

Test of Honour

# EMERALD EMPIRE

**Legend of the Five Rings Skirmish Wargaming**

Fan-made and Unofficial





# The Emerald Empire is crumbling

The Emperor is dead.

His two sons, at odds over the vacant throne, seek the support of the Seven Great Clans, the traditional defenders of the Empire.

Some Clans are bound by honour to support the rightful emperor until his final breath, others will stop at nothing to achieve their own goals.

Already, the samurai have donned their armour. Already, the shadows move with the silent strides of ninja. Some even whisper that the ancient dragons of the past have been seen soaring over the mountains. The mysterious Shugenja bring arcane wisdom from crumbling scrolls to their Clans, but knowledge always has its price. And on the Southern edge of the Empire, the long-forgotten Shadowlands have begun to stir with unspeakable things that belong only in nightmares.

*It is a time of danger.*

*It is a time of darkness and distant thunder.*

*It is a time for Legends.*



# *A land where honour is stronger than steel*

Welcome to Emerald Empire, a fan-made 'setting expansion' for the Test of Honour miniatures game.

Emerald Empire has been created to take the Test of Honour rules (so excellently crafted by the team at Grey for Now Games) and just ever so slightly tweak them to create a game that feels and evokes the world and characters of Legend of the Five Rings.

None of this would be possible without Graham and Andy for creating Test of Honour or everyone that has ever worked on Legend of the Five Rings over the last 25 years. Thank you!



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# The Crab Clan



At the southern border of Rokugan stands a grim miracle: the Kaiu Wall, stretching like a great puckered scar along the landscape, its slate-gray blocks fitted together seamlessly into a structure thirty feet thick and a hundred feet tall. To the south loom the blighted Shadowlands, the domain of the corrupted armies of Jigoku, and to the north lie the lands of the Crab Clan, the Wall's crafters and defenders.

The Crab Clan are known as guardians and warriors, slayers of monsters and protectors of the realm. Even those who do not fight with weapons often wage war with their minds and words, securing key supplies for their clan, maintaining alliances to guarantee support of the Wall, or engineering new technologies to turn back the endless hordes of the Shadowlands.

However, the Crab Clan's task often weighs heavily upon the disciples of the Kami Hida. They are known as taciturn, battle weary, or even disillusioned. The glories of the battlefield are scant reward, and surviving to fight another day can seem its own punishment at times when facing such a relentless threat. Still, these people find ways to live and express themselves, and many revel in the small joys that life provides them.



Hida Kisada - Crab Clan Champion

# The Crane Clan



At the dawn of the Empire, after the Kami had fallen from the Celestial Heavens, they found themselves plunged into a mortal world rife with cruelty and war. The Kami Doji, sister of Hantei, the first Emperor, resolved to bring order to this savage realm. The embodiment of elegance and grace, Doji walked among the earthly peoples, calming them in the wayfair weather calms a storm-tossed sea.

Any Crane will gladly speak of how from her, humans learned writing so they could record their achievements, politics to govern their affairs, economics and commerce to manage their wealth, and art and culture to lift them from their lives of misery. Those she touched the most became her devoted followers, the first samurai of the Crane Clan. Since that time, the Crane have become both the poets and the poetry of the Empire, at once the swordsmiths and the duelists wielding the smiths' blades. In every aspect of their lives, the Crane strive for mastery in all things, an ideal that the other clans can only hope to emulate.

The Crane Clan represents the pinnacle of refinement in Rokugan, and its members are known for their elegance, grace, and mastery of social customs. People expect them to be well-spoken, subtle in the extreme, and unflinchingly polite.





**Doji Hotaru - Crane Clan Champion**

# The Dragon Clan



In an empire that usually prizes conformity and respect for tradition, the Dragon Clan is an enigma. Inspired by their mysterious founder, the Kami Togashi, the Dragon place more emphasis than most of their fellow samurai on the individual search for Enlightenment and expertise.

In the centuries since the Kami fell to earth, Togashi's followers have acquired a reputation for strange behaviour. Isolated by the mountains of their northern home and entrusted with watching over the Empire, the Dragon rarely participate as actively in the politics of the Empire as other clans do—and when they do intervene, it is often for reasons others can only guess at. The secret of the Dragon is that they are guided by their founder's foresight, but even they do not always know what Togashi saw in his visions.

Togashi's acolytes are known for their esoteric practices, innate curiosity, and veritable tradition of disregarding tradition—at least in the eyes of the other clans. People expect them to be insightful and humble, but also unpredictable, individualistic, and even dangerous. They tend to look at problems from unexpected angles, and they seek solutions others might not consider.



**Togashi Yokuni - Dragon Clan Champion**

# The Lion Clan



Every samurai who lives in Rokugan measures courage, honour, and duty by the standard set by the Lion Clan. The Lion's military is unrivalled, as there are no sharper tacticians and no larger armies in all of Rokugan. This proud military heritage has earned the Lion Clan a place as the Right Hand of the Emperor, sworn to protect him by serving as his personal guard and his standing army.

In light of this duty, fear means nothing to Lion samurai. The threat of death only serves to embolden them and bolster their courage, for there can be no greater end than to perish in honourable combat. As veterans of countless wars, the Lion know that those who attack first shall be victorious. Above all, the Lion live, breathe, and die for the Emperor and Rokugan.

Perhaps the most well-known battlefield warriors in the Emerald Empire, the samurai of the Lion Clan are famous for their ferocity, loyalty, and courage. People expect members of the Lion Clan to be warlike and aggressive, often forgetting that the Kami Akodo was a master tactician as well, more than capable of learning from past mistakes and adapting new stratagems on the battlefield.



**Akodo Toturi - Lion Clan Champion & Emerald Champion**

# The Phoenix Clan



The Phoenix is a symbol of contradictions: explosive power and great restraint, vast intelligence and deep humility, immolating self-sacrifice and glorious rebirth. These entwined virtues illuminate the path of Rokugan's most mystical Great Clan, the keepers of the Tao of Shinsei and caretakers of the Empire's soul.

As the scent of incense wafts unseen to all corners of a shrine, so do the Spirit Realms overlap invisibly with the Realm of Mortals. The Phoenix mediate between the worlds, appealing to the very soul of the lands. Nevertheless, the Phoenix understand that even the purest wish can have unintended and destructive consequences if the elements are brought out of balance.

The Kami Shiba and the priest Isawa were very different sorts of leaders, one humble and the other prideful, one calm in his wisdom and the other fierce in his brilliance. As such, people expect members of the Phoenix Clan to be calm, thoughtful, and scholarly, but also passionate, and sometimes even arrogant due to the vast knowledge their clan maintains. Both Shiba and Isawa were deeply spiritual; this bond has defined the Phoenix Clan since its earliest days, and people still expect members of the Phoenix Clan to be more concerned with cosmic problems than with matters mundane.





Shiba Tsukune - Phoenix Clan Champion

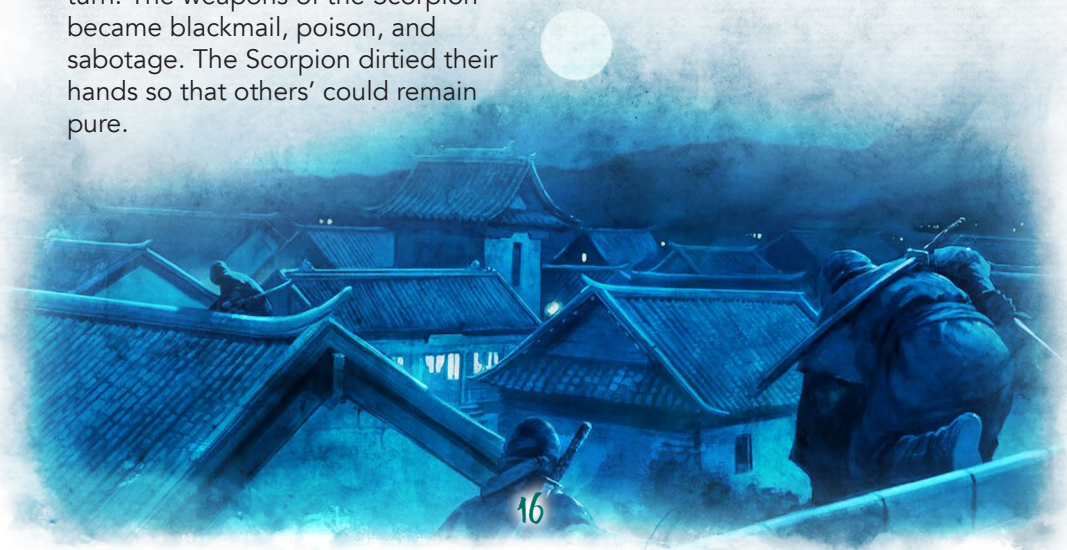
# The Scorpion Clan



With six terrible words, the Kami Bayushi set his followers in the newly founded Scorpion Clan on a dark and dangerous path. Enemies loomed beyond Rokugan's borders, but they also lurked within them. Bayushi swore to protect the Empire by any means necessary. To combat the liars, the thieves, and the traitors within the Great Clans, Bayushi's followers would have to lie, steal, and cheat in turn. The weapons of the Scorpion became blackmail, poison, and sabotage. The Scorpion dirtied their hands so that others' could remain pure.

Yet, in spite of, and perhaps because of the clan's fearsome reputation, there is none more loyal than a Scorpion. In a clan of deceivers and manipulators, trust is a hard-earned treasure to be cherished and guarded. Such fierce loyalty is a small consolation, at least, given the dangerous but vital role the Scorpion have played in the Empire from the moment their Kami spoke his fateful words: "I will be your villain, Hantei."

Bayushi's successors are known for their insidious skill at scheming, but also the potential benefits of partnering with them, for without offering the proper incentives to their allies some of the time, they could never maintain their position as the great schemers of the Empire. People expect members of the Scorpion to be equal parts alluring and treacherous, and loyal only to the Emperor.





Bayushi Shoji - Scorpion Clan Champion

# The Unicorn Clan



A thousand years ago, the Ki-Rin Clan rode out of Rokugan, seeking to discover enemies hiding beyond the Emerald Empire's borders. Their journey was arduous, and they found many strange and powerful threats. In defeating each one, the clan learned, changing its fighting styles, magical practices, and even philosophy. To survive, it was forced to adapt and overcome.

After eight centuries of wandering, the Clan of the Wind returned to the Empire as the Unicorn Clan. They wear fur, speak foreign tongues, and wield strange weapons. Although they still revere the Kami Shinjo, they have drifted far from the traditions and ways of the Emerald Empire.

Shinjo's descendants are known for their skill as riders, skirmishers, and messengers, and many are trained in foreign fighting techniques or schools of philosophy. People expect them to be worldly and gregarious, if perhaps a bit rough around the edges in polite Rokugani society, given that many members of the clan spend much of their lives ranging across the wilds in Unicorn lands and beyond.





Shinjo Altansarnai - Unicorn Clan Champion

# Rules Changes

## Aim (page 8)

The Aim ability has been renamed as Skill.

It indicates how skilled a warrior is with weapons and techniques.

This small tweak is included for flavour and so that in the future we could include Fate cards and keywords that are not about 'accurately striking the opponent' but are more about general martial skill.

If any rule calls for a Test of Aim or a Test of Skill, or refers to the Aim ability or the Skill ability, they are considered one and the same.

## Symbols (page 8)

Each warrior in Emerald Empire will favour a specific element. This favoured element is shown in the top right corner of their Recruitment card along with their faction symbol.

Favoured elements have replaced skill symbols, but like the skill symbols they are still used to help construct Fate decks.

## Abilities (page 8)

Each ability in Emerald Empire is tied to one of the five Elements. For the most part this is entirely for flavour, this is Legend of the Five Rings after all.

If you ever see a rule or card asking for a Test of [Element] then a warrior simply uses the ability value below:

Skill			Water
Agility			Air
Strength			Fire
Wits			Earth
Honour			Void

All Recruitment cards will also have a small element symbol with each ability as a reminder.



## Skill Cards (page 9)

Skill cards are called Fate cards in Emerald Empire. They make up your Fate deck.

Fate cards include all manner of techniques, tactics and equipment that are broader in scope than simply skills.

If any rule mentions or refers to Skill cards or Fate cards, they are considered one and the same.

## Action Tokens (page 10)

Do not add 3 Fate tokens to the container. Instead you will need to add 5 Ring tokens.

You should make or modify one Ring token for each element. Collectively they are called Ring tokens, and individually they are called:



Ring of Air



Ring of Earth



Ring of Fire



Ring of void



Ring of Water

Add these Ring tokens to the container instead of the Fate Tokens.

On the Emerald Empire website we have made available for download a deck of action cards. These can be printed out and used in very much the same way as the tokens.

Include the exact same number of Action cards as you would Action tokens and then add the 5 Ring cards and thoroughly shuffle the deck.

Any time you would 'draw a token' simply reveal the top card of the deck. Any time you would 'take a token out the container' simply search the deck for the correct card and remove it then shuffle the deck.

## Fate Tokens (page 13)

During games of Emerald Empire, you will not be drawing a Fate tokens but a Ring tokens instead.






When you draw the first 4 Ring tokens during a turn, one of two things will happen each time:

### **IF YOU HAVE DRAWN MORE FATE CARDS THAN YOUR OPPONENT THIS TURN:**

Claim the Ring token, place it next to your honour cards. You may discard a claimed Ring token when taking an ability test to re-roll ALL the dice. The ability test you can re-roll is determined by the type of ring you discard.

### **IF YOU HAVE NOT DRAWN MORE FATE CARDS THAN YOUR OPPONENT THIS TURN:**

Discard the Ring token immediately and draw the top card of your Fate deck. This is then assigned to a character following the usual rules on page 30 of the core rulebook.

-  Re-roll a Test of Agility
-  Re-roll a Test of Wits
-  Re-roll a Test of Strength
-  Re-roll a Test of Honour
-  Re-roll a Test of Skill

## End of the Turn (page 13)

When the fifth and final Ring token is drawn the turn ends immediately as described on page 13.

Do not claim or discard this Ring token.

## Actions (page 14)

The following action is available to any warrior with the Shugenja trait:

### **IMPORTUNE ACTION**

Move up to 3" and cast an Invocation.



# Warrior Keywords (page 27)

Keywords in Emerald Empire have been separated into three different types of effect.

## TRAIT KEYWORDS

The first line in the text box of a Recruitment card will list the Traits. Traits are in bold text and each have an associated special rule.

Not all units will have traits as they represent unique abilities and qualities that only elite or heroic warriors may possess.

## SHINOBI TRAITS

**Assassin:** This warrior automatically passes their Test of Wits to ignore the nearest targets if the enemy being charged is a character.

**Outrider:** When this warrior takes a Test of Wits to arrive as reinforcements, you may re-roll one dice.

**Saboteur:** Once per turn when an enemy follower within 6" of this model takes a Test of Honour to keep their nerve you may force them to re-roll a single dice.

**Scout:** Warriors with this keyword can move 5" (instead of the usual 3") through rough terrain.

## BUSHIDO TRAITS

**Compassionate:** Once per turn, after you have drawn an honour card because of this warrior, take a Test of Honour. If passed you may discard the card and draw a new one.

**Courageous:** Once per turn, you may re-roll a single dice when this warrior takes a Test of Honour to keep their nerve.

**Courteous:** If this character has not acted with dishonour during this battle, enemy warriors cannot act dishonourably when they attack this character.

**Dutiful:** Once per turn, after you have drawn a dishonour card because of this warrior, take a Test of Honour. If passed you may discard the card and draw a new one.

**Honourable:** This warrior cannot act dishonourably. Once per turn, you may re-roll a single dice when this warrior takes a Test of Honour to avoid being cut down.

**Righteous:** When this character acts honourably, take a Test of Honour, if passed they do not lose a dice on their Damage roll.

**Sincere:** When a friend is cut down within 6", this warrior must be the first to take a Test of Honour to keep their nerve. If they pass all other friendly warriors testing to keep their nerve can re-roll a single dice.

## ELEMENTAL TRAITS

**Blood of Togashi:** You may use any elemental ring tokens to re-roll a single dice on any test this model takes.

**Path of Man:** Target an enemy warrior within 6" of this model, you may discard one of your claimed Ring tokens to make the enemy warrior lose 1 dice from the next check they make that matched the Ring token you discarded.

**Shugenja:** When building your force, select one Invocation card for this character that matches the element of this keyword. This character can make the Importune action to cast this Invocation.

## OTHER TRAITS

**Cavalry:** This warrior rides a warhorse (or similar) and follows all the rules for being mounted.

**Deadly:** Once per turn, this warrior can trigger their Damage bonus when they roll 4+ swords.

**Duelist:** While this character is wielding a Katana and being attacked by a single warrior their Avoid bonus is Counter Attack.

**Elite:** Once per turn, this warrior can trigger their Avoid bonus when they roll 4+ swords.

**Kensei:** Once per turn, this warrior can trigger their Strike bonus when they roll 4+ swords.

**Magistrate:** When this warrior takes a Test of Wits to search you may re-roll one dice. In addition they may search an area twice (instead of the normal once).

**Mob Rule:** Warriors with this keyword may end their move within 1" of a friendly group with the same keyword.

When this warrior makes an action, any other warriors with the Mob Rule keyword that are within 1" can make the same action. Take the relevant action tokens out of the container to show these warriors have taken their action.

**Tactician/Taskmaster:** Once per turn, after this warrior makes a Move action, they can order a friendly follower or group of equal or lower status within 6" to charge as a Free action. There must be a valid target within charge range.

**Sensei:** Once per turn, after this warrior makes a Move action, they can instruct a friendly character within 6" to make a Charge action. Take an Action token out of the container and assign it to the character. There must be a valid target within charge range.

**Yojimbo:** Once per turn when an enemy warrior charges a friendly character within 1" of this warrior, take a Test of Wits. If passed, switch the position of this warrior and the target of the charge. This warrior receives the charge instead.

## STATUS KEYWORDS

The second line of text on a Recruitment card lists the warrior's Status keywords.

Status keywords quickly explain the warrior's faction, class, social status, role and anything else flavourful. Keywords do not have any special rules associated with them, but other rules in the game may well refer to them.

### THE CELESTIAL ORDER

The people of Rokugan adhere to a strict social order, as ordained by the heavens. However in the heat of battle a warrior's status won't always help them (even a daimyo will perish on the end of Ashigaru spears)

If a game or card rule checks the status of two warriors, look up the warriors Status keywords below to see who is ranked the highest:

1. Clan Champion
2. Daimyo
3. Samurai
4. Ronin
5. Monk
6. Ashigaru
7. Peasant

## EQUIPMENT KEYWORDS

The third line of text on a Recruitment card lists the warrior's Equipment, their weapons, armour and anything else they may be wearing or carrying.

### ARMOUR

**Armoured:** Unchanged.

**Heavily Armoured:** This warrior moves 1" less during Charge, Move and Cautious Move actions. Enemies lose 1 dice from damage rolls against this warrior.

**Unarmoured:** Unchanged.

### WEAPONS

**Katana:** Unchanged

Katana & Wakizashi: Renamed paired swords.

**Yari:** Renamed spear.

Naginata: Unchanged

**Tetsubo:** Renamed heavy club.

**Nodachi:** Renamed heavy sword.

Bo: Renamed staff.

**Yumi:** Renamed bow.

**Thrown Weapon:** Unchanged.

**Tanto:** Renamed dagger.

**Wakizashi:** Shortsword.

**Martial Arts:** Fast Strike, Backhand Strike, Follow Up. Counts as armed with a dagger for fighting Cavalry.

**Ôtsuchi:** A large warhammer, counts as Heavy Club.

**Ono:** A heavy battlefield axe, counts as a Heavy Sword.

## Skills (page 30)

Skill cards have been renamed Fate cards.

All Fate cards have a selection of keywords in the same way that characters do. None of these keywords have any rules associated with them.

At least one keyword will always be an element and the others will usually help describe what the Fate card represents (be that a martial arts technique, a sword, a dirty trick or any number of other things...)

## The Fate Deck (page 30)

The following rules replace the 'Creating Your Fate Deck' box on page 30 of the core rules.

1. Your Fate deck must contain 5 cards for each character in your force.
2. For each character in your force, choose 5 Fate cards whose Elemental keyword (and faction symbol if it has one) matches that character's Favoured Element (and faction).
3. You can only include Fate cards with the Ninjutsu keyword if you have at least one character in your force with the Shinobi keyword. However, you can select any Ninjutsu cards in your deck, irrespective of their Elemental keyword.
4. Your Fate deck may only ever include a single copy of each Fate card.
5. Shuffle up the cards in your deck, and place them next to your Recruitment cards. This deck is your Fate Deck.



## Quests (page 33)

1. Shuffle together all the Quest cards that match your clan and the elemental approaches of your characters.
2. Deal 2 cards from the deck.
3. In secret, choose one to be your Quest for the game. Retain that one card face down alongside your other warrior cards.

## Recruitment Rules (page 36)

The following rules replace the 'Recruiting Rules' box on page 36.

- Choose a faction.  
*(Crab Clan, Crane Clan, Dragon Clan, Lion Clan, Phoenix Clan, Scorpion Clan, Unicorn Clan)*
- Warriors selected for your force must have your Faction keyword, the Unaligned keyword or the Great Clan keyword.
- You must include 1 Hero.
- You may include up to 2 Companions.
- At least a third of your points must be spent on Followers.
- You may choose any combination of Followers.
- No more than half your points may be spent on warriors with ranged weapons.
- You may include one warrior with the Ally keyword in your force. This warrior does not need to have your faction alignment.
- You may include a maximum of one Shugenja in your force.

# Shugenja and Invocations

## SHUGENJA

Shugenja are the priests of Rokugan, they study and commune with the elements. And when needed, invoke the elemental kami to unleashed powerful magics!

Shugenja are a rarity across the Emerald Empire and because of their powerful and unique abilities they are extremely valuable, always sought after and jealously guarded.

## INVOCATIONS

Shugenja are not merely simple priests, but those who can draw power from the elements that surround them, causing the elemental kami to manifest themselves in a very real, physical and frightening way.



## INVOCATION CARDS

Invocation cards each represent a powerful spell that channels the power of the elements.

An Invocation card is laid out like a Fate card but cannot be included in a Fate Deck.

There are currently 2 Invocation cards for each element apart from Void. (Void magic is very different and will be covered at a later date.)

Invocation cards have keywords like Fate cards. Like all keywords they have no special rules but can be referred to by other game rules.

Finally, each Invocation will have an effect that can be used with the same timing rules found on page 31 of the rulebook (Using Skills).

## CHOOSING INVOCATIONS

Each warrior in your force with the Shugenja keyword can have one Invocation card assigned to them. Choose and assign Invocation cards when you are building your force.

When you select an Invocation card for a character, the Invocation card must have a matching element keyword with Shugenja trait on the character.

## CASTING INVOCATIONS

To cast an invocation a Shugenja must use the Importune action. When an Invocation is cast refer to the card. The Invocation card explains its effects and states how often it can be used (exactly like skill cards on page 31 of the rulebook).

### IMPORTUNE ACTION

Move up to 3" and cast an Invocation.

## ELEMENTAL BACKLASH

If you roll more crosses than swords when casting an invocation, the invocation fails and cannot be used for the rest of the battle. In addition the casting Shugenja suffers a light wound.



# Card Anatomy

RECRUITMENT CARD

1 4 GROUP

2 Heavy Infantry

3

4

5 **Courageous.**  
Crab Clan. Samurai.  
Heavily Armoured. Melee Weapons.

6 3 left in group +1, 2+ left in group +1

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1. Points cost and card type.
2. Card name.
3. Faction symbol and Favoured Element.  
*(Both used when building a force and creating your Fate deck)*
4. Ability scores.
5. Warrior Keywords. *(Trait keywords on the top line, Status keywords in the second and Equipment keywords in the third.)*
6. Clarification or reminder text.

## FATE CARD

1 **Fountain of Blood** 2



3 **Glory. Fire.**

4 **Once per Turn:** When this character cuts down an enemy follower from a group, friendly warriors (of that follower) within 6" must take a **Test of Honour** to keep their nerve as normal.

Test of Honour: Emerald Empire Fan Made & Unofficial

1. Card name.
2. Element. *(A quick visual cue to the card's element)*
3. Keywords.
4. Card effects. *(Timing and special rules for the card)*

## INVOCATION CARD

1 **Tempest of Air** 2



3 **Invocation. Air.**

**Once Per Turn:** Take a **Test of Air**. If passed target a visible enemy warrior within 6". Move the target 2D6" in a straight line in a direction of your choice and then knock them to the ground. This movement ignores terrain under 1" and terrain over 1" will end the movement, causing a light wound to the target. Warriors in the path of the movement are pushed out of the way 1" (chosen by their controller).

4

Test of Honour: Emerald Empire Fan Made & Unofficial

1. Card name.
2. Element. *(A quick visual cue to the card's element)*
3. Keywords.
4. Card effects. *(Timing and special rules for the card)*

## UPGRADE CARD



The card features an illustration of a woman in a purple dress standing next to a white horse rearing up in a field. The card has a purple border and a white background for the text. A small icon in the top left corner shows '1 or 2' with a pink flower-like shape. The card is numbered 1 through 5, corresponding to the list below.

1 **1 or 2** UPGRADE

2 **Loyal Warhorse**

3 **Upgrade. Mount. 3**

4 Upgrade a Hero for 2 points.  
Upgrade a Companion for 1 point.

5 This character gains the **Cavalry** trait.

Test of Honour: Emerald Empire Fan Made & Unofficial

1. Points cost and card type.
2. Card name.
3. Keywords.
4. Restrictions and prerequisites.
5. Card effects. (*Special rules for the card*)



Great Wall of the North Mountains

CLIFFSIDE SHRINE

CASTLE OF THE BADGER

POURHOUSE OF LIGHT

YAWA ELEMENTAL ACADEMIES

KHANBULAK

FAR FRODLER CASTLE

THE TOWER CASTLE

SHIBA CASTLE

BATTLE MAIDEN CASTLE

LAST GLANCE CASTLE

CASTLE OF THE CAT

CASTLE OF THE DRAGONFLY

MORNING GLORY CASTLE

CITY OF THE RICH FROG

CASTLE OF THE SWIFT SWORD

VIOLENT BEHIND COURTLINESS CITY

CASTLE OF THE WINDS

GARDEN OF WINDS CASTLE

CASTLE OF THE CENTIPEDE

CASTLE OF THE GREAT HORN

CASTLE OF ORGANIZATION

SACRED WATCH PALACE

CASTLE OF THE EMERALD CHAMPION

LOYALTY CASTLE

SLOW THE HARBOR

CITY OF LIES

LAST BREATH CASTLE

OTOSAN UCHI

CASTLE OF LEARNING

SUN OF THE CRANE

TSUMA

BEIDEN

SHIZUKA TOSHI

CASTLE OF PRETENDING

SUN AND SHADOW PALACE

ESTEMED PALACES OF THE CRANE

CASTLE OF THE FALCON

SHIMOMURA

CASTLE OF THE WASP

CASTLE OF THE HARE

WALK ABOVE THE OCEAN VILLAGE

MAEMIKAKE

CASTLE OF THE DAWN

CASTLE OF THE FOX

THE PORT THAT NEVER SLEEPS

CARPENTER CASTLE

CASTLE OF THE SPARROW

CASTLE OF THE NATION

CASTLE OF THE FORGOTTEN

BLACK IRON ESTATES

PALACE OF THE MANTS

DAYLIGHT CASTLE

HIDA CASTLE

CITY OF LIGHTNING

TEMPLE OF THE MORNING SUN

TRENDY TRAVELER VILLAGE