



14+



45-90 Minutes



**A Crimson Offering** 

The future of Rokugan hangs in the balance with the Temptations cycle for *Legend of the Five Rings: The Card Game!* As dark forces move throughout Rokugan, every clan is tempted to dabble in the forbidden arts of mahou, which requires fate to be spent from players' own characters. Hand-in-hand with this comes a new keyword, dire, which triggers when a character has no fate on it.

As with previous cycles, every Dynasty Pack of this cycle offers 60 new cards, with new options for each of the seven Great Clans of Rokugan, split between strongholds, provinces, dynasty deck, and conflict deck.

## **KEY SELLING POINTS**

- The fifth cycle of Dynasty Packs for Legend of the Five Rings: The Card Game.
- The dire keyword challenges players to make choices about how much fate to invest in characters.
- Evil mahou blood magic tempts every clan with cards that can only be played by using fate from your own characters.
- New cards offer intriguing new choices and temptations for each of the seven Great Clans of Rokugan.

## CONTENTS

60 new cards (22 different), 1 Rules Insert

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