

L5R Rulings

21/11/2017

This is a list of all the current rulings from the FiveRingsDB.com website.

Card: A Fate Worse Than Death

All effects of A Fate Worse Than Death resolve simultaneously. A defending Borderlands Defender would be dishonored, lose fate, and become blanked, but it would not bow or move home. An *ordinary* Steward of Law would not be dishonored. *Source: Developer ruling*

Card: A Legion of One

The sequence of playing A Legion of One:

- Announce playing A Legion of One
- Step 5: Choose a target
- Step 6: Effects initiate (if canceled, stop here)
- Step 7: Effects resolve - Target gets +3 mil. You may remove 1 fate from it. If you do, continue:
- Step 5b: Choose a target
- Step 6b: Effects initiate (if canceled, stop here)
- Step 7b: Effects resolve - Target gets +3 mil. You may remove 1 fate from it. If you do, nothing happens.

Removing 1 fate to “resolve the ability twice” is an optional part of the card’s effect, not a cost.

A Legion of One can be canceled in step 6 (before any effects resolve) or in step 6b (after the target gets +3 mil and loses 1 fate). *Source: Developer ruling*

Card: Above Question

If an opponent’s event instructs a player to *choose* a target, the character with Above Question cannot be chosen. This also applies to events that instruct another player to choose targets (e.g. Court Games).

Above Question does not prevent attached character from being sacrificed for Way of the Crab (that event doesn’t instruct a player to “choose” a character, so it’s non-targeting). *Source: RRG “Target”*

Card: Adept of Shadows

If a card leaves play and re-enters play during the same period, it is considered a new instance of the card and there is no memory of having used the ability during the specified period. (This rule also applies to any ability with no specified limit.) *Source: RRG “Limit X per [period]”*

Card: Adept of Shadows

If you take control of Adept of Shadows (e.g. via Blackmail or Shosuro Actress) and use its ability, it goes to its owner’s hand. *Source: RRG “Control and Ownership”*

Card: Adept of the Waves

Multiple instances of the same keyword are redundant. *Source: RRG “Keywords”*

Card: Admit Defeat

If a participating character is bowed, it is still considered participating. *Source: RRG “Participating and Cannot Participate”*

Card: Agasha Swordsmith

Agasha Swordsmith can only find a card with the printed attachment cardtype. Monk characters that can be played as attachments (Tattooed Wanderer, Togashi Kazue) are not attachments while they’re out of play. *Source: RRG “Cardtypes”*

Card: Ageless Crone

Only the fate cost of events is increased, not any additional costs of abilities on those events. *Source: RRG “Cost”*

Card: Aggressive Moto

Aggressive Moto cannot be declared as a defender, but can be moved to a conflict on the defending side by card effects. *Source: RRG “3.2.1. Declare defenders”*

Card: Akodo Gunsō

The Pride keyword resolves immediately when the conflict winner is determined, before any Reactions to winning/losing a conflict can be used. *Source: Developer ruling (#4)*

Card: Akodo Toshiro

If Akodo Toshiro leaves the conflict after using his ability, the lasting effect will persist regardless. *Source: RRG “Lasting Effects”*

Card: Akodo Toturi

Akodo Toturi’s ability can be triggered if you claim the ring on defense. However, the attacking player gets the benefit of the ring effect (notice the wording here is different from Defend the Wall). *Source: Developer ruling*

Card: Akodo Toturi

If the defending player wins a conflict and triggers Toturi’s ability, the attacking player **must** resolve the ring effect. *Source: Developer ruling*

Card: Ambush

When playing Ambush, you need to reveal the characters that you’re going to put into play before your opponent gets the opportunity to cancel the event’s effects. *Source: Developer ruling*

Card: Ancestral Daishō

An Ancestral attachment only goes to your hand if the card it is attached to leaves play. If an Ancestral attachment is discarded by a card effect (e.g. Let Go or Miya Mystic) or due to a character having three or more Restricted attachments, it goes into the discard pile as normal. *Source: RRG “Ancestral”*

Card: Ancestral Daishō

If you take control of an Ancestral attachment (e.g. via Calling in Favors), when the card it is attached to leaves play, the attachment goes to its owner’s hand. *Source: RRG “Control and Ownership”*

Card: Artisan Academy

If the card revealed by Artisan Academy is moved to another game zone and is no longer the top card of the deck, the lasting effect applying to it expires, and you can no longer play it. *Source: Developer ruling*

Card: Asahina Storyteller

Multiple instances of the same keyword are redundant. *Source: RRG “Keywords”*

Card: Assassination

Losing 3 honor is the cost of Assassination. By the time the ability’s effects can be cancelled, costs have already been paid, and honor has already been lost. *Source: RRG “Cancel”*

Card: Back-Alley Hideaway

- When the **Interrupt** ability is used, the character still leaves play, only its destination changes.
- Characters attached to Back-Alley Hideaway are not in play, they are neither attachments nor characters - just facedown cards. The holding’s controller may look at them any time.

- The **Action** ability may be used in any action window, even outside of the Dynasty phase. If it is used during a conflict, the character can only be enter play at home, not in the conflict. (see RRG “Character Cards”). You need to pay the fate cost of the character to play it. *Source: Developer ruling*

Card: Back-Alley Hideaway

- Certain characters (e.g. Tattooed Wanderer or Togashi Kazue) can be played from Back-Alley Hideaway as attachments.
- A character played from Back-Alley Hideaway comes into play under your control, even if it’s owned by your opponent (e.g. was Blackmailed). *Source: Developer ruling*

Card: Banzai!

The sequence of playing Banzai!

- Announce playing Banzai!
- Step 5: Choose a target
- Step 6: Effects initiate (if canceled, stop here)
- Step 7: Effects resolve - Target gets +2 mil. You may lose 1 honor. If you do, continue:
- Step 5b: Choose a target (can be same or different)
- Step 6b: Effects initiate (if canceled, stop here)
- Step 7b: Effects resolve - Target gets +2 mil. You may lose 1 honor. If you do, nothing happens.

Losing 1 honor to “resolve the ability twice” is an optional part of the card’s effect, not a cost.

Banzai! can be canceled in step 6 (before any effects resolve) or in step 6b (after one target gets +2 mil and a player loses 1 honor). *Source: Developer ruling*

Card: Bayushi Manipulator

Effects that modify the value of the honor bid only affect the current bid, the setting on the dial is not physically adjusted. *Source: RRG “Bid Value”*

Card: Bayushi Shoji

“Discard if political skill is 0” is a part of the lasting effect that applies until the end of the conflict. If Shoji’s ability doesn’t lower the character down to 0 skill immediately, but a subsequent effect during the same conflict does, the character will be discarded.

If a replacement effect is used to prevent the character from leaving play (e.g. Reprieve, Stand Your Ground) but does not concurrently increase its political skill above 0, Shoji’s effect will immediately reapply, and the character will be discarded again.

If Bayushi Shoji leaves the conflict after using his ability, the lasting effect will persist regardless. *Source: RRG “Lasting Effects”*

Card: Bayushi Yojiro

While Bayushi Yojiro is participating in a conflict, characters are still considered to be honored or dishonored (for the purpose of Voice of Honor, Noble Sacrifice, etc.), but they do not receive glory modifiers to their skills, and they do not make their controller gain/lose honor when they leave play. *Source: Developer ruling*

Card: Bayushi Yunako

Bayushi Yunako cannot switch base skills on a character that has a dash (–) for a skill (dash values cannot be modified or changed). *Source: Developer ruling*

Card: Bayushi Yunako

If Bayushi Yunako leaves the conflict after using her ability, the lasting effect will persist regardless. *Source: RRG “Lasting Effects”*

Card: Blackmail

When you take control of a character, you do not take control of any attachments attached to that character. *Source: RRG “Attachment Cards”*

Card: Blackmail

If you take control of a character that has an attachment that says “*Attach only to characters you control*”, that attachment is immediately discarded. *Source: Developer ruling (#1)*

Card: Blackmail

If you take control of a non-participating character, it goes to your home, it does not enter the conflict. *Source: RRG “Control and Ownership”*

Card: Blackmail

If you take control of a participating character that cannot participate in the current conflict on your side (e.g. Shiba Peacemaker), it immediately bows and goes home. *Source: Developer ruling*

Card: Blackmail

A Blackmailed character is considered to be *friendly*, and can be sacrificed to pay the cost of certain abilities (e.g. Noble Sacrifice). *Source: RRG “Cost”*

Card: Blackmail

If you Blackmail a character that has already used its ability, you can use it again. Limits and Maximums are player-specific. *Source: RRG “Limit X per [period]”*

Card: Blood of Onnotangu

Blood of Onnotangu prevents players from paying the fate cost of cards, placing additional fate on characters, or spending fate as instructed by card abilities (including spending fate *to rings*).

Players can still **give** and **take** fate to/from each other (e.g. via Doji Gift Giver, Meddling Mediator). *Source: Developer ruling*

Card: Borderlands Defender

Borderlands Defender cannot be chosen to bow for For Shame! or Doji Gift Giver. *Source: RRG “Target”*

Card: Borderlands Defender

Borderlands Defender can be bowed by the Water ring effect. Ring effects are not card effects. (relevant for The Mountain Does Not Fall) *Source: RRG “Effects”*

Card: Born in War

During a conflict, the contested ring does not count as unclaimed. *Source: RRG “Rings”*

Card: Breakthrough

Breakthrough is played after participants of the first conflict go home bowed, and a new conflict starts immediately. There is no action window between conflicts in which you could ready a character in time for it to be declared as an attacker (e.g. Border Rider, I Am Ready). *Source: RRG “Phase Sequence Timing Chart”*

Card: Breakthrough

If you pass your first conflict opportunity, you cannot declare your second conflict, so you cannot play Breakthrough. *Source: RRG “3.2. Declare conflict”*

Card: Calling in Favors

If Young Rumormonger redirects the dishonor, the cost is still considered to be paid, and the character that was originally selected for dishonor gets the attachment. *Source: Developer ruling*

Card: Calling in Favors

If Calling in Favors is used to dishonor a character and take control of an opponent's attachment that is attached to that same character (e.g. Cloud the Mind, Fiery Madness), the attachment stays in play. *Source: Developer ruling*

Card: Captive Audience

Changing the conflict type does not affect what other conflicts the attacker can declare. What matters is which conflict type was originally declared. *Source: RRG "3.2. Declare conflict"*

Card: Captive Audience

When the conflict type is switched, any characters that cannot participate in the conflict of the new type (have a dash (–) for a skill, or have Pacifism attached) immediately go home bowed. *Source: RRG "Dash"*

Card: Captive Audience

Losing 1 honor is the cost of Captive Audience. By the time the ability's effects can be cancelled, costs have already been paid, and honor has already been lost. *Source: RRG "Cancel"*

Card: Censure

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG "Cancel"*

Card: Charge!

You cannot place additional fate on characters when you **put them into play** by card effects. You can only do that when you **play** characters from provinces or from hand. *Source: RRG "Play and Put into Play"*

Card: Charge!

You cannot put a character into play participating in a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: Developer ruling*

Card: Chasing the Sun

- Any lasting effects applying to the previously attacked province (e.g. Ride Them Down, Disdainful Remark) do not carry over to the new one.
- The contested ring can be moved to a province with Hito District during a political conflict (it is eligible to be attacked).
- The contested ring cannot be moved to the stronghold province unless three other provinces are broken (it is not eligible to be attacked). *Source: Developer ruling*

Card: Chisei District

A political conflict declared against the province with Chisei District can be switched to military (e.g. via Rally to the Cause). *Source: RRG "3.2. Declare conflict"*

Card: Chisei District

Chasing the Sun and Talisman of the Sun can move the contested ring to a province with Chisei District during a military conflict. *Source: Developer ruling*

Card: City of Lies

Only the fate cost of the next event is reduced, not any additional costs of the ability on that event. *Source: RRG "Cost"*

Card: Cloud the Mind

Only printed text is blanked. Text gained from another source is not blanked. *Source: RRG "Blank"*

Card: Cloud the Mind

Cloud the Mind can only be played if you control a Shugenja character **in play**.

Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”

Card: Consumed by Five Fires

Consumed by Five Fires can only be played if you control a Shugenja character **in play**.

Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”

Card: Contingency Plan

Effects that modify the value of the honor bid only affect the current bid, the setting on the dial is not physically adjusted. *Source: RRG “Bid Value”*

Card: Court Games

If you select the option to make your opponent dishonor a character, the target is chosen during the resolution of the ability’s effects. At that point it is too late to cancel the initiation of effects (e.g. via Shiba Yōjimbō).

Note that this is a non-standard template, usually you choose targets before the opportunity to cancel the initiation of effects (the word “choose” is usually printed before the dash (–) in the ability’s text). Source: Developer ruling

Card: Court Mask

Dishonoring a character is an effect of Court Mask’s ability, not a cost. So you can return it to your hand even if attached character cannot be dishonored (already dishonored, or Steward of Law is participating in the conflict). *Source: RRG “Triggered Abilities”*

Card: Court Mask

If you take control of Court Mask (e.g. via Calling in Favors) and use its ability, it goes to its owner’s hand. *Source: RRG “Control and Ownership”*

Card: Crisis Breaker

When counting a current skill total, ignore bowed characters, but take Imperial Favor into account.

Crisis Breaker only counts the skill of characters participating in the conflict. *Source: Developer ruling*

Card: Crisis Breaker

Crisis Breaker’s ability does not have to resolve in full in order for you to use it. You can stand a bowed participating **Berserker**, or move a standing non-participating **Berserker** to the conflict. *Source: RRG “Effects”*

Card: Daimyō’s Favor

Daimyō’s Favor can reduce the cost of characters played as attachments (Tattooed Wanderer, Togashi Kazue). *Source: RRG “Cardtypes”*

Card: Disdainful Remark

The bonus provided by Disdainful Remark is fixed upon resolution. If the number of cards in the opponent’s hand subsequently changes, the bonus is not affected. *Source: Developer ruling (#5)*

Card: Display of Power

Display of Power is played right after the winner of an unopposed conflict is determined (step 3.2.3), before the defending player loses 1 honor (step 3.2.4), and before the province is broken (step 3.2.5). It creates a delayed effect that will cancel the normal ring effect (step 3.2.6). Then, the defending player resolves the ring effect and claims the ring. *Source: Developer ruling*

Card: Doji Challenger

You cannot move a character to a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: RRG “Dash”*

Card: Doji Hotaru

Doji Hotaru’s ability can be triggered if you claim the ring on defense. However, the attacking player gets the benefit of the ring effect (notice the wording here is different from Defend the Wall). *Source: Developer ruling*

Card: Doji Hotaru

If the defending player wins a conflict and triggers Hotaru’s ability, the attacking player **must** resolve the ring effect. *Source: Developer ruling*

Card: Duelist Training

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

Card: Duelist Training

You can only choose and discard cards if you actually have enough cards.

You can either give honor or discard cards, but not a combination of both. *Source: Developer ruling*

Card: Duelist Training

Duelist Training can be used to challenge a bowed character to a duel. *Source: Developer ruling*

Card: Duelist Training

The general “once per round” limit applies to each ability granted by a specific copy of Duelist Training to a specific character.

One character can use abilities provided by multiple copies of Duelist Training (they are considered to be different abilities, since they are provided by different attachments). If the same copy of Dueling Training leaves and re-enters play, it is considered to be a new copy (leaving play resets the limit).

If a character uses the ability provided by Duelist Training, then the attachment is moved to another character (by Giver of Gifts or Calling in Favors), that other character can use the ability (it is considered to be a different ability, since it is on a different character).

If a character uses the ability provided by Duelist Training, then the attachment is moved to another character, then back to the original character, that character cannot use the ability again (it is considered to be the same ability, since it is provided by the same attachment to the same character). *Source: Developer ruling (#3)*

Card: Elemental Fury

Once the new ring becomes the contested ring, the attacking player takes all fate on it. *Source: RRG “Rings”*

Card: Embrace the Void

Embrace the Void can be triggered any time fate is removed from attached character: - During the Fate phase; - Due to the Void ring effect; - Due to a card ability that says “remove” (Meditations on the Tao), “return” (Jade Tetsubō), or “move” (Togashi Kazue) fate; - When attached character leaves play (e.g. Assassinated).

If multiple copies of Embrace the Void are attached to the same character, the most recently triggered copy determined where fate goes. *Source: Developer ruling*

Card: Embrace the Void

Embrace the Void can only be played if you control a Shugenja character **in play**.

Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”

Card: Endless Plains

If Endless Plains is broken to discard the only attacker, the conflict does not end immediately, but rather continues as normal. The defending player can declare defenders, and both players can play characters from hand into the conflict, or use card effects to put characters into play or move them to the conflict.

However, if both players count 0 skill during conflict resolution, the conflict resolves with no winner, and the contested ring is returned to the pool of unclaimed rings. *Source: Learn to Play, FAQ section*

Card: Endless Plains

If Endless Plains is broken as a cost of its ability, even though technically its controller broke it, any card effects referencing the attacker or the conflict breaking a province can still trigger (e.g. Shinjo Altansarnai, For Greater Glory, Breakthrough). *Source: Developer ruling*

Card: Endless Plains

In a Unicorn mirror match, if Endless Plains breaks as a cost of its ability (step 4), and Shinjo Altansarnai is attacking, she can react to a province being broken (nested ability sequence), before she is chosen as a target (step 5) and discarded (step 7). *Source: RRG “Initiating Abilities / Playing Cards”*

Card: Enigmatic Magistrate

Enigmatic Magistrate only affects even-costed characters by negating their skill. He does not ever make odd-costed characters contribute their skill in circumstances when they would not normally do so. *Source: Developer ruling*

Card: Enigmatic Magistrate

Odd numbers are 1, 3, 5.

Even numbers are 0, 2, 4. *Source: Math*

Card: Enlightened Warrior

Enlightened Warrior can only trigger after an opponent selects a ring with fate on it when declaring a conflict. Switching rings via card effects (e.g. Know the World) does not trigger him. *Source: Developer ruling*

Card: Fallen in Battle

Reactions to winning/losing a conflict are played after the skill you won by is fixed. Playing Fallen in Battle will not help you win unopposed, win by 5+ skill, or break a province. *Source: RRG “3.2.3. Compare skill values”*

Card: Favorable Ground

You cannot move a character to a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: RRG “Dash”*

Card: Feast or Famine

Feast or Famine moves **all** fate from one character to another. *Source: Developer ruling*

Card: Finger of Jade

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG “Cancel”*

Card: Finger of Jade

Finger of Jade cancels the effects of an ability when they initiate (in step 6) only if attached character has already been chosen as a target (in step 5; the ability’s text must use the word “choose” before the dash (–) in the ability’s text).

Some abilities choose targets when the effects resolve (in step 7; “choose” is after the dash, e.g. Court Games, Shosuro Miyako), at that point it is too late to cancel their initiation. *Source: Developer ruling*

Card: Finger of Jade

Finger of Jade cancels *all* effects of an ability that targets attached character, even if that ability has multiple targets (e.g. Shameful Display, Ide Tadaji). *Source: Card*

Card: Finger of Jade

Finger of Jade can cancel the Covert keyword. *Source: Developer ruling*

Card: For Shame!

Your opponent must select an option that can change the game state (cannot choose to bow a bowed character, or dishonor a dishonored character). *Source: RRG “Select”*

Card: Forged Edict

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG “Cancel”*

Card: Gaijin Customs

Gaijin Customs can only be played if you control a Unicorn card **in play**.

Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”

Card: Good Omen

Effects that modify the value of the honor bid (e.g. Contingency Plan, Bayushi Manipulator) only affect the current bid, the setting on the dial is not physically adjusted.

Duels physically adjust the setting on the dial, same way as honor bids during the Draw phase. *Source: RRG “Bid Value”*

Card: Grasp of Earth

Grasp of Earth does not prevent characters from being ‘put into play’ in a conflict.

The “cannot move to this conflict” part of the effect only applies to opponents’ characters that are in play when the effect resolves.

Certain **Monk** characters (e.g. Tattooed Wanderer, Togashi Kazue) can still be played as attachments in the conflict. *Source: Developer ruling*

Card: Guest of Honor

The conflict ends only after all participating characters move home bowed, so Guest of Honor prevents your opponent from playing any events that react to winning/losing the conflict, breaking a province, resolving ring effects, or claiming the contested ring. *Source: RRG “3.2.8. Return home”*

Card: Guidance of the Ancestors

You cannot trigger Guidance of the Ancestors from your discard pile if you cannot pay the attachment’s cost (to get the ability canceled by Hida Kisada). *Source: Developer ruling*

Card: Guidance of the Ancestors

Guidance of the Ancestors is still bound by the general “limit once per round” rule. So if you trigger its ability and it gets canceled by Hida Kisada, you cannot trigger it again this round.

Leaving play resets the limit. So if you play Guidance of the Ancestors from the discard pile, then it gets discarded from play (e.g. by Let Go), you can use its ability again this same round. *Source: Developer ruling*

Card: Height of Fashion

Height of Fashion can be played during the action window before a conflict (between steps 3.1 and 3.2), or during action windows in Draw, Fate, or Regroup phases. *Source: RRG “Phase Sequence Timing Chart”*

Card: Hida Guardian

The bonus provided by Hida Guardian is fixed upon resolution. If the number of holdings subsequently changes, the bonus is not affected. *Source: Developer ruling (#5)*

Card: Hida Guardian

If Hida Guardian leaves the conflict after using his ability, the lasting effect will persist regardless. *Source: RRG “Lasting Effects”*

Card: Hida Kisada

Hida Kisada can only cancel **Action:** abilities, not Reactions or Interrupts. *Source: RRG “Action, Action Ability”*

Card: Hida Kisada

You cannot trigger the Lion stronghold on defense, or the Crab stronghold on attack, just to wear off Kisada’s cancel.

“A triggered ability can only be initiated if its **effect** has the potential to change the game state on its own.” Effect is denoted after the dash (–) in the ability’s text. *Source: RRG “Triggered Abilities”*

Card: Hida Kisada

If your opponent uses an action, then Hida Kisada enters play (e.g. via Charge!), then your opponent uses another action, that last action will not be the first one during this conflict, so Kisada will not cancel it. *Source: Meaning of the word “first”*

Card: High Kick

High Kick prevents **Action:**, **Reaction:**, and **Interrupt:** abilities from being triggered. Constant abilities and keywords are not affected. *Source: Triggered Abilities*

Card: Hiruma Ambusher

Hiruma Ambusher prevents **Action:**, **Reaction:**, and **Interrupt:** abilities from being triggered. Constant abilities and keywords are not affected. *Source: RRG “Triggered Abilities”*

Card: Hiruma Yōjimbō

Hiruma Yōjimbō cannot be declared as an attacker, but can be moved to a conflict on the attacking side by card effects. *Source: RRG “3.2. Declare conflict”*

Card: Hito District

A military conflict declared against the province with Hito District can be switched to political (e.g. via Rally to the Cause). *Source: RRG “3.2. Declare conflict”*

Card: Hito District

Chasing the Sun and Talisman of the Sun can move the contested ring to a province with Hito District during a political conflict. *Source: Developer ruling*

Card: I Can Swim

Effects that modify the value of the honor bid (e.g. Contingency Plan, Bayushi Manipulator) only affect the current bid, the setting on the dial is not physically adjusted.

Duels physically adjust the setting on the dial, same way as honor bids during the Draw phase. *Source: RRG “Bid Value”*

Card: Ide Tadaki

You need two eligible targets to initiate Ide Tadaji's ability, one controlled by each player. *Source: RRG "Target"*

Card: Ide Tadaji

You cannot move a character to a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: RRG "Dash"*

Card: Ide Trader

Ide Trader's ability can only be triggered after a character is moved to a conflict by a card ability that uses the word "move". Declaring a character as an attacker or defender, playing or putting a character into play in the conflict, are not considered to be "moving" that character. *Source: RRG "Move"*

Card: Ide Trader

Ide Trader's ability can be triggered after he himself is moved to a conflict. *Source: Developer ruling*

Card: Ikoma Eiji

Ikoma Eiji's ability cannot put characters straight into the conflict (specifically, you cannot combo it with Deathseeker). *Source: Developer ruling*

Card: Ikoma Ujiaki

Ikoma Ujiaki's ability cannot be used if all cards in your provinces are faceup.

If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve. Source: RRG "The word"Then"

Card: Ikoma Ujiaki

Ikoma Ujiaki's ability can only be used if you control the Imperial Favor. Discarding it is a cost of the ability. *Source: RRG "Cost"*

Card: Ikoma Ujiaki

When you discard the Imperial Favor, return it to the unclaimed state. *Source: RRG "Imperial Favor"*

Card: Illustrious Plagiarist

The order of cards in a discard pile may not be altered unless a player is instructed to do so by a card ability. *Source: RRG "Discard Piles"*

Card: Illustrious Plagiarist

Illustrious Plagiarist can only gain **Action** abilities, not Reactions or Interrupts. He also does not gain any play restrictions that are printed outside of the Action ability's text (e.g. Blackmail, Good Omen). You do not need to pay the fate cost of the gained ability. *Source: RRG "Action"*

Card: Illustrious Plagiarist

You do not need to pay the fate cost of the event to use the gained ability, but you do need to pay any costs of the ability written before the dash (e.g. lose 3 honor for Assassination). The ability cannot be canceled by Voice of Honor, Forged Edict, Censure. It is a character ability, not an event. *Source: Card*

Card: Illustrious Plagiarist

Maximums are per ability per card title per player. So you can play Banzai!, use Illustrious Plagiarist to copy your opponent's Banzai!, and use his gained ability. However, two Illustrious Plagiarists each copying Banzai! cannot both trigger during the same conflict. *Source: RRG "Max X per [period]"*

Card: Illustrious Plagiarist

If you attach Way of the Dragon to Illustrious Plagiarist (e.g. via Calling in Favors), you can use his ability twice per round, and then use each of the two copied abilities twice. *Source: Card*

Card: Isawa Atsuko

Isawa Atsuko's ability only affects characters that are already participating in the conflict. Any characters that enter the conflict after her ability has resolved are not affected. *Source: RRG "Lasting Effects"*

Card: Isawa Kaede

While the contested ring has the Void element, the current conflict is considered to be a Void conflict (in addition to any other elements of the contested ring).

- Isawa Atsuko's ability can be used.
- Keeper of Void can be triggered after you win the conflict on defense;
- Void ring effect can be resolved whenever a player resolves the ring effect (including via card abilities);
- However, when you claim the ring, you're only considered to have claimed a ring of its 'natural' element. Keeper Initiate and Seeker Initiate will not trigger after you claim a non-Void ring that gained the Void element via Isawa Kaede. *Source: RRG "Rings"*

Card: Isawa Kaede

When an effect instructs a player to resolve multiple ring effects the first player chooses the order in which they resolve. *Source: Developer ruling*

Card: Isawa Kaede

Isawa Kaede does not let you resolve Void twice - a ring either has a certain element, or it doesn't. *Source: Developer ruling*

Card: Isawa Kaede

If a player plays Display of Power after Isawa Kaede wins the conflict as an attacker, that player gets to resolve all of the contested ring's effects. *Source: Developer ruling*

Card: Isawa Kaede

Resolving ring effects *as the attacking player* is optional. You may choose not to resolve some (or all) of the ring effects. *Source: Developer ruling*

Card: Isawa Mori Seidō

Glory count happens before the conflict phase ends, so Isawa Mori Seidō can help you claim the Imperial Favor. *Source: RRG "3.4.2. Claim Imperial Favor"*

Card: Ishiken Initiate

Ishiken Initiate gets a bonus for each ring claimed by any player. The currently contested ring does not count. *Source: RRG "Rings"*

Card: Itinerant Philosopher

Itinerant Philosopher's ability can only be used if you control the Imperial Favor. Discarding it is a cost of the ability. *Source: RRG "Cost"*

Card: Itinerant Philosopher

When you discard the Imperial Favor, return it to the unclaimed state. *Source: RRG "Imperial Favor"*

Card: Jade Tetsubō

"*Its owner*" refers to the owner of the targeted character. *Source: Developer ruling*

Card: Kaiu Shuichi

Kaiu Shuichi can trigger if there is any holding in play, even one controlled by your opponent. *Source: Card*

Card: Kakita Asami

When counting a current skill total, ignore bowed characters, but take Imperial Favor into account. *Source: Developer ruling*

Card: Kakita Kaezin

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

Card: Kakita Yoshi

Kakita Yoshi’s ability can only be used if you control the Imperial Favor. Discarding it is a cost of the ability. *Source: RRG “Cost”*

Card: Kakita Yoshi

When you discard the Imperial Favor, return it to the unclaimed state. *Source: RRG “Imperial Favor”*

Card: Kakita Yoshi

Only the fate cost of events is reduced, not any additional costs of abilities on those events. *Source: RRG “Cost”*

Card: Kamayari

Kamayari triggers after the effects of a triggered ability initiate (step 6), but before they resolve (step 7). It can still trigger even if the effects of the ability are canceled. *Source: Developer ruling*

Card: Keeper Initiate

Keeper Initiate reacts to claiming the ring, which occurs after the ring effects resolve (you cannot put him into play, then honor him via the Fire ring). *Source: RRG “3.2.7. Claim ring”*

Card: Keeper Initiate

Keeper Initiate’s ability cannot be triggered after you claim a ring that gained the relevant element temporarily during a conflict (e.g. via Seeker of Knowledge, Isawa Kaede). *Source: Developer ruling*

Card: Keeper Initiate

Keeper Initiate’s ability cannot be triggered while he is in play.

If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve. Source: RRG “The word”Then“”

Card: Kitsuki Investigator

“Max 1 per conflict” means that you can only trigger one Kitsuki Investigator per conflict, even if you control several of them. *Source: RRG “Max X per [period]”*

Card: Kitsuki’s Method

An Ancestral attachment only goes to your hand if the card it is attached to leaves play. If an Ancestral attachment is discarded by a card effect (e.g. Let Go or Miya Mystic) or due to a character having three or more Restricted attachments, it goes into the discard pile as normal. *Source: RRG “Ancestral”*

Card: Kitsuki’s Method

If you take control of an Ancestral attachment (e.g. via Calling in Favors), when the card it is attached to leaves play, the attachment goes to its owner’s hand. *Source: RRG “Control and Ownership”*

Card: Kitsuki Yaruma

If Kitsuki Yaruma enters play during a conflict (e.g. via Charge!) and turns the attacked province facedown – it is immediately turned faceup. *Source: Developer ruling*

Card: Kitsuki Yaruma

Turning a province facedown effectively makes it leave play. Thus, any abilities on that province can be used again (limits are reset), and lasting effects affecting that province expire (e.g. Ride Them Down, Disdainful Remark), and any tokens on that province are discarded (e.g. Public Forum). *Source: Developer ruling*

Card: Know the World

Rings have three distinct states - claimed, unclaimed, and contested. A contested ring is neither claimed nor unclaimed. You cannot play Know the World to switch the contested ring. *Source: RRG "Rings"*

Card: Know the World

Know the World does not trigger Keeper Initiate or Seeker Initiate (you do not claim the ring, you just place it into your claimed pool). *Source: Developer ruling*

Card: Know the World

"(Retain the ring's conflict type)" – In general, when a ring is claimed, it should be placed indicating the same conflict type as when it was won. Currently irrelevant, but might become important in the future. *Source: Developer ruling*

Card: Kuroi Mori

Changing the conflict type does not affect what other conflicts the attacker can declare. What matters is which conflict type was originally declared. *Source: RRG "3.2. Declare conflict"*

Card: Kuroi Mori

When the conflict type is switched, any characters that cannot participate in the conflict of the new type (have a dash (–) for a skill, or have Pacifism attached) immediately go home bowed. *Source: RRG "Dash"*

Card: Kuroi Mori

Once the new ring becomes the contested ring, the attacking player takes all fate on it. *Source: RRG "Rings"*

Card: Levy

Your opponent must select an option that can change the game state (cannot choose to give fate if he has none). *Source: RRG "Select"*

Card: Magnificent Kimono

The Pride keyword resolves immediately when the conflict winner is determined, before any Reactions to winning/losing a conflict can be used. *Source: Developer ruling (#4)*

Card: Mantra of Fire

Reactions to a conflict being declared, to attackers committing to the conflict, and to a province being revealed, all share the same reaction window (first player gets the first opportunity to trigger their reaction). *Source: Developer ruling*

Card: Mantra of Water

Reactions to a conflict being declared, to attackers committing to the conflict, and to a province being revealed, all share the same reaction window (first player gets the first opportunity to trigger their reaction). *Source: Developer ruling*

Card: Mirumoto Prodigy

Only one character can be declared as a defender, but other characters can be played into or moved to the conflict. *Source: RRG "3.2.1. Declare defenders"*

Card: Mirumoto Raitsugu

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG "Bow, Bowed"*

Card: Mirumoto's Fury

The province stronghold also counts. Each player has 5 provinces. *Source: RRG "Deckbuilding"*

Card: Misinformation

Effects that modify the value of the honor bid only affect the current bid, the setting on the dial is not physically adjusted. *Source: RRG "Bid Value"*

Card: Misinformation

Misinformation only affects characters that are already participating in the conflict. Any characters that enter the conflict after the event has been played are not affected. *Source: RRG "Lasting Effects"*

Card: Moto Youth

If a conflict is declared as political but is then switched to military (or vice versa), it counts as both a military conflict and a political conflict having occurred this round. Any subsequent military conflict will not be the first one this round. *Source: Meaning of the word "first"*

Card: Mountain's Anvil Castle

The bonus provided by Mountain's Anvil Castle is fixed upon resolution. If the number of attachments subsequently changes, the bonus is not affected. *Source: Developer ruling (#5)*

Card: Niten Master

You can attach a third Restricted attachment to Niten Master, discard one of them so that there are only two left, then trigger Niten Master's ability. *Source: Developer ruling*

Card: Niten Master

Niten Master can trigger whenever a **Weapon** attachment becomes attached to him (even if the effect says "move" etc.) *Source: Developer ruling*

Card: Noble Sacrifice

Sacrificing a friendly character is the cost of Noble Sacrifice. By the time the ability's effects can be cancelled, costs have already been paid, and a friendly character has already been sacrificed. *Source: RRG "Cancel"*

Card: Noble Sacrifice

If the pre-dash sacrifice is prevented (e.g. by Reprieve), the ability is prevented from initiating. The event remains unplayed in its owner's hand. This initiation attempt does not count towards Limits and Maximums. *Source: Developer ruling*

Card: Northern Wall Sensei

Immunity only protects from effects. A card that is immune to events can still be used to pay an event card's cost. *Source: Developer ruling*

Card: Northern Wall Sensei

Event effects can still affect an immune card indirectly, by affecting its peripheral entities (tokens, attachments, triggered abilities), e.g.: - Consumed by Five Fires can remove fate from an immune card. - Calling in Favors can dishonor an immune card (as a cost) and attach an attachment to it. *Source: Developer ruling*

Card: Obstinate Recruit

You can play Obstinate Recruit if you are less honorable than an opponent, but it will immediately be discarded. *Source: RRG "Constant Abilities"*

Card: Oni Mask

Only printed text is blanked. Text gained from another source is not blanked. *Source: RRG "Blank"*

Card: Origami Master

Placing, removing, or moving status tokens between characters via card abilities is not considered to **be** honoring or dishonoring them – although they do **become** honored or dishonored. So, Savvy Politician’s ability would not trigger.

If an honor token is moved to a dishonored character, both tokens are discarded. An honor token cannot be moved to an honored character. *Source: Developer ruling*

Card: Otomo Courtier

If Otomo Courtier somehow ends up participating in a military conflict (conflict type switched), or participating as an attacker against a player that controls the Imperial Favor (e.g. Blackmailed), it immediately goes home bowed. *Source: Developer ruling*

Card: Outwit

Outwit can target a character with a dash (–) for political skill (treat dash as 0). *Source: RRG “Dash”*

Card: Outwit

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

Card: Pacifism

Pacifism can be played during the action window before a conflict (between steps 3.1 and 3.2), or during action windows in Draw, Fate, or Regroup phases. *Source: RRG “Phase Sequence Timing Chart”*

Card: Pacifism

If attached character somehow ends up participating in a military conflict, it immediately goes home bowed. *Source: RRG “Participating and Cannot Participate”*

Card: Pilgrimage

Pilgrimage cancels ALL ring effects, including those initiated by card effects (e.g. Display of Power, Akodo Toturi, Doji Hotaru). *Source: Card*

Card: Radiant Orator

Radiant Orator does not count claimed rings towards the glory count. *Source: Developer ruling*

Card: Raise the Alarm

Raise the Alarm cannot be played if the card in the attacked province is already faceup.

If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve. Source: RRG “The word”Then“”

Card: Rally to the Cause

Changing the conflict type does not affect what other conflicts the attacker can declare. What matters is which conflict type was originally declared. *Source: RRG “3.2. Declare conflict”*

Card: Rally to the Cause

When the conflict type is switched, any characters that cannot participate in the conflict of the new type (have a dash (–) for a skill, or have Pacifism attached) immediately go home bowed. *Source: RRG “Dash”*

Card: Reprieve

Reprieve can be used to prevent a sacrifice. However, if a card ability requires a sacrifice as a cost (before the dash (“–”) in the ability’s text), the ability will be prevented from initiating. *Source: Developer ruling*

Card: Restoration of Balance

Cards are discarded all at once. You cannot discard down to fewer than 4 cards. *Source: Developer ruling*

Card: Ride Them Down

Ride Them Down, as printed, has no duration and will last indefinitely. This will be errata'ed in the upcoming RRG update. *Source: Developer ruling*

Card: Rout

Rout can target a character with a dash (–) for military skill (treat dash as 0). *Source: RRG “Dash”*

Card: Rout

Bowed characters do not contribute their skill whenever you count skill totals, but they still have their individual skill values (for duels, Outwit/Rout, etc.) *Source: RRG “Bow, Bowed”*

Card: Savvy Politician

Savvy Politician triggers when it changes status from Dishonored to Ordinary, or from Ordinary to Honored (“is honored” is different from “becomes honored”). *Source: RRG “Personal Honor, Personal Dishonor”*

Card: Secret Cache

If you use Secret Cache to find an event card with a reaction to a conflict being declared (e.g. Mantra of Fire), you can play it during the same reaction window. *Source: RRG “Reactions”*

Card: Seeker Initiate

Seeker Initiate will not trigger after you claim a ring that gained the relevant element temporarily during a conflict (e.g. via Seeker of Knowledge, Isawa Kaede). *Source: Developer ruling*

Card: Seeker of Enlightenment

Seeker of Enlightenment gets a bonus for each ring in the unclaimed ring pool. The currently contested ring does not count. *Source: RRG “Rings”*

Card: Seeker of Knowledge

While the contested ring has the Air element, the current conflict is considered to be an Air conflict (in addition to any other elements of the contested ring):

- Fearsome Mystic gets her glory bonus;
- Keeper of Air can be triggered after you win the conflict on defense;
- Air ring effect can be resolved whenever a player resolves the ring effect (including via card abilities);
- However, when you claim the ring, you're only considered to have claimed a ring of its 'natural' element. Keeper Initiate and Seeker Initiate will not trigger after you claim a non-Air ring that gained the Air element via Seeker of Knowledge. *Source: RRG “Rings”*

Card: Seppun Guardsman

If Seppun Guardsman somehow ends up participating in a military conflict (conflict type switched), or participating as an attacker against a player that controls the Imperial Favor (e.g. Blackmailed), he immediately goes home bowed. *Source: Developer ruling*

Card: Shameful Display

Shameful Display can only be triggered if there are at least 2 participating characters that can be either honored or dishonored. *Source: RRG “Target”*

Card: Shameful Display

When you resolve the ability of Shameful Display, you need to change the game state in some way, but you do not need to successfully resolve both parts of the effect. For example, you can honor one character and [fail to] dishonor an already dishonored character, or vice versa. *Source: Developer ruling (#7)*

Card: Shiba Peacemaker

If Shiba Peacemaker somehow ends up participating as an attacker (e.g. Blackmailed), he immediately goes home bowed. *Source: Developer ruling*

Card: Shiba Tsukune

“When the phase ends” interrupts trigger before “until the end of the phase” lasting effects expire, and before “at the end of the phase” delayed effects resolve. *Source: RRG “Interrupts”*

Card: Shiba Tsukune

When an effect instructs a player to resolve multiple ring effects the first player chooses the order in which they resolve. *Source: Developer ruling*

Card: Shiba Yōjimbō

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG “Cancel”*

Card: Shiba Yōjimbō

Shiba Yōjimbō cancels the effects of an ability when they initiate (in step 6) only if a Shugenja character has already been chosen as a target (in step 5; the ability’s text must use the word “choose” before the dash (–) in the ability’s text).

Some abilities choose targets when the effects resolve (in step 7; “choose” is after the dash, e.g. Court Games, Shosuro Miyako), at that point it is too late to cancel their initiation. *Source: Developer ruling*

Card: Shiba Yōjimbō

Shiba Yojimbo cancels **all** effects of an ability that targets a Shugenja, even if that ability has multiple targets (e.g. Shameful Display, Ide Tadaji). *Source: Card*

Card: Shinjo Tatsuo

Shinjo Tatsuo’s ability cannot be used if he is already participating in a conflict.

The targerling requirement is to choose himself and another character, but targets are only eligible if they can be affected by the ability’s effects; since Shinjo Tatsuo cannot affect himself, he cannot choose himself as a target, which means that you cannot satisfy targetling requirements, so you cannot attempt to initiate the ability at all. Source: Developer ruling

Card: Shiro Nishiyama

Shiro Nishiyama only affects characters that are already participating in the conflict. Any characters that enter the conflict after the ability has resolved are not affected. *Source: RRG “Lasting Effects”*

Card: Shosuro Actress

Shosuro Actress cannot put an opponent’s unique character into play if you or that opponent already own or control another copy of that character in play. *Source: Developer ruling*

Card: Shosuro Miyako

Your opponent must select an option that can change the game state (cannot choose to dishonor a dishonored character). *Source: RRG “Select”*

Card: Shosuro Miyako

If your opponent selects the option to dishonor a character, the target is chosen during the resolution of the ability’s effects. At that point it is too late to cancel the initiation of effects (e.g. via Shiba Yōjimbō).

Note that this is a non-standard template, usually you choose targets before the opportunity to cancel the initiation of effects (the word “choose” is usually printed before the dash (–) in the ability’s text). Source: Developer ruling

Card: Shrewd Yasuki

Shrewd Yasuki can trigger if there is any holding in play, even one controlled by your opponent. *Source: Card*

Card: Spyglass

Reactions to a conflict being declared, to attackers committing to the conflict, and to a province being revealed, all share the same reaction window (first player gets the first opportunity to trigger their reaction).

Source: Developer ruling

Card: Stand Your Ground

Stand Your Ground can be used to prevent a sacrifice. However, if a card ability requires a sacrifice as a cost (before the dash (“-”) in the ability’s text), the ability will be prevented from initiating. *Source: Developer ruling*

Card: Staunch Hida

“Max 1 per conflict” means that you can only trigger one Staunch Hida per conflict, even if you control several of them. *Source: RRG “Max X per [period]”*

Card: Staunch Hida

If Staunch Hida wins a conflict at Defend the Wall, both abilities can be triggered, and you’d get to resolve the ring effect twice. *Source: Card*

Card: Steadfast Witch Hunter

Steadfast Witch Hunter can sacrifice herself to ready another character (the ability doesn’t say choose *another* character). *Source: Card*

Card: Steward of Law

Steward of Law prevents characters from changing status from Ordinary to Dishonored; they can still go from Honored to Ordinary (“become dishonored” is different from “be dishonored”). *Source: Developer ruling (#9)*

Card: Supernatural Storm

The bonus provided by Supernatural Storm is fixed upon resolution. If the number of your Shugenja characters subsequently changes, the bonus is not affected. *Source: Developer ruling (#5)*

Card: Talisman of the Sun

- Any lasting effects applying to the previously attacked province (e.g. Ride Them Down, Disdainful Remark) do not carry over to the new one.
- The contested ring can be moved to a province with Hito District during a political conflict (it is eligible to be attacked).
- The contested ring cannot be moved to the stronghold province unless three other provinces are broken (it is not eligible to be attacked). *Source: Developer ruling*

Card: Tattooed Wanderer

Characters played as attachments do not provide their printed skills as bonuses. “Skill” and “Skill bonus” are different values. *Source: RRG “Attachment Cards”*

Card: Tattooed Wanderer

Multiple instances of the same keyword are redundant. *Source: RRG “Keywords”*

Card: Test of Courage

Effects that modify the value of the honor bid only affect the current bid, the setting on the dial is not physically adjusted. *Source: RRG “Bid Value”*

Card: Test of Courage

Test of Courage cannot target participating characters, or characters that cannot participate in the conflict.

If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve. Source: RRG “The word”Then“

Card: The Stone of Sorrows

When attached character becomes bowed, your opponents do not take fate from contested or claimed rings. Fate is only taken when a ring transitions to the contested state. *Source: Developer ruling*

Card: The Stone of Sorrows

The Stone of Sorrows prevents the opponent from using Jade Masterpiece. *Source: Developer ruling*

Card: Togashi Kazue

Characters played as attachments do not provide their printed skills as bonuses. “Skill” and “Skill bonus” are different values. *Source: RRG “Attachment Cards”*

Card: Togashi Yokuni

If Togashi Yokuni has Way of the Dragon attached, he cannot use his own ability twice (because it says “Max”, not “Limit”), but he can use the gained ability twice.

“Max” is per ability per card title per player. If Togashi Yokuni gains the ability of Kitsuki Investigator, both characters can use that ability this round (they have different titles). If Yokuni gains the ability of an opponent’s Yokuni, he cannot use that ability (no infinite loop). *Source: RRG “Max X per [period]”*

Card: Togashi Yokuni

Togashi Yokuni can gain the ability printed on Adept of Shadows, and use it to go to your hand. In this case, if you need to discard a card from hand at random (e.g. for losing an Earth conflict), if you use different sleeves for your dynasty cards and your conflict cards, you will need to use a method of randomness other than letting your opponent to pick a card from your hand (for example, use dice). *Source: Developer ruling*

Card: Togashi Yokuni

Togashi Yokuni can gain an ability printed on a character that is blanked by Cloud the Mind. *Source: Developer ruling*

Card: Togashi Yokuni

Togashi Yokuni cannot gain the ability of Togashi Kazue. Kazue has a constant ability while she’s a character, not a triggered ability. *Source: Developer ruling*

Card: Togashi Yokuni

Togashi Yokuni can only target characters in play, not in provinces or discard piles.

Card abilities only interact with, and can only target, cards that are in play, unless the ability specifically refers to an out-of-play area or element. Source: RRG “Abilities”

Card: Togashi Yokuni

Togashi Yokuni targets an ability, not a character, so cards like Shiba Yōjimbō and Finger of Jade do not protect from Yokuni’s ability. *Source: Card*

Card: Tranquility

Tranquility applies a lasting effect “Cannot use triggered abilities” to each character that is at your opponent’s home during the event’s resolution. It does not create a blanket effect.

If a character enters the opponent’s home after Tranquility resolves, it can trigger its abilities, because it was not affected.

If a character that was at the opponent's home when Tranquility resolved is moved to the conflict, it cannot trigger its abilities, because the lasting effect still applies to it. *Source: Lasting Effects*

Card: Vengeful Berserker

Doubling modifiers apply after all +/- modifiers, regardless of the order of application of effects. So if you trigger Vengeful Berserker's ability, then give him a +X skill bonus, that bonus is doubled. *Source: RRG "Modifiers"*

Card: Vengeful Berserker

During duels, the value of the bid is added to the participating character's skill. This is a modifier, and it gets doubled. *Source: Developer ruling*

Card: Vengeful Oathkeeper

If you lose a military conflicts unopposed and put Vengeful Oathkeeper into the conflict, it is still considered to be unopposed. *Source: Developer ruling*

Card: Voice of Honor

If the effects of an ability are canceled, the ability is still considered to have been used, and any costs have still been paid. *Source: RRG "Cancel"*

Card: Warrior Poet

Warrior Poet's ability only affects characters that are already participating in the conflict. Any characters that enter the conflict after the ability has resolved are not affected.

If Warrior Poet leaves the conflict after using her ability, the lasting effect will persist regardless. *Source: RRG "Lasting Effects"*

Card: Watch Commander

Players play cards from hand, or from provinces during the dynasty phase. Putting cards into play via card effects, or using abilities on non-Event cards, is not considered to be playing those cards. *Source: RRG "Play and Put into Play"*

Card: Watch Commander

Watch Commander triggers after the effects of an ability initiate (step 6), but before they resolve (step 7). So if a player plays Let Go or Assassination, Watch Commander will trigger before it is discarded. *Source: Developer ruling*

Card: Way of the Crab

Way of the Crab can be played during an action window in any phase of the round, including the Dynasty phase (you can use an eligible **"Action:"** ability instead of playing a character from a province), and the Fate phase (after characters with no fate are discarded). *Source: RRG "1. Dynasty Phase"*

Card: Way of the Crab

Sacrificing a friendly character is the cost of Way of the Crab. By the time the ability's effects can be cancelled, costs have already been paid, and a friendly character has already been sacrificed. *Source: RRG "Cancel"*

Card: Way of the Crab

If the pre-dash sacrifice is prevented (e.g. by Reprieve), the ability is prevented from initiating. The event remains unplayed in its owner's hand. This initiation attempt does not count towards Limits and Maximums. *Source: Developer ruling*

Card: Way of the Crab

Way of the Crab targets an opponent, not a character, so cards like Above Question, Shiba Yōjimbō, and Finger of Jade do not protect from this event. *Source: Card*

Card: Way of the Dragon

Way of the Dragon does not work with abilities that say “Max X per [period]” (“Limit” applies to one particular card, “Max” applies to all cards with the same title). *Source: RRG “Max X per [period]”*

Card: Way of the Lion

Way of the Lion actually modifies your base military skill. Playing two of them will apply a x4 modifier to your base skill. Bayushi Yunako will switch the modified base military skill and the base political skill (timestamp order, no layers like in MTG). *Source: Developer ruling*

Card: Way of the Phoenix

If you choose a ring that gained other elements during a conflict (e.g. via Seeker of Knowledge, Isawa Kaede), the effect will prevent your opponent from initiating conflicts with any of those elements until the end of the phase. *Source: Developer ruling*

Card: Yogo Hiroue

Yogo Hiroue can move bowed characters to a conflict (the ability doesn’t say “choose a *ready* character”). *Source: Card*

Card: Yogo Hiroue

Yogo Hiroue cannot target participating characters, or characters that cannot participate in the conflict.

If the pre-Then aspect of an effect does not successfully resolve in full, the post-Then aspect does not attempt to resolve. Source: RRG “The word”Then“”

Card: Yogo Hiroue

You cannot move a character to a conflict if that character cannot participate in that conflict (has a dash (–) for a skill, or a relevant constant ability, e.g. Shiba Peacemaker, Pacifism). *Source: RRG “Dash”*

Card: Yogo Hiroue

Yogo Hiroue’s delayed effect (“*if you win the conflict...*”) applies before the Pride keyword.

Reactions to winning/losing the conflict, to Yogo Hiroue’s delayed effect, and to the Pride keyword, all share the same window. *Source: Developer ruling*

Card: Yōjin no Shiro

Yōjin no Shiro only affects characters that are already attacking. Any characters that enter the conflict after the ability has resolved are not affected. *Source: RRG “Lasting Effects”*

Card: Young Harrier

Young Harrier’s ability only affects characters that are already in play. Any characters that enter play after his ability has resolved are not affected. *Source: RRG “Lasting Effects”*

Card: Young Rumormonger

Young Rumormonger cannot redirect honor to an honored character (or dishonor to a dishonored character), because the ability would not affect that character at all, thus it would not be an eligible target. *Source: RRG “Target”*

Card: Young Rumormonger

If Young Rumormonger is used to change the recipient of dishonor when paying costs, the cost is still considered to be paid (e.g. Forged Edict, Spies at Court, Calling in Favors). *Source: Developer ruling*

Card: Young Rumormonger

Young Rumormonger can redirect the Fire ring effect to Isawa Kaede. *Source: Developer ruling*

Card: Young Rumormonger

Young Rumormonger is not bound by any targeting restrictions of the ability that he is interrupting. *Source: Card*