

**Pillars of Virtue**

7  
4  
5

**Reaction:** After the resolution of a Kiho Battle action you took: Take an additional Battle action.

*"The pillars themselves remain within the Empire. The pillars within our spirit remain with us no matter where we go." – Togashi Osawa*

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 402 • 428

**Border Keep**

0

UNIQUE

Bow this card: Produce 2 Gold.

**Limited:** If it is your first turn: Put one or more cards in your provinces at the bottom of your deck, refilling the provinces face-up.

**Limited:** Once per game: Put one or more cards in your provinces at the bottom of your deck, refilling the provinces face-up.

EE ILLUS JASON JUTA TM & © 2011 AEG 28 • 428

**Bamboo Harvesters**

0

FOREST • UNIQUE

This card will not straighten before your second turn.

Bow this card: Produce 2 Gold.

*"It is not a glamorous holding, but it has made me a wealthy man. Rebuilding an Empire takes a lot of bamboo, after all." – Yasuki Dokansuto*

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 27 • 428

**Mirumoto Gobashi**

3 3

5 5 2

DRAGON CLAN • SAMURAI • KENSAI  
SOUL OF MIRUMOTO INO

*"Every year, I have the honor of training a new crop of students. Every year, I have the duty to teach them to avoid the mistakes their predecessors have made. It is a joy and a burden, and I revel in both." – The Journal of Kitsuki Fusami*

EE ILLUS JARREAU WIMBERLY TM & © 2011 AEG 90 • 428

**Mirumoto Gobashi**

3 3

5 5 2

DRAGON CLAN • SAMURAI • KENSAI  
SOUL OF MIRUMOTO INO

*"Every year, I have the honor of training a new crop of students. Every year, I have the duty to teach them to avoid the mistakes their predecessors have made. It is a joy and a burden, and I revel in both." – The Journal of Kitsuki Fusami*

EE ILLUS JARREAU WIMBERLY TM & © 2011 AEG 90 • 428

**Mirumoto Gobashi**

3 3

5 5 2

DRAGON CLAN • SAMURAI • KENSAI  
SOUL OF MIRUMOTO INO

*"Every year, I have the honor of training a new crop of students. Every year, I have the duty to teach them to avoid the mistakes their predecessors have made. It is a joy and a burden, and I revel in both." – The Journal of Kitsuki Fusami*

EE ILLUS JARREAU WIMBERLY TM & © 2011 AEG 90 • 428

**Mirumoto Ichizo**

3 4

5 8 3

DRAGON CLAN • SAMURAI • DUELIST  
EXPERIENCED • LOYAL • UNIQUE

**Iaijutsu Battle:** Target an enemy Personality: Ichizo duels him. Destroy the duel's loser.

*"The years may have robbed me of my speed, but my technique is as crisp as ever."*

EE ILLUS EDWIN DAVID TM & © 2011 AEG 91 • 428

**Mirumoto Katagi**

4 4

6 9 3

DRAGON CLAN • SAMURAI • KENSAI • UNIQUE

Weapons attached to Katagi will not be transferred.

Non-Unique Weapons attaching to Katagi from your hand enter play paying 4 less Gold.

*"These blades are my burden. No other is fit to bear them."*

EE ILLUS EDWIN DAVID TM & © 2011 AEG 92 • 428

**Mirumoto Reiyou**

4 3

3 7 2

DRAGON CLAN • SAMURAI • KENSAI  
POET • SOUL OF MIRUMOTO TSUBASA

**Battle:** Target an enemy Personality or Follower: Give it a Force penalty equal to Reiyou's Force.

*"Like her mentor, Reiyou expresses herself with her blades when her words are no longer up to the task."*

EE ILLUS FLORIAN STITZ TM & © 2011 AEG 93 • 428

4 **Mirumoto Reiyu** 3



3 7 2

DRAGON CLAN • SAMURAI • KENSAI  
POET • SOUL OF MIRUMOTO TSUBASA

**Battle:** Target an enemy Personality or Follower: Give it a Force penalty equal to Reiyu's Force.

*"Like her mentor, Reiyu expresses herself with her blades when her words are no longer up to the task."*

EE ILLUS FLORIAN STITZ TM & © 2011 AEG 93 • 428

4 **Mirumoto Reiyu** 3



3 7 2

DRAGON CLAN • SAMURAI • KENSAI  
POET • SOUL OF MIRUMOTO TSUBASA

**Battle:** Target an enemy Personality or Follower: Give it a Force penalty equal to Reiyu's Force.

*"Like her mentor, Reiyu expresses herself with her blades when her words are no longer up to the task."*

EE ILLUS FLORIAN STITZ TM & © 2011 AEG 93 • 428

8 **Mirumoto Shikei** 5



10 12 4

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

**Limited:** Shikei meditates. Draw a card.

**Iaijutsu Battle:** Target an enemy personality: Shikei duels him. Destroy the duel's loser.

*"My bloodline: I am Dragon. I will not be defined by you."*

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 94 • 428

3 **Togashi Korimi** 3



4 7 2

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

Korimi has +2F while defending.

After Korimi enters play: You may bow her; if you did, draw a card.

*"Her manner may be pleasing, and her presence welcome, but if she will not attire herself appropriately, I cannot permit her to attend services." – Asabina Yasutora*

EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 98 • 428

3 **Togashi Korimi** 3



4 7 2

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

Korimi has +2F while defending.

After Korimi enters play: You may bow her; if you did, draw a card.

*"Her manner may be pleasing, and her presence welcome, but if she will not attire herself appropriately, I cannot permit her to attend services." – Asabina Yasutora*

EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 98 • 428

3 **Togashi Korimi** 3



4 7 2

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

Korimi has +2F while defending.

After Korimi enters play: You may bow her; if you did, draw a card.

*"Her manner may be pleasing, and her presence welcome, but if she will not attire herself appropriately, I cannot permit her to attend services." – Asabina Yasutora*

EE ILLUS WILLIAM O'CONNOR TM & © 2011 AEG 98 • 428

0 **Togashi Torazu** 3



3 6 2

DRAGON CLAN • FIRE • MONK • TATTOOED  
SOUL OF TOGASHI SHINTARO

**Reaction:** After Torazu enters play: Give him three +1F Fire tokens.

**Battle:** Destroy a Fire token on Torazu: Ranged 3 Attack.

*"My enlightenment shall be found in battle, on the bodies of my victims."*

EE ILLUS BRITT MARTIN TM & © 2011 AEG 99 • 428

0 **Togashi Torazu** 3



3 6 2

DRAGON CLAN • FIRE • MONK • TATTOOED  
SOUL OF TOGASHI SHINTARO

**Reaction:** After Torazu enters play: Give him three +1F Fire tokens.

**Battle:** Destroy a Fire token on Torazu: Ranged 3 Attack.

*"My enlightenment shall be found in battle, on the bodies of my victims."*

EE ILLUS BRITT MARTIN TM & © 2011 AEG 99 • 428

0 **Togashi Torazu** 3



3 6 2

DRAGON CLAN • FIRE • MONK • TATTOOED  
SOUL OF TOGASHI SHINTARO

**Reaction:** After Torazu enters play: Give him three +1F Fire tokens.

**Battle:** Destroy a Fire token on Torazu: Ranged 3 Attack.

*"My enlightenment shall be found in battle, on the bodies of my victims."*

EE ILLUS BRITT MARTIN TM & © 2011 AEG 99 • 428

4 **Togashi Tsukagi** 4

7 1

DRAGON CLAN • VOID • MONK  
TATTOOED • SOUL OF TOGASHI AKAGI

*"He arrived atop the mountain, claiming descent from Togashi Akagi. He has his father's gifts, and his father's curse of rage. Let us hope we can bring him more peace than his father knew." – Mirumoto Shikei*

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 100 • 428

4 **Togashi Tsukagi** 4

7 1

DRAGON CLAN • VOID • MONK  
TATTOOED • SOUL OF TOGASHI AKAGI

*"He arrived atop the mountain, claiming descent from Togashi Akagi. He has his father's gifts, and his father's curse of rage. Let us hope we can bring him more peace than his father knew." – Mirumoto Shikei*

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 100 • 428

4 **Togashi Tsukagi** 4

7 1

DRAGON CLAN • VOID • MONK  
TATTOOED • SOUL OF TOGASHI AKAGI

*"He arrived atop the mountain, claiming descent from Togashi Akagi. He has his father's gifts, and his father's curse of rage. Let us hope we can bring him more peace than his father knew." – Mirumoto Shikei*

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 100 • 428

3 **Tsai u** 4

7 2

DRAGON CLAN • NONHUMAN • RYU  
CAVALRY • TACTICIAN

*"Under Iwoko I, the Empire prospered. The heavens showered their blessings upon Rokugan, in ways both obvious and subtle." – The writings of Miya Shoin*

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 101 • 428

3 **Tsai u** 4

7 2

DRAGON CLAN • NONHUMAN • RYU  
CAVALRY • TACTICIAN

*"Under Iwoko I, the Empire prospered. The heavens showered their blessings upon Rokugan, in ways both obvious and subtle." – The writings of Miya Shoin*

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 101 • 428

3 **Tsai u** 4

7 2

DRAGON CLAN • NONHUMAN • RYU  
CAVALRY • TACTICIAN

*"Under Iwoko I, the Empire prospered. The heavens showered their blessings upon Rokugan, in ways both obvious and subtle." – The writings of Miya Shoin*

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 101 • 428

**Chugo Seido**

2

TEMPLE • SINGULAR

Bow this card: Produce 2 Gold.

**Reaction:** When another player's action would target one of your Personalities, destroy this card: Choose one of your Samurai at the same location. The action targets him instead, if legal.

*"Bushido is our shield." – Shiba Sansuke*

EE ILLUS IES TM & © 2011 AEG 29 • 428

**Family Library**

2

Bow this card: Produce 2 Gold.

**Limited:** Target a discarded (*not dead*) Personality in your discard pile and a face-up card in one of your provinces, and destroy this card: Discard the face-up card, refilling the province face-up with the Personality.

*"A man who is learned in the Tao can bring forth treasures old and new." – Makito*

EE ILLUS MALCOLM MCCLINTON TM & © 2011 AEG 33 • 428

**Gold Mine**

2

MINE

Bow this card: Produce 2 Gold, or 3 Gold if you are a Dragon Clan player.

*"Nothing of worth grows on our mountains, and yet we are fed and clothed by their bounty. We live on the surface of a riddle, never questioning its meaning." – Mirumoto Shikei*

EE ILLUS CHARLES URRICH TM & © 2011 AEG 36 • 428

**Gold Mine**

**2**

**MINE**

Bow this card: Produce 2 Gold, or 3 Gold if you are a Dragon Clan player.

*"Nothing of worth grows on our mountains, and yet we are fed and clothed by their bounty. We live on the surface of a riddle, never questioning its meaning." – Mirumoto Shikei*

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 36 • 428

**Gold Mine**

**2**

**MINE**

Bow this card: Produce 2 Gold, or 3 Gold if you are a Dragon Clan player.

*"Nothing of worth grows on our mountains, and yet we are fed and clothed by their bounty. We live on the surface of a riddle, never questioning its meaning." – Mirumoto Shikei*

EE ILLUS CHARLES URIBACH TM & © 2011 AEG 36 • 428

**Prosperous Village**

**6**

Enters play paying 1 less Gold for each Personality you control.

Bow this card: Produce 5 Gold.

*"Prosperity brings men and women of destiny, which in turn only enhances a village's prosperous nature." – Yung*

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 44 • 428

**Prosperous Village**

**6**

Enters play paying 1 less Gold for each Personality you control.

Bow this card: Produce 5 Gold.

*"Prosperity brings men and women of destiny, which in turn only enhances a village's prosperous nature." – Yung*

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 44 • 428

**Prosperous Village**

**6**

Enters play paying 1 less Gold for each Personality you control.

Bow this card: Produce 5 Gold.

*"Prosperity brings men and women of destiny, which in turn only enhances a village's prosperous nature." – Yung*

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 44 • 428

**Public Records**

**2**

**SINGULAR**

Bow this card: Produce 2 Gold.

**Limited:** Bow this card: Look at the top three cards of your Fate deck. Put them back in any order.

*"The world will never lack for stories. Even something as mundane as a barley harvest can generate a winter's worth of tales, if the teller knows his craft." – Matsu Kasei*

EE ILLUS GONG STUDIOS TM & © 2011 AEG 45 • 428

**Small Farm**

**0**

**FARM**

Bow this card: Produce 1 Gold.

*"Even the peasants of the Empire benefited from the Colonies, as Mantis ships brought wood and fiber to be used for tools and homes. Every morning the pious farmers of Rokugan offered their thanks for their far-seeing Empress." – Chronicle of the Blossoming World, Part III*

EE ILLUS JOSEPH PHILLIPS TM & © 2011 AEG 51 • 428

**Small Farm**

**0**

**FARM**

Bow this card: Produce 1 Gold.

*"Even the peasants of the Empire benefited from the Colonies, as Mantis ships brought wood and fiber to be used for tools and homes. Every morning the pious farmers of Rokugan offered their thanks for their far-seeing Empress." – Chronicle of the Blossoming World, Part III*

EE ILLUS JOSEPH PHILLIPS TM & © 2011 AEG 51 • 428

**Small Farm**

**0**

**FARM**

Bow this card: Produce 1 Gold.

*"Even the peasants of the Empire benefited from the Colonies, as Mantis ships brought wood and fiber to be used for tools and homes. Every morning the pious farmers of Rokugan offered their thanks for their far-seeing Empress." – Chronicle of the Blossoming World, Part III*

EE ILLUS JOSEPH PHILLIPS TM & © 2011 AEG 51 • 428

**Traveling Peddler**

**2**

**SINGULAR**

Bow this card: Produce 2 Gold.

**Limited:** Bow this card and pay 3 Gold: Draw a card.

*"They are poor, only one step above a beggar. They travel everywhere, and no samurai ever gives them a second thought. They are perfect, really." – Yasuki Jinn-Kuen*

EE ILLUS ERICH SCHREINER TM & © 2011 AEG 54 ♦ 428

**Large Farm**

**1**

**FARM**

Bow this card: Produce 2 Gold.

*"Many were shocked by the Empress' command to the Spider, but Daigotsu's followers obeyed without complaint. In time, her divinely-inspired wisdom was shown to be correct, as the Spider Clan's efforts made the resources of the colonized lands available for rebuilding the Empire." – Chronicle of the Blossoming World, Part I*

EE ILLUS MARK A.W. JACKSON TM & © 2011 AEG 40 ♦ 428

**Large Farm**

**1**

**FARM**

Bow this card: Produce 2 Gold.

*"Many were shocked by the Empress' command to the Spider, but Daigotsu's followers obeyed without complaint. In time, her divinely-inspired wisdom was shown to be correct, as the Spider Clan's efforts made the resources of the colonized lands available for rebuilding the Empire." – Chronicle of the Blossoming World, Part I*

EE ILLUS MARK A.W. JACKSON TM & © 2011 AEG 40 ♦ 428

**Togashi's Guidance**

**KAMI • EXPERIENCED • UNIQUE**

Dragon Clan players' maximum hand size is increased by two.

**Battle/Open:** If you are a Dragon Clan player, discard this card: You may either put a Ring in your hand into play, or search your discard pile, then Fate deck, for a Ring and put it into your hand.

*The Laughing Dragon balances the Togashi and Mirumoto.*

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 18 ♦ 428

**Glory of the Shogun**

**SHOGUN • UNIQUE**

Until the game ends, equipping is a **Battle/Open** action (for all players), and after the first time each turn each player attaches a card with a base Gold Cost of 5 or more from his hand, that player may draw a card.

*"In times when the Emperor cannot defend the Empire, the Shogun must do so in his place." – Sun Tao*

EE ILLUS MIGUEL CORREIA TM & © 2011 AEG 18 ♦ 428

**Imperial Gift**

**IMPERIAL • UNIQUE**

Gain 2 Honor and search your Fate deck for an Item, show it, and put it into your hand.

*"I bear a gift for you, commander, to commemorate your service and glorious victory for the Empress."*

EE ILLUS MIKE RAABE TM & © 2011 AEG 19 ♦ 428

**Wisdom Gained**

**UNIQUE**

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

*"In twenty years of relative peace and exploration, we have learned so much. We must be ever vigilant to ensure that wisdom is not forsaken for war." – Shiba Tsukimi*

EE ILLUS RAYMOND GAUSTADSEN TM & © 2011 AEG 25 ♦ 428

**+3 Blade of Perfection +1**

**4**

**WEAPON**

After this card bows: Straighten it.

**Reaction:** After the resolution of another player's action that destroyed this card or its Personality, choose your performing Personality: Attach this card to him, paying all costs.

*A well forged blade will last through countless battles, never failing its bearer in times of need.*

**3**

EE ILLUS ANNA CHRISTENSEN TM & © 2011 AEG 210 ♦ 428

**+3 Blade of Perfection +1**

**4**

**WEAPON**

After this card bows: Straighten it.

**Reaction:** After the resolution of another player's action that destroyed this card or its Personality, choose your performing Personality: Attach this card to him, paying all costs.

*A well forged blade will last through countless battles, never failing its bearer in times of need.*

**3**

EE ILLUS ANNA CHRISTENSEN TM & © 2011 AEG 210 ♦ 428

**+3** **Magaya ri** **+1**

**5**  
WEAPON

This card will not be transferred.  
Attaches to a Paragon or Kensai paying 3 less Gold.

*"It is a weapon most popular among certain sects of Lion bushi, but it has gained some popularity among other clans as well." – Kaiu Onizuka*

**3**

EE ILLUS LEE SMITH TM & © 2011 AEG 235 • 428

**+3** **Magaya ri** **+1**

**5**  
WEAPON

This card will not be transferred.  
Attaches to a Paragon or Kensai paying 3 less Gold.

*"It is a weapon most popular among certain sects of Lion bushi, but it has gained some popularity among other clans as well." – Kaiu Onizuka*

**3**

EE ILLUS LEE SMITH TM & © 2011 AEG 235 • 428

**+3** **Magaya ri** **+1**

**5**  
WEAPON

This card will not be transferred.  
Attaches to a Paragon or Kensai paying 3 less Gold.

*"It is a weapon most popular among certain sects of Lion bushi, but it has gained some popularity among other clans as well." – Kaiu Onizuka*

**3**

EE ILLUS LEE SMITH TM & © 2011 AEG 235 • 428

**+4** **Modica tions** **+1**

**7**  
WEAPON

**Battle:** Draw a card.  
*"That... is a very strange weapon."  
"I have faced very strange opponents."*

**2**

EE ILLUS MIKE CAPPROTTI TM & © 2011 AEG 236 • 428

**+4** **Modica tions** **+1**

**7**  
WEAPON

**Battle:** Draw a card.  
*"That... is a very strange weapon."  
"I have faced very strange opponents."*

**2**

EE ILLUS MIKE CAPPROTTI TM & © 2011 AEG 236 • 428

**+4** **Modica tions** **+1**

**7**  
WEAPON

**Battle:** Draw a card.  
*"That... is a very strange weapon."  
"I have faced very strange opponents."*

**2**

EE ILLUS MIKE CAPPROTTI TM & © 2011 AEG 236 • 428

**+2** **Sasumata** **+1**

**3**  
WEAPON

**Battle:** Bow this card and target an enemy card without a Weapon or Armor: Bow it.  
*Commonly used by magistrates to apprehend suspects, they are ideally suited to disarm foes.*

**3**

EE ILLUS FARES MASAE TM & © 2011 AEG 238 • 428

**+2** **Sasumata** **+1**

**3**  
WEAPON

**Battle:** Bow this card and target an enemy card without a Weapon or Armor: Bow it.  
*Commonly used by magistrates to apprehend suspects, they are ideally suited to disarm foes.*

**3**

EE ILLUS FARES MASAE TM & © 2011 AEG 238 • 428

**+2** **Sasumata** **+1**

**3**  
WEAPON

**Battle:** Bow this card and target an enemy card without a Weapon or Armor: Bow it.  
*Commonly used by magistrates to apprehend suspects, they are ideally suited to disarm foes.*

**3**

EE ILLUS FARES MASAE TM & © 2011 AEG 238 • 428

**Ring of Air**

**AIR • UNIQUE**

After you resolve your third or later Spell or Kiho action in one turn from cards with different titles: You may put this card into play from your hand.

**Battle/Open:** Bow this card or discard it from your hand, and choose your performing Personality: Straighten his unit.

Agility

4

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 244 • 428

**Ring of the Void**

**VOID • UNIQUE**

After you resolve your fourth or later non-Kiho action from Strategies in one phase: You may put this card into play from your hand.

**Open:** Bow this card or discard it from your hand: If any player has more cards in his hand than you do, or if this card is in play, draw a card.

Harmony

4

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 244 • 428

**Ring of Water**

**WATER • UNIQUE**

After you resolve your fourth or later Battle action in one battle from cards with different titles: You may put this card into play from your hand.

**Battle:** Bow this card or discard it from your hand, and choose your performing Personality: Move him home or to a battlefield with one or more enemy units. If he moved, straighten his unit.

Fluidity

4

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 245 • 428

**A Pure Stroke**

**Battle/Open:** Target a Weapon: Raise its Force and Chi modifiers to twice its base Force and Chi modifiers (*this does not affect negative base modifiers*).

*Kakita Han spent five years creating three perfect blades. One he kept by his side. One he gave to his betrothed. The last was stolen from his home. He will not set aside his vengeance until it is returned to him.*

2

EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 265 • 428

**A Pure Stroke**

**Battle/Open:** Target a Weapon: Raise its Force and Chi modifiers to twice its base Force and Chi modifiers (*this does not affect negative base modifiers*).

*Kakita Han spent five years creating three perfect blades. One he kept by his side. One he gave to his betrothed. The last was stolen from his home. He will not set aside his vengeance until it is returned to him.*

2

EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 265 • 428

**A Pure Stroke**

**Battle/Open:** Target a Weapon: Raise its Force and Chi modifiers to twice its base Force and Chi modifiers (*this does not affect negative base modifiers*).

*Kakita Han spent five years creating three perfect blades. One he kept by his side. One he gave to his betrothed. The last was stolen from his home. He will not set aside his vengeance until it is returned to him.*

2

EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 265 • 428

**Awed Witness**

**IJUTSU**

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your Personality duels the target. Bow the duel's loser. The duel's winner's controller may create a 2F/2C/2PH **Samurai** Personality with that player's Clan alignment on his side of the current battlefield.

*"His skill... amazing!"*

3

EE ILLUS STORN COOK TM & © 2011 AEG 272 • 428

**Awed Witness**

**IJUTSU**

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your Personality duels the target. Bow the duel's loser. The duel's winner's controller may create a 2F/2C/2PH **Samurai** Personality with that player's Clan alignment on his side of the current battlefield.

*"His skill... amazing!"*

3

EE ILLUS STORN COOK TM & © 2011 AEG 272 • 428

**Awed Witness**

**IJUTSU**

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your Personality duels the target. Bow the duel's loser. The duel's winner's controller may create a 2F/2C/2PH **Samurai** Personality with that player's Clan alignment on his side of the current battlefield.

*"His skill... amazing!"*

3

EE ILLUS STORN COOK TM & © 2011 AEG 272 • 428

**Falling Leaf Strike**



0  
KIHO

**Battle:** Choose your performing unbowed Monk and target an enemy Personality or Follower: Move your Monk to the current battlefield. Give the target -3F. Bow it if its Force is now 0.

*"Impossible? Only because you believe it to be so!"*

3

EE ILLUS MARK POOLE TM & © 2011 AEG 294 • 428

**Falling Leaf Strike**



0  
KIHO

**Battle:** Choose your performing unbowed Monk and target an enemy Personality or Follower: Move your Monk to the current battlefield. Give the target -3F. Bow it if its Force is now 0.

*"Impossible? Only because you believe it to be so!"*

3

EE ILLUS MARK POOLE TM & © 2011 AEG 294 • 428

**Falling Leaf Strike**



0  
KIHO

**Battle:** Choose your performing unbowed Monk and target an enemy Personality or Follower: Move your Monk to the current battlefield. Give the target -3F. Bow it if its Force is now 0.

*"Impossible? Only because you believe it to be so!"*

3

EE ILLUS MARK POOLE TM & © 2011 AEG 294 • 428

**HundredFol d Cut**



0

**Reaction:** After another player's action targets your performing Kensai, bow or destroy one of his Weapons: Negate his destruction from the action's effects.

**Battle:** Bow your performing Kensai or one of his Weapons: Draw two cards.

*Arrows. Swords. Men. Nothing stops a kensai whose blades are ready.*

3

EE ILLUS PATRICK REINEMANN TM & © 2011 AEG 309 • 428

**HundredFol d Cut**



0

**Reaction:** After another player's action targets your performing Kensai, bow or destroy one of his Weapons: Negate his destruction from the action's effects.

**Battle:** Bow your performing Kensai or one of his Weapons: Draw two cards.

*Arrows. Swords. Men. Nothing stops a kensai whose blades are ready.*

3

EE ILLUS PATRICK REINEMANN TM & © 2011 AEG 309 • 428

**HundredFol d Cut**



0

**Reaction:** After another player's action targets your performing Kensai, bow or destroy one of his Weapons: Negate his destruction from the action's effects.

**Battle:** Bow your performing Kensai or one of his Weapons: Draw two cards.

*Arrows. Swords. Men. Nothing stops a kensai whose blades are ready.*

3

EE ILLUS PATRICK REINEMANN TM & © 2011 AEG 309 • 428

**Nerve Strike**



0  
KIHO

**Battle:** Bow your performing Monk and target an enemy Personality with equal or lower Chi: Reduce his Force and the Force of each of his Followers to 0. Cards in that unit may not perform actions until this battle ends.

*"Urkl!"*

3

EE ILLUS EXABRA STUDIO TM & © 2011 AEG 322 • 428

**Nerve Strike**



0  
KIHO

**Battle:** Bow your performing Monk and target an enemy Personality with equal or lower Chi: Reduce his Force and the Force of each of his Followers to 0. Cards in that unit may not perform actions until this battle ends.

*"Urkl!"*

3

EE ILLUS EXABRA STUDIO TM & © 2011 AEG 322 • 428

**Nerve Strike**



0  
KIHO

**Battle:** Bow your performing Monk and target an enemy Personality with equal or lower Chi: Reduce his Force and the Force of each of his Followers to 0. Cards in that unit may not perform actions until this battle ends.

*"Urkl!"*

3

EE ILLUS EXABRA STUDIO TM & © 2011 AEG 322 • 428

**Snake Tattoo**

0

TATTOO

**Reaction:** After another player's Battle action targets your Tattooed Personality: Move him to an adjacent battlefield. If he is no longer a legal target for that action, negate its effects.

*The rivalry among the monks of the Dragon and Spider never fully resolved, but bloodshed was rare.*

2

EE ILLUS JASON JUTA TM & © 2011 AEG 344 • 428

**Snake Tattoo**

0

TATTOO

**Reaction:** After another player's Battle action targets your Tattooed Personality: Move him to an adjacent battlefield. If he is no longer a legal target for that action, negate its effects.

*The rivalry among the monks of the Dragon and Spider never fully resolved, but bloodshed was rare.*

2

EE ILLUS JASON JUTA TM & © 2011 AEG 344 • 428

**Sneak Attack**

0

**Reaction:** After engaging: The Attacker has the first opportunity to take a Battle action or pass in this battle.

*Landing the final blow may be more important than the first, but done correctly, one blow may be both first and final.*

3

EE ILLUS BRIET TM & © 2011 AEG 345 • 428

**Sneak Attack**

0

**Reaction:** After engaging: The Attacker has the first opportunity to take a Battle action or pass in this battle.

*Landing the final blow may be more important than the first, but done correctly, one blow may be both first and final.*

3

EE ILLUS BRIET TM & © 2011 AEG 345 • 428

**Sneak Attack**

0

**Reaction:** After engaging: The Attacker has the first opportunity to take a Battle action or pass in this battle.

*Landing the final blow may be more important than the first, but done correctly, one blow may be both first and final.*

3

EE ILLUS BRIET TM & © 2011 AEG 345 • 428

**Steel on Steel**

0

IJUTSU

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your performer duels the target. Destroy the duel's loser.

*Throughout the years, there remained one simple way to resolve any difference, no matter how serious.*

3

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 351 • 428

**Steel on Steel**

0

IJUTSU

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your performer duels the target. Destroy the duel's loser.

*Throughout the years, there remained one simple way to resolve any difference, no matter how serious.*

3

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 351 • 428

**Steel on Steel**

0

IJUTSU

**Battle:** Choose your performing unbowed Personality and target an enemy Personality: Your performer duels the target. Destroy the duel's loser.

*Throughout the years, there remained one simple way to resolve any difference, no matter how serious.*

3

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 351 • 428

**The Sincerity of the Dragon**

0

As a Focus Effect: After this duel ends, if you won it, give all your provinces +2 strength.

**Battle/Open:** If you are a Dragon Clan player, choose your performing unbowed Dragon Clan Personality: Name a number. After the next resolution this turn of your action from another Strategy or Ring with a base Focus Value equal to the number, draw a card, and choose a player, who discards a card. Remove this card from the game.

4

EE ILLUS GONG STUDIOS TM & © 2011 AEG 375 • 428

### The Sincerity of the Dragon

0

As a Focus Effect: After this duel ends, if you won it, give all your provinces +2 strength.

**Battle/Open:** If you are a Dragon Clan player, choose your performing unbowed Dragon Clan Personality: Name a number. After the next resolution this turn of your action from another Strategy or Ring with a base Focus Value equal to the number, draw a card, and choose a player, who discards a card. Remove this card from the game.

4

EE ILLUS GONG STUDIOS TM & © 2011 AEG 375 © 428

### The Sincerity of the Dragon

0

As a Focus Effect: After this duel ends, if you won it, give all your provinces +2 strength.

**Battle/Open:** If you are a Dragon Clan player, choose your performing unbowed Dragon Clan Personality: Name a number. After the next resolution this turn of your action from another Strategy or Ring with a base Focus Value equal to the number, draw a card, and choose a player, who discards a card. Remove this card from the game.

4

EE ILLUS GONG STUDIOS TM & © 2011 AEG 375 © 428

### Starting Setup

1. Show Strongholds, the player with the highest Family Honor goes first.
2. Each player starts with a **Border Keep** in play.
3. Players not going first also start with a bowed **Bamboo Harvesters** in play.
4. Shuffle Dynasty and Fate decks separately.
5. Each player draws six Fate cards.

### Victory Conditions

**Military:** Opponent has no provinces.

**Honor:** Begin your turn at 40 or more Honor.

**Dishonor:** Opponent ends his turn after being reduced to -20 Honor or less.

**Enlightenment:** Begin your turn with all 5 Rings in play which last entered play by their own text.

### Turn Sequence

1. **Straighten Phase:** Straighten all your cards.
2. **Events Phase:** Turn cards in provinces face-up. Resolve Events and attach Regions to provinces.
3. **Action Phase:** The active player may take Limited and Open actions. Other players may take Open actions.
4. **Attack Phase (optional):**
  - 4a. **Maneuvers Segment:** You, then the Defender, assign infantry units, then assign cavalry units in the same order. Then, fight a battle at each battlefield, each battle having:
    - 4b. **Combat Segment:** Take Battle actions in turn, Defender first.
    - 4c. **Resolution Segment:** Count Force totals and determine who wins the battle.
5. **Dynasty Phase:** Bring Holdings and Personalities into play.
6. **End Phase:** Draw a card. If necessary, discard down to eight cards.

### Battle Player Abilities

All players have abilities granted by the rulebook:

**Equip**  
**Battle:** Any number of times per turn, choose your performing unbowed opposed Shugenja and target a Spell in your hand: Attach it to him, paying all costs. You may take an additional action to use a Battle ability on that Spell.

**Tactical Advantage**  
**Tactical Battle:** Any number of times per turn, discard a card and choose your performing Tactician: Give him a Force bonus equal to the Focus Value of the discarded card.

**Imperial Favor**  
**Favor Political Battle:** Discard the Imperial Favor and target an attacking enemy Personality: Move him home.

**Naval Invasion**  
**Reaction:** After engaging, once per battle, if you are the Attacker and your current army has more Naval cards than the side opposing it, choose your performing Naval Personality: You have the first opportunity to take a Battle action, which he must perform.

**Conquest**  
**Reaction:** After a battle resolution ends, choose your performing attacking Conqueror Personality at that battlefield: Straighten his unit. It will not bow from the battle's resolution.

### Other Player Abilities

All players have abilities granted by the rulebook:

**Equip**  
**Limited:** Any number of times per turn, choose your performing Personality and target an attachment in your hand: Attach it to the Personality, paying all costs.

**Lobby**  
**Political Limited:** If you have higher Family Honor than each other player, bow your performing Personality with 1 Personal Honor or higher: Take the Imperial Favor.

**Imperial Favor**  
**Favor Political Limited:** Discard the Imperial Favor and a card: Draw a card.

**Order Seppuku**  
**Open:** Any number of times per turn, target your dishonorable Courtier, Samurai, or Shugenja Personality: He commits seppuku.

**Proclaim**  
**Reaction:** After you bring a Personality in your province with your Clan alignment into play without Clan discount, if it is your turn: Gain Honor equal to his base Personal Honor.

### Imperial Favor

*(These are player abilities granted by the rulebook. You can gain control of the Imperial Favor using the Lobby rulebook action.)*

**Favor Political Limited:** Discard the Imperial Favor and a card: Draw a card.

**Favor Political Battle:** Discard the Imperial Favor and target an attacking enemy Personality: Move him home.