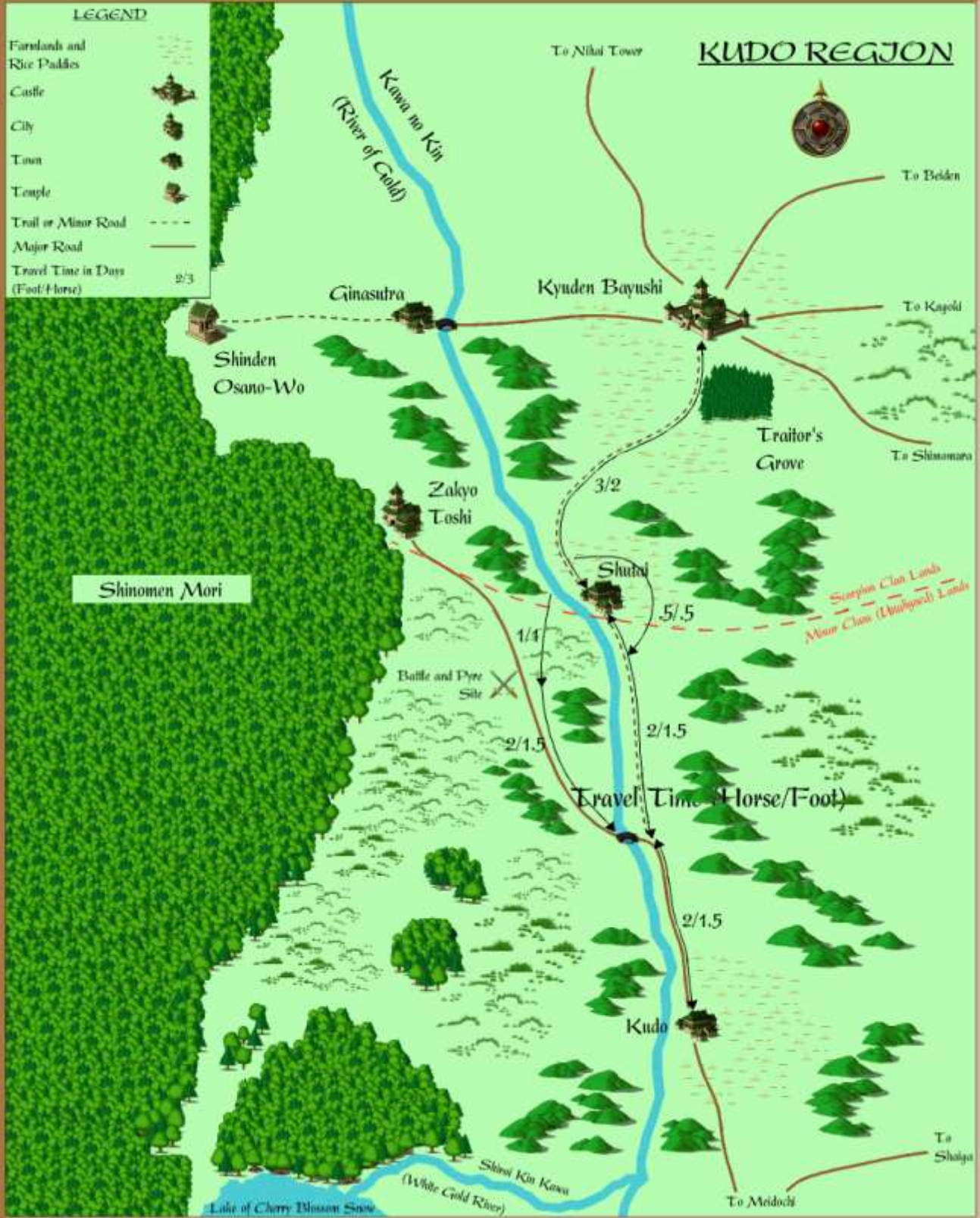
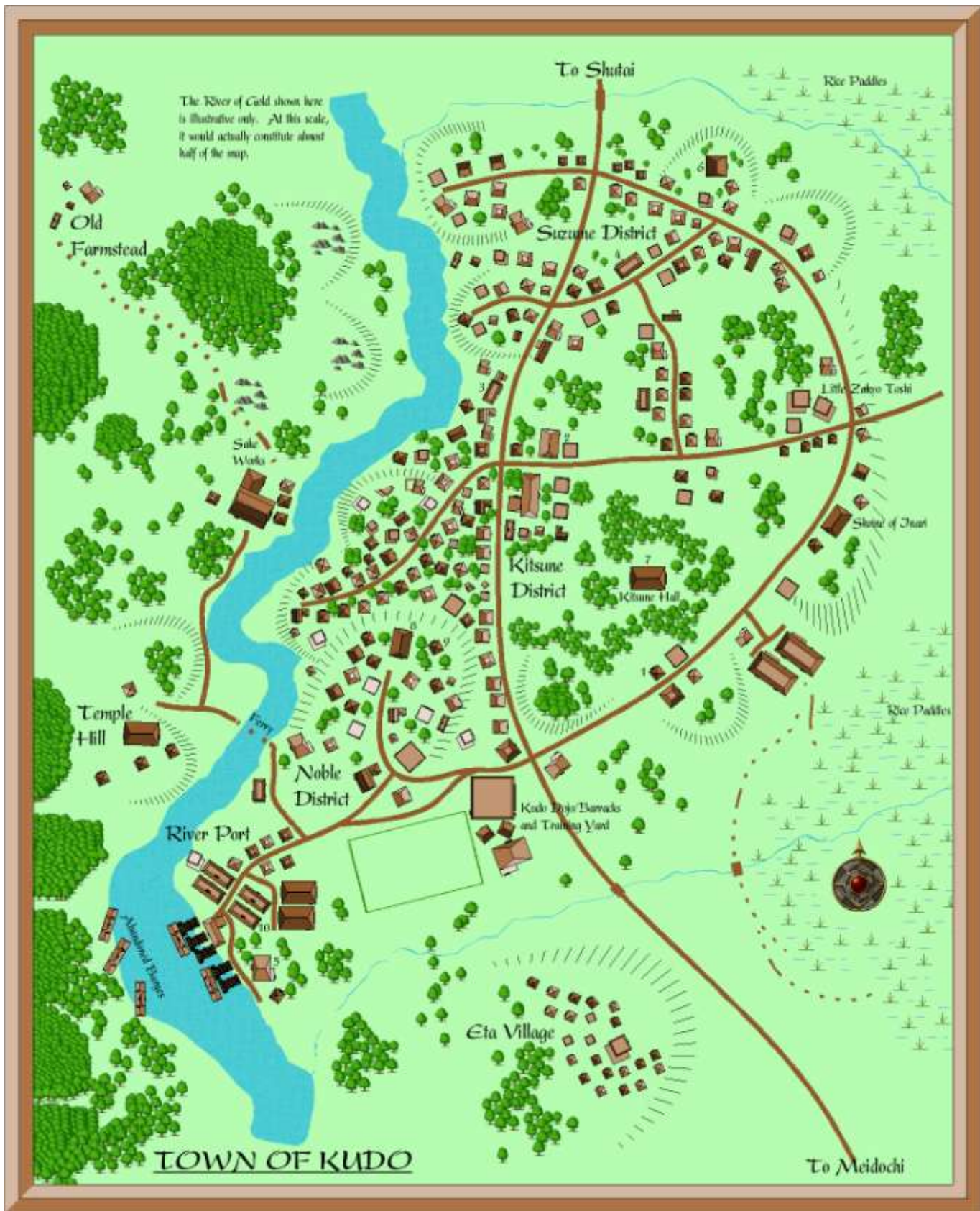


LEGEND

Farmlands and Rice Paddies	
Castle	
City	
Town	
Temple	
Trail or Minor Road	
Major Road	
Travel Time in Days (Foot/Horse)	2/3

KUDO REGION





KUDO TOWN MAP – INDEX

1. Mantis Magistrate Quarters

Small and utilitarian, but clean, this house is available for use by the PCs, free of charge, simply by requisitioning it.

2. Dreaming Carp Inn

A mid-grade inn, run by a dour and rather cheap Suzume named Toju. It is clean, the rooms are serviceable, and the food is adequate. While, technically, as samurai the PCs could demand to stay here without charge, the reality is that this would be a less-than-honorable act; even the least honorable of samurai know that it is only reasonable to pay for lodging. Room and board here are one *zeni* per night.

3. House of Radiant Fog

A “higher-end” inn, the House of Radiant Fog (so named for the effect of the sun on the frequent morning river mist) is run by a retired Crane courtier named Doji Yoko. The elderly Yoko felt it was her duty to bring some “excellence” to the more far-flung reaches of Rokugan. The inn is well-appointed and comfortable, with large rooms and fine food. Room and board here are three *zeni* per night.

4. Suzume Hostel

In keeping with the notion of “noble poverty”, the hostel offers nothing but a clean tatami mat, a section of floor and, for breakfast, a bowl of rice. There is no monetary charge, but those who stay here are expected to perform a service (repair the roof, scythe the grass, help cook and serve the breakfast rice), or else make a donation to the Shrine of Inari.

5. Place of Dancing Coins

The archetypical “dive”, the Dancing Coins is a combination tavern and hostel for the bargemen who ply the river and the workers at the dock. Technically, there is no charge for a room, because there is no room. One is simply welcome to fall asleep on the floor. This usually follows the consumption of copious quantities of cheap sake or sochu, which is where the owner, a boisterous old Mantis sailor named “One-Legged Doi” (probably because he really has only one leg, explaining why he no longer sails) makes his profits. One can usually find a crowd and a rollicking game of Fortunes and Winds going on here, but recent events have left the place muted. In particular, anyone visiting here will be warned away from a small building behind the Dancing Coins, normally used for storage but no housing several unfortunate sailors sick with “consumption”. A yellow flag on the door of this shed, marked with an official quarantine order by the Mantis Town Magistrate, offers warning of the disease that lurks within.

6. Suzume Governor’s House

7. Kitsune Hall (Location of Kitsune Governor’s Court)

8. Mantis Magistrate’s House

9. Mantis Magistrate Guest House

Other Locations

Old Farmstead

This is the remains of a much older village that pre-dated Kudo. In addition to the large ruined farmhouse and out-buildings, there are remnants of other structures, but they are just broken portions of stone foundations, rotted

Zashiki Warashi

Air	2	Reflexes	3	Awareness	1
Earth	1	Stamina	1	Willpower	2
Fire	1	Agility	3	Intelligence	1
Water	1	Strength	1	Perception	1
Void	na				

Characteristics

- Rolls When Attacking: 4k3
- Rolls for Damage: see below
- TN to be Hit: 15
- Wounds per Wound Level: 3

Abilities

- Fear 2
- Draining Attack: Anyone touching the spirit “absorbs its confusion”, losing 1 Awareness Rank and making a Will Power roll at TN 15 or reverting to child-like thoughts and behaviour for 1-5 rounds. Awareness restored by one night’s sleep.
- Create Playmate: Anyone reduced to Awareness 0 dies and becomes a spirit under the control of the Zashiki Warashi...a playmate.
- Gaki Qualities: only “destroyed” by proper funeral rights; must remain within 300’ of its physical remains. Destroying it any other way just causes it to reappear over its physical remains 1 round later.

Description

Appears as a small child, wrapped in dark, shadowy clothing, wearing a porcelain mask of an “idealized” child’s face. It has no legs and floats as it moves.

congregants from Kudo here, praying fervently to Bishamon, Hotei and Jizo for deliverance from the worsening problems in town.

Shrine to Inari

Given the importance of rice both as a basic foodstuff, but also as the driver for Kudo’s economy, it’s not surprising that the Shrine to the Fortune of Rice is an important gathering place, and sees many offerings and donations.

remnants of walls and scattered piles of roofing slates. The old farmhouse and immediate area is reputed to be haunted...and, in fact, that is true. A Zashiki Warashi, the tragic spirit of a dead child, lurks here. The child died while playing in among the ruins by falling down an old well, which is located adjacent to the farmhouse, but is now covered by the wreckage of fallen out-building. Retrieving the child’s skeletal remains and giving them a proper burial, or at least performing proper funeral rights over the remains where they lay, will “destroy” the spirit (cause it to pass properly on to the afterlife). Five rounds of ceremony, plus a successful Intelligence/Theology at a TN of 15 (or TN of 10 for a shugenja or monk) constitutes “proper funeral rights”. The character successfully performing this ceremony will gain 1 XP and 3 points of Honor; all others present will gain 2 points of Honor. Note that, unless it can be warded in quiescence or otherwise barred from interfering in some way, the little spirit will play “tag” with anyone coming within 300’ of the well.

Sake Works

The Sake Works takes advantage of Kudo’s bountiful rice crops to produce two brands of sake—a mid-grade variety, simply called “Kudo Sake”, and a higher grade type called “River of Gold Sake”. A cheap sochu is also produced here.

Temple Hill

Seppun Megumi, of the Order of Ten Thousand Temples, oversees the temple complex and a complement of about a dozen permanently-resident monks and priests and, at any time, about a half-dozen itinerant types on pilgrimages and other holy devotions. Megumi is a rather severe old woman, who is very devout and expects the same from others who visit “her” temple. Enclosed within the large and rather austere hall, visitors will find shrines to each of the Seven Fortunes, as well as a variety of smaller shrines that collectively represent all of the Lesser Fortunes listed on page 216 of the 3rd Edition Core Rules except Inari (to whom a separate shrine is dedicated, on the other side of Kudo). Currently, one will find more than the usual number of

Little Zakyo Toshi

Realizing that not everyone passing through Kudo would be going to Zakyo Toshi or “Pleasure City”, but probably wishing they were, an enterprising Scorpion named Bayushi Shoin ventured that a “bit of the flavor” of that place would be a welcomed and successful enterprise in Kudo. He was right. Little Zakyo Toshi provides sake, gambling and entertainment in the form of kabuki and noh theatre and, of course, geisha. Prices here start at one zeni and go up, depending on what one might desire (use your imagination... it’s not called “Little Pleasure City” for nothing!) The troubles in Kudo do not seem to have harmed business, and might have even improved it...after all, drinking is one way to forget one’s problems.

Kudo Dojo/Barracks and Training Yard

Housing the Kudo Militia, the barracks and dojo also house Imperial troops when they are in Kudo, and provide a place for those interested in the marital pursuits to spar and train. One would reasonably expect this to be a center of calm and order in currently troubled Kudo. However, the Militia has fractionated along Clan lines as much as the rest of the town, so there are now only a handful of loyal ashigaru soldiers here, maintaining their garrison and awaiting orders that may never come.

***Eta* Village**

A collection of simple huts clustered around the dingy brick incinerator, where the dead of Kudo are taken for disposal. The non-people that are the *eta* keep to themselves here and generally try to avoid the notice of their betters.

Rice Paddies

As one would expect, these are marshy areas, created by damming streams flowing into the River of Gold. The rich rice crops, when harvested, are taken for storage in large buildings near the paddies. From there, the rice is either distributed within Kudo and area for local use, moved to the River Port for export, or transported to the Sake Works for further...processing.

Ferry

Since a bridge spanning the River of Gold would not only be expensive to build and maintain, it would interfere with river traffic, Imperial decree has limited the number of bridges on the river. Accordingly, a ferry service is operated here by a Suzume family headed up by the imposing Suzume Hogai. The service consists of two large barges which are winched across the river, with motive power provided by the river itself in the form of a clever arrangement of sluices and water-wheels. The heavy ropes, which both guide and pull the barges back and forth, are weighted and can be slackened and allowed to sink into the river to make way for river traffic. Each barge can carry about 20 people or equivalent weight, operate independently of one another and normally make the crossing in 10-15 minutes. There is no charge, as the ferry is subsidized by taxes, but the service does not normally operate on-demand and, instead, offers crossings every half-hour during daylight hours. Hogai and his family can, however, be “persuaded” through suitable payment to make special trips.

Abandoned Barges

Not strictly “abandoned”, these are river boats and barges which, through damage or use, require repair. Normally, they are simply beached and repaired by workers from Kudo who specialize in such a craft. However, with the recent unrest in Kudo, work on these barges and boats has been suspended.