

**Library of Rebirth**

6  
4  
6

**Reaction:** Even if this card is bowed, when paying for a Spell during the Combat Segment: Produce 4 Gold.

**Battle:** Choose your performing Shugenja: Straighten him. You may take an additional Battle action.

*Within the Second City, the Phoenix delved into all manner of lore once overlooked.*

EE ILLUS NOAH BRADLEY TM & © 2011 AEG 412 • 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

2 **Agasha Ryo** 2

5 5 2

PHOENIX CLAN • VOID • SHUGENJA ACOLYTE • SOUL OF AGASHA SERUMA

**Reaction:** After Ryo enters play from a province: Refill it face-up.

*"The harmony and prosperity the Empire has enjoyed has simply proven that we were correct in our love of peace. Abundance and wisdom flower when weapons are put aside."*

EE ILLUS APRIL LEE TM & © 2011 AEG 132 • 428

2 **Agasha Ryo** 2

5 5 2

PHOENIX CLAN • VOID • SHUGENJA ACOLYTE • SOUL OF AGASHA SERUMA

**Reaction:** After Ryo enters play from a province: Refill it face-up.

*"The harmony and prosperity the Empire has enjoyed has simply proven that we were correct in our love of peace. Abundance and wisdom flower when weapons are put aside."*

EE ILLUS APRIL LEE TM & © 2011 AEG 132 • 428

2 **Agasha Ryo** 2

5 5 2

PHOENIX CLAN • VOID • SHUGENJA ACOLYTE • SOUL OF AGASHA SERUMA

**Reaction:** After Ryo enters play from a province: Refill it face-up.

*"The harmony and prosperity the Empire has enjoyed has simply proven that we were correct in our love of peace. Abundance and wisdom flower when weapons are put aside."*

EE ILLUS APRIL LEE TM & © 2011 AEG 132 • 428

3 **Asako Ume** 3

4 7 2

PHOENIX CLAN • FIRE • SHUGENJA SOUL OF ISAWA FURIKO

Ume has +1F while she has a Spell.

**Battle:** Ranged 4 Attack.

*"She is beautiful, impulsive, brilliant. Do not make mistakes around her. In fact, try nothing around her at all." – Bayushi Nitoshi*

EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 137 • 428

3 **Asako Ume** 3

4 7 2

PHOENIX CLAN • FIRE • SHUGENJA SOUL OF ISAWA FURIKO

Ume has +1F while she has a Spell.

**Battle:** Ranged 4 Attack.

*"She is beautiful, impulsive, brilliant. Do not make mistakes around her. In fact, try nothing around her at all." – Bayushi Nitoshi*

EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 137 • 428

3 **Asako Ume** 3

4 7 2

PHOENIX CLAN • FIRE • SHUGENJA SOUL OF ISAWA FURIKO

Ume has +1F while she has a Spell.

**Battle:** Ranged 4 Attack.

*"She is beautiful, impulsive, brilliant. Do not make mistakes around her. In fact, try nothing around her at all." – Bayushi Nitoshi*

EE ILLUS ALBERT TAVIRA TM & © 2011 AEG 137 • 428

4  Isawa Kimi 5



6 10 3

PHOENIX CLAN • ELEMENTAL MASTER • VOID • SHUGENJA ENLIGHTENED • EXPERIENCED 2 • LOYAL • UNIQUE

Your other Personalities at Kimi's location that share any element keywords with her or with any of her Spells have +1F.

**Reaction:** Even if Kimi is bowed, after the resolution of an action that put any cards into another player's hand: That player chooses and discards a card from his hand.

EE ILLUS DREW BAKER TM & © 2011 AEG 139 • 428

4  Isawa Norimichi 5



6 9 3

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

**Reaction:** After another player's action targets your Earth Shugenja at Norimichi's location: Negate the Shugenja's destruction from the action's effects.

**Battle:** Until this battle ends, while there are any units in your army, your army has +5 total Force.

"I abide."

EE ILLUS DIEGO GIBERT LLORENS TM & © 2011 AEG 140 • 428

3  Isawa Shunsuko 2



4 6 2

PHOENIX CLAN • WATER • SHUGENJA CAVALRY • SOUL OF ISAWA YUTAKO

"The sea, the sea! Someday I will travel to the new Colonies, and see the marvelous city I hear tales of. Until then I will listen to the ocean's whispers of it."

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 141 • 428

3  Isawa Shunsuko 2



4 6 2

PHOENIX CLAN • WATER • SHUGENJA CAVALRY • SOUL OF ISAWA YUTAKO

"The sea, the sea! Someday I will travel to the new Colonies, and see the marvelous city I hear tales of. Until then I will listen to the ocean's whispers of it."

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 141 • 428

3  Isawa Shunsuko 2



4 6 2

PHOENIX CLAN • WATER • SHUGENJA CAVALRY • SOUL OF ISAWA YUTAKO

"The sea, the sea! Someday I will travel to the new Colonies, and see the marvelous city I hear tales of. Until then I will listen to the ocean's whispers of it."

EE ILLUS JOHN DONAHUE TM & © 2011 AEG 141 • 428

4  Isawa Tamaki 3



5 7 2

PHOENIX CLAN • VOID • SHUGENJA ISHIKEN • SOUL OF ISAWA HACHIKO

**Limited:** Look at the top card of your Fate deck. You may put it at the bottom of the deck.

"They may certainly try to attack our borders, but we have resources they cannot dream of. The void holds all things."

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 142 • 428

4  Isawa Tamaki 3



5 7 2

PHOENIX CLAN • VOID • SHUGENJA ISHIKEN • SOUL OF ISAWA HACHIKO

**Limited:** Look at the top card of your Fate deck. You may put it at the bottom of the deck.

"They may certainly try to attack our borders, but we have resources they cannot dream of. The void holds all things."

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 142 • 428

4  Isawa Tamaki 3



5 7 2

PHOENIX CLAN • VOID • SHUGENJA ISHIKEN • SOUL OF ISAWA HACHIKO

**Limited:** Look at the top card of your Fate deck. You may put it at the bottom of the deck.

"They may certainly try to attack our borders, but we have resources they cannot dream of. The void holds all things."

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2  Isawa Tomohiro 4



6 6 4

PHOENIX CLAN • AIR • VOID • SHUGENJA ALCHEMIST • ISHIKEN • SOUL OF ISAWA KUMAI

"I do not understand my cousin. What could be so interesting about a city made up of the same five elements to be found here at home? What could be more fascinating than the dance of the elements, and how they are all like and unlike the void?"

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2 **Isawa Tomohiro** 4



6 6 4

PHOENIX CLAN • AIR • VOID • SHUGENJA  
ALCHEMIST • ISHIKEN • SOUL OF ISAWA KUMAI

*"I do not understand my cousin. What could be so interesting about a city made up of the same five elements to be found here at home? What could be more fascinating than the dance of the elements, and how they are all like and unlike the void?"*

EE ILLUS IES TM & © 2011 AEG 143 ♦ 428

2 **Isawa Tomohiro** 4



6 6 4

PHOENIX CLAN • AIR • VOID • SHUGENJA  
ALCHEMIST • ISHIKEN • SOUL OF ISAWA KUMAI

*"I do not understand my cousin. What could be so interesting about a city made up of the same five elements to be found here at home? What could be more fascinating than the dance of the elements, and how they are all like and unlike the void?"*

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2 **Shiba Sansuke** 3



2 4 1

PHOENIX CLAN • SAMURAI • YOJIMBO  
SOUL OF SHIBA DANJURO

**Reaction:** When an action would target your Shugenja at Sansuke's location, bow Sansuke: The action targets him instead, if legal.

*"The Shiba stand ready to die in the defense of the clan. That has been our glory since the days of our first ancestors."*

EE ILLUS ED COX TM & © 2011 AEG 145 ♦ 428

2 **Shiba Sansuke** 3



2 4 1

PHOENIX CLAN • SAMURAI • YOJIMBO  
SOUL OF SHIBA DANJURO

**Reaction:** When an action would target your Shugenja at Sansuke's location, bow Sansuke: The action targets him instead, if legal.

*"The Shiba stand ready to die in the defense of the clan. That has been our glory since the days of our first ancestors."*

EE ILLUS ED COX TM & © 2011 AEG 145 ♦ 428

2 **Shiba Sansuke** 3



2 4 1

PHOENIX CLAN • SAMURAI • YOJIMBO  
SOUL OF SHIBA DANJURO

**Reaction:** When an action would target your Shugenja at Sansuke's location, bow Sansuke: The action targets him instead, if legal.

*"The Shiba stand ready to die in the defense of the clan. That has been our glory since the days of our first ancestors."*

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8 **Shiba Tsukimi** 6



20 12 5

PHOENIX CLAN • CLAN CHAMPION • DAIMYO  
SAMURAI • DUELIST • EXPERIENCED 4 • LOYAL  
UNIQUE • BLIND PHOENIX • SHIBA'S SOUL

**Reaction:** Twice per battle, after the resolution of another player's Battle action: Tsukimi displays incredible reflexes. Move her home or to the current battlefield.

**Battle:** Melee 6 Attack, with +2 strength if you control a Shugenja.

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**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

**Large Farm**



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*"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

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**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

**Shrine to Hachiman**

2

TEMPLE

Bow this card: Produce 2 Gold.

**Battle/Open:** Target an attachment: Straighten it.

*"No samurai should go into battle without first purifying his heart with prayer. Only then can he possess the oneness of mind that victory requires." – Asako Nobunori*

EE ILLUS OLIVER SPECHT TM & © 2011 AEG 48 • 428

**Shrine to Hachiman**

2

TEMPLE

Bow this card: Produce 2 Gold.

**Battle/Open:** Target an attachment: Straighten it.

*"No samurai should go into battle without first purifying his heart with prayer. Only then can he possess the oneness of mind that victory requires." – Asako Nobunori*

EE ILLUS OLIVER SPECHT TM & © 2011 AEG 48 • 428

**Shrine to Hachiman**

2

TEMPLE

Bow this card: Produce 2 Gold.

**Battle/Open:** Target an attachment: Straighten it.

*"No samurai should go into battle without first purifying his heart with prayer. Only then can he possess the oneness of mind that victory requires." – Asako Nobunori*

EE ILLUS OLIVER SPECHT TM & © 2011 AEG 48 • 428

**Silver Mine**

2

MINE

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

*"Like our souls, it shines in the light, and like our souls, it must be polished to keep that brightness. Silver is valued less than gold, and I have always wondered if that was because it reminds us too much of our nature." – Shiba Tsukimi*

EE ILLUS CHARLES URIACH TM & © 2011 AEG 50 • 428

**Silver Mine**

2

MINE

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

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EE ILLUS CHARLES URIACH TM & © 2011 AEG 50 • 428

**Silver Mine**

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

*"Like our souls, it shines in the light, and like our souls, it must be polished to keep that brightness. Silver is valued less than gold, and I have always wondered if that was because it reminds us too much of our nature." – Shiba Tsukimi*

EE ILLUS CHARLES URIACH TM & © 2011 AEG 50 • 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

**Temples of Gisei Toshi**

**2**

**TEMPLE • UNIQUE**

Bow this card: Produce 2 Gold.

**Limited:** Bow this card: Name "Follower", "Item", or "Spell". Look at the top four cards of your Fate deck. You may show one of those cards that is of the type you named, then put it in your hand.

*"We have treasures that we never speak of." — Isawa Tamaki*

EE ILLUS CHRISTOPHER APPEL TM & © 2011 AEG 53 • 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

**Shiba's Guidance**

**KAMI • EXPERIENCED • UNIQUE**

After a battle resolution ends in which a Phoenix Clan player destroyed one or more provinces or enemy cards: He draws a card.

**Battle/Open:** If you are a Phoenix Clan player, discard this card: Put a non-Unique Spell or Kiho in your discard pile into your hand.

*The Soul of Shiba has been Tsukimi's constant companion for decades.*

EE ILLUS CONCEPTOPOLIS TM & © 2011 AEG 60 • 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 COIMBRA TM & © 2011 AEG 18 • 428

**Asako House Guard**

**3** **0**

**VOID • UNIQUE**

Will only attach to a Phoenix Clan Personality.

**Battle/Open:** Target a Personality: Set his Force equal to his Chi or Personal Honor. Gain 1 Honor.

*"The Asako were once thought of as unimportant. Never again."*

EE ILLUS PATRICK MCVROY TM & © 2011 AEG 209 • 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*

EE ILLUS STEVE ARGYLE TM & © 2011 AEG 241 • 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

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**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

**Capturing the Soul**

**2**

**RITUAL**

**Limited:** Bow this Shugenja and 0 or more of your other performing Shugenja, target a Personality, and remove this card from the game: If the total Chi of all your performing Shugenja is higher than three times the Chi of the Personality, remove him (and his attachments) from the game.

1

EE ILLUS LUIS NCT TM & © 2011 AEG 246 • 428

**Capturing the Soul**

**2**

**RITUAL**

**Limited:** Bow this Shugenja and 0 or more of your other performing Shugenja, target a Personality, and remove this card from the game: If the total Chi of all your performing Shugenja is higher than three times the Chi of the Personality, remove him (and his attachments) from the game.

1

EE ILLUS LUIS NCT TM & © 2011 AEG 246 • 428

**Capturing the Soul**

**2**

**RITUAL**

**Limited:** Bow this Shugenja and 0 or more of your other performing Shugenja, target a Personality, and remove this card from the game: If the total Chi of all your performing Shugenja is higher than three times the Chi of the Personality, remove him (and his attachments) from the game.

1

EE ILLUS LUIS NCT TM & © 2011 AEG 246 • 428

**Cleansing the Path**

**0**

**FIRE**

**Battle:** Destroy this card: Ranged 4 Attack, or Ranged 5 Attack if the performing Shugenja is Fire.

*"Despite more than two decades having passed, and despite the tireless efforts of hundreds of dedicated samurai, pockets of the plague-dead still emerge from the wilderness from time to time. They are dealt with quickly." - Isawa Tamaki*

3

EE ILLUS JOE WILSON TM & © 2011 AEG 248 • 428

**Cleansing the Path**

**0**

**FIRE**

**Battle:** Destroy this card: Ranged 4 Attack, or Ranged 5 Attack if the performing Shugenja is Fire.

*"Despite more than two decades having passed, and despite the tireless efforts of hundreds of dedicated samurai, pockets of the plague-dead still emerge from the wilderness from time to time. They are dealt with quickly." - Isawa Tamaki*

3

EE ILLUS JOE WILSON TM & © 2011 AEG 248 • 428

**Cleansing the Path**

**0**

**FIRE**

**Battle:** Destroy this card: Ranged 4 Attack, or Ranged 5 Attack if the performing Shugenja is Fire.

*"Despite more than two decades having passed, and despite the tireless efforts of hundreds of dedicated samurai, pockets of the plague-dead still emerge from the wilderness from time to time. They are dealt with quickly." - Isawa Tamaki*

3

EE ILLUS JOE WILSON TM & © 2011 AEG 248 • 428

**Cona gration**

**2**

**FIRE**

While this Shugenja is Fire, Ranged Attacks from actions he performs have +1 strength.

**Battle:** Bow this card: Give this Shugenja +3F.

*"Witness the unparalleled purity of fire. All that is corrupt is consumed in its embrace. Let me share it with you."*

2

EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 249 • 428

Cona gration

2  
FIRE

While this Shugenja is Fire, Ranged Attacks from actions he performs have +1 strength.

**Battle:** Bow this card: Give this Shugenja +3F.

*"Witness the unparalleled purity of fire. All that is corrupt is consumed in its embrace. Let me share it with you."*

2

EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 249 ♦ 428

Cona gration

2  
FIRE

While this Shugenja is Fire, Ranged Attacks from actions he performs have +1 strength.

**Battle:** Bow this card: Give this Shugenja +3F.

*"Witness the unparalleled purity of fire. All that is corrupt is consumed in its embrace. Let me share it with you."*

2

EE ILLUS ASIER MARTINEZ LOPEZ TM & © 2011 AEG 249 ♦ 428

Scouring Flood

2  
WATER

This Personality has +2F.

**Battle:** Bow this card and target a defending Personality: Move him home.

*"You are not welcome here, my friends. Let me escort you from the valley. Brace yourselves, if you please."*

3

EE ILLUS LEVN HUNTER TM & © 2011 AEG 255 ♦ 428

Scouring Flood

2  
WATER

This Personality has +2F.

**Battle:** Bow this card and target a defending Personality: Move him home.

*"You are not welcome here, my friends. Let me escort you from the valley. Brace yourselves, if you please."*

3

EE ILLUS LEVN HUNTER TM & © 2011 AEG 255 ♦ 428

Scouring Flood

2  
WATER

This Personality has +2F.

**Battle:** Bow this card and target a defending Personality: Move him home.

*"You are not welcome here, my friends. Let me escort you from the valley. Brace yourselves, if you please."*

3

EE ILLUS LEVN HUNTER TM & © 2011 AEG 255 ♦ 428

The Kami s Blessing

3  
KAMI

**Battle/Open:** Bow this card: Give this Shugenja a Force bonus equal to his Chi.

**Battle:** Bow this card and target one or two Samurai: Give each of them a Force bonus equal to this Shugenja's Chi.

*"Know that the Heavens themselves support this endeavor." - Voice of the Emperor*

3

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 258 ♦ 428

The Kami s Blessing

3  
KAMI

**Battle/Open:** Bow this card: Give this Shugenja a Force bonus equal to his Chi.

**Battle:** Bow this card and target one or two Samurai: Give each of them a Force bonus equal to this Shugenja's Chi.

*"Know that the Heavens themselves support this endeavor." - Voice of the Emperor*

3

EE ILLUS THOMAS DENMARK TM & © 2011 AEG 258 ♦ 428

Thunder s Favor

3  
THUNDER

**Battle:** Bow this card: Ranged 4 Attack, or Ranged 6 Attack if this Shugenja is Thunder.

*"The magic of the elements can do many things: it can heal, it can teach, it can carry people and ideas over great distances. However, the magic of Thunder can do something I consider far more noteworthy: it can destroy." - Moshii Madoka*

2

EE ILLUS JASON ENGLE TM & © 2011 AEG 259 ♦ 428

Thunder s Favor

3  
THUNDER

**Battle:** Bow this card: Ranged 4 Attack, or Ranged 6 Attack if this Shugenja is Thunder.

*"The magic of the elements can do many things: it can heal, it can teach, it can carry people and ideas over great distances. However, the magic of Thunder can do something I consider far more noteworthy: it can destroy." - Moshii Madoka*

2

EE ILLUS JASON ENGLE TM & © 2011 AEG 259 ♦ 428

**Unnatural Flood**

**0**

WATER • UNIQUE

**Battle:** Bow this Shugenja and target an enemy Personality: Move him home; if this Shugenja is Water, this movement will not be negated. If the target moved, bow him and negate his (future) movement.

*"When the enemy cannot be broken, find a way to prevent him from arriving at the conflict." – Tansen's Lies*

**4**

EE ILLUS STEFANO BALDO TM & © 2011 AEG 260 • 428

**Walking the Way**

**4**

**Limited:** Bow this Shugenja and destroy this card: Search your Fate deck for a card. Put it in your hand.

*"I have never understood the Dragon desire to speak in riddles and conundrums. Working with the elements is complex enough without forcing your students to decipher what you are trying to say." – Kitsu Tamasine*

**3**

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 261 • 428

**Walking the Way**

**4**

**Limited:** Bow this Shugenja and destroy this card: Search your Fate deck for a card. Put it in your hand.

*"I have never understood the Dragon desire to speak in riddles and conundrums. Working with the elements is complex enough without forcing your students to decipher what you are trying to say." – Kitsu Tamasine*

**3**

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 261 • 428

**Back to the Front**

**0**

**Battle:** Choose your performing Personality: Move him to a battlefield he assigned to this turn. If he moved, straighten his unit.

*"The overland route from the Empire to the Colonies covers a vast expanse of wasteland, one often frequented by bandits and other villains. The Unicorn never falter in their duty, however." – The Miya Histories*

**3**

EE ILLUS RAYMOND GAUSTADNES TM & © 2011 AEG 273 • 428

**Back to the Front**

**0**

**Battle:** Choose your performing Personality: Move him to a battlefield he assigned to this turn. If he moved, straighten his unit.

*"The overland route from the Empire to the Colonies covers a vast expanse of wasteland, one often frequented by bandits and other villains. The Unicorn never falter in their duty, however." – The Miya Histories*

**3**

EE ILLUS RAYMOND GAUSTADNES TM & © 2011 AEG 273 • 428

**Fall Back!**

**0**

**Battle:** Choose your performing Personality: Move him home. If he moved, straighten his unit, and you may straighten one of your other units (at any location).

*"This is not the ideal place to engage the enemy. Fall back one quarter mile to the base of the hill. There we can hold them indefinitely!"*

**4**

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 293 • 428

**Fall Back!**

**0**

**Battle:** Choose your performing Personality: Move him home. If he moved, straighten his unit, and you may straighten one of your other units (at any location).

*"This is not the ideal place to engage the enemy. Fall back one quarter mile to the base of the hill. There we can hold them indefinitely!"*

**4**

EE ILLUS CHRIS PRETCHARD TM & © 2011 AEG 293 • 428

**No Hiding Place**

**0**

**Reaction:** After you announce an action with a Ranged Attack: Give one Ranged Attack from the action -1 strength. That Ranged Attack may target a card in the Defender's home (if otherwise legal).

*"Of course I told him to take his offer and begone. I have no patience for such an affront, and I am perfectly safe in this house."*

**3**

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 324 • 428

**No Hiding Place**

**0**

**Reaction:** After you announce an action with a Ranged Attack: Give one Ranged Attack from the action -1 strength. That Ranged Attack may target a card in the Defender's home (if otherwise legal).

*"Of course I told him to take his offer and begone. I have no patience for such an affront, and I am perfectly safe in this house."*

**3**

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 324 • 428

**No Hiding Place**

**0**

**Reaction:** After you announce an action with a Ranged Attack: Give one Ranged Attack from the action -1 strength. That Ranged Attack may target a card in the Defender's home (if otherwise legal).

*"Of course I told him to take his offer and begone. I have no patience for such an affront, and I am perfectly safe in this house."*

**3**

EE ILLUS VERONICA V. JONES TM & © 2011 AEG 324 • 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

**Sniping**

**0**

**Reaction:** After a Ranged Attack is targeted: Give it a strength bonus equal to its current strength.

*Protecting the forests did not always mean protecting them from external threats. Not all their denizens were benign. Not all spirits were pure.*

**3**

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 346 • 428

**Sniping**

**0**

**Reaction:** After a Ranged Attack is targeted: Give it a strength bonus equal to its current strength.

*Protecting the forests did not always mean protecting them from external threats. Not all their denizens were benign. Not all spirits were pure.*

**3**

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 346 • 428

**Sniping**

**0**

**Reaction:** After a Ranged Attack is targeted: Give it a strength bonus equal to its current strength.

*Protecting the forests did not always mean protecting them from external threats. Not all their denizens were benign. Not all spirits were pure.*

**3**

EE ILLUS ARKADY ROYTMAN TM & © 2011 AEG 346 • 428

**The Fires of War**

**0**

**UNIQUE**

**Battle/Open:** You may use each ability on your Stronghold a second time this turn.

*"In the long years since the Destroyer War, only one war between the clans marred the Empire: that of the Phoenix and Scorpion. The War of the Twins was unfortunate, and cost many lives. May we never see its like again." - The Miya Histories*

**4**

EE ILLUS CHRIS PFEIFFER TM & © 2011 AEG 364 • 428

**The Honesty of the Phoenix**

**0**

As a Focus Effect: You may choose (now) to delay the effects of losing this duel until after the next Dynasty Phase begins.

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

**3**

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## The Honesty of the Phoenix



0

As a Focus Effect: You may choose *(now)* to delay the effects of losing this duel until after the next Dynasty Phase begins.

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

3

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## The Honesty of the Phoenix



0

As a Focus Effect: You may choose *(now)* to delay the effects of losing this duel until after the next Dynasty Phase begins.

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

3

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## 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.