enters play.

“A small force that can be quickly summoned is sometimes better than a larger one that arrives too late.” – Shinjo Tselu



Secluded Shrine



1

TEMPLE

f: Produce 1 Gold.

Limited: If you have not lost Honor from cards you own this game and your Family Honor is below your starting Honor, gain 1 Honor.

“A simple place, but one that never fails to fill my heart with peace.” – Asahina Umeko



Shinomen Marsh



2

SWAMP

f: Produce 2 Gold, or 3 Gold if you are a Spider Clan player.

"It is filled with wonders and dangers. I should like to go there someday." – Kitsune Parumba





Shrine to Hachiman



2

TEMPLE

f: Produce 2 Gold.

Battle/Open: Straighten a target attachment.

The Fortune of Battle is honored by samurai throughout the Empire. No one knows how he decides of whom to take notice.





Silver Mine

2

MINE

f: Produce 2 Gold, or 3 Gold if you are a Phoenix Clan player.

“Silver shines when cared for and corrodes when left alone. Rather like the human spirit, in my opinion.” – Isawa Kouka





Slanderer



6

RETAINER

†: Produce 5 Gold.

Political Limited, **†**: If you control a Courtier or Magistrate, dishonor a target Personality.

"She is just another one of my tools, but a highly effective one." – Bayushi Nitoshi





Small-Time Bully



2

RETAINER

After you Recruit this Holding, if you control a Courtier or Magistrate, you may dishonor a Personality.

f: Produce 2 Gold.

“He is an unimaginative brawler who goes after those weaker than himself. Perfect.” – Yogo Haruto





Stables



2

STABLES

f: Produce 2 Gold, or 3 Gold if you are a Unicorn Clan player.

“Soon, my friend. Soon we will be home and you will be properly spoiled.”





Tea House





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☞: Produce 1 Gold.

Battle/Open, ☞: Target your Personality. Negate all current and future (*this turn*) Chi penalties on him from other players' cards, and tokens they created.

"They are civilized places where peace and hospitality reign. I am sure that without them the Empire would collapse into chaos." – Isawa Kamiko





Temple of Harmony

2

TEMPLE

f: Produce 2 Gold.

f: When paying for a Monk, he enters play for 3 less Gold.

*“How many give harmony the service of their words!
How few serve it with their actions!” – Isawa Kamiko*





Temple to the Elements



6

TEMPLE

f: Produce 5 Gold.

Open: Give your target Monk or Shugenja **Air, Earth, Fire, or Water**.

Everyone in the Empire acknowledges the power of the elements, but few understand them as deeply as the orders of monks and shugenja among the clans do.





Vast Paddy Fields



2

FARM

f: Produce 2 Gold. If you bowed this Holding while paying to Recruit a Farm Holding, refill the Province face-up.

“They bring wealth, and thus, power. How fortunate that the Crane have so many.” – Doji Etsuki





Vengeful Populace



2

f: Produce 2 Gold.

Battle, f: Bow your target unbowed Follower or Item. Bow a target enemy Personality without attachments.

“If there is one thing that the riot at the Second City has taught me, it is that even ordinary peasants can be a force to reckon with, given the right circumstances.” – Shinjo Tselu





Wandering Caravan



2

MARKET • RETAINER

f: Produce 2 Gold, or 3 Gold if it is not your turn.

“And what do I have here? Does this amuse you, little one?”





Yasuki Trader



2

RETAINER

☞: Produce 2 Gold.

Limited, ☞: Shuffle an Item in your discard pile into your deck.

"They go everywhere and none of the other clans ever think about them, except to scorn their money-grubbing ways. I admire their brilliance." – Kuni Renyu



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Hida Ayahi

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CRAB CLAN • BERSERKER • SAMURAI
SOUL OF HIDA KASHIN

Battle, ♣: Destroy one or more target enemy Followers with total Force less than or equal to Ayahi's Force.

"I make sure to have the final say in every argument and the final blow in any fight."



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Hida Kisada, the Little Bear

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CRAB CLAN • CLAN CHAMPION • SAMURAI
SIEGE • EXPERIENCED • KENSAI • LOYAL
TACTICIAN • UNIQUE

Your Provinces have +1 strength. Fear effects, Melee Attacks, and Ranged Attacks targeting your Crab Clan Personalities in Kisada's army have -1 strength.

Tireless Battle/Open: Straighten your target Follower or Personality.

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Hida Reigoro

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CRAB CLAN • SAMURAI
SOUL OF HIDA RENGA

Battle: Bow Reigoro's target unbowed Follower. The enemy leader targets and bows one of his unbowed Followers or Personalities.

"We are the simplest family in all of Rokugan. Get in our way and get hit. That's all there is to it."



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Hida Saiyuki

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CRAB CLAN • SAMURAI
SOUL OF KAIU HISAYUKI

Increase by 1 all Force bonuses Saiyuki receives *(for the duration of the Force bonus)*.

Saiyuki finds great joy in the time before each battle, thinking of the carnage that will soon overtake his mind.



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Hida Toranosuke

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CRAB CLAN • SAMURAI

Home Battle: Target your Personality at any location. Switch his and Toranosuke's location. Straighten their units as they move.

"There are few things that raise my ire more than a proselytizing Spider."



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Hiruma Fujito

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CRAB CLAN • SAMURAI • SCOUT

Battle: Target Fujito's Follower. Fear with strength equal to its Force (*Bow a target enemy Follower, or Personality without Followers, with Force equal to or lower than the Fear's strength*).

"Is this it? My grandfather told me tales of the horrors in his days. You - are nothing."

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Hiruma Itta

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CRAB CLAN • SAMURAI

Battle: Ranged 2 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 2 or lower Force.*)

“Quiet. Do you hear that?”

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Hiruma Moritoki

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CRAB CLAN • SAMURAI • SCHOLAR • SCOUT

*“Brawn will only get you so far.
Wits will take you to the finish.”*



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Hiruma Tsurao

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CRAB CLAN • SAMURAI • SCOUT
SOUL OF HIRUMA TODORI

Battle: Straighten your target Follower.

“Any Hiruma can track a target across the Empire. Only Tsurao can tell me where it plans to go.” – Hida Kisada



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Kaiu Nakagawa

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CRAB CLAN • ENGINEER • SAMURAI • SIEGE
SOUL OF KAIU SHOICHI

Engage: If your attacking army has fewer Personalities than the enemy army, the Defender chooses a number of units in his army equal to the difference, and they move home.

"I have no time to retire. The Crab Clan needs me."

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Kuni Tomokazu

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CRAB CLAN • EARTH
SOUL OF KUNI TAKANIRO • SHUGENJA

(Shugenja may attach and cast Spells.)

Negate Fear effects targeting cards in this unit. Ranged Attacks targeting cards in this unit have -2 strength.

"I will never trust a Spider, no matter what they tell me."



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Yasuki Makoto

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 CRAB CLAN • COURTIER
 KOLAT • MERCHANT

Your Holdings enter play for 1 less Gold.

Economic Home Battle, ♣: Target an enemy Personality. His controller may pay 4 Gold. If he does, he loses 1 Honor. If he does not, dishonor the target and move him home.

They shall never die.

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Yasuki Tono

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CRAB CLAN • COURTIER • MERCHANT

"The Heavens themselves have moved for love. In the end, only duty weighs more upon a man's shoulders."



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Asahina Umeko

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CRANE CLAN • AIR
SOUL OF ASAHINA KIMITA • SHUGENJA

(Shugenja may attach and cast Spells.)

“The Phoenix? The Phoenix are always fretting about something. I do not fear their interest in our family, for the Crane Clan takes care of its own.”



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Daidoji Kinta

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CRANE CLAN • SAMURAI
SOUL OF DAIDOJI GUDETA

Battle, ♣: Ranged 4 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 4 or lower Force.*)

“Perhaps I am not as good as a Tsuruchi. But still, I am better than you. That is what is important here.”

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Daidoji Tametaka

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CRANE CLAN • COMMANDER • IRON CRANE
SAMURAI • SCOUT • SOUL OF DAIDOJI ZOUSHI

Battle: Give a target enemy Follower or Personality $-4F$. You may target your Personality and move him home.

“Playing peacemaker between the Lion and the Scorpion? Is this some manner of sick joke?”



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Daidoji Tanshi

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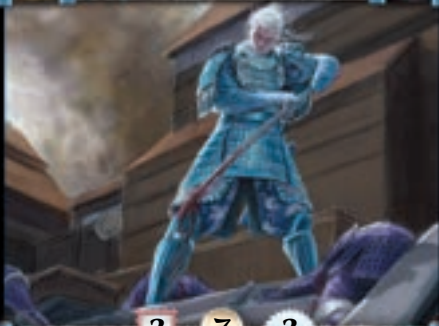
CRANE CLAN • SAMURAI • SCOUT

“They are excellent training fodder, but I am starting to worry. Where do they come from? Are the Scorpion failing to guard their wall, or should we look to the Crab?”

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Daidoji Ujirou

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CRANE CLAN • SAMURAI • SCOUT
SOUL OF DAIDOJI GEMPACHI

Engage: Raise Ujirou's Force, and the Force of a target Personality in his army, to equal the Force of a target enemy card.

"There is always someone trying to cause problems."



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Doji Dainagon

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CRANE CLAN • COURTIER • IMPERIAL

Dainagon may Lobby as an **Open** action.

“In the aftermath of a crisis, the bold find opportunities.”



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Doji Etsuki

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CRANE CLAN • GOVERNOR • MAGISTRATE
SAMURAI • SOUL OF DOJI NUMATA

Battle: Bow a target enemy dishonorable Personality. Raise or lower this Province's strength by Etsuki's Personal Honor.

"The affair in the Colonies has created an unbelievable amount of paperwork and dishonor. I intend to use this to our advantage."



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Doji Katata

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CRANE CLAN • COURTIER

Katata cannot attack or defend.
You may take Favor Battle actions
one additional time per turn.

Political Home Battle/Open, ♣:
Take the Imperial Favor.

"I think an important point has been overlooked."



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Doji Makoto, the Smiling Blade

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CRANE CLAN • CLAN CHAMPION • COURTIER
SAMURAI • DUELIST • EXPERIENCED • LOYAL • UNIQUE

Your other Crane Clan
Personalities have +1PH.

Favor Political Limited: Discard the
Imperial Favor to draw a card.

"I am sure this will be a most interesting year."



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Doji Shirarou

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CRANE CLAN • ARTISAN • SAMURAI
SOUL OF DOJI BUKITA

Limited: Discard the top card of your Fate deck. Target another player, who may choose to lose 2 Honor. If he does not choose this, gain Honor equal to the card's Focus Value.

"Really, Tametaka. I expected you to see the value of an unexpected strategic move."

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Doji Soeka

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CRANE CLAN • COURTIER • MAGISTRATE
 SEDUCTRESS • SOUL OF DOJI NENKAI

Open: Target a Personality with lower Personal Honor than Soeka's Chi. Set his Force equal to his own Chi.

"Honor brings strength, and I am more than willing to remind the dishonorable of their weakness."



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Kakita Amiki

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CRANE CLAN • COURTIER • SAMURAI
SOUL OF KAKITA FUNAKI • DUELIST

(Duelists win tied duels versus non-Duelists.)

Political Limited, ƒ: Another player's target Personality may challenge Amiki. If he does not, his abilities may not be used until your next turn begins. Destroy the duel's loser.

"My friend, I am quite happy to settle our disagreement here."

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Kakita Ibara

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CRANE CLAN • SAMURAI • DUELIST

(Duelists win tied duels versus non-Duelists.)

Battle: Fear 1, with +1 strength if Ibara has challenged a Personality this turn.

“She is beautiful, talented, and rapidly becoming notorious. My cousin is most interesting.” – Doji Dainagon

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Mirumoto Higaru

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DRAGON CLAN • SAMURAI
SOUL OF MIRUMOTO ROSANJIN • KENSAI

(Kensai may attach two Weapons, as long as neither is Two-Handed.)

The Mirumoto style is called "Niten-Ichi," which means "two swords as one." It teaches the use of two swords at once, flurries of strikes, and the disruption of the enemy's rhythm. In parts of the Empire, it is called "the Coward's Way." But never to a Mirumoto's face.

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Mirumoto Hikuryo

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DRAGON CLAN • SAMURAI • DUELIST

(Duelists win tied duels versus non-Duelists.)

Battle: Fear 2, or Fear 3 if the target is dishonorable.

“Are you surprised, Kakita-san? This duel was decided before the swords were drawn.”



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Mirumoto Niwa

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DRAGON CLAN • SAMURAI
SOUL OF MIRUMOTO KEI • KENSAI

(Kensai may attach two Weapons, as long as neither is Two-Handed.)

Battle: Niwa challenges a target enemy Personality. He may refuse; if he does, give Niwa +3F. Give the duel's loser -3F.

"Dragon armies rarely announce their arrival. Or whose side they are on." – Matsu Nagatsu

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Mirumoto Nokkai

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DRAGON CLAN • SAMURAI • TATTOOED
SOUL OF MIRUMOTO TSUGE

Nokkai has +1F/+1C while dueling, or opposed by, a Phoenix Clan Personality.

After the first time each turn Nokkai challenges a Personality, draw a card.

*“My family may have forgotten,
but I? I will never forget.”*

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Mirumoto Shikei,

the Laughing Dragon

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DRAGON CLAN • CLAN CHAMPION • MONK
 NAGA • SAMURAI • TATTOOED • DUELIST
 EXPERIENCED • KENSAI • LOYAL • UNIQUE

Limited: Look at the top three cards of your Fate deck. You may exchange one of them with one from your hand. Put the cards back in any order.

Battle/Open: Straighten your target Ring.

Who trusts the man who laughs?

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Mirumoto Tsukazu

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DRAGON CLAN • SAMURAI
SOUL OF MIRUMOTO MINAWA • KENSAI

(Kensai may attach two Weapons, as long as neither is Two-Handed.)

Battle: Bow a target enemy Personality with lower Force and lower Chi.

“My father died defending the High House of Light with this sword. I will do no less! None shall cross this threshold while I draw breath!”

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Mirumoto Yasushi

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DRAGON CLAN • SAMURAI
SOUL OF MIRUMOTO KYUZO

Interrupt: After you Recruit Yasushi, give him a +1F or +1C token.

“The Dragon are known for their quiet, philosophical, enigmatic ways. This is why few anticipate the straightforward practicality of the Mirumoto. How fortunate for the Dragon.” – Asako Izuna

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Tamori Katsumi

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DRAGON CLAN • EARTH
SOUL OF TAMORI SHAITUNG • SHUGENJA

(Shugenja may attach and cast Spells.)

Earth Battle: Discard a Kiho or a Spell from your hand to give this Province a strength bonus equal to the card's Focus Value.

The Tamori are many things; warriors, alchemists, philosophers, and pragmatists. It is easy to forget that they are also priests.

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Tamori Seiken

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DRAGON CLAN • EARTH • MOUNTAINEER
CAVALRY • SHUGENJA

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle. Shugenja may attach and cast Spells.)

“Only an uncultured brute would exploit the gifts of the kami for war.” – Asahina Akahiko



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Tamori Shaisen

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DRAGON CLAN • ALCHEMIST • EARTH • IMPERIAL
SOUL OF TAMORI SHOSEI • SHUGENJA

Earth Limited, ♯: Shaisen prays to the Fortunes. If you control a Temple, gain 1 Honor. You may bow your Temple to straighten Shaisen.

“He possesses his father’s wisdom and studious nature. He is an asset to our entire clan.” – Mirumoto Shikei

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Togashi Ango

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DRAGON CLAN • MONK
SOUL OF TOGASHI CHIKATO • TATTOOED

Ango has +1F/+1C for each Ring you control.

"I do not believe this lesson delivered the proper impact." Ango smiled. "Let me try again."



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Togashi Korimi

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DRAGON CLAN • EARTH • MONK
SOUL OF TOGASHI OKI • TATTOOED

Korimi has +2F while defending.

Interrupt, ♣: After you Recruit Korimi, draw a card.

“Is modesty not a form of pride? I thought you were above such things, Shiba-sama.” The ambassador did not argue, but neither did his face cease its blushing.

3

Togashi Ogure

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2

DRAGON CLAN • MONK
SOUL OF HOSHI AKIYAMA

Battle: Discard a Kiho to give Ogure +2F, or +3F if he is defending.

Battle: Bow your target unbowed Ring. Take two additional Battle actions.

The temptation to apply the teachings of kaze-do can be overwhelming.

4

Akodo Dairuko, the Steel Lion

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LION CLAN • CLAN CHAMPION • SAMURAI • PARAGON
EXPERIENCED 2 • LOYAL • TACTICIAN • UNIQUE

You may target defending Personalities with the rulebook Favor Political Battle action. After you destroy an enemy card during battle (*including resolution*), gain 1 Honor.

Battle: Give all your other attacking Lion Clan Samurai at Dairuko's battlefield +1F and +1PH.

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Akodo Kenaro

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LION CLAN • SAMURAI • SOUL OF AKODO IJIASU
WAR LEADER • TACTICIAN

(Battle: Discard a card to give this Tactician a Force bonus equal to the card's Focus Value.)

"Some say that one Akodo general is worth a hundred of any lesser school. I find such a statement boastful - we are worth perhaps only forty."



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Ikoma Ichimoko

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3

LION CLAN • SAMURAI • SCOUT

Battle: Give a target enemy
Follower or Personality -2F.

“Ichimoko prefers to disable, rather than kill. My sister’s desire to allow others the glory is curious, though it has made her many friends.” – Ikoma Yoshimoko



2

Ikoma Shika

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2

2

LION CLAN • SAMURAI • SCOUT

“Her time among the Colonies and hunting the Yodotai have only added deadly experience to her prodigious talent. I would not trade her for any number of the Hiruma or Tsuruchi’s vaunted scouts.” – Akodo Dairuko



3

Ikoma Yoshimoko

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2

LION CLAN • SAMURAI • SCOUT

Battle: Fear 2, or Fear 3 if you control a Terrain.

"My sister's tactics are... inventive. Our enemies laid down their weapons once, believing she had twenty archers hidden behind her." – Ikoma Ichimoko



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Kitsu Miro

3



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3

LION CLAN • SODAN SENZO • WATER • SHUGENJA

Home Battle, ƒ: Create a 2F/2C/3PH Lion Clan • Ancestor • Samurai • Spirit Personality at the current battlefield. Remove him from the game after the battle ends.
(Home actions can be taken from home.)

The ancestors of the Lion, like their living counterparts, sometimes find peace and harmony only in war.

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Kitsu Suki

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LION CLAN • WATER • SHUGENJA

Limited: Each player who controls an Ancestor gains 1 Honor. For any player who controls no Ancestors and has higher Honor than his starting Family Honor, you may choose to have him lose 1 Honor.

“Perhaps an acceptable samurai can speak of their own honor, but a great one knows of their grandfather’s. And his grandfather, and on.”

2

Matsu Agai

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2

LION CLAN • DEATHSEEKER • SAMURAI
SOUL OF MATSU AGORO

Battle: Fear 3 (*Bow a target enemy Follower, or Personality without Followers, with 3 or lower Force.*)

“My honor is lost, but you are hardly worthy to take my life and end my shame.”

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Matsu Choiko

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2

LION CLAN • SAMURAI
SOUL OF MATSU RYOICHI

Battle: Target another of your Lion Clan Personalities. Give Choiko a Force or Chi bonus equal to the target's Personal Honor.

Few Matsu exalt in the brotherhood of fellow Lion as much as she.



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Matsu Misato

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LION CLAN • PARAGON • SAMURAI

Battle, ƒ: Ranged 3 Attack with +1 strength for every 10 points of Family Honor you have.

“Do you think age could dull her reflexes? Even time itself seems to cower before Misato-sensei’s stare and pauses before her stance.” – Matsu Tayuko



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Matsu Morito

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3

LION CLAN • DEATHSEEKER • SAMURAI
SOUL OF MATSU SANRAKU

Battle, ♣: Move home a target enemy unit.

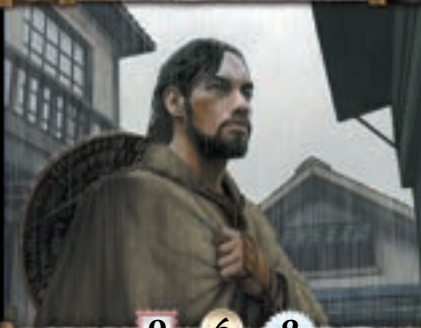
“He broke the enemy line as if it were air, and assaulted the command group itself. They fled, giving the day to the Lion.” – Akodo Kenaro



4

Matsu Rutaro

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LION CLAN • SAMURAI
SOUL OF MATSU TURI

Favor and Lobby actions cannot target Rutaro.

“Some have called him a monster for his actions in battle. They simply lack knowledge of what a true monster is.” – Matsu Agai



1

Matsu Tayuko

3



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3

3

LION CLAN • SAMURAI
SOUL OF MATSU AOIKO

Tayuko has +2F while attacking.

“Fill your soul with duty, and fear cannot enter it. Fill your mind with devotion, and failure leaves it. Fill your strike with honor, and your enemy cannot withstand it.”



3

Kitsune Kohaki

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3

MANTIS CLAN • EARTH • KITSUNE
NONHUMAN • SPIRIT • SHUGENJA

(Shugenja may attach and cast Spells.)

The spirits of the Realm of Animals, Chikushudo, share a special connection to the Kitsune Forest.

They have, over the centuries, formed a close bond with the Kitsune family, as well.



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Kitsune Parumba

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MANTIS CLAN • EARTH • SHUGENJA

(Shugenja may attach and cast Spells.)

Earth Interrupt: After you Recruit Parumba, create a 3F/2C/3PH **Mantis Clan • Boar • Nonhuman • Spirit** with the ability, “**Battle:** Melee 2 Attack.”

“My name? My parents were fascinated with the Naga, and I have to say I may have inherited their curiosity.”

2

Moshi Madohime

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2

MANTIS CLAN • SCOUT • THUNDER
NAVAL • SHUGENJA

(Once a turn, the Attacker gets the first Battle action, if it's from a Naval Personality's unit. Shugenja may attach and cast Spells.)

Thunder Battle: Fear 2.

"What shame is there in serving the Yoritomo family in war? My mother has performed her duty thus, and she is a revered member of this bloodline."

3

Sasada

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1

MANTIS CLAN • NINGYO • NONHUMAN
SCOUT • STORM RIDER • NAVAL

(Once a turn, the Attacker gets the first Battle action, if it's from a Naval Personality's unit.)

Tireless Battle/Open: Bow your target unbowed Port. Straighten Sasada.

"Hello, my old friend. I am glad to see you too have avoided the Dark Naga's grasp."

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Tsuruchi Goshō

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1

MANTIS CLAN • SAMURAI • SCOUT • THUNDER
NAVAL • RESERVE

*(You may Recruit a Reserve Personality, if he would be opposed, as an **Absent Battle** action.)*

Thunder Interrupt: After you Recruit Goshō at this battlefield, Ranged 3 Attack.

“I have been told that it is a simple trick, to shoot an unprepared foe. Perhaps so. But it is an exceptionally effective trick.”

2

Tsuruchi Kaito

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1

MANTIS CLAN • SAMURAI

Battle, ♣: Ranged 3 Attack.

Tireless Battle: Move Kaito home.

“Yes, I am certain I would have lost in an extended, face-to-face fight with him. You see, then, why I avoided it?”



4

Tsuruchi Natsuki

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2

MANTIS CLAN • MAGISTRATE • SAMURAI
SOUL OF TSURUCHI MASAKO

Interrupt: Give one of the action's
Ranged Attacks +1 strength.

"If I told you why the Tsuruchi are the best archers in Rokugan, then it would no longer be a secret, would it?"



2



Tsuruchi Rin

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2

MANTIS CLAN • BOUNTY HUNTER • SAMURAI

Battle, ♣: Ranged 2 Attack. If this destroys a card, produce 1 Gold (*which can be used later this phase*).

More than one criminal has mistaken a Tsuruchi's wish to collect their bounty as a sign that they can be bribed. It is not a mistake made twice.



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Yoritomo Hiromi, the Growing Storm

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MANTIS CLAN • CLAN CHAMPION • SAMURAI
THUNDER • EXPERIENCED 2 • KENSAI • LOYAL
NAVAL • UNIQUE

Personalities opposing Hiromi have -1F if you took the first Battle action in this battle (*including during that action*).

Thunder Engage: Your Ranged Attacks during this battle have +1 strength.

"The Colonies are many things, but never dull."

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Yoritomo Ichido

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1

MANTIS CLAN • SAMURAI
SOUL OF KINDARI • NAVAL

(Once a turn, the Attacker gets the first Battle action, if it's from a Naval Personality's unit.)

Battle, ♣: Move a target enemy non-Naval Personality home and bow his unit as he moves.

"Dishonorable? Underhanded? My friend, I'm afraid you are merely upset our tactics are so effective."

3

Yoritomo Matsuo

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2

MANTIS CLAN • SAMURAI
SOUL OF SEPPUN MATSUO • KENSAI • NAVAL

(Kensai may attach two Weapons, as long as neither is Two-Handed.)

Equipping Weapons to Matsuo is a **Battle/Open** action for you.

"My ancestry is strange, true, but then - everybody's strange."



3

Yoritomo Takuya

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1

MANTIS CLAN • SAMURAI
SOUL OF YORITOMO BUSSHO • NAVAL

(Once a turn, the Attacker gets the first Battle action, if it's from a Naval Personality's unit.)

Battle: Personalities that did not assign to this battlefield cannot move here.

"Few know the proper way," Takuya said to his Champion. "And those who find it, I will deal with."

4

Yoritomo Teihiko

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1

MANTIS CLAN • SAMURAI
SOUL OF YORITOMO MIE • NAVAL

(Once a turn, the Attacker gets the first Battle action, if it's from a Naval Personality's unit.)

"The movement and energy of the sea - this is the heart of the Mantis. You cannot combat the seas, and you cannot fight back against a storm. You can only endure and pray you do not earn its wrath further."



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Agasha Kyokuta

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PHOENIX CLAN • ALCHEMIST • FIRE
SOUL OF AGASHA YUHIKO • VOID • SHUGENJA

(Shugenja may attach and cast Spells.)

Fire Void Battle: Discard a card with an element keyword to give Kyokuta a Force bonus equal to the card's Focus Value. You may make a Ranged Attack with strength equal to that Focus Value.

"Shall I show you what I see?"

4

Asako Sadaki

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3

PHOENIX CLAN • MONK
SOUL OF ASAKO SUDA • VOID

Void Battle: Discard a Kiho or a Spell from your hand to bow a target enemy card.

“My heart is a peaceful one, so I do not wish to kill you. But it is important that you not err in mistaking this for weakness.”



3

Isawa Amihiko

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3

PHOENIX CLAN • EARTH • MOUNTAINEER
SOUL OF ISAWA WAKASA • SHUGENJA

(Shugenja may attach and cast Spells.)

Earth Interrupt: If the action is an Attacker's Battle action taken before the Defender's first opportunity to act or pass, discard a card to negate its effects, and gain 2 Honor if the card was a Spell.

"The earth cries out for order, and I shall serve it!"

3

Isawa Hibana

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PHOENIX CLAN • FIRE • SHUGENJA

(Shugenja may attach and cast Spells.)

Fire Battle/Open: Give Hibana -3F. Give your target non-Water Personality +3F.

"Fire is my gift, and I share it with any of my kin who can bear its weight."



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Isawa Kamiko

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3

PHOENIX CLAN • AIR • CAVALRY • SHUGENJA

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battlefield. Shugenja may attach and cast spells.)

Air Battle, ƒ: Move home a target Personality.

“The kami of the air love to dance, and it amuses them greatly when I try to dance with them.”



3

Isawa Kosea

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PHOENIX CLAN • EARTH • SHUGENJA

(Shugenja may attach and cast Spells.)

Earth Battle, : Equip a Spell to Kosea. You may take an additional action from the Spell.

"His power is great, and he uses it with grace and wisdom. I am sure he will progress far in this life." – Asako Sadaki



2

Isawa Kouka

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2

PHOENIX CLAN • SOUL OF ISAWA KIMI
VOID • SHUGENJA

(Shugenja may attach and cast Spells.)

Void Tireless Open: Give Kouka **Air**, **Earth**, **Fire**, or **Water**. *(Tireless actions can be taken even while bowed.)*

“How glorious the mountains are! What wisdom can be found here! Small wonder the Togashi build their monasteries on great heights.”

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Isawa Shunryu,

the Infinite Eye

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3

PHOENIX CLAN • ELEMENTAL MASTER • VOID
LOYAL • SHUGENJA • UNIQUE

Before you draw cards at the end
of your turn, draw a card.

Void Home Battle, ♣: Give all your opposed
Samurai +1F, or all enemy Personalities -1F.

*“Master Kimi was a voice of power and
wisdom. For now, I can only echo it.”*

1

Isawa Uzuyumi

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PHOENIX CLAN • SOUL OF ISAWA RIAKE
 WATER • SHUGENJA

(Shugenja may attach and cast Spells.)

Water Home Battle, ƒ: Move a target unit at any battlefield to a different, unresolved battlefield.

“No, Lion-san, I have not studied Akodo’s works. Water speaks clearly enough on this matter.”

2

Shiba Eraki

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2

PHOENIX CLAN • RITUAL MASTER • SAMURAI
SOUL OF SHIBA YOMA • YOJIMBO

Before your Spell or Kiho action resolves, if Eraki is at the current battlefield, give him +1F/+1C.

“It is simple enough. Set your mind in the correct pattern and your body will conform.”



3

Shiba Michiki

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PHOENIX CLAN • SAMURAI • YOJIMBO

After you lose Honor from your own cards, Michiki commits Seppuku.

(Honor loss from dying dishonorably is from the rulebook, not your own cards.)

"I will never serve a lord whom I do not respect."



2

Shiba Myoushi

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PHOENIX CLAN • SAMURAI
SOUL OF SHIBA YOBEI • YOJIMBO

After a Spell action that targeted Myoushi resolves, give him a **Void** token.

Repeatable Battle/Open: Destroy a Void token on Myoushi to give him +1F, +1C, or +1PH.

*"I am not a shugenja,
but the Void gives me all things."*

4

Shiba Tsukimi,

the Blind Phoenix

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PHOENIX CLAN • CLAN CHAMPION
 DAIMYO • SAMURAI • SHIBA'S SOUL
 CAVALRY • DUELIST • EXPERIENCED 5 • LOYAL

(Tsukimi is not Unique).

Tsukimi has the element keywords of all Personalities you control. Tsukimi can attach Spells and has **Shugenja** while she has a Spell.

"The longer I live, the less change seems to matter."

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Bayushi Akane

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2

SCORPION CLAN • COURTIER
SOUL OF BAYUSHI KURUMI

Political Home Battle, ♣: Target a Personality. His controller may dishonor him. If he did not become dishonorable (*or was already dishonorable*), give him -3F.

"Something obviously troubles you, Kakita-sama... there must be some way that I can help."

3

Bayushi Dakatsu

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2

SCORPION CLAN • MAGISTRATE • SAMURAI
SOUL OF SHOSURO TAKAGI • YOJIMBO

After another player's Battle action targets a Courtier at Dakatsu's location, the player loses 2 Honor.

"A yojimbo's deterrence can take many forms. It is good to defend against attack, but better to prevent one in the first place."

3

Bayushi Masashi

2



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SCORPION CLAN • SAMURAI • YOJIMBO

Battle: Fear 2. This may target a Personality with Followers if he has 0 Personal Honor (*Bow a target enemy Follower, or Personality without Followers, with 2 or lower Force*).

Among predominant courtiers, there exist three main desirable qualities for a potential yojimbo. The first is obviously skill. The second is loyalty. The final, and most overlooked, is silence.

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Bayushi Meiko

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1

SCORPION CLAN • COURTIER • SAMURAI
SOUL OF BAYUSHI MAEMI

Ranged Attacks targeting
Meiko have -3 strength.

Battle: Give a target enemy Personality
-3F. Dishonor him if his Force is now 0.

"And now, you will tell no one."

5

Bayushi Nitoshi, the Poison Mask

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1

SCORPION CLAN • CLAN CHAMPION • COURTIER
NINJA • SAMURAI • SHOJU'S SOUL • SOCIOPATH
EXPERIENCED 2 • LOYAL • UNIQUE

You may use your Stronghold's abilities twice per turn.

Political Limited/Engage:
Dishonor a target Personality.

*"I'm afraid it is too soon to die, yet.
There is still unfinished business."*

2

Bayushi Shizuka

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1

SCORPION CLAN • COURTIER • SAMURAI
SOUL OF BAYUSHI SAYA

Political Open: Target a Personality. After the next time (*this turn*) his controller assigns him, targets him, or resolves an action on a card in his unit, his controller loses Honor equal to his Personal Honor, then dishonor him.

*“Leave the Colonies? Akodo-san,
I think that would be unwise.”*

4

Bayushi Toshimo

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1

SCORPION CLAN • BITTER LIES • PARAGON
SAMURAI • YOJIMBO • KENSAI • LOYAL

(Kensai may attach two Weapons, as long as neither is Two-Handed.)

Battle: Bow a target enemy card without attachments. If Toshimo has a Weapon or you control a Courtier, the card cannot straighten.

"I fear you must come out of retirement," the man told Toshimo. "Do this, and Nitoshi-sama may be swayed to forgive your past indiscretions."

0

Shosuro Hotaka

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1

SCORPION CLAN • COURTIER • DESTINED

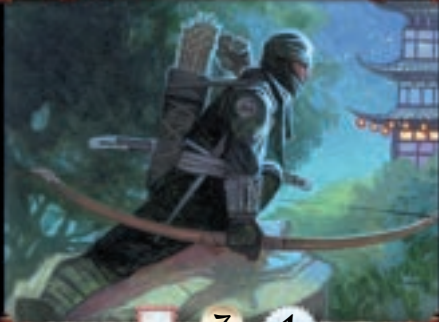
Invest : Discard a card from your hand to make a target player lose Honor equal to half the Focus Value, rounded up.

“He was instrumental in Otomo Suikihime’s escape and restoration to power. Of course, she does not know he was merely following orders... let her believe that he is her savior for now.” – Bayushi Shibata

3

Shosuro Keiichi

4



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1

SCORPION CLAN • NINJA • SAMURAI
SOUL OF SHOSURO OSAMITO

Ninja Battle, **†**: Ranged 3 Attack. You may discard a card to straighten Keiichi.

Even an impenetrable keep is no obstacle to a skillful and clever shinobi.



2

Shosuro Rokujo

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1

SCORPION CLAN • COURTIER • GORYO
NONHUMAN • SHUGENJA

(Shugenja may attach and cast Spells.)

*“Can you even recall how you died?” Akane asked.
The woman could not reply. She
only stared with abyssal eyes.*



3

Shosuro Tagiso

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 - 6 1

SCORPION CLAN • NINJA • SAMURAI
SOUL OF SHOSURO HIIHIKO

Ninja Battle: Discard a card from this Province. If the card is a Personality, give Tagiso +2F.

They found the governor's body outside in the morning. Magistrates determined that he had accidentally fallen from his balcony the previous night. Why no one heard his fall was never explained.

3

Shosuro Tosaku

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1

SCORPION CLAN • SAMURAI
SOUL OF BAYUSHI TAI • SPY

Limited: Choose a Province and turn its card face-up (*if necessary*). Reduce the Province's strength by the Personal Honor of any Personality in it.

*"Your informant is late," the yojimbo growled impatiently.
"No," Hotaka replied, lifting his eyes,
"he's been here this whole time."*

2



Yogo Honami

4



7



SCORPION CLAN • COURTIER • SPIRIT
SHUGENJA

(Shugenja may attach and cast Spells.)

Political Interrupt, ƒ: Increase any Honor loss from the action by 1.

“Your father intends to visit me soon,” the spirit said. Nitoshi narrowed his eyes.



4

Daigotsu Geiko

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1

SPIDER CLAN • SAMURAI
SOUL OF DAIGOTSU KEIGO

After a Dark Virtue, Fear, or Maho action resolves, if Geiko is at the current battlefield, give him +1F.

"I have no quarrel with you, Crab. If you choose to force the issue, it will be by your own action that your life reaches its end."



6

Daigotsu Kanpeki,

the Shadow Emperor

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SPIDER CLAN • CLAN CHAMPION • MONK
 PARAGON • SAMURAI • CONQUEROR • KENSAI
 EXPERIENCED 3 • LOYAL • UNIQUE

Reduce your Honor losses from your cards by 1, to a minimum of 1. After your Fear action at Kanpeki's battlefield bows a Follower, destroy it.

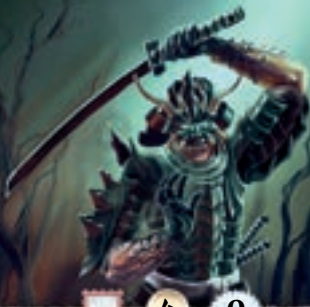
Battle: Take two additional Battle actions.

"I serve the Empress. Though Shibatsu has earned our respect, he knows his brother possesses a strength that can be respected as well."

3

Daigotsu Konishi

2



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SPIDER CLAN • SAMURAI • SHADOWLANDS

Battle: Give a target enemy
Follower or Personality -2F.

*“Throughout history, that which has belonged to the
Lost has been taken away unjustly. I will not allow
our holdings to be taken from us ever again.”*



3

Daigotsu Meguro

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SPIDER CLAN • SAMURAI • SHADOWLANDS

Battle, ƒ: Ranged 2 Attack.

Battle, ƒ: Give a target enemy
Personality a -2F token.

"I have outlived all those who called me monster. The Dark Lord's power sustains me. My enemies merely gnash their teeth in fury from the next world."

2

Daigotsu Onosaka

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SPIDER CLAN • SAMURAI • SHADOWLANDS

Interrupt: Give one of the action's Fear effects +1 strength.

"There is much to be found in the Colonies that can augment one's power, if you are strong enough to seize it."



4

Daigotsu Roburo

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SPIDER CLAN • PARAGON • SAMURAI
SHADOWLANDS • SOUL OF DAIGOTSU BUNDORU

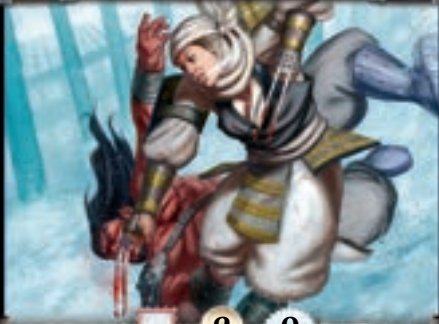
Battle: Fear 4 (*Bow a target enemy Follower, or Personality without Followers, with 4 or lower Force.*)

“Your presence among us is a great honor, Shibatsu-sama. So long as you are among us, one of my finest men will protect you at all times. Roburo is such a man, and will give his life for yours, if necessary.” – Daigotsu Kanpeki

2

Hiyamako

2



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SPIDER CLAN • MONK • KENSAI

(Kensai may attach two Weapons, as long as neither is Two-Handed.)

“A Spider, a monk, and a woman?” the Crab laughed. “How completely insignificant!” A flick of her wrists extended her blades. “You will regret every one of those words,” she said calmly.



3

Ninube Shiho

3


 - 4 0

SPIDER CLAN • NINJA • SHADOWLANDS
UNMAKER • SHUGENJA

After you Recruit Shiho, lose 1 Honor.

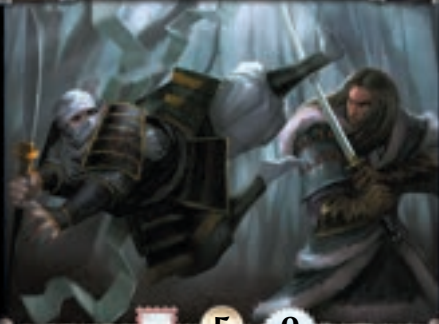
Ninja Battle: Put Shiho on top of your Dynasty deck (*face-down*). Put all cards without attachments in a target enemy Personality's unit on the bottom of their appropriate deck.

"I sustain myself on the essence of the honorable. Delicious."

3

Sandayu

2



— 5 0

SPIDER CLAN • MONK • ORDER OF THE SPIDER
SOUL OF TORAO • KENSAI

(Kensai may attach two Weapons, as long as neither is Two-Handed.)

Battle/Open: Straighten a target Personality with a Weapon.

It was said by most that peace reigned in the Colonies, and such was surely true. All things are relative, however, and peace is no different.

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Suikotsu

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1

SPIDER CLAN • MONK
ORDER OF VENOM • KENSAI

Battle: Bow a target enemy Personality with lower Force and without a Weapon.

The Order of the Spider are monks in service to the Spider Clan. One sect within that larger order, the Order of Venom, is responsible for maintaining relations with the greater Brotherhood of Shinsei, tense though those relations might be.

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Susumu Neya

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SPIDER CLAN • COURTIER • ORATOR

Political Open, ƒ: Give a target Personality (*in play*) +1PH or -1PH.

Favor Political Interrupt, ƒ: Discard the Imperial Favor to increase or decrease a Proclaim Honor gain by 1.

"I am pleased you could join me this evening. Sit, and let us speak of things that are too sensitive for other ears."

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Susumu Yanada

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SPIDER CLAN • COURTIER

You are considered to have +5 Family Honor when Lobbying checks Honor.

Interrupt, ♣: The Fear action destroys any cards it bows.

“Our ranks grow with each passing year, my friend. I depend upon your presence in the outer courts to ensure that we remain both prestigious and accessible to those who might serve us.” – Susumu Kurako

3

Tairao

3



— 5 0

SPIDER CLAN • SHADOWLANDS
SOUL OF CHUDA RINTARO • SHUGENJA

(Shugenja may attach and cast Spells.)

Open: Target another player's Personality. After each time he assigns this turn, give him $-2F/-1C$ and **Shadowlands** (*this turn*).

"Once I might have had a family, a legacy to serve in the name of the Spider. My people betrayed the clan, and now I am nothing but a remnant."

0

Dainiko

3



0

5

2

FIRE • MONK • RONIN
SOUL OF NAKADAI

After you Recruit Dainiko, give her four +1F **Fire** tokens.

"I revel in the forms of the five elements. This is the form of the Flawless Summer Breeze. Is it not spectacular?"



3

Gekido no Oni

3



— 6 0

NONHUMAN • ONI • SHADOWLANDS

After you Recruit Gekido, lose 3 Honor.
Cannot attach Followers or Items.

Battle/Open: Give Gekido +2F/+3C until this phase ends. After the phase ends, give Gekido -2F/-2C until your next turn ends.

“Shoot it in the eye!” he whispered to the archer. “Before it sees us!”

4

Hatsu Suru no Oni

3



-

7

0

NONHUMAN • ONI • SHADOWLANDS

After you Recruit Hatsu Suru, lose 5 Honor.

After another player's card destroys Hatsu Suru, remove it from the game, lose 4 Honor, and create two 2F/2C/0PH **Nonhuman • Oni • Shadowlands** Personalities at Hatsu Suru's former location.

"One of Fu Leng's first creations." – Kuni Renyu

2

Horobei

3



0

4

3

RONIN • SAMURAI • YOJIMBO
 DUELIST • KENSAI

(Duelists win tied duels versus non-Duelists. Kensai may attach two Weapons, as long as neither is Two-Handed.)

"I am a man without a master, yes. I am samurai nonetheless. Do not believe that because my blade can be hired, that my honor is for sale. I would sooner die with my honor intact and your blood upon my sword than perish having disgraced myself."

2

Karyuudo

3



2

4

3

DOG • HUNTER • NONHUMAN • SCOUT
SPIRIT • CAVALRY

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle.)

The spirits from the realms beyond the mortal world are varied and often terrible. The spirits of Chikushudo are often tenacious and always fearless.



3

Komori Taruko

4

1

5

2

AIR • BAT CLAN • SHUGENJA

*(Shugenja may attach and cast Spells.)***Air Tireless Open:** Straighten Taruko.
*(Tireless actions can be taken even while bowed.)**The shugenja of the Bat Clan are tasked with communicating with the spirits of the dead, should the Empress require such a thing. They are not without other gifts, however.*

6

Minikui no Oni

3



— 7 0

NONHUMAN • ONI • SHADOWLANDS

After you Recruit Minikui, lose 5 Honor.

Battle: Fear with a strength equal to your target Oni's Chi.

“One of these wretched beasts nearly set us to war with the Crab. Ensure that none of these filth can be found anywhere in our lands.” – Akodo Dairuko



3

Myuken

2



ACTOR • RONIN • SOUL OF KYOGEN

Open: Myuken copies one keyword from your target Personality.

“Watch now, honorable guests, as I reenact the final moments of the great Toturi I, the Splendid Emperor!”



4

Noekam

3



- 8 0

COMMANDER • NONHUMAN • SHADOWLANDS
UNDEAD • ZOMBIE

After you Recruit Noekam, lose 5 Honor.
Noekam's Undead Followers have +1F.

Battle: Fear with strength equal to the
number of Undead cards in this unit.

*"Many think me dead. They are right, of course,
and I find the irony inescapable. How can they
assume that which is dead can die again?"*

6

Ogre Bushi

4



— 9 0

NONHUMAN • OGRE • SHADOWLANDS

Cannot attach Armor or Followers.

“There is nothing in the Shadowlands that I fear. There is little that I find worthy of consideration at all. Were I to lower myself to respect such an enemy, however... perhaps a skilled ogre warrior might be such a foe.” — Hida Kisada

2

Otomo Demiyah

3



COURTIER • IMPERIAL

Political Interrupt: After you Recruit Demiyah, a target player gains or loses 1 Honor.

“The crisis in the Colonies? What does it matter to me? I am of Imperial birth. Such things come and go, and impact me not at all.”



1

Yotsu Shinzai

2



-

4

1

SOUL OF YOTSU SEIKI • SHUGENJA

(Shugenja may attach and cast Spells.)

Battle, ♣: Ranged Attack with strength equal to Shinzai's Chi.

"My line is long, honorable, and generally overlooked. I will change the latter during my lifetime, I assure you of that."



3

Ide Kotonu

3



4

6

2

UNICORN CLAN • COURTIER • GUARD • IMPERIAL
SAMURAI • SOUL OF SHINJO HARUKO • CAVALRY

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle.)

Political Interrupt, ♣: If the action is Lobby, it does not give the Imperial Favor, and its player may Lobby once more this turn.

The Unicorn are not known as a subtle clan, but the Ide hold much power in the Courts.

0

Ide Okinomi

3



4

6

3

UNICORN CLAN • COURTIER
MERCHANT • LOYAL

Economic Open, ♣: If it is another player's turn, he may pay 2 Gold. If he did not, gain 2 Honor.

"War is nothing to be celebrated. It is my duty to find better ways."



1

Iuchi Chiwa

3



-

4

2

UNICORN CLAN • SOUL OF IUCHI EIJI
CAVALRY • SHUGENJA

(Shugenja may attach and cast Spells.)

Absent Home Battle, ƒ: If he would be opposed, move your target Personality at home to the current battlefield. If he is defending, straighten him as he moves.

The Unicorn have powerful rituals and spells from beyond Rokugan's borders.

4

Iuchi Honma

3



4

8

2

UNICORN CLAN • WATER
CAVALRY • SHUGENJA

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battlefield. Shugenja may attach and cast spells.)

The death and destruction in the Colonies have only convinced the Unicorn to send more to the uncivilized land.



4

Moto Alagh

2

-

8

1

UNICORN CLAN • SAMURAI
SOUL OF MOTO YUUDAI • CAVALRY • CONQUEROR

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battlefield. A Conqueror's unit doesn't bow after battle.)

They were charged with exploration of the outside world. They were very good at their assignment.

2

Moto Chinua

3



0

5

2

UNICORN CLAN • SAMURAI
SOUL OF SHINJO GENYA • CAVALRY

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle.)

Battle: Bow a target non-Unique enemy Personality with no attachments and higher Force.

*“Are you so sure of your strength, friend?
Come test it against my blade.”*

4

Moto Naleesh, the Living Goddess

5



8

10

4

UNICORN CLAN • CLAN CHAMPION • COMMANDER
 KAMI • NAGA • PARAGON • SAMURAI • CAVALRY
 EXPERIENCED • LOYAL • TACTICIAN • UNIQUE

Infantry Personalities opposing Naleesh have -1F. After you Recruit a Personality during battle, gain 1 Honor.

Engage: Give **Reserve** to a target face-up Unicorn Clan Personality in your Province.

We are ready, thunderous and overwhelming.

3

Moto Okano

3



4

5

2

UNICORN CLAN • SAMURAI

Battle: Give a target enemy Personality or Follower -3F.

The Moto honor the ways of their ancestors, but are viewed as barbarians by many in the Empire.



2

Moto Ulagan

4



0

5

2

UNICORN CLAN • WATER • SHUGENJA

(Shugenja may attach and cast Spells.)

Water Limited: A target Personality in a discard pile becomes honorably dead.

“Death is the humbling fate awaiting us all.”



3

Shinjo Okiau

2



2

4

2

UNICORN CLAN • SAMURAI • SCOUT
SOUL OF SHINJO ANIJI • CAVALRY

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle.)

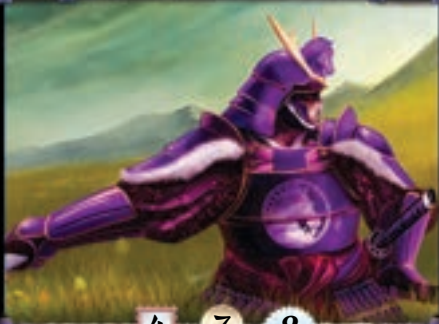
The children of the Four Winds indulge their wanderlust across the vast plains of the Empire.



4

Shinjo Tobita

3



4

7

2

UNICORN CLAN • SAMURAI

Battle: Fear 3 (*Bow a target enemy Follower, or Personality without Followers, with 3 or lower Force.*)

“Stare into my eyes, and you shall see the death you so desperately seek.”



3

Utaku Hyo-Yeon

2



0

6

2

UNICORN CLAN • SAMURAI • SCOUT

SOUL OF SHINJO HEE-YOUNG • CAVALRY • LOYAL • RESERVE

*(You may Recruit a Reserve Personality, if he would be opposed, as an **Absent Battle** action.)*

"It's time for our generation to show our strength."



4

Utaku Izimi

3



8

6

3

UNICORN CLAN • BATTLE MAIDEN • SAMURAI
SOUL OF UTAKU ETSUKO • CAVALRY

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle.)

Battle: Bow a target enemy Infantry Personality with no Followers and lower Force.

The Utaku worked tirelessly to protect the villages during the chaos. Their actions will not be forgotten.

1



Ashigaru Spearmen

0



2

ASHIGARU

When you Equip this Follower from your hand, draw a card after your next Dynasty Phase begins.

Battle, ♠: Ranged 1 Attack.

One samurai may be worth twenty peasants on the battlefield, but the ratio is never quite that equal.



1



3

Baraunghar Scouts

0



5

SCOUT • CAVALRY

Open: Create a 3F/1C/1PH
Scout • Cavalry Personality.

Remove this Follower from the game.

“Trying to anticipate the tactics of the Unicorn is pointless. They move and shift just when you think you have discerned their attack. No, better to simply prepare for a counter-move.” – Akodo Dairuko

2

3



Bounty Hunter

0



4

Battle: Bow a target attachment or a target dishonorable Personality.

“The reward is for the man to be brought in alive. More difficult, perhaps, but also better pay.”

4

3



Brothers of Jade

0



4

JADE • MONK

Battle: Straighten a target Daimyo, Duelist, or Kensai Personality.

“They are advisors and guides, but sometimes the Togashi are willing to take a more direct hand in the affairs of the Empire.” – Mirumoto Shikei

3

2



Chagatai's Legion

0

3

CAVALRY

Battle, ♣: Destroy a target Terrain.

Despite the controversy heaped on Chagatai's name, the Legion has never been disbanded. Their ruthlessness and fury honor his memory.

1

1



Court Attendants

0



1

Can only attach to a Courtier.

Limited, 1: Straighten a target Personality with a Political ability.

"My students can handle whatever is required of them," said Dainagon.

"Care to wager on that?" Makiko asked.

2



2



Expert Archers

0



4

Can only attach to a Samurai.

Battle, f: Ranged 3 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 3 or lower Force*).

“Everyone thinks they can out-shoot a Tsuruchi until they are killed by one.” – Tsuruchi Natsuki



2



2



Firestorm Legion

0

6

SHUGENJA

(Followers cannot attach or cast Spells.)

Attaches to a Phoenix Clan
Personality for 1 less Gold.

Fire Battle, 1: Ranged Attack with
strength equal to this Personality's Chi.

A Phoenix roused to violence is a terrible thing to behold.

2

4



Heavy Cavalry

0



7

CAVALRY

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle.)

The Unicorn employ clever and unpredictable tactics to keep their foes confused and on the defensive. But some foes cannot deal with even the simplicity of overwhelming force thundering straight into their line.

2

5



Heavy Infantry

0



8

With their peerless Kaiu smiths and brutal Hida training, the Crab Clan can field forces enemies find simply too hard to kill and too strong to stop.

2



2



Incendiary Archers

0



4

Battle, ♣: Ranged 2 Attack.

Battle: Fear 2.

“Something as simple as a little fire can quickly cause chaos in the ranks of the undisciplined.” – Akodo Kano



1



4



Iweko Honor Guard

0

7

GUARD • IMPERIAL

Negate Fear effects targeting this Follower.
 This Follower has +2F while you control
 the Imperial Favor. If this Personality
 ever attacks, destroy this Follower.

*Appointment to the Imperial Palace is an honor
 that only a fool would turn away from.*

3

2



Kikage Zumi Initiates

0



3

TATTOOED

Negate Fear effects targeting this Follower.

Battle: Fear 2 (*Bow a target enemy Follower, or Personality without Followers, with 2 or lower Force*).

“The Togashi seek knowledge of inner truth and purpose. Violence can be truth. Destruction can be a purpose.” – Tamori Yayu

3

3



Legion of Toshigoku

0

4

SPIRIT • EXPENDABLE

(Draw a card after your Expendable card dies.)

Tireless Battle: Destroy this Follower (*Tireless actions can be taken even while bowed*).

The restless spirits of the Realm of Slaughter do not carry the Shadowlands Taint, but they are murderous and unpredictable regardless.

1

2



Light Cavalry

0



2

CAVALRY

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle.)

“I am honored to serve, but it seems every week some new authority attempts to co-opt our troops. It’s as if the Unicorn are slowly being turned into the personal army of the Imperials and Chosen.” – Shinjo Tselu



1



2



Light Infantry

0



1

“A general may be great, and a duelist may be peerless, but it is still armies that win wars and hold land.” – Hida Kisada

1



3



Medium Cavalry

0



4

CAVALRY

(Once per turn, as an Absent Engage, move your unbowed Personality in a Cavalry unit to this battle.)

Cavalry units are a part of every army in Rokugan. The advantage of a highly mobile force that can trample foot soldiers is expensive but often far more valuable than the cost.

2



3



Medium Infantry

0



3

“Normally, I would prefer a whole army when dealing with the Scorpion or Lion. But, as these are peace talks, I suppose a few hundred soldiers will be fine.” – Doji Makoto

2



4



Oriole Imperial Vanguard

0



7

IMPERIAL

This Personality has +1PH.

After the first time each phase a Political action targets this Personality, negate its remaining effects.

A small clan, honored by the Imperial family for their talents. They are sometimes made retainers to samurai who have performed some great favor to the Throne.



4



4



Plague Zombies

0



5

NONHUMAN • SHADOWLANDS • UNDEAD

After you Equip this Follower, lose 4 Honor. After your turn begins, give this Personality a -1C **Plague** token.

Battle: Fear 3.

Nameless undead soldiers and the would-be warlords who thought to control them both march in its ranks.

3

0



Shield Wall

0



0

Ranged Attacks cannot target cards in this unit.

“The famed archers of the Mantis Clan, stopped by a bit of wood? How embarrassing.” – Bayushi Nitoshi



1



2



Skeletal Troops

0



2

NONHUMAN • SHADOWLANDS • UNDEAD

After you Equip this Follower, lose 2 Honor.

Battle: Fear 3 (*Bow a target enemy Follower, or Personality without Followers, with 3 or lower Force.*)

“How fares your honor now? How worthwhile are your ideals, trampled beneath rotting feet?” – Noekam

1

2



Souls of the Fallen

0



2

SPIRIT

This Personality cannot attack unless he is a Shugenja.

Battle: Fear 2, or Fear 4 if the target is a Follower.

"They are not bound or raised like the filthy undead. They have a purpose yet unfulfilled, and you are in their way." – Kitsu Miro



2



2



Sparrow Clan Aide

0



2007 KOTEI WINNER - JERRED MOORE

3

After you Equip this Follower, gain 1 Honor.

Political Battle: Bow or straighten a target Personality with lower Personal Honor than this Personality.

“They are competent warriors, yes, but their worth is in the truth of their stories that can inspire or chastise men.” – Moshi Rukia



2



2



Spearmen

0



3

Battle, 1: Ranged 2 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 2 or lower Force*).

Not as deadly at range as an archer, nor as useful in close quarters fighting as a swordsman. However, the versatility of the spear appeals to many warriors.



2



2



Spearmen Cavalry

0



4

CAVALRY

Battle, ♣: Ranged 2 Attack.

“The Daidoji favor the spear, which serves them well in small mounted expeditions.” – Kakita Tadanobu



2



3



The Desiccated

0

4

NONHUMAN • SHADOWLANDS • UNDEAD

You may Equip this Follower from your discard pile.

After you Equip this Follower, lose 3 Honor.

The advance scout looked around, surveying the remains of the fallen foe. He never heard the bodies rising up behind him.

1

3



The White Guard

0



7

CAVALRY

Battle: Fear 4 that cannot target a Cavalry card (*Bow a target enemy Follower, or Personality without Followers, with 4 or lower Force*).

They dress in the colors and symbols of death, howling the names of the Gods of Death. Thundering across the battlefield thus, even the sturdiest soul is given pause.

2

1



Tsukai-sagasu

0



3

Open, ♣: If this Personality is a Shugenja, straighten him.

“I am told the threat of the Shadowlands is contained. Quieted. We have been told this before, and we stand vigilant for the day it will be proven wrong again.”



3



2



Watch Commander

0



3

Before this Personality enters a duel to which he was challenged, create a 2F/3C/2PH **Samurai • Yojimbo • Duelist** Personality at his location, who enters the duel instead. After the duel ends, remove him from the game, and destroy this Follower if you lost.

“My lord, allow me.”

4



2



Wurm Riders

0



5

NONHUMAN • WYRM • CAVALRY

After you Equip this Follower, lose 2 Honor.

Battle: Ranged 2 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 2 or lower Force*).

“Our alliance with the Crab has given us valuable insights to all manner of... exotic beasts.” – Bayushi Irezu



2



+1



Akodo Kaiken

+1



3

KNIFE • ONE-HANDED • WEAPON

Battle, 1: Reduce the Force of a target enemy Follower or Personality by this Personality's Chi.

Five Akodo Daggers were forged by the Kakita in a failed attempt to heal the rift between the Crane and Lion. Separated by time and circumstance, these kaiken are scattered throughout the Empire, jealously guarded by their owners.

4

+3



Ancestral Armor of the Crab Clan

+0



8

ARMOR • EXPERIENCED • UNIQUE

Can only attach to a Crab Clan Personality.
After you Equip this Item, gain 2 Honor.

Tireless Battle/Open: Straighten this Personality, and straighten his attachments if he is defending.

Forged by Kaiu himself, refitted for every Crab Champion, Fukutsu is a symbol of the Clan's undying vigilance.

4

+2



Ancestral Armor of the Crane Clan

+1



8

ARMOR • EXPERIENCED • UNIQUE

Can only attach to a Crane Clan Personality.
After you Equip this Item, gain 2 Honor. This
Personality may Lobby as an **Open** action.
After this Personality Lobbies, gain 1 Honor.

*It has seen many battles, yet remains pristine,
elegant, and unstained. Sasageru embodies
the eternal spirit of the Crane.*

4

+2



Ancestral Armor of the Dragon Clan

+1



8

ARMOR • EXPERIENCED • UNIQUE

Can only attach to a Dragon Clan Personality.
After you Equip this Item, gain 2 Honor.

Battle/Open, ƒ: Straighten your target Ring.

Mended by the Tamori priests, its name is lost to history. The once-broken armor of Togashi awaits the destiny of its clan in silence.

4

+3

Ancestral Armor of the Lion Clan

+0



8

ARMOR • EXPERIENCED • UNIQUE

Can only attach to a Lion Clan Personality.
After you Equip this Item, gain 2 Honor.

Battle, ♣: If he would be opposed, move a target Personality at any location to this battlefield. Straighten his unit if you do not control him.

Finally free of Taint, Junsui's ready to reclaim its honor.

4

+3



Ancestral Armor of the Mantis Clan

+0

8

ARMOR • EXPERIENCED YORITOMO'S ARMOR • UNIQUE

Can only attach to a Mantis Clan Personality.
After you Equip this Item, gain 2 Honor.

Open, ƒ: Straighten your target Holding.

Forged by the Suzume, blessed by the Kitsune and Moshi, and tested by the Tsuruchi, Kaminari has not been donned since the death of its first and only master.

4

+2



Ancestral Armor of the Phoenix Clan

+1



8

ARMOR • EXPERIENCED • UNIQUE

Can only attach to a Phoenix Clan Personality.
After you Equip this Item, gain 2 Honor.

Battle/Open, ♪: Another player may discard a Spell or Kiho from his hand. If he does not, he must target and bow one of his unbowed Personalities.

Mezameru houses an awakened spirit.

4

+2



Ancestral Armor of the Scorpion Clan

+1



8

ARMOR • EXPERIENCED SHOJU'S ARMOR • UNIQUE

Can only attach to a Scorpion Clan Personality. After you Equip this Item, another player loses 2 Honor.

Limited, f: Target a Personality. Bow him if he is dishonorable. Dishonor him.

The armor of Shoji rests as a sentinel in Traitor's Grove. On some nights, it calls the Scorpion Champion's name.

4

+3



Ancestral Armor of the Spider Clan

+0



8

ARMOR • WEAPON • UNIQUE

Can only attach to a Spider Clan Personality.
After you Equip this Item, gain 2 Honor.
Does not count towards a Personality's
maximum number of Weapons.

Battle, ♣: Fear 4.

*Never worn, never tested, never named. The Ancestral Armor
of the Spider awaits its first master. Patient. And hungry.*

4

+3



Ancestral Armor of the Unicorn Clan

+0



8

ARMOR • EXPERIENCED • UNIQUE

Can only attach to a Unicorn Clan Personality.
After you Equip this Item, gain 2 Honor.

Interrupt, ♣: The action cannot
move Personalities.

*Once proudly worn by the Champion of the Unicorn,
Yuki has not been donned in generations. In Far
Traveler Castle, it awaits a worthy Shinjo.*

4

+2



Ashalan Blade

+2



5

SWORD • TWO-HANDED • WEAPON

Battle/Open: Destroy this Item. Give a target Ashalan Blade +3F/+3C.

"I've never seen a metal like that!" the Kaiu beamed. The Tsi crossed his arms. "I do not trust it."



3

+1

Blessed Sword

+1**2**

ONE-HANDED • SWORD • WEAPON

After you Equip this Item, gain 1 Honor.

Before this Personality is dishonored, destroy this Item and negate the dishonoring.

“Every sword has a spirit. The goal of the swordsman is to awaken it.” – Kakita Izumiko

5/7

5/7

2

+1



Do-Maru

+0



2

ARMOR

This Personality has +1PH.

Battle: Fear 2 (*Bow a target enemy Follower, or Personality without Followers, with 2 or lower Force*).

Every suit of armor must be custom-fitted for the wearer. New suits are commissioned before the samurai's gempukku, and ancestral suits are rarely worn.

2

+2**Dotanuki****+0****4****SWORD • TWO-HANDED • WEAPON**

This Item has +2C while this Personality is dueling a Personality with lower Force.

“The greater curve means greater cutting. And of course, the quality is absolute. A stunning no-dachi... Where did you find such a weapon?” – Akodo Daiken

3

+1



Exquisite Nagamaki of the Fox Clan

+2



5

POLEARM • TWO-HANDED • WEAPON

Battle, ♣: Melee 3 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 3 or lower Force*).

“I honor two lords: our traditions, and my Champion.” – Kitsune Haruki

5/7

5/7

3

+2



Gumbai-Uchiwa

+0



3

ONE-HANDED • TESSEN • WEAPON

After this Item leaves play,
remove it from the game.

You may Equip this Item from your
discard pile as a **Battle** action.

*It is the symbol of the general, his chosen
weapon, and a signal to his troops.*

3

+2



Haramaki-do

+0



4

ARMOR

This Personality has +1PH.

Battle: Fear 3.

*More wars mean more innovations for armors.
For the first time in centuries, armor-makers
are breaking the molds of tradition, and a new
age of armor-smithing has awakened.*



3

+3



Heavy Yari

+1



6

SPEAR • TWO-HANDED • WEAPON

Battle, ♠: Melee 2 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 2 or lower Force*).

*One cannot discount an opponent's reach.
To make this mistake invites disaster.*

5/7

5/7

2

+2



Hellbeast

+0



4

SHADOWLANDS

After you Equip this Item, lose 4 Honor.

This Personality has **Cavalry**.

Battle: Fear 2.

All manner of horrors crawled from the second pit. Every day saw a new nightmare.

RP

RP

2

+2



Light Yari

+1



5

SPEAR • TWO-HANDED • WEAPON

Battle, 1: Melee 2 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 2 or lower Force*).

Although the samurai favors his daisho above all other weapons, any competent warrior would never discount the many advantages of the yari. In the hands of the untrained, it is a viable defense against aggressive forces. In the hands of a samurai, it is a tactical instrument of death.

2

+1

Naginata

+2**2**

POLEARM • TWO-HANDED • WEAPON

Held in the same esteem as the daisho, the naginata is the samurai's preferred polearm. With a blade forged similarly to a wakizashi, expertly balanced, and offering superior reach, it is sometimes even favored over a samurai's own katana. For such a noble weapon to be in the hands of a commoner is strictly forbidden.

5/7

5/7

1



+1

Oriole Katana

+1

3

ONE-HANDED • SWORD • WEAPON

This Personality has **Conqueror** (*A Conqueror's unit doesn't bow after battle*).

The sword of a Tsi artisan is unparalleled in the Empire. Forged from seven layers of folded steel, often taking years to forge properly, an Oriole blade is the perfect expression of swordsmanship. One cannot even be forged without the blessing of an Emperor.

3

+0



Record of Failure

+0



2

Attaches to a Courtier for 2 less Gold.

Political Limited: Target a dishonorably dead Personality. His owner loses Honor equal to the Personality's printed Personal Honor. Remove this Item from the game.

"To even speak his name in remembrance fills my heart with shame, but for the sake of our family, I must do so regardless."

4

+0

Regal Furisode

+0**0**

This Personality has +1PH. You may use rulebook Favor abilities two times per turn. When this Personality Lobbies, add his Personal Honor to the Family Honor check. He may Lobby even if you have already Lobbied once this turn.

To be noticed by the sun, one cannot stand in shadows.

**4**

+2



Reinforced Parangu

+0

2

ONE-HANDED • SWORD • WEAPON

Battle: Fear 2 (*Bow a target enemy Follower, or Personality without Followers, with 2 or lower Force*).

A parangu is nothing more than a slashing tool, better suited to clearing brush than acting as a proper weapon. Wielding such a thing in a fight is distasteful, but desperate times breed desperate measures.

2

+2

Sadamune Blade

+1**3**

ONE-HANDED • SWORD • WEAPON

As a Focus Effect, after this duel ends, if your Personality won it, you may attach this Item to him, ignoring costs.

*“A gift from the Kaiu, my Lady.”
Min-Hee peered at the blade. “Exquisite,”
she remarked, “but how odd. This is
not the Kaiu family’s stamp.”*

4

+2



Spiked Tetsubo

+1



3

HEAVY WEAPON • ONE-HANDED • WEAPON

After this Personality enters a duel, the other Personality in the duel loses **Duelist**.

“The elegance of the blade is not suited for every task. Sometimes the simple ways are better.” – Hida Kisada

RP

RP

3

+2



Storm-Forged Blade

+0



2

ONE-HANDED • SWORD • THUNDER • WEAPON

Thunder Battle: Move this Personality home. Straighten his unit as he moves.

“Forged with fire ignited from lightning, hammered beneath the prayers of Osano-Wo’s priests, some say these blades carry the Fortune of Thunder’s blessing.” – Tsuruchi Nishima

3

+0



Tsuruchi Longbow

+0



3

BOW • TWO-HANDED • WEAPON

Battle, ƒ: Ranged 2 Attack. You may destroy this Item to move this Personality home.

“The yumi made by the Tsuruchi family are the best in the Empire. But if you think that is the secret of their kyujutsu techniques, then you are a fool.” – Daidoji Ibara

5/7

5/7

2

+2



Utaku's Destiny

+1



4

ONE-HANDED • SWORD • DESTINED • WEAPON

(Draw a card after you Equip a Destined card.)

*"Let them stare. This was my grandmother's weapon,
and I carry it proudly!" – Utaku Sang-Ju*

5/7

5/7

3

Ring of Air

AIR • UNIQUE

Play after you resolve two or more Favor actions in one turn. You may discard this Ring from your hand to use its ability without cost.

Air Repeatable Battle/Open, 1: Straighten your target Personality or attachment.

Gracefulness.

4

Ring of Earth

EARTH • UNIQUE

Play after a battle resolves at your Province, if it was not destroyed and any enemy units were ever at its battlefield. You may discard this Ring from your hand to use its ability without cost.

Earth Repeatable Interrupt, ♣:

The Battle action cannot move Personalities.

Persistence.

4

Ring of Fire



FIRE • UNIQUE

Play after you win a duel during a battle, if your Personality did not enter the duel with higher Chi than the other. You may discard this Ring from your hand to use its ability without cost.

Fire Battle, ♣: Target an enemy card without attachments. After this battle resolves, if you lost the battle, destroy the target.

Impulse.

4

Ring of the Void

VOID • UNIQUE

You may discard this Ring from your hand to use its Void ability without cost.

Limited: Play if you have two or fewer Rings in play. Discard your hand.

Void Limited, ♠: Draw a card. If you now have more cards in your hand than any other player, discard a card.

Balance.

4

Ring of Water



WATER • UNIQUE

Play after a battle resolves in which you played a Terrain, destroyed a Terrain, and destroyed any cards or provinces during resolution. You may discard this Ring from your hand to use its ability without cost.

Water Absent Repeatable Battle, ♠: Move your target Personality home or, if he would be opposed, move your target Personality at any location to the current battlefield.

Adaptability.

4



Akagi Sensei



+1

+0

+0

CRANE CLAN

Reduce your Honor gains from Holdings by 1.

Absent Battle, ♣: Move your target Personality home or, if he would be opposed, move your target Personality at home to the current battlefield.



"Mobility, students, will win more wars than honor."



Akikazu Sensei



-1

+0

-1

UNICORN CLAN

Battle, ƒ: Target a dead Personality. Fear with strength equal to his Force.

“I hold different philosophies, but I do not deny that Moto Akikazu is one of our most brilliant minds. We are fortunate that he continues to teach.” – Moto Naleesh

157



Gidayu Sensei



-1

+0

-1

MANTIS CLAN

Interrupt, ƒ: One of the action's Ranged Attacks may be combined with one Ranged Attack action from your target card in any unit.

"He gave us a great deal during his youth. During his later years, he continues to give us wisdom. What more could I ask?" – Yoritomo Hiromi





Hojatsu Sensei



+0

+0

-1

DRAGON CLAN

Interrupt, ♣: Challenges created by the action and issued by your Personality with a Weapon bow the other Personality after he loses the duel or refuses the challenge.

“He bears the name of one of history’s greatest swordsmen, and each day he proves worthy of its burden.” – Mirumoto Shikei





Jutsushi Sensei



-1

+0

+0

SCORPION CLAN

Your Samurai have +1F while opposing a dishonorable Personality.

“There are no roles he has not played within our ranks, and his skill in all is prodigious. If he imparts even a fraction of his skill to his students, then we all benefit.” – Bayushi Nitoshi





Mahatsu Sensei



+0

-1

+0

ALL CLANS

Limited, ƒ: Bow your Stronghold to search your discard pile and Fate deck for a Ring, show it, and put it in your hand. Discard a card.

A Grand Master of the Elements is the rarest and most exceptional of sensei. Those who accept students from the clans are an incredible boon to the entire Empire.





Rae Sensei



+1

-1

+0

PHOENIX CLAN

Actions on your Spells have **Home** if you target your Samurai with them.

“A man who has seen the Dragon of Fire occupy the Imperial City as well as the Destroyer Horde defeated by honorable samurai has much to teach us all.” – Shiba Tsukimi





Satoru Sensei



-1

+0

+0

LION CLAN

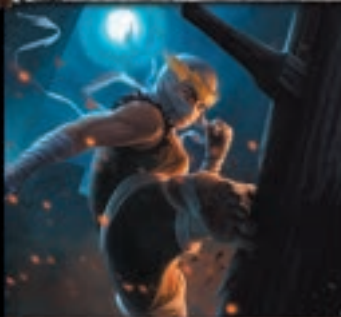
Battle, ♣: Target your non-Unique Samurai face-up in a Province. Give him **Reserve**. Unless he is a Scout and you control a Terrain, give him +2 Gold Cost.

"Ikoma Satoru once gained us great honor as Turquoise Champion. Now he has put that aside to teach our youths the purpose of a true Lion."





Tetsuo Sensei



-1

+0

+0

SPIDER CLAN

Limited, ƒ: Give **Conqueror** to your target Personality with a Weapon (*A Conqueror's unit doesn't bow after battle*).

"I can conduct my affairs within the Colonies with peace of mind, knowing that Tetsuo and Kurako have the Empire well in hand." – Daigotsu Kanpeki





Todori Sensei



+0

+0

+0

CRAB CLAN

Your Stronghold has no traits and abilities.

Battle, 1: Bow your target unbowed Follower. Ranged Attack with strength equal to its Force.

“Hiruma Todori was one of my heroes as a child. My father spoke of him as a great man, and his greatness has not diminished with age.” – Hida Kisada





Ancestral Aid



0

Battle, ƒ: Move your target Personality home.

“Thank you, ancient cousin,” the priestess said.

“Thank you for your aid. Return to the peace of the next world with my gratitude.”



3



Deafening Thunder



0

Thunder Battle, ƒ: Give a target enemy Personality or Follower a Force penalty equal to this Shugenja's Chi. If its Force is now 0 or this Shugenja is Thunder, you may destroy this Spell to take an additional Battle action.

The war between the Crane and Mantis was ended, but memories of it remained fresh.



2



Fire and Air



2

Fire Battle: Bow this Shugenja to make a Ranged 2 Attack. *(Destroy a target enemy Follower, or Personality without Followers, with 2 or lower Force.)*

Air Battle: Move this Shugenja to an adjacent, unresolved battlefield or move him home.

Fire and air, blended together, can melt the flesh from an enemy's bones.

2



Fueling the Flames



0

Fire Battle, 𠄎: Ranged 2 Attack. (*Destroy a target enemy Follower, or Personality without Followers, with 2 or lower Force.*)

Fire Battle: Bow this Shugenja to make a Ranged 6 Attack. Destroy this Shugenja.

"If I call upon the kami to aid me, the fire will burn. If I give myself to the kami, the fire will burn everything."



1



In Awe of the Earth



0

Earth Battle, 1: Fear with strength equal to this Shugenja's Chi, plus 1 if he is Earth. (*Bow a target enemy Follower, or Personality without Followers, with Force equal to or lower than the Fear's strength*)

Most people rarely consider the unbridled power of the earth beneath their feet. When faced with the reality of it, many are unable to prevent their spirit from shrinking in fear.

3



Overwhelming Power



1

Void Battle/Open, ƒ: Give this Shugenja a Force bonus equal to half his Chi, rounded up.

The elements flowed into him, giving him their strength. "I apologize," he said to the bandits in a booming voice. "I think I surely must have misunderstood you."



1



Secrets on the Wind



3

After you Equip this Spell, give it a number of tokens equal to this Shugenja's Chi.

Air Limited: Bow this Shugenja, and destroy a token on this Spell unless he is Scorpion Clan, to dishonor a target Personality.

There is nothing that the spirits of the wind do not see.



3



Seeking the Way



2

Air Battle: Bow this Shugenja to move home a target attacking Personality and himself. Gain 2 Honor.

"This is not your path, friend. Come with me and we shall plumb the mysteries of the universe together."



4



Servitors of Stone

0

Earth Battle, ♣: Straighten
a target card in a unit.

"I have a message for the Ivory Champion, little ones. Can you carry it for me?" – Isawa Norimichi



3



Shielded by Tempest



2

Air Open: Transfer this Spell to your target Air Shugenja.

Air Battle, ♣: If this Shugenja is opposed, give this Province +2 strength and gain 1 Honor. Move this Shugenja home.

“If the Mantis believe that they alone can wield the power of the storm, then they are more foolish than I imagined.”



4



Suitengu's Embrace



0

Water Battle, ♣: Bow a target enemy card without attachments, or bow this Shugenja to bow a target enemy card with attachments.

The Fortune of the Sea is both wrathful and hungry. Those who entreat his power need only ensure that it is used to sate his needs.



3



Summon Undead Champion



3

Maho Limited: Bow this Shugenja and destroy this Spell to create a 5F/2C **Champion • Shadowlands • Undead** Personality and lose 4 Honor.

"If I have need of my vassals, death is not an excuse to refrain from serving." – Daigotsu Kanpeki



2



Touch of Death



8

Maho Limited: Bow this Shugenja and destroy this Spell to destroy a target bowed Personality with equal or lower Chi.

"You raised your hand against me. That was a terrible mistake." – Tairao

4



Touch the Emptiness



0

Void Battle, f: Give a target enemy Personality or Follower $-2F$. If this Shugenja is Void, one ability in the target's unit cannot be used.

When shown the truth of the Void, those who are unlearned in the ways of the kami are often struck down by the full tapestry of all that is.



3



Walking the Way



4

Limited: Bow this Shugenja and destroy this Spell to search your Fate deck for a card and put it in your hand.

Walking the Way refers to the rare gift some shugenja possess for opening a gateway that leads outside the mortal realm, but returns to it in a different location.



3



Ward of Air



0

Before this Shugenja, or any Personality if this Shugenja is Air, is destroyed by a Battle action, you may destroy this Spell to negate it.

Air Battle: Move this Shugenja home.

Clans with a strong tradition of Air magic, including the Crane and Scorpion, can attest that the wind is a powerful defense indeed.



4



Words of Consecration



1

After you Equip this Spell, if this Shugenja is Air, a target player gains or loses 1 Honor.

Air Open: Bow this Shugenja to target another player's Personality. After the next time (*this turn*) the target assigns to attack you, gain 1 Honor, or 2 Honor if you control a Temple.

"This is a sacred place," the priest whispered.

3

A Champion's Strike



Battle: Target your unbowed Unique Samurai. Destroy one or more target enemy Followers with a total Force less than or equal to your Samurai's.

Only the foolish would ever question a Mirumoto's form. There are plenty of fools in the world.

3



A Champion's Tactics



Battle: If he would be opposed, move your target unbowed Personality at home to the current battlefield. If he is Cavalry, Scout, or a Clan Champion, you may take an additional action to use a printed ability on a card in his unit.


“Nothing warms my heart more than a show of confidence from my fellow warriors.”

3



A Ready Soul



Battle, : Equip a Weapon to your target Personality, paying 3 less Gold if he is a Kensai and opposed.

"A true samurai always grasps his sword - if not with his hand, then with his soul. Should his soul be ready, so is his sword." – Mirumoto Yonekura

5P

5P

2



A Stout Heart



Interrupt: Negate the action's Fear effects.

*"I applaud your bravery, but this
can only end one way."*

BP

BP

2



Advance Warning



Battle: Move your target Personality home. If he is a Scout, straighten his unit. Raise or lower the current province's strength by his Force.

The Crab Clan remains vigilant within the wilds of the Colonies, searching for any signs of madness.

5P

5P

2

Aligned with the Elements



Battle: Bow your target unbowed Ring. Bow a target enemy card without attachments.

Battle: Target your bowed Ring and an attachment Straighten both targets.

The Dragon Clan remains blessed by the Heavens, even without Togashi's presence in Ningen-do.

3



Ambush



Limited: Target your unbowed Personality and another player's Personality. Create a battlefield (*not at any Province*). Assign your Personality to attack there. Assign the other Personality to defend there, even if he is bowed. Other Personalities cannot move there. Fight a battle there (*after this action resolves*). After the battle ends, lose 5 Honor.

"Is this how it ends for me? Finally on the other side of this event?"

2

Ambush Pits



TERRAIN

Before this battle resolves, bow all Followers at its battlefield with 2 or lower Force.

Battle: Destroy a Terrain (*if able*).
Put this Terrain into play.

*"It does not matter how much you prepare for battle.
The enemy shall always find a way to surprise you."*

1

Army Like a Tide



Battle: Target your Personality, or one or two of your Personalities if you have fewer Provinces than any other player. Give them each +1F and **Conqueror** (*A Conqueror's unit doesn't bow after battle*).

“Advance, then recede. Move your army like water, and you will never be left defenseless.” – Moto Naleesh

4



Ascendance



Battle: Fear that is a copy of a Fear effect on a card in your army.

The Obsidian Moon is feared more than loved, unlike the Jade Sun. Also unlike the Jade Sun, it seems the moon delights in fear.

5P

5P

3

Back to the Front



Absent Battle: Target your Personality at any location who assigned to this battlefield (*this turn*). Move him there and straighten his unit as he moves. (*You may take Absent actions without presence.*)

Death is no deterrent, only failure.

3



Banish All Shadows



Kiho Limited: Bow your target unbowed Monk or Shugenja. Look at the top four cards of your Fate deck. Put one in your hand. Shuffle the deck.

“Empty your mind. Empty your soul. Empty your desire, and you shall have it all.”

5P

5P

3



Blanketed Forest



FOREST • TERRAIN • WINTER

The snow blocks travel. Personalities cannot move to or from this battlefield.

Battle: Destroy a Terrain (*if able*).
Put this Terrain into play.

“Moto Chagatai changed war forever with his winter march. Who else shall follow his tactically brilliant madness?”

1



Blind Honor



TERRAIN

Personalities at this battlefield have a Force penalty equal to their Personal Honor.

Battle: Destroy a Terrain (*if able*).
Put this Terrain into play.

“Your self-imposed guidelines only hamper you, fool.”

5P

5P

1

Block Supply Lines



Battle: Move home a target attacking Personality. Bow his unit as he moves.

No army can fight on empty stomachs.

3

Come One at a Time



TERRAIN

While there is exactly one defending Personality, he has the ability, “**Repeatable Battle:** Challenge a target enemy Personality. Destroy the loser” and each player has the ability, “**Repeatable Battle:** Move home your target attacking Personality. Bow him as he moves.”

Battle: Destroy a Terrain (*if able*). Put this Terrain into play. Take an additional action from it.

1



Confusion at Court



Political Interrupt: Negate the effects of a Favor action, its player discards the Imperial Favor.

“Perhaps, Seiken, but they were serving diligently until a particular untimely arrival threw the courts into chaos.”

5.1

5.1

2

Contentious Terrain



TERRAIN

Your Personalities at this battlefield have +1F.

Battle: Destroy a Terrain (if able).

Put this Terrain into play.

The fate of battle can hang on the tiniest advantage. It is the general's duty to gather them all for his army.

1



Coward!



Battle: Target your unbowed Samurai and target a Personality in the Defender's home.

Straighten his unit. The Defender may move him to the current battlefield. If he chose not to, he loses 2 Honor, dishonor the Personality, and you may draw two cards.

"Those who fear to act have already failed." – Tao of Shinsei

4

Defensive Grill



Absent Battle: Move a target Personality (*at the current battlefield*) to an unresolved battlefield where he would be opposed. (*You may take Absent actions without presence.*)

“It looks like their defenses gathered on the northern front, my lord.”

“Is it battle they want? Let us give it to them.”

3

Destiny Has No Secrets



Battle: Give your target Personality +2F/+2C. Show your hand to all players.

“Your opponent can scheme all he likes. When the steel comes out, so does the truth.” – Akodo Dairuko

1



Determined Challenge



Battle: Target your unbowed attacking Personality. Move a target enemy Personality at any location to the current battlefield. Straighten him as he moves.

“When a man faces an enemy stronger than himself, then you see the strength of his will.” – Hida Kisada

5P

5P

3



Discretionary Valor



As a Focus Effect, bow the other Personality.

Battle: Move your target opposed Personality home. Gain 1 Honor. Draw a card.

"It is not enough to have great force at hand. One must also know how to use only enough of it." – Mirumoto Shikei

EF

EF

3

Disrupting the Rhythm



Battle: You may use an ability on your target Weapon an additional time this turn. Straighten it if it is attached to a Kensai. You may take an additional action.

“If my opponent breathes on one, draws on two, and strikes on three, then I aim to strike between two and three. Know your opponent’s rhythm and strike when he cannot.” – Mirumoto’s Niten

3



Do Not Delay!



Iaijutsu Limited: Your target unbowed Personality challenges a target Personality.

He may refuse. If he does not refuse, destroy the duel's loser. If he does refuse, permanently give your Personality the ability, "**Battle:** Challenge a target enemy Personality. Bow the loser."

"You can face me now, or you may face me later. Delay will not make me falter." – Mirumoto Yonekura

3



Encircled Terrain



TERRAIN

Before this battle resolves, the Attacker and Defender, in the order of your choice, each choose one of their own Personalities at its battlefield.

Move all other Personalities there home.

Battle: Destroy a Terrain (*if able*).

Put this Terrain into play.

“Some welcome peace, and some stir up conflict. Again.” – Shiba Tsukimi

1



Everpresent Fear



Battle: Fear with strength equal to the number of your Shadowlands Personalities at the current battlefield.

“If I cannot have fearless men, then by the storm I want men who will fight regardless!” – Yoritomo Hiromi



2



Faint Praise



Political Open: Before the next time this turn a player gains Honor from an action he took, he loses that amount of Honor instead of gaining it.

“Him? No, I have never heard of him. Of course, if he were truly incompetent I am sure I would have.” – Bayushi Nitoshi

3



Fall Back!



Battle: Move home your target Personality. As he moves, straighten his unit and you may straighten one of your other units (*at any location*).

“After the crises passed, the Crab and the other clans made steady progress in restoring peace in the Colonies.” – Iweko Shibatsu



4

Favors



Political Limited: Bow your target unbowed Courtier. A target player gains or loses 2 Honor.

“Doing a favor for a Scorpion is almost as nerve-racking as obtaining one.” – Doji Dainagon

2



Feared Duelist



Interrupt: After your Personality wins any duel created by the action, permanently give him the ability, “**Battle:** Fear 4.” You cannot gain Honor from the action.

*“I think you mean to restate your argument.
I am sure you did not mean to sully the
Asahina family’s reputation.”*

2

Fearful Volley



Battle: Fear 2 (*Bow a target enemy Follower, or Personality without Followers, with 2 or lower Force.*)

Battle: Bow your target unbowed Scout. Ranged 3 Attack (*Destroy a target enemy Follower, or Personality without Followers, with 3 or lower Force.*)

"It's surprising how many you can fire off at once if you'd rather just scare than kill them." – Tsuruchi Shichiro

1

Final Sacrifice



Interrupt: Target your Yojimbo. The action must target him, if legal.

“It is the fate every yojimbo looks for, and fears; for with him dead, who will deal with the next assassin?” – Shiba Myoushi

4



Flashy Technique



As a Focus Effect, this duel's winner gains 1 Honor after it ends.

Open: If you have not played another Flashy Technique this turn, Personalities have -1F while attacking.

“Yes, it is impressive. Impressive and shallow.” – Kakita Ibara

5F

5F

4



Focus



“Our schools use different words to discuss it, but both the Mirumoto and the Kakita agree that no duelist can do without it.” – Mirumoto Shikei

MF

MF

5



For the Fallen



Battle: Give one or two of your target opposed Personalities each +2F, or +3F if any of your dead Personalities have 3 or more Personal Honor.

“Take up the fight! Do not let them have died in vain!” – Moto Naleesh

5F

5F

3



Higher Ground



TERRAIN

Your Ranged Attacks have +1 strength. Other player's Ranged Attacks have -1 strength.

Battle: Destroy a Terrain (*if able*).

Put this Terrain into play.

"Every good general tries to have it. A better general knows how to do without it." – Akodo Dairuko

1

Imperial Summons



Favor Political Open: Bow your Stronghold or discard the Imperial Favor to bow a target Personality.

When word of the battle of Sheltered Cove reached his ears, Iweco Shibatsu sent for the victorious general. Though he did not trust the young heir, the Akodo's honor dictated that he must obey.

1

In Stillness, Forge the Soul



Open: Target your unbowed Personality. Look at the top five cards of your Fate deck. You may Equip one of them that is a Weapon to him. Put the remaining cards back in any order. If he is a Kensai and you did not Equip a Weapon, you may put this Strategy back in your hand.

“If there is one brilliant thing that the Dragon have grasped it is this: a soul is never a finished thing. It must always be seeking.” – Asako Sadaki

3



Incapacitated



Battle: Move home a target
defending Personality.

*“Perhaps now Mirumoto-san sees the disadvantage of
beginning the fight at that distance.” – Tsuruchi Kosoko*

5P

5P

2

Inexplicable Challenge



Political Battle: Target your Courtier at any location. Bow a target enemy card without attachments. A target player gains or loses 2 Honor.

“What’s the matter, Matsu-san? Haven’t the stomach to kill a man of the court? Well I am just as much a warrior as you, and I have no qualms with dying on the battlefield! Now fight me!”

2



Insight



INSIGHT

Dark Virtue Battle: Target your Samurai. Look at the top three cards of any Fate deck. You may rearrange them. You may take an additional Battle action to play one of them that is a Battle Strategy.

“True insight cannot be taught. One can learn many things, but without practice, one ultimately knows nothing.” – Naka Mahatsu

3

Inspired Devotion



Battle/Open: Give your target Personality +2F or you may, if he is a Yojimbo, give him a Force bonus equal to the highest Chi among all Courtiers and Shugenja you control (*at any location*).


“Rest, Isawa-san. I will ensure you are not disturbed.”

4



Investigation



Interrupt, : If the action is on an Assassin, Kolat, or Ninja card, then after it targets you, your cards or your tokens, negate its remaining effects except for Honor losses to its player, and he loses 5 Honor.

Even in a land where testimony has greater weight than evidence, few will deny the proof verified by their own eyes.

3

Journey's End



Interrupt: After the Battle action resolves, if it moved your Personality to a battlefield, then take an additional action.

The journey to and from the Colonies is long and arduous, with little else along the path than danger and desert oblivion. Whatever the destination, the first sight of civilization is always welcome.


2



Kharmic Strike



KHARMIC

(Repeatable Limited, : Discard a Kharmic card to draw a card.)

As a Focus Effect, when this duel resolves, both Personalities lose the duel. *(This is not a tie.)*

“Whether or not I win is ultimately of no consequence, so long as my enemy loses.” – Shosuro Nobu

0



Men of Cunning



Open, 1: Lose 1 Honor. Target a Personality. His controller may discard a card. If he does, draw a card. If he does not, bow the Personality.

“To refuse an advantage because it is ‘underhanded’ is not only disrespectful to those you lead, it is also the most selfish act that I can think of.” – Tangen’s Lies

1



Mist



TERRAIN

Ranged Attacks from any player's cards have -2 strength unless he controls a Scout at this battlefield.

Battle/Engage: Destroy a Terrain (*if able*). Put this Terrain into play.

"Know your terrain. Know it so well that it does not matter if you cannot see it." – Daidoji Tametaka



1

My Lord's Favor



Political Open: Target your Personality.
Take the Imperial Favor.

Favor Political Battle/Open: Discard
the Imperial Favor to straighten
your target Personality's unit.

*"For one's worth to be recognized by one's own
lord is one of the most sublime pleasures a
samurai can enjoy." – Akodo's Leadership*

4



Oath of Fealty



Limited: Permanently remove all Clan Alignments from all your Human Personalities without your Clan Alignment, permanently give them your Clan Alignment, and give them each a +1F/+1C token.

“My service is a gift, Renyu-sama,” the Asahina said politely, “so that you know our offer is sincere.”

3



Okura is Released



Interrupt: After any Fear effect from the action bows a card, destroy it.

"I have not drawn breath in some time..."

5P

5P

3



Open Emotion



HONESTY

Bushido Virtue Open: Rehonor a target Samurai.

Bushido Virtue Open: Target your unbowed Samurai. Show a Strategy in your hand. Once this turn, while you are the Defender, you may take a Battle action from that card as an **Engage** action.

Honesty takes many forms.

5P

5P

3



Oppression



Political Battle: Move home your target Courtier. Give the current Province +3 strength, and if the enemy leader controls a dishonorable Personality at its battlefield, he loses 2 Honor.

“They should be honored to serve the whims of their masters.” – Kakita Kazan

5P

5P

3



Pack Tactics



Battle: Bow two of your target unbowed Personalities and target an enemy Personality. Bow his unit.

“Underestimating a pack of goblins is not a mistake that is repeated. For one reason or another.” – Hiruma Tensin

1



Palm Strike



Kiho Battle: Target your unbowed Monk without a Weapon. Bow a target enemy Personality without a Weapon.
“Too close,” the monk said sadly. “Let us try again.”

3



Ramifications



Political Battle: Move home a target Personality with 0 Personal Honor and, as he moves, his controller loses 2 Honor.

“Shibatsu, you know I have love in my heart for you, but you keep questionable company. Some might comment on how it reflects on you.”

2



Reprisal



Battle: Give your target defending or your target opposed Personality +1F for each card in his unit (*including himself*). After this Attack Phase ends, if he was defending and you have fewer Provinces than the Attacker, declare an additional Attack Phase against him, during which your other Personalities cannot attack.

“I will see this insult answered.”

4



Resist Magic



Interrupt: After an action on a Kiho, Shugenja, or Spell targets your cards, negate its remaining effects.

*“We seek the deeper mysteries of the Elements,”
Hizumi said. “A pity you did not.”*

3



Ruthless Determination



DETERMINATION

Dark Virtue Battle: Target your unbowed Samurai Personality. Fear with strength equal to his Force minus 1 (*minimum zero*).

“Hold no mercy in your heart - not for yourself, not for them. They will cower before you.” – Daigotsu Kanpeki

5P

5P

3



Sanctioned Duel



Iaijutsu Limited: Your target unbowed Personality challenges another player's target Personality who may refuse. If he refuses, dishonor him and gain 2 Honor. Destroy the duel's loser.

"In the duel there is simplicity. Honor. Truth." – Doji Kazuo

3



Sneak Attack



Engage: The Attacker has the first opportunity to take a Battle action or pass in this battle.

Surprise is a tactic in warfare like any other. But sometimes, it is difficult to see where acceptable strategy ends and dishonorable actions begin.

3



Soul's Sacrifice



Battle: Target your unbowed Samurai with 3 or higher Personal Honor. Permanently give him **Shadowlands • Undead**. Move home a target enemy Personality.

“My purity, freely given, so that I might punish the enemies of my clan.”

2



Stand or Run



Iaijutsu Battle: Your target unbowed Personality challenges a target enemy Personality. If he is unbowed, he may refuse. If he does, move him home and bow him as he moves. Destroy the duel's loser.

"I give you the opportunity to not sully my blade with your worthless life."

2

Strength of my Father



Battle: Give your target opposed Personality a Force bonus equal to his Personal Honor.

With the guidance of the blessed ancestors of Yomi, a samurai's blade can cut through even otherworldly enemies.

1



Sudden Movement



As a Focus Effect, give the duel's winner +3F.

Battle: Target two Personalities controlled by the same player at different locations. Switch their locations. Straighten both their units as they move.

Only a poor commander fails to account for sudden changes in an enemy's position.



4

Swift Sword Cut



Battle: Target and bow your unbowed Kensai or one of his unbowed Weapons. Destroy a target enemy Follower, Item, or Personality without attachments, that has Force equal to or less than your Kensai's Chi.

One perfect cut overcomes any enemy.

2



The Company You Keep



Political Open: Target a Personality. Personalities his controller Recruits (*this turn*) with greater Personal Honor than the target has now are dishonored before they enter play.

“Rest now. Let me tend to your wounds. It is the least that I can do for your valor.”

4

The Greater Threat



Absent Battle: If he would be opposed, move your target unbowed Personality at home to the current battlefield. If he moved and is a Yojimbo, make a Fear effect with strength equal to the highest Chi among all Courtiers and Shugenja you control (*at any location*). (*You may take Absent actions without presence.*)

A good yojimbo draws the eye.

2



The Sun Returns



Interrupt: Bow your target unbowed Tactician. Negate the effects of a Battle or Engage action.

The Jade Sun and its counterpart, the Obsidian Moon, are the two most powerful entities in Rokugan's cosmology. Both are revered and feared in equal measure by all those who dwell within Rokugan and its Colonies.

3

The Turtle's Shell



Interrupt: Negate the action's
Melee or Ranged Attacks.

*"My brothers have fallen, but they can still protect
me! Long enough to avenge their deaths, at least!"*

3

The Wrath of Osano-Wo



Kiho Thunder Battle: Bow your target unbowed Monk or Shugenja. Ranged Attack with strength equal to his Chi.

Of all the wrathful Fortunes whose tempers should not be tested, the Fortune of Fire and Thunder is foremost among them.

3



Today We Die



Limited: Target a Samurai Personality who has not been targeted by a Today We Die this game. Until the game ends, he cannot Lobby, after the end of each of his controller's Action Phases, if he can legally assign, his controller must declare an attack and assign him, and give him a +1F/+1C token after each battle resolution he is in.

"I go to my ancestors, head held high!"

1

Tonfajutsu



Battle: Bow your target unbowed Weapon.
Destroy a target enemy attachment.

Battle: Give a target Personality
with a Weapon +2F.

*Tonfa are farming implements transformed
into defensive weapons. In the hands of
a master, they are devastating out of all
proportion to their simple appearance.*

1

Treachery and Deceit



Battle: Move home a target Personality whose unit's total Force is 7 or higher.

"A knife in the back is so passe and unfashionable. A few words and the right seal on a scroll can accomplish so much more without all the drama and fanfare." – Bayushi Nitoshi

4

Unassailable Defense



Battle: Bow your target unbowed Personality. Fear with strength equal to his Force. If he is a Yojimbo, and you control a Courtier or Shugenja (*at any location*), after each card bows from the Fear, destroy it.

“Take cover, my lady! I will deal with these dogs in a manner they deserve!”

1



Uncertainty



Battle/Open: A target Personality has a minimum Chi of 1. Give him $-2F/-2C$.

“Are you certain?” a tiny whisper resounded in his mind. “Are you certain this is the path you should choose?”

1

Uncovering the Culprit



Battle: Bow your target unbowed Personality. Bow a target enemy card. Its controller discards a card at random if your Personality is a Magistrate.

“Every man is guilty of something. One simply needs to dig deep enough to find it.”

2



Unwelcome Supervision



Limited: A target player discards a card at random.

“Now, now, do not forget your customary closing. We would not wish to cause anyone to grow suspicious, would we?”

BP

BP

2



Versatile Army



This ability's Gold cost is 0 if you control both a Cavalry unit and an Infantry unit at this battlefield.

Battle,  : Straighten or bow a target Personality.

“Diversity is a great strength that allows a commander to use his forces in any way that circumstance demands.” – Akodo’s Leadership



1

Vigilant Eyes



INSIGHT

Dark Virtue Open: Target your unbowed Samurai. Give a target Personality a Force penalty equal to your Samurai's Force.

“A single man, keen of senses and sure of purpose, can bring doom upon his enemies without them ever knowing of his presence.” – Daigotsu Kanpeki

4



Wary Peace



Political Open: Target another player who controls an attachment and destroy your target attachment. He may choose and destroy one of his attachments. If he did not choose this, gain Honor equal to the Focus Value of your destroyed attachment.

Peace brought about through questionable means is itself questionable.

4

Weakness Exposed



Iaijutsu Battle: Your target unbowed Personality challenges a target enemy Personality. Bow the loser. Destroy him if he is defending.

“This tiny box. All that you were, all that you had, you threw away for the contents of this tiny box. Was your life worth so little?”

2

Wheels within Wheels



Open: Your target honorable Human Personality commits Seppuku. You may re honor one of your Personalities. Gain 2 Honor.

The simplest actions can put into motion plots that rob honorable men of their name and their lives.

4

Wounded in Battle



Battle: Target a Personality who has not been targeted by a Wounded in Battle this turn. Until the battle ends, if he is a Samurai, he is not destroyed for having 0 Chi. Give him $-2C$.

“Now is no time for rest, brothers! Those of you who can stand, take up your steel and follow me!”

2

The Impregnable Fortress of the Crab

7

4

3

Your Crab Clan Personalities
have +1F while opposed.

*Even the most diplomatic of Crab estates could
best be described using the term "fortress".*

The Impregnable Fortress of the Crab

9

4

3

Your Crab Clan Personalities
have +1F while opposed.

*The Crab have stood watch over the Empire's
southern border for more than one thousand years.*

The Exquisite Palace of the Crane



6

4

6

Limited: Target a Holding. Either give it +1 Gold Production, or increase Honor gains from its abilities by 1 (*this turn*).

Built to honor the founder of the Crane Clan, it is among their most beautiful and radiant treasures.

BT

The Exquisite Palace of the Crane

7

4

6

You are considered to have +5 Family Honor when Lobbying checks Honor.

Limited: Target a Holding. Either give it +1 Gold Production, or increase Honor gains from its abilities by 1 (*this turn*).

As splendid as the Crane themselves.

The Remote Monastery of the Dragon

6

4

5

TEMPLE

You cannot Recruit Monks with another Clan Alignment. After all players reveal Strongholds, search your Fate deck for a non-Fudo, non-Void Ring. Put it into play.

Dwelling within the mountains means embracing the impractical.

The Remote Monastery of the Dragon

7

4

5

TEMPLE

You cannot Recruit Monks with another Clan Alignment. You have +1 maximum and starting hand size. After all players reveal Strongholds, search your Fate deck for a non-Fudo, non-Void Ring. Put it into play.

There is beauty in the most unlikely of places.

The Honorable Garrison of the Lion

7

3

7

Battle: Give your target opposed Lion Clan Samurai a Force bonus equal to his Personal Honor (*this turn*).

The Lion are a simple, uncomplicated people, something that causes many to think them dull. They prefer to think a simple life is one free of distraction.

The Honorable Garrison of the Lion

9

3

7

Battle: Give your target opposed Lion Clan Samurai a Force bonus equal to his Personal Honor (*this turn*).

The life of a soldier is all that most Lion ever aspire to. It is, to them, the ultimate fulfillment of one's destiny.

The Fruitful Port of the Mantis

7

4

2

PORT

Limited,  : Draw a card.

From the Island of Broken Waves, the Mantis ferry their cargos to all corners of the Empire, expanding their wealth with every turn.

57

The Fruitful Port of the Mantis

7

4

2

PORT

Once per game, produce 2 Gold.

Limited,  : Draw a card.

*Few clans have embraced the Colonies
so completely as the Mantis.*

The Eternal Temple of the Phoenix



6

4

6

TEMPLE

Limited: Bow your target unbowed Shugenja. Look at the top three cards of your Fate deck. If one of them is a Kiho or Spell, you may show it, put it into your hand, and then discard a card.

*The Shiba carry the blood of the Kami,
but the Isawa rule the Phoenix.*

The Eternal Temple of the Phoenix



7

4

6

TEMPLE

Limited: Bow your target unbowed Shugenja.
Look at the top three cards of your Fate deck. If one of them is a Kiho or Spell, you may show it and put it into your hand.

The Agasha and Asako families serve the Phoenix in lesser ways, rarely gaining the attention of the other Great Clans.



The Shadowed Estate of the Scorpion



7

4

1

Tireless Open: Name a Fate card, or name a Dynasty card in play. Negate the effects of the next action from a card with that title.

For many families, such a dreadful place would be an empty threat. With the Scorpion, it is a false comfort for their guests.

BT

The Shadowed Estate of the Scorpion



8

4

1

All other players have -1 maximum hand size.

Tireless Open: Name a Fate card, or name a Dynasty card in play. Negate the effects of the next action from a card with that title.

A Bayushi kills with a blade, but the Shosuro have much more sinister means available.

The Sinister Citadel of the Spider

7

4

0

Battle: Fear 3.

*It is a strange place to call home, in the dark
where the sunlight scarcely reaches.*

ST

The Sinister Citadel of the Spider

8

4

0

Tireless Dynasty: If any of your Provinces have been destroyed this game, turn a card in one of your Provinces face-up.

Tireless Battle: Fear 3.

The Spider dwell in the hidden, cursed places that the other Great Clans do not covet. It gives them the privacy their endeavors require.

The Golden Plains of the Unicorn

7

5

4

Battle/Engage: If he would be opposed, move to the current battlefield your target unbowed Personality in a Cavalry unit at any location.

Some Unicorn favor simple beauty. They are similar to their Lion neighbors in that regard.



The Golden Plains of the Unicorn

8

5

4

You may use the Cycle player ability twice in your first turn.

Battle/Engage: If he would be opposed, move to the current battlefield your target unbowed Personality in a Cavalry unit at any location.

*It is a place of resplendent luxury
and unparalleled exoticism.*