


Legend of the Five Rings



THE CARD GAME

IMPERIAL LAW

January 6, 2020

This document contains a reference of information necessary to build decks for organized play events. It contains a list of functional errata and the quarterly-updated restricted list. New entries and changes from previous editions will be noted in this space. Changes noted in [blue text](#).

Banned List

When deckbuilding, a player may not include any copies of a card on the banned list in their decks and set of provinces.

- [Guest of Honor \(Core Set, 51\)](#)
- [Charge! \(Core Set, 210\)](#)
- [Isawa Tadaka \(Disciples of the Void, 10\)](#)
- [Karada District \(Imperial Cycle, 4\)](#)
- [Master of Gisei Toshi \(Imperial Cycle, 88\)](#)
- [Kanjo District \(Imperial Cycle, 108\)](#)
- [Jurōjin's Curse \(Elemental Cycle, 55\)](#)
- [Hidden Moon Dōjō \(Elemental Cycle, 68\)](#)
- [Mirumoto Daishō \(Children of the Empire, 58\)](#)

Restricted List

When deckbuilding, a player may select one card from the restricted list to include in their decks, and cannot include any other restricted cards in their decks and set of provinces. A player may run as many copies of his or her chosen restricted card in a deck as the regular game rules (or card text) allow.

- [Kuroi Mori \(Core Set, 12\)](#)
- [Secret Cache \(Core Set, 13\)](#)
- ~~[Young Rumormonger \(Core Set, 101\)](#)~~
- [Rebuild \(Core Set, 136\)](#)
- ~~[Steward of Law \(Core Set, 139\)](#)~~
- [Mirumoto's Fury \(Core Set, 159\)](#)
- ~~[For Greater Glory \(Core Set, 168\)](#)~~
- [Forged Edict \(Core Set, 184\)](#)
- [Spyglass \(Core Set, 193\)](#)
- [Embrace the Void \(Imperial Cycle, 16\)](#)
- [Pathfinder's Blade \(Imperial Cycle, 31\)](#)
- [Policy Debate \(Imperial Cycle, 40\)](#)
- [The Imperial Palace \(Imperial Cycle, 72\)](#)
- [Consumed by Five Fires \(Imperial Cycle, 96\)](#)
- [Cunning Magistrate \(Imperial Cycle, 97\)](#)
- [A Fate Worse than Death \(Imperial Cycle, 98\)](#)
- ~~[Miya Satoshi \(Imperial Cycle, 112\)](#)~~
- ~~[Secluded Shrine \(Disciples of the Void, 12\)](#)~~
- [Void Fist \(Elemental Cycle, 94\)](#)
- [Mark of Shame \(Elemental Cycle, 97\)](#)
- [Magistrate Station \(Elemental Cycle, 102\)](#)
- [Kakita Toshimoko \(Children of the Empire, 14\)](#)
- ~~[Daidoji Uji \(Masters of the Court, 11\)](#)~~
- [Gateway to Meido \(Inheritance Cycle, 3\)](#)

Card Errata

This section contains a list of changes to cards that are not reflected on the original printing of those cards. These changes to the cards alter how they are played during the game.

City of the Open Hand (Core Set, 6)

Should read: "...bow this stronghold and select one – either that opponent loses 1 honor, or you gain 1 honor."

(Replaces "...bow this stronghold – take 1 honor from that player.")

Restoration of Balance (Core Set, 10)

Should read: "**Interrupt:** When this province is broken..."

*(Replaces "**Reaction:** After this province is revealed...")*

Against the Waves (Core Set, 117)

Should read: "Choose a **Shugenja** character you control"

(Added "you control")

Kyūden Isawa (Disciples of the Void, 1)

Should read: "During a conflict, bow this stronghold and discard a **Spell** event from your hand"

*(Added "and discard a **Spell** event from your hand")*

Kaito Kosori (Disciples of the Void, 18)

Should read: "During each ☉ conflict, if you control at least 1 participating character and if this character is in your home area and ready, it contributes its skill to your side."

(Added "and ready.")

Yogo Kikuyo (Disciples of the Void, 25)

Should read: "When the effects of a **Spell** event your opponent plays during a conflict would initiate, put this character into play from your hand – cancel its effects."

(Added "from your hand.")

Daidoji Uji (Masters of the Court, 11)

Should read: "While this character is honored, you may play each character in your provinces as if it were in your hand."

(Removed "reducing its cost by 1.")

Kaiu Shihobu (Defenders of Rokugan, 10)

Should read: "Put a facedown holding under your stronghold province into play in an unbroken non-stronghold province..."

(Replaces "Put a facedown holding under your stronghold province into an unbroken non-stronghold province...")

Feast or Famine (Imperial Cycle, 41)

Should read: "...move 1 fate from that character to a character you control."

(Replaces "move each fate from that character to a character you control with no fate.")

Hawk Tattoo (Elemental Cycle, 75)

Should read: "Attach to a character you control."

(Added "Attach to a character you control.")

Stay Your Hand (Children of the Empire, 80)

Should read: "When a duel that targets a character you control would resolve"

(Replaces "When an opponent initiates a duel that targets a character you control")