

Legend of the Five Rings

THE CARD GAME



DRAFT RULES

Version 3

SUMMARY OF CHANGES

This update will go into effect on **August 10, 2021**. New entries and changes from previous editions will be noted in this space. Changes noted in [blue text](#).

Necessary Components (page 2), Draft Pool Contents (page 6)

Draft Overview

The draft format is a way for 6–8 players to play *Legend of the Five Rings: The Card Game* over several rounds of unique head-to-head play. This format encourages players to test their skill at the game as a whole against that of their friends, as players do not build decks prior to playing. When playing a draft, each player selects cards one at a time from a common pool until they have selected 80 cards that they use to build their decks. To succeed at a draft, players must find innovative strategies and optimize the cards they have without the ability to select from every card that has been released to build their decks.



Necessary Components

In order to play the draft format, each player must have a copy of the 14 **DRAFT STARTER** cards, which can be downloaded for free from www.L5R.com. As these cards do not need to be shuffled into any deck, they can be printed out, cut, and inserted into a card sleeve in front of a province card for use. Additionally, it is recommended that each player have 3–6 copies each of Wandering Rōnin (Core Set, 127) and Good Omen (Core Set, 208). These are combined into two pools that each contain 20–30 copies of the card for the group as a whole to use.

Additionally, a single **DRAFT POOL** must be constructed for the group of players to collectively use when building their decks. The exact list of cards in the draft pool can be found at the end of this rulebook, starting on page 6. These cards are drawn from the following products:

- ◆ Core Set (three copies)
- ◆ All Seven Clan Packs
- ◆ Children of the Empire
- ◆ Clan War
- ◆ [Under Fu Leng's Shadow](#)
- ◆ Tears of Amaterasu (Imperial 1)
- ◆ For Honor and Glory (Imperial 2)
- ◆ Into the Forbidden City (Imperial 3)
- ◆ The Chrysanthemum Throne (Imperial 4)
- ◆ Fate Has No Secrets (Imperial 5)
- ◆ Meditations on the Ephemeral (Imperial 6)
- ◆ Breath of the Kami (Elemental 1)
- ◆ Tainted Lands (Elemental 2)
- ◆ The Ebb and Flow (Elemental 4)
- ◆ All and Nothing (Elemental 5)
- ◆ Elements Unbound (Elemental 6)
- ◆ For the Empire (Inheritance 1)
- ◆ Bonds of Blood (Inheritance 2)
- ◆ Justice for Satsume (Inheritance 3)
- ◆ The Children of Heaven (Inheritance 4)
- ◆ A Champion's Foresight (Inheritance 5)
- ◆ Shōju's Duty (Inheritance 6)
- ◆ Rokugan at War (Dominion 1)
- ◆ Spreading Shadows (Dominion 2)
- ◆ Campaigns of Conquest (Dominion 4)
- ◆ As Honor Demands (Dominion 5)
- ◆ Atonement (Dominion 6)
- ◆ [Honor in Flames \(Temptations 2\)](#)
- ◆ [A Crimson Offering \(Temptations 3\)](#)
- ◆ [The Temptation of the Scorpion \(Temptations 4\)](#)
- ◆ [Coils of Power \(Temptations 5\)](#)
- ◆ [Peace at Any Cost \(Temptations 6\)](#)

Finally, it is recommended that the draft pool be fully sleeved for ease of organization and to facilitate repeated draft play. As the draft pool contains 720 total cards, a large number of sleeves are necessary to do this. For more information on sleeving a draft pool, see the sidebar on page 3.

How to Play

A draft is played in two parts: first, the players draft a collection of cards from the draft pool, selecting cards one at a time until they have collected the 80 cards from which their decks are constructed; second, the players play three games against different opponents from the group of players that participated in the draft, testing their decks against those of the people who were drafting alongside them.

The rules below explain how to draft cards and build decks. When playing games with the decks drafted in this way, follow all rules outlined in the *Legend of the Five Rings Learn to Play* and Rules Reference documents.

Setup

Before the players sit down to draft, randomize the draft pool. All commonplace cards and all distinguished cards are shuffled together into separate piles.

Distribute the cards of the draft pool into packs that players will select from during the draft. Each pack contains 12 random commonplace cards and four random distinguished cards (see The Draft Pool, right). Create five packs for each player, without looking at the contents of those packs.

When the players are ready to draft, assign each player a seat so that they are sitting around the table in a random order. Each player is given five packs, which are laid out either in a row or in a stack before them. **Do not look at the contents of these packs, or mix them up!** Each player receives their 14-card draft starter for use during deckbuilding. The stacks of 20–30 Wandering Rōnin and 20–30 Good Omens are placed in the center of the table for players to use during deckbuilding.

Any excess cards from the draft pool that were not put into packs are returned to the game box, and will not be used during this draft event. The players are now ready to begin the draft.



Each player receives five packs. Each pack contains 12 commonplace and 4 distinguished cards.

The Draft Pool

Almost all of the cards that are used by the players appear in the draft pool, a collection of 720 cards of all three card backs (dynasty, conflict, and province/stronghold) split into two categories: **COMMONPLACE** and **DISTINGUISHED** cards. Commonplace cards make up the bulk of the draft pool: most of the cards appear in triplicate and are the kinds of cards that make up the core of a player's decks. Distinguished cards appear only once each in the draft pool and provide a unique flair or powerful effect that a player may wish to build their decks around.

Sleeving a Draft Pool

It is recommended, due to the volume of shuffling in draft, that the cards of the draft pool be sleeved. This also makes it easier to track which cards are commonplace and which are distinguished, as the distinguished cards can be put in marked sleeves. When constructing the draft pool, a player (or group of players) should decide whether they want to optimize the sleeves for the draft portion or the game portion.

To optimize a draft pool for drafting, each card should be sleeved in an opaque sleeve that is identical to every other sleeve in the draft pool, so players cannot tell what back the card has. This prevents players from knowing what kind of cards the other players in the draft are taking during the draft portion.

To optimize a draft pool for gameplay, each card should be sleeved according to its card back, so that each dynasty card has an identical sleeve, each conflict card has an identical sleeve, and each province/stronghold has an identical sleeve (though the three are distinguishable from one another). This prevents players from accidentally shuffling cards into the wrong deck during the game portion.



Distinguished cards can be marked with a star on the sleeve to easily identify them.

Drafting

During the course of the draft, players select cards that they may wish to include in their decks until each player has collected 80 cards that they can use to build two 30-card decks with a row of provinces.

Important Concepts

A **PACK** is a group of random cards from which players make selections. After a player selects a card from a pack, they pass the rest of the pack to the player to their left or right (see right). The selected card is added to a player's **COLLECTION** of drafted cards, which will be used to build their decks.

Each player has a **DRAFT STARTER**, which contains the 14 "draft format only" cards found on www.L5R.com. Each draft starter includes one stronghold, five provinces, and eight role cards.

Each player has two **DRAFT ZONES**, which are locations on the table where a pack may be placed. **No draft zone may ever have more than one pack at any given time.**

- ◆ A player's selection zone is in that player's hands, which is where the pack that is currently being selected from is kept. Only the player holding the pack may look at the contents of a pack in this zone.
- ◆ A player's passing zone is in between that player and the player to whom they are passing packs. No player may look at the contents of a pack in this zone.

If a player would place a pack into their passing zone (after selecting a card from that pack) and there is already a pack in that zone, that player **cannot** pass their pack until the next person in the sequence moves the pack from that zone to their selection zone and begins making a selection from it.

Drafting a Pack

Each player has five packs, which are drafted one at a time over five rounds. During each round of draft, each player picks up one of their packs, makes a selection, and passes it to the next player in the sequence. In this way, eight packs (if there are eight players) are being simultaneously passed around the table until each player has selected 16 total cards to add to their collection.

The first, third, and fifth packs are passed clockwise around the table (to the left). The second and fourth packs are passed counterclockwise around the table (to the right).

When a round of drafting begins, each player picks up the next of their five packs, counts it (to ensure it has exactly 16 cards), and then considers which of those cards they wish to add to their collection. Once they are satisfied with the selection they have made, they place the card on the table in front of them in their collection and they place the pack in their passing zone (see left) in between themselves and the next person in the sequence. Then, they pick up a pack from their neighbor's passing zone and look at the cards in it to decide which they want to take. This process is repeated until every card in each player's pack has been taken.

Once each player has selected 16 new cards, they each count the number of cards in their collection to ensure they have the correct number before picking up the next pack and repeating the process, this time passing the pack in the opposite direction.

- ◆ After the first pack, each player should have 16 cards.
- ◆ After the second pack, each player should have 32 cards.
- ◆ After the third pack, each player should have 48 cards.
- ◆ After the fourth pack, each player should have 64 cards.
- ◆ After the fifth pack, each player should have 80 cards.

A Player's Example Draft Area (While Drafting the Second Pack)



Building a Deck

After all packs have been drafted, each player builds decks of dynasty, conflict, province, and stronghold cards similar to the standard game of *Legend of the Five Rings*. When building a deck, players follow the following rules:

- ❖ A player must choose exactly one stronghold. This may be a stronghold from that player's collection of drafted cards, or it may be Closed Shell Castle (Draft Starter, 1).
- ❖ A player must use exactly one role card. Each player's draft starter includes eight role cards which allow players to include more out-of-clan cards than in the normal game.
- ❖ A player's dynasty deck must contain a minimum of 30 cards and a maximum of 35 cards. They may only include in-clan cards (as determined by their stronghold), neutral cards, and cards allowed by their role card. A player can only include dynasty cards from their collection of drafted cards, as well as any number of Wandering Rōnin from the pile at the center of the table.
- ❖ A player's conflict deck must contain a minimum of 30 cards and a maximum of 35 cards. They may only include in-clan cards (as determined by their stronghold), neutral cards, and cards allowed by their role card. A player can only include conflict cards from their collection of drafted cards, as well as any number of Good Omens from the pile at the center of the table.
- ❖ A player's set of provinces must include exactly one province of each element (☯, ☯, ☯, ☯, and ☯). These may be provinces from that player's collection of drafted cards or from that player's draft starter.
 - Note that a player may include more than three copies of a card, if they have more than three copies of a card in their collection of drafted cards (or if that card is Wandering Rōnin or Good Omen).
 - Ignore influence values on all cards when constructing a deck in a draft.
 - A player does not need to adhere to the Banned or Restricted Lists when constructing a deck in a draft.
 - Deck limits printed on cards must still be followed.

Roles

When deckbuilding, each player has access to eight special roles that are included in their draft starter. These roles fall into two categories: the "Allied With" roles and the Allies of Convenience (Draft Starter, 14) role. Both work slightly differently, and are explained in greater detail below.

Allied With a Clan

When a player builds a deck using one of the "Allied With" roles, they may include cards from two different clans in their decks. They may include any number of in-clan and neutral cards based on their stronghold, and they may also include any number of cards (province, dynasty, and conflict) of the clan they are allied with based on their role card. Additionally, because the role card has all seven relevant traits, a player may include any number of **Keeper/Seeker/Element**-role only cards in their deck.

In short, if a player uses an "Allied With" role card, they may include any card of their main clan and/or their allied clan in their deck without restriction.



Allies of Convenience

When a player builds a deck using the rōnin Allies of Convenience role, they gain additional flexibility at a cost. They may include any number of in-clan and neutral cards based on their stronghold, and they may also include any number of **non-unique, non-province** cards of two additional clans. However, they **cannot** include any cards that are **Keeper/Seeker/Element**-role only, as their role card does not have any of the requisite traits.



Playing the Game

Once all players have constructed their draft decks, they play games against one another using those decks. These games can be done in any number of combinations, but a Swiss bracket of three rounds (wherein the players are paired up based on their win/loss records) is recommended. Each of these games is played as a one-versus-one game using the standard *Legend of the Five Rings* stronghold format game rules as found in the Learn to Play and Rules Reference on www.L5R.com.

Draft Pool Contents

The following pages list the cards that are included in the draft pool, and in which categorization (commonplace or distinguished). They are organized first by clan and deck type, then by expansion and card number for ease of use.

Neutral Cards

The following neutral cards are commonplace:

◆ Provinces (one copy each)

- Ancestral Lands (Core Set, 15)
- Entrenched Position (Core Set, 17)
- Fertile Fields (Core Set, 18)
- Manicured Gardens (Core Set, 19)
- Pilgrimage (Core Set, 22)
- Rally to the Cause (Core Set, 23)
- Shameful Display (Core Set, 24)
- [Illustrious Forge \(Children of the Empire, 2\)](#)
- Midnight Revels (Children of the Empire, 3)
- Vassal Fields (Children of the Empire, 5)
- Before the Throne (The Chrysanthemum Throne, 61)
- [Feast or Famine \(Into the Forbidden City, 41\)](#)
- Into the Forbidden City (Justice for Satsume, 47)
- Smugglers Cove (A Champion's Foresight, 91)
- [Lord's Ascendancy \(Peace at Any Cost, 111\)](#)

◆ Dynasty Cards (three copies each)

- Otomo Courtier (Core Set, 122)
- Seppun Guardsman (Core Set, 123)
- Miya Mystic (Core Set, 125)
- Favorable Ground (Core Set, 128)
- Imperial Storehouse (Core Set, 129)
- Moto Eviscerator (Defenders of Rokugan, 23)
- Armament Artisan (Masters of the Court, 19)
- Caravan Guard (The Emperor's Legion, 19)
- Seppun Truthseeker (Underhand of the Emperor, 17)
- Ivory Kingdoms Unicorn (Warriors of the Wind, 17)
- Aspiring Challenger (Children of the Empire, 41)
- Humble Magistrate (Children of the Empire, 43)
- Righteous Magistrate (Children of the Empire, 44)
- Proving Ground (Children of the Empire, 48)

- Cunning Confidant (Clan War, 61)
- Insightful Gatekeeper (Clan War, 62)
- [Fearless Sailor \(Under Fu Leng's Shadow, 95\)](#)
- [Audience Chamber \(Under Fu Leng's Shadow, 97\)](#)
- Marauding Oni (Tainted Lands, 31)
- Yoritomo (The Ebb and Flow, 70)
- Imperial Librarian (All and Nothing, 92)
- Mantis Tenkinja (Elements Unbound, 111)
- A Season of War (Rokugan at War, 14)
- Disciple of Shinsei (Spreading Shadows, 41)

◆ Conflict Cards (three copies each)

- Fine Katana (Core Set, 200)
- Ornate Fan (Core Set, 201)
- Cloud the Mind (Core Set, 202)
- Assassination (Core Set, 203)
- Banzai! (Core Set, 204)
- Court Games (Core Set, 206)
- For Shame! (Core Set, 207)
- Spies at Court (Core Set, 209)
- Outwit (Core Set, 212)
- Rout (Core Set, 213)
- Elegant Tessen (Seekers of Wisdom, 27)
- Four Temples Advisor (Seekers of Wisdom, 28)
- Guardian Kami (Disciples of the Void, 26)
- Kami Unleashed (Disciples of the Void, 27)
- Peasant's Advice (Underhand of the Emperor, 28)
- Kujira's Hireling (Children of the Empire, 77)
- Defend Your Honor (Children of the Empire, 79)
- [Defiance \(Under Fu Leng's Shadow, 116\)](#)
- [Exposed Secrets \(Under Fu Leng's Shadow, 117\)](#)
- [Way of the Warrior \(Under Fu Leng's Shadow, 119\)](#)
- Goblin Sneak (Tears of Amaterasu, 19)
- Finger of Jade (Tears of Amaterasu, 20)
- Censure (Into the Forbidden City, 60)
- Way of the Chrysanthemum (The Chrysanthemum Throne, 80)
- Sabotage (Tainted Lands, 40)

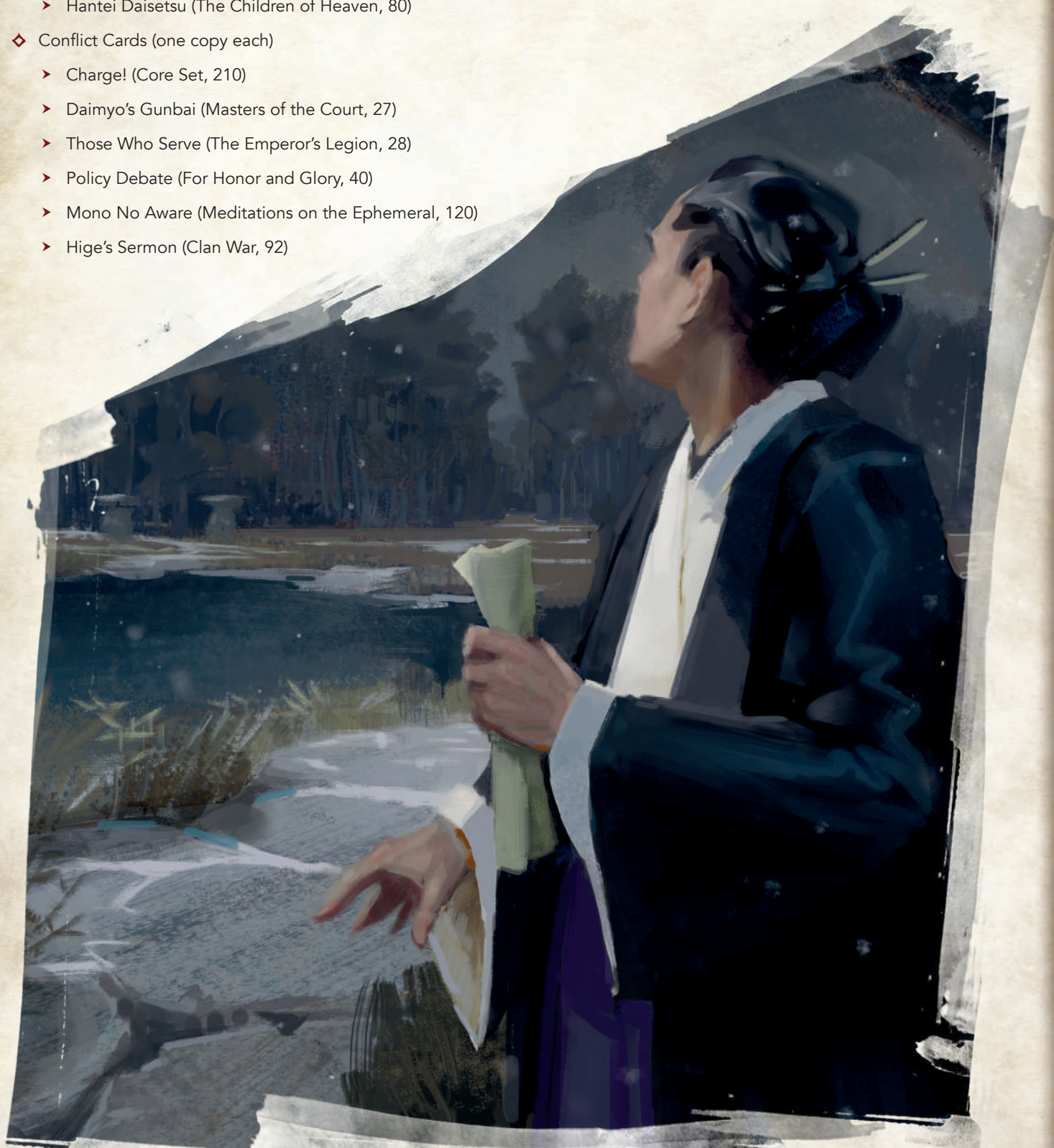
The following neutral cards are distinguished:

◇ Dynasty Cards (one copy each)

- Akodo Toturi (Children of the Empire, 45)
- Hantei XXXVIII (Children of the Empire, 46)
- The Imperial Palace (The Chrysanthemum Throne, 72)
- Kudaka (Breath of the Kami, 13)
- Hantei Sotorii (For the Empire, 13)
- Hantei Daisetsu (The Children of Heaven, 80)

◇ Conflict Cards (one copy each)

- Charge! (Core Set, 210)
- Daimyo's Gunbai (Masters of the Court, 27)
- Those Who Serve (The Emperor's Legion, 28)
- Policy Debate (For Honor and Glory, 40)
- Mono No Aware (Meditations on the Ephemeral, 120)
- Hige's Sermon (Clan War, 92)





Crab Cards

The following Crab Clan cards are commonplace:

- ◇ Provinces (one copy each)
 - Defend the Wall (Core Set, 8)
 - Kuni Wasteland (Defenders of Rokugan, 2)
 - Flooded Waste (The Ebb and Flow, 61)
- ◇ Dynasty Cards (three copies each)
 - Kaiu Envoy (Core Set, 27)
 - Hiruma Yojimbo (Core Set, 28)
 - Intimidating Hida (Core Set, 32)
 - Hida Tomonatsu (Core Set, 34)
 - Funeral Pyre (Core Set, 39)
 - Purifier Apprentice (Defenders of Rokugan, 4)
 - Favorable Dealbroker (Defenders of Rokugan, 9)
 - Student of Anatomies (The Children of Heaven, 69)
 - [Repentent Legion](#) (Coils of Power, 90)
- ◇ Conflict Cards (three copies each)
 - Reprieve (Core Set, 132)
 - In Defense of Rokugan (Children of the Empire, 52)
 - [Raise the Alarm](#) (For Honor and Glory, 32)
 - Spreading the Darkness (Tainted Lands, 32)
 - Give No Ground (For the Empire, 14)
 - [Sharpened Tsuruhashi](#) (The Children of Heaven, 81)
 - Sturdy Tetsubō (Campaigns of Conquest, 86)
 - Apprentice Engineer (Atonement, 128)

The following Crab Clan cards are distinguished:

- ◇ Strongholds (one copy each)
 - Shiro Nishiyama (Core Set, 1)
 - Kyūden Hida (Defenders of Rokugan, 1)
- ◇ Dynasty Cards (one copy each)
 - Shrewd Yasuki (Core Set, 29)
 - Borderlands Defender (Core Set, 31)
 - Steadfast Witch Hunter (Core Set, 35)
 - Hida Kisada (Core Set, 37)
 - Hida O-Ushi (Defenders of Rokugan, 7)
 - Seventh Tower (Defenders of Rokugan, 15)
 - Yasuki Hikaru (The Emperor's Legion, 14)
 - Hida Yakamo (Children of the Empire, 9)
 - Karada District (Tears of Amaterasu, 4)
 - Iron Mine (Meditations on the Ephemeral, 103)
 - Kuni Yori (Tainted Lands, 25)
- ◇ Conflict Cards (one copy each)
 - Watch Commander (Core Set, 133)
 - Jade Tetsubō (Core Set, 134)
 - Way of the Crab (Core Set, 137)
 - The Mountain Does Not Fall (Core Set, 138)
 - [Hida Kotoe](#) (Seekers of Wisdom, 36)
 - The Strength of the Mountain (Defenders of Rokugan, 30)
 - Pathfinder's Blade (For Honor and Glory, 31)
 - Hiruma Skirmisher (Into the Forbidden City, 50)
 - [Darkness Rising](#) (Honor in Flames, 36)
 - [Tetsubō of Blood](#) (A Crimson Offering, 58)
 - [At Any Cost](#) (Peace at Any Cost, 122)



Crane Cards

The following Crane Clan cards are commonplace:

- ◇ Provinces (one copy each)
 - Magistrate Station (Elements Unbound, 102)
 - Conflict Between Kin (Justice for Satsume, 45)
 - [The Way of Peace \(Honor in Flames, 23\)](#)
- ◇ Dynasty Cards (three copies each)
 - Brash Samurai (Core Set, 42)
 - Savvy Politician (Core Set, 45)
 - Kakita Kaezin (Core Set, 49)
 - Asahina Storyteller (Core Set, 50)
 - Artisan Academy (Core Set, 53)
 - Ichigenkin Soloist (Children of the Empire, 11)
 - Paragon of Grace (Children of the Empire, 13)
 - Callow Delegate (All and Nothing, 85)
 - Tengu Sensei (Elements Unbound, 105)
- ◇ Conflict Cards (three copies each)
 - Duelist Training (Core Set, 142)
 - Way of the Crane (Core Set, 146)
 - Admit Defeat (Core Set, 147)
 - Political Sanction (Masters of the Court, 20)
 - Formal Invitation (Breath of the Kami, 14)
 - Arbiter of Authority (Bonds of Blood, 34)
 - Return the Offense (Clan War, 71)
 - Captivating Story (Rokugan at War, 16)

The following Crane Clan cards are distinguished:

- ◇ Strongholds (one copy each)
 - Shizuka Toshi (Core Set, 2)
 - Kyūden Kakita (Masters of the Court, 1)
- ◇ Dynasty Cards (one copy each)
 - Cautious Scout (Core Set, 43)
 - Doji Challenger (Core Set, 47)
 - Doji Hotaru (Core Set, 52)
 - Kakita Asami (Core Set, 48)
 - Kakita Ryoku (Warriors of the Wind, 13)
 - Kakita Toshimoko (Children of the Empire, 14)
 - Kakita Dōjō (Children of the Empire, 15)
 - Kakita Yoshi (Into the Forbidden City, 43)
 - Daidoji Kageyu (A Champion's Foresight, 95)
 - Master of the Court (As Honor Demands, 98)
 - [Daidoji Uji \(Honor in Flames, 28\)](#)
- ◇ Conflict Cards (one copy each)
 - Political Rival (Core Set, 140)
 - Above Question (Core Set, 141)
 - Voice of Honor (Core Set, 145)
 - Noble Sacrifice (Core Set, 148)
 - Doji Fumiki (Underhand of the Emperor, 26)
 - Disdainful Remark (Tears of Amaterasu, 13)
 - Menacing Iron Warrior (The Ebb and Flow, 73)
 - Soul Beyond Reproach (The Ebb and Flow, 74)
 - A New Name (Bonds of Blood, 35)
 - Duel to the Death (Bonds of Blood, 36)
 - Treasured Gift (Atonement, 130)



Dragon Cards

The following Dragon Clan cards are commonplace:

- ◆ Provinces (one copy each)
 - Restoration of Balance (Core Set, 10)
 - Fuchi Mura (Seekers of Wisdom, 2)
 - [Seeking Enlightenment \(A Crimson Offering, 46\)](#)
- ◆ Dynasty Cards (three copies each)
 - Togashi Initiate (Core Set, 55)
 - Agasha Swordsmith (Core Set, 56)
 - Enlightened Warrior (Core Set, 60)
 - Taoist Adept (Seekers of Wisdom, 4)
 - [Teacher of Empty Thought \(Under Fu Leng's Shadow, 83\)](#)
 - Kitsuki Yaruma (Tears of Amaterasu, 6)
 - Army of the Rising Wave (A Champion's Foresight, 96)
 - Hitsudo Disciple (Shoju's Duty, 114)
 - Hidden Mountain Pass (Campaigns of Conquest, 78)
- ◆ Conflict Cards (three copies each)
 - Ancestral Daishō (Core Set, 151)
 - Kitsuki's Method (Core Set, 153)
 - Let Go (Core Set, 155)
 - Indomitable Will (Core Set, 158)
 - Seal of the Dragon (Meditations on the Ephemeral, 114)
 - Hurricane Punch (Breath of the Kami, 17)
 - Asceticism (Campaigns of Conquest, 88)
 - In Search of Self (Atonement, 132)

The following Dragon Clan cards are distinguished:

- ◆ Strongholds (one copy each)
 - High House of Light (Seekers of Wisdom, 1)
 - Iron Mountain Castle (Atonement, 115)
- ◆ Dynasty Cards (one copy each)
 - Doomed Shugenja (Core Set, 54)
 - Kitsuki Investigator (Core Set, 61)
 - Mirumoto Raitsugu (Core Set, 62)
 - Togashi Yokuni (Core Set, 65)
 - Mirumoto Masashige (Seekers of Wisdom, 8)
 - Mirumoto Hitomi (Children of the Empire, 19)
 - Togashi Mitsu (All and Nothing, 86)
 - Agasha Shunsen (Elements Unbound, 106)
 - Togashi Ichi (Shoju's Duty, 115)
 - Cycle of Rebirth (Rokugan at War, 9)
 - [Adorned Temple \(Peace at Any Cost, 116\)](#)
- ◆ Conflict Cards (one copy each)
 - Tattooed Wanderer (Core Set, 149)
 - Togashi Kazue (Core Set, 150)
 - Way of the Dragon (Core Set, 154)
 - Mirumoto's Fury (Core Set, 159)
 - [Togashi Acolyte \(Seekers of Wisdom, 19\)](#)
 - Dragon Tattoo (Seekers of Wisdom, 23)
 - Adopted Kin (Tainted Lands, 33)
 - Void Fist (All and Nothing, 94)
 - Greater Understanding (For the Empire, 16)
 - Justicar's Approach (Justice for Satsume, 62)
 - [Phoenix Tattoo \(Coils of Power, 102\)](#)



Lion Cards

The following Lion Clan cards are commonplace:

- ◆ Provinces (one copy each)
 - The Art of War (Core Set, 11)
 - Kenson no Gakka (The Emperor's Legion, 2)
 - Dishonorable Assault (Bonds of Blood, 23)
- ◆ Dynasty Cards (three copies each)
 - [Matsu Berserker \(Core Set, 69\)](#)
 - Ardent Omoidasu (The Emperor's Legion, 7)
 - Ikoma Tsanuri (Disciples of the Void, 16)
 - Quarrelsome Youth (A Champion's Foresight, 97)
 - Unified Company (A Champion's Foresight, 98)
 - Fearless Skirmisher (As Honor Demands, 100)
 - [Righteous Samurai \(Atonement, 121\)](#)
 - Exposed Courtyard (Atonement, 122)
 - [Commander of the Legions \(Honor in Flames, 30\)](#)
- ◆ Conflict Cards (three copies each)
 - Vengeful Oathkeeper (Core Set, 160)
 - Honored Blade (Core Set, 163)
 - Ready for Battle (Core Set, 165)
 - Way of the Lion (Core Set, 167)
 - Strength in Numbers (Core Set, 169)
 - Honor In Battle (The Emperor's Legion, 24)
 - Hand to Hand (Children of the Empire, 61)
 - [Ikoma Reservist \(Tainted Lands, 34\)](#)



The following Lion Clan cards are distinguished:

- ◆ Strongholds (one copy each)
 - Yōjin no Shiro (Core Set, 4)
 - Kyūden Ikoma (The Emperor's Legion, 1)
- ◆ Dynasty Cards (one copy each)
 - Kitsu Spiritcaller (Core Set, 74)
 - Lion's Pride Brawler (Core Set, 75)
 - Akodo Makoto (Masters of the Court, 16)
 - Matsu Gohei (The Emperor's Legion, 6)
 - Kitsu Motso (The Emperor's Legion, 8)
 - Voice of the Ancestors (The Emperor's Legion, 10)
 - Matsu Tsuko (The Emperor's Legion, 11)
 - Matsu Tsuko (Children of the Empire, 24)
 - Ikoma Ujiaki (For Honor and Glory, 26)
 - [Ikoma Kiyono \(The Children of Heaven, 74\)](#)
 - [Meticulous Scout \(The Temptation of the Scorpion, 71\)](#)
- ◆ Conflict Cards (one copy each)
 - Sashimono (Core Set, 164)
 - For Greater Glory (Core Set, 168)
 - Total Warfare (The Emperor's Legion, 22)
 - Embrace Death (The Emperor's Legion, 23)
 - Ikoma Anakazu (Warriors of the Wind, 26)
 - True Strike Kenjutsu (Children of the Empire, 61)
 - [Peerless Discipline \(Under Fu Leng's Shadow, 108\)](#)
 - Ageless Crone (Into the Forbidden City, 53)
 - Blade of 10,000 Battles (For the Empire, 17)
 - Forebearer's Echoes (Bonds of Blood, 39)
 - In Service To My Lord (Shoju's Duty, 127)



Phoenix Cards

The following Phoenix Clan cards are commonplace:

- ◇ Provinces (one copy each)
 - Kuroi Mori (Core Set, 12)
 - Henshin Mysteries (A Champion's Foresight, 90)
 - [Retire to the Brotherhood \(Spreading Shadows, 28\)](#)
- ◇ Dynasty Cards (three copies each)
 - Naive Student (Core Set, 81)
 - Solemn Scholar (Core Set, 83)
 - Adept of the Waves (Core Set, 84)
 - Shiba Yojimbo (Core Set, 89)
 - Forgotten Library (Core Set, 94)
 - Shiba Tetsu (Disciples of the Void, 6)
 - Kaito Temple Protector (Disciples of the Void, 9)
 - [Isawa Skycaller \(Under Fu Leng's Shadow, 88\)](#)
 - Acolyte of Koyane (Justice for Satsume, 55)
- ◇ Conflict Cards (three copies each)
 - Ishiken Initiate (Core Set, 170)
 - Magnificent Kimono (Core Set, 172)
 - Supernatural Storm (Core Set, 175)
 - Against the Waves (Core Set, 177)
 - Appeal to Sympathy (Clan War, 82)
 - [Spell Scroll \(Under Fu Leng's Shadow, 109\)](#)
 - [Elemental Inversion \(Under Fu Leng's Shadow, 110\)](#)
 - Cloak of Night (Shoju's Duty, 128)

The following Phoenix Clan cards are distinguished:

- ◇ Strongholds (one copy each)
 - Isawa Mori Seidō (Core Set, 5)
 - [Shiro Gisu \(Peace at Any Cost, 109\)](#)
- ◇ Dynasty Cards (one copy each)
 - Shiba Tsukune (Core Set, 93)
 - Isawa Tadaka (Disciples of the Void, 10)
 - Asako Maezawa (Underhand of the Emperor, 15)
 - Isawa Ujina (Children of the Empire, 29)
 - Prodigy of the Waves (Into the Forbidden City, 46)
 - Haughty Magistrate (The Chrysanthemum Throne, 69)
 - Asako Tsuki (Meditations on the Ephemeral, 107)
 - Ethereal Dreamer (All and Nothing, 89)
 - Garanto Guardian (Rokugan at War, 11)
 - Celebrated Renown (Campaigns of Conquest, 81)
 - Shiba Pureheart (Atonement, 123)
- ◇ Conflict Cards (one copy each)
 - Pacifism (Core Set, 174)
 - Display of Power (Core Set, 179)
 - Clarity of Purpose (Disciples of the Void, 23)
 - Karmic Twist (Disciples of the Void, 24)
 - Isawa Eju (Defenders of Rokugan, 31)
 - Embrace the Void (Tears of Amaterasu, 16)
 - Shrine Maiden (For Honor and Glory, 36)
 - Consumed by Five Fires (Fate Has No Secrets, 96)
 - Feral Ningyo (Tainted Lands, 36)
 - Earth Becomes Sky (Bonds of Blood, 41)
 - Magistrate's Intervention (Atonement, 134)



Scorpion Cards

The following Scorpion Clan cards are commonplace:

- ◇ Provinces (one copy each)
 - Secret Cache (Core Set, 13)
 - Effective Deception (Justice for Satsume, 46)
 - Unbridled Ambition (Atonement, 116)
- ◇ Dynasty Cards (three copies each)
 - Bayushi Manipulator (Core Set, 96)
 - Soshi Illusionist (Core Set, 99)
 - Favored Niece (Core Set, 102)
 - Shosuro Actress (Core Set, 103)
 - City of Lies (Core Set, 108)
 - Alibi Artist (Underhand of the Emperor, 4)
 - Ignoble Enforcers (Underhand of the Emperor, 9)
 - Bayushi Yojiro (For Honor and Glory, 28)
 - Shameless Gossip (For the Empire, 11)
- ◇ Conflict Cards (three copies each)
 - Adept of Shadows (Core Set, 180)
 - Fiery Madness (Core Set, 183)
 - Way of the Scorpion (Core Set, 185)
 - Ambush (Core Set, 188)
 - Make An Opening (Underhand of the Emperor, 24)
 - Deceptive Offer (The Ebb and Flow, 79)
 - Compromised Secrets (Atonement, 135)
 - Forgery (Campaigns of Conquest, 91)

The following Scorpion Clan cards are distinguished:

- ◇ Strongholds (one copy each)
 - [Shiro Yogo \(Under Fu Leng's Shadow, 75\)](#)
 - Seven Stings Keep (Spreading Shadows, 25)
- ◇ Dynasty Cards (one copy each)
 - Bayushi Liar (Core Set, 95)
 - Sinister Soshi (Core Set, 97)
 - Yogo Hiroue (Core Set, 106)
 - Bayushi Shoju (Core Set, 107)
 - Yogo Asami (Defenders of Rokugan, 21)
 - Bayushi Dairu (Masters of the Court, 18)
 - Bayushi Aramoro (Underhand of the Emperor, 8)
 - Bayushi Shoju (Shoju's Duty, 121)
 - Vice Proprietor (Clan War, 50)
 - Dispatch to Nowhere (Spreading Shadows, 38)
 - [Yogo Junzo \(The Temptation of the Scorpion, 73\)](#)
- ◇ Conflict Cards (one copy each)
 - Unassuming Yōjimbō (Core Set, 181)
 - Forged Edict (Core Set, 184)
 - Calling In Favors (Core Set, 186)
 - I Can Swim (Core Set, 187)
 - Stolen Breath (Underhand of the Emperor, 21)
 - Duty (Underhand of the Emperor, 22)
 - Kirei-ko (Children of the Empire, 70)
 - Bayushi Kachiko (Into the Forbidden City, 56)
 - A Fate Worse than Death (Fate Has No Secrets, 98)
 - Mark of Shame (All and Nothing, 97)
 - [Shadow Step \(The Temptation of the Scorpion, 84\)](#)



Unicorn Cards

The following Unicorn Clan cards are commonplace:

- ◇ Provinces (one copy each)
 - Khan's Ordu (Warriors of the Wind, 2)
 - Border Fortress (Tainted Lands, 22)
 - Untamed Steppe (Bonds of Blood, 24)
- ◇ Dynasty Cards (three copies each)
 - Border Rider (Core Set, 112)
 - Meishōdō Wielder (Core Set, 113)
 - Moto Nergūi (Disciples of the Void, 17)
 - Shinjo Trailblazer (Warriors of the Wind, 6)
 - Master of the Swift Waves (The Ebb and Flow, 69)
 - Minami Kaze Regulars (Elements Unbound, 110)
 - Golden Plains Raider (Shōju's Duty, 122)
 - White Horde Vanguard (Rokugan at War, 13)
 - [Reserve Tents \(Honor in Flames, 35\)](#)
- ◇ Conflict Cards (three copies each)
 - Iuchi Wayfinder (Core Set, 190)
 - Favored Mount (Core Set, 192)
 - Spyglass (Core Set, 193)
 - Curved Blade (Warriors of the Wind, 20)
 - Speak to the Heart (Warriors of the Wind, 23)
 - Challenge on the Fields (Children of the Empire, 75)
 - [Scarlet Sabre \(Under Fu Leng's Shadow, 114\)](#)
 - Flank the Enemy (Rokugan at War, 136)

The following Unicorn Clan cards are distinguished:

- ◇ Strongholds (one copy each)
 - Shiro Shinjo (Warriors of the Wind, 1)
 - Hisu Mori Toride (Elements Unbound, 101)
- ◇ Dynasty Cards (one copy each)
 - Shinjo Yasamura (Defenders of Rokugan, 22)
 - Iuchi Rimei (Seekers of Wisdom, 17)
 - Utaku Tetsuko (Underhand of the Emperor, 16)
 - Moto Chagatai (Warriors of the Wind, 10)
 - Honest Challenger (Children of the Empire, 37)
 - Utaku Kamoko (Children of the Empire, 40)
 - [Shinjo Shono \(Breath of the Kami, 11\)](#)
 - Ide Ryōma (The Children of Heaven, 79)
 - Ride at Dawn (Campaigns of Conquest, 84)
 - Shinjo Altansarnai (As Honor Demands, 105)
 - [Iuchi Shahai \(A Crimson Offering, 56\)](#)
- ◇ Conflict Cards (one copy each)
 - Captive Audience (Core Set, 196)
 - Cavalry Reserves (Core Set, 199)
 - Shinjo Haruko (Masters of the Court, 26)
 - Shinjo Ambusher (Children of the Empire, 73)
 - Way of the Open Hand (Clan War, 89)
 - Gaijin Customs (The Chrysanthemum Throne, 79)
 - Talisman of the Sun (Meditations on the Ephemeral, 119)
 - Unleash the Djinn (Elements Unbound, 120)
 - Adorned Barcha (For the Empire, 21)
 - Unfulfilled Duty (Bonds of Blood, 44)
 - [Bonds of Blood \(A Crimson Offering, 66\)](#)