



# AFTERMATH

The moonlight cast the Fudoist temple in an otherworldly light, one that made it seem less a simple stone building and more like something that had forced its way from one of the distant spirit realms into the mortal world. The flickering of the torches or lanterns or whatever the source of light from within it cast dancing shadows on the walls, making it seem even more like a bastion of spirits, alien to the ways of men. But of course none of that was true. It was just a monastery, a simple temple filled with monks that were mere flesh and blood.

And tonight those men would be washed from the face of the earth in a tide of their own blood. This was a promise that Shinjo Kinto had made to himself, and to the lord he served. He glanced to the right, where his officers stood silently, waiting for the command. The commander of the Imperial Legion nodded once, slowly, and the signal was given. From their places of concealment surrounding the monastery, his forces rose and charged. In only a few moments, the otherworldly appearance of the temple was washed away with the shouts and deaths of the Fudoists contained within. The mortal realm was sacred once more, such as it could be with such devastating loss of life.

"Ensure that all documents are inspected before being destroyed," Kinto commanded his men. "Officers only. If there is anything to be gleaned from their library, the location of any more of their temples or shrines, I wish to know as soon as possible."

"Of course, commander," one of them replied and rode toward the temple to see his command enacted.

Kinto looked to one of the others. "Watch him," he commanded. "Do not read the texts yourself, but if he shows any signs of corruption as a result of exposure, spare him the dishonor of their infectious treachery." The second man rode forth after the first, nothing needing to be said between them. Privately, Shinjo Kinto swore that he would see every last member of the Fudo cult eradicated, and perhaps then he would be able to leave the accursed Colonies once and for all. "What a wretched place," he muttered.

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"My time in this wretched place seems never to end," Kuni Renyu observed in annoyance. He looked to the man at his right. "Do you not find these lands dreadful beyond all comprehension?"

Hida Kurabi's expression did not change. Renyu was in fact not certain he had ever seen any expression on the man's face, which was something he respected. "I have no particular opinion on them, my lord," Kurabi replied. It was what passed for diplomacy among men such as they.

Renyu chuckled. "Well perhaps you will stay and take over if I am ever allowed to leave," he said. "In the interim, are you certain that your account of the Dragon representative's diatribe in court was accurate?"

"Completely," Kurabi answered without hesitation. His condemnation of you was scathing, even by the most reserved accounts. It was an

unforgivable slight against you and the clan as a whole, my lord."

"Your accounting of the incident is sufficient for my needs," Renyu said. "The blustery fool has given us precisely the reason we need to pursue our persecution of the Spiker. We cannot punish them since, by the judgment of the commander and that harlot of a governor, any slights against them could be construed as a determination that our previous actions can and should be censured. Why bother with such things when they can be so easily avoided?" Renyu shook his head. "I fear that if I remain within the Colonies for much longer the insanity of this place may drive me mad as well. Have you made the preparations I requested?"

Kurabi nodded and gestured toward the door leading to the balcony. Renyu strode forward and through the doors, regarding the assembled force in the courtyard with obvious disdain. "You are an abomination," he said, his voice absolutely firm and unwavering. "That you have been permitted to survive thus far is a preposterous situation, and one I would see remedied at the earliest convenience. Regardless, perhaps there is one final action that you can take on the behalf of your clan, something that will ensure your name is spoken of with respect, if not honor, in the future." Renyu leaned forward and stared evenly into the eye of another. "Shatter the Dragon Clan. I would see their damnable monks made a ruin. Is this something that you can provide?"

Hida Kaiji shuddered, his inhuman mass shifting in the courtyard as he stared evenly into the second floor balcony. "Yes, my lord," he said.

## — New Rules and Notes on Specific Cards —

### New Rules

Reserve is a new keyword. All players have the abilities

**"Repeatable Absent Battle:** If it would be opposed, bring a face-up Reserve Personality in your Province into play in your army at the current battlefield, paying all costs" and **"Repeatable Battle:** If it would be opposed, attach a Reserve attachment from your hand to your opposed target Personality at the current battlefield, paying all costs."

Discipline is a new special trait on Strategies, appearing with a Gold cost icon. You may play

a card with the Discipline trait from your discard pile for one of its actions, paying the Gold cost in the icon as an additional cost of the action (or adding the Gold cost to the action's if it already has a Gold cost). After the action ends, remove the card from the game.

Remember that abilities can be used only once per turn, so Disciplines normally can't be used from the discard pile on the same turn you played them.

As a reminder, the term "Recruit" means "bring into play" while Emperor Edition rules are still in effect.

The abbreviation "FV" for "Focus Value" comes into use in this set.

The term "this Province" when used on a Battle action should be read as "the current battlefield's Province."

### Notes on Specific Cards

**Ningen's Treatise on the Nezumi:** This card introduces the "Multiplayer" keyword as a reminder that the ability is primarily useful in games with more than two players. The keyword has no rules effects.

EMPEROR EDITION

IVORY EDITION

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