

White Box



Eastern Adventures

Designed and Illustrated by
Mark Tasaka

**‘White Box: Eastern Adventures’
is available as a Free PDF through DriveThru RPG.**

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There are many sources of inspiration that led to the creation of 'White Box: Eastern Adventures'. The most obvious one is Charlie Mason's 'White Box: Fantastic Medieval Adventure Game', which I used as a template for this game. I would like to acknowledge Matt Finch and Marv Breig for creating 'Swords & Wizardry: WhiteBox', the game that inspired the creation of Mr. Mason's game. In many ways, 'Swords & Wizardry: WhiteBox' is the grandfather to my humble game.

This game is created out of love for the gaming community; a community that I am proud to be a part of. I would like to give a special thank you to Sean and Brett, the hosts of the Gaming and BS podcast, for bringing the gaming community together through their podcast. Another special thank you goes to Imperial Hobbies for hosting our games; especially, I would like to thank Chris, the Manager of Imperial Hobbies, for his selfless dedication and hard work. It is because of Imperial Hobbies that we have a place to play our games. Thank you, Alex, Mads, Mia, Stephanie, Adam and the rest of the Imperial Hobbies crew for being so accommodating over the years. Another important source of inspiration are the group of gamers I adventure with every Thursday evening: Ryan, Devon, Will, Lexx, Marius, Gurvin-der and Jayson. Lastly, I would like to say a special thank you to Jason, our amazing Game Master, who ran our adventures from 2010 to 2017, and to his wife, Jessica, who adventured with us during this time.

White Box: Eastern Adventures

Name:	Class:	Level:
Alignment:	Race:	Player:

Character Sketch

A.C.

Hit Points

Max:

SAVE:

DAC:	9	8	7	6	5	4	3	2	1	0
AAC:	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
To-Hit:										

STR:

DEX:

CON:

INT:

WIS:

CHA:

Armour:

Notes:

Weapons:

XP:

Next Lv:

Equipment:

Spells/Abilities:

Honour

Merit:

Family Status:

Hirelings

Max:

Morale:

Loyalty:

Wealth:

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Chapter 1



Getting Started

Introduction

Welcome to 'White Box: Eastern Adventures', a game inspired by Charlie Mason's 'White Box: Fantastic Medieval Adventures Game' and Matt Finch and Marv Breig's 'Swords & Sorcery: WhiteBox'. 'White Box: Eastern Adventures' is a role-playing game that takes place in a world inspired by Japanese mythology. A role-playing game is a storytelling game where the participants 'role-play' the roles of the characters in the story. In this game, there are two types of participants: The Referee and the Player Characters.

The Referee

The Referee is the narrator of the story; it is the Referee's job to construct and narrate the adventures the Player Characters (PCs) take part in. The Referee's job involves a lot of work. They are required to run the adventures, describe the encounters and control the villains and personalities the PCs encounter through the course of the game.

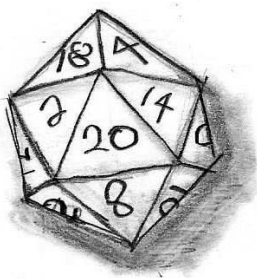
The Player Characters

The Player Characters (PCs) are the actors and actresses in the story; however, unlike a play or a novel where the end is determined in advance, each

new page of this story will be created through the interactions between the PCs and Referee. That is, the PCs play an active role in constructing the story itself, shaping the story (and the larger game world) through their actions.

House Rules

The Number One rule for this game is the rules are guidelines and exists to keep the story moving. The ultimate goal of Eastern Adventures is about having fun. The Referee has the ultimate say in modifying the rules. When rules are modified (or when new rules are created), they are known as house rules. The purpose of house rules is to keep the game running smoothly, with the emphasis on creating memorable gaming experiences for both the Players and Referee.



The Dice

There are two types of dice required for this game: the twenty-sided die and the six-sided die. The six-sided die, referred to as the d6, is the standard die found in most board games. These dice are easy to find; chances are you have some of these dice at home. The twenty-sided die, or d20, is a speciality die and can be found at your local gaming/hobby store.

Throughout this book, you will see numbers applied in front of the die (i.e. 3d6) and numbers (with plus or minus signs) applied to the end of the die (i.e. d6-1 or d6+1). The numbers in front of the die refers to the number of dice that are rolled to produce the total value. For instance, 3d6 means you roll 3 six-sided dice and add the results together. Let's say, you rolled 3 six-sided dice, and the results of the rolls are: 2, 4, and 5. By adding these numbers together (2 + 4 + 5), the result is 11; thus, the outcome of your 3d6 roll is 11.

When numbers are added or subtracted to the end of a die, this means these values are added or subtracted from the die roll. For instance, d6-1 means that you are to subtract 1 from the results of your six-sided die roll. Let's say the result of your die roll is 4; 1 is subtracted from your roll, resulting in 3. It is also important to note, that the results of a die roll cannot be less than one. That is, a d6-1 will produce the results of 1 to 5; with the die rolls of 1 and 2 producing the results of 1. If you are a little confused,

please do not worry, this will become clear when we discuss generating hit points and dealing damage later on in this book.

Sometime percentage values are asked for. The percentage values are always in increments of 5%. Therefore, the d20 will work to generate these results. For instance, 10% means that you need to roll a 2 or less on a d20; 15% requires a roll of 3 or less; 20% requires a roll of 4 or less and so forth.

Other Materials Needed to Play

Additional materials you will need to play this game are paper, pencils and erasers (you will do a lot of erasing). Having graph paper, while unnecessary, could be useful for drawing maps.

The Ability Scores

There are six ability scores in this game: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. These ability scores describe the strengths and weaknesses of your character and have values from 3 to 18. Most of your ability scores will fall into the average range (7 to 14). Some of your ability scores will fall outside of this range, granting you bonuses or penalties when using these abilities (please see table 1 for more detail).

Table 1: Ability Score Modifiers		
Ability Score	Description	Modifier
3-6	Below Average	-1
7-14	Average	0
15-18	Above Average	+1

Before we start generating your character’s ability scores, it is important to understand what each ability score represents:

Strength. Strength represents how physically strong your character is. Bonuses (or penalties) for above average (or below average) strength scores gives your character a +1 bonus (or -1 penalty) to their “to-hit” and “to-damage” die rolls in melee combat.

Dexterity. Dexterity represents how agile your character is. Above average dexterity scores grant a +1 bonus (or a -1 penalty for below average

scores) to your character’s *Armour Class* and missile attack “to-hit” rolls.

Constitution. Constitution is a measurement of how healthy your character is. Above average Constitution scores grant an addition *hit point* per *hit die* (discussed later) your character gains; below average Constitution scores will subtract 1 hit point per hit die.

Intelligence. Intelligence represents how educated and ‘book smart’ your character is. Characters with high intelligence will have a high degree of literacy and will be fluent in multiple languages; characters with low intelligence will be barely literate. Intelligence is an important ability score for the Shugenja class.

Table 2: Literacy & Languages	
Intelligence	Description
3	Cannot read or write.
4-5	Barely literate.
6-7	Basic literacy skills: can read & write with some difficulty.
8-10	Able to read and write.
11-12	Able to read and write; fluent in an additional language.
13-14	Able to read and write; fluent in 2 additional languages.
15-16	Able to read and write; fluent in 3 additional languages.
17	Able to read and write; fluent in 4 additional languages.
18	Able to read and write; fluent in 5 additional languages.
*please see Appendix A for languages	

Wisdom. Wisdom represents your character’s insight, judgement and common sense. Wisdom is an important Ability Score for the Sohei class, as above average Wisdom scores grant the Sohei bonuses to many of their spells (below average Wisdom scores will incur penalties).

Charisma. Charisma represents how charming and persuasive your character is. Charisma scores influences (along with honour) the morale and

loyalty of your hirelings and affects your character's ability to negotiate prices for the sale of their loot.

The ability scores are generated by rolling 3d6 and assigning the results to the ability scores in the order of Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. Once the ability scores have been generated, you will have some idea of what your character is like; what they are good at and what challenges they may have.

For instance, let's say Denise rolls the following ability scores: Strength 16, Dexterity 11, Constitution 10, Intelligence 9, Wisdom 5 and Charisma 8. Denise's character is physically strong and athletic. With the exception of Wisdom, she has average scores in her other abilities. Perhaps the low Wisdom score means Denise's character has troubles picking up on social cues and has a tendency of making impulsive decisions without thinking things through. Having low ability scores is not necessarily a bad thing; low ability scores could lead to great character development opportunities, making playing these characters memorable.



Based on the ability scores she rolled, Denise envisions her character as a warrior type; someone skilled with the blade and bow. Thus, Denise has started to develop a concept of what character class she will choose. Denise names her character Keira, based on one of her favorite movie actresses. Coming up with a character's name is an important part of character creation; after all, it's who you are in the 'game world' (if you are having trouble coming up with your character's name, please see Appendix B for a list of possible names).

Alternative Ability Score Generation Methods

By rolling 3d6 and assigning these values to the ability scores in order makes certain assumptions about the characters; that is, the characters are average, everyday people, who have chosen a character class after their strength and weakness were known to them. Perhaps the Referee envisions the characters starting out with above average ability scores; or

perhaps the Referee will allow the players to choose a character class in advance, giving the players the ability to tailor the abilities scores for their class.



Generating Above Average Ability Scores. There are many ways to generate above average ability scores. One method is rolling 4d6 and removing the lowest die value. For instance, let's say you roll 6, 4, 4 and 1. Since 1 is the lowest value, you will discard this value and add up the remaining values. Thus, your ability score is 14 ($6 + 4 + 4 = 14$). Another method for generating above average ability scores is rolling 2d6 and adding 6 to the total; this produces scores from 8 to 18.

Tailoring the Ability Scores to Match the Class. A way you can tailor your ability scores to match the character class you wish to play is to roll 3d6 six times; then assigning these values to the ability scores of your choice.

Alignment

In this game, there are three Alignments to choose from: Lawful (Law), Neutrality (Neutral) and Chaotic (Chaos). Alignments are the philosophical outlooks of the characters; the value system that guides a character's actions. Characters of the Lawful alignment are team players, who value the collective strengths of the group and the laws that govern society. Lawful characters respect society's laws, defining their notions of right and wrong based on these laws. In contrast, Chaotic characters value independents and free-will; they live their lives by their own rules, valuing individuality over conformity. A chaotic character defines their own sense of right and wrong based on their own sense of morality. A Neutral character, on the other hand, sits between these two extremes.

It is very important to make the distinction between Law/Chaos and Good/Evil. That is, a character who is Lawful is not necessarily a good or evil person (the same is true for a Chaotic character). For instance, a Lawful character who uses society's laws to put forward their own interests, at the expense of others, is not necessarily a good person. Likewise, a Chaotic character



who breaks the laws by stealing as a means of feeding the poor is not necessarily a bad person. So, alignment does not describe whether your character is good or evil; rather it describes your character’s outlook on life.

Honour

Honour reflects your character’s *Family Status* and *Merit*. A character’s *family status* relates to how their family is perceived by society. Is the character from an honourable family, marked by heroic deeds, or is their family lineage tainted by cowardice and betrayal? A character’s family status will have a score from 0 to 10, with most scores falling into the middle range (4 to 6). To determine your character’s *family status*, roll 3d6 and refer to Table 3: Family Status.

Table 3: Family Status		
Roll: 3d6	Status	Description
3	0	A disgraceful family tainted by acts of extreme cowardice. The family name is known throughout the land for the shame associated with it.
4	1	A family with a tainted history associated with cowardice or betrayal.
5	2	
6-7	3	A relatively unknown family, whose deeds are neither associated with heroism nor cowardice.
8-9	4	
10-11	5	A family with a good reputation in society; minor deeds of bravery are associated with the family’s name.
12-13	6	
14-15	7	A family with a strong reputation associated with honourable and heroic actions.
16	8	A well-known and respected family associated with great deeds of bravery.
17	9	
18	10	A legendary family, whose name embodies tales of honour and bravery.

Once the *family status* score has been generated, it does not change through the course of the game. The reason for this relates to the Eastern concept of generational honour: honourable (or cowardice) deeds commit

ted in the past are carried forward through the family generations.

The second part of a character's honour is reflected in their *merit*; this is a product of your character's honourable actions. What draws characters into the profession of adventuring is more than the prospects of wealth (i.e. looting dungeons); it is also the ability to gain honour and status. For this reason, characters start out with a *merit* score of zero. Through the course of adventuring, characters gain and lose *merit* points through their actions. The highest *merit* score a character can achieve is 10.

When a character's Family Status score is combined with their Merit score, it produces a value from 0 to 20. This value is the character's *honour*. So, how does *honour* relate to the game? *Honour* plays heavily on the recruitment, loyalty and morale of hirelings; as well, it determines the types of hirelings your character can recruit. Honour also plays a role in your character's ability to negotiate prices for their loot.

Honour and alignment may be a little confusing. Therefore, we will return to the example of Denise's character Keira to help clarify these concepts. Denise rolls 3d6 for Keira's family status and her result is 5 (ouch! ...a low roll). Therefore, Keira's family status is 2 points. Keira's honour is 2 points, which will seriously hinder her ability to gain hirelings. It will be important for Keira to focus on gaining merit in her adventuring career. Keira's low family status score has inspired Denise to create the following backstory for Keira:

Keira was born to a samurai family, whose great-uncles betrayed the Clan in a war over a century ago, resulting in the unnecessary deaths of several of the Clan's leaders. This betrayal was so great that, even today, Keira's family is tainted by their actions. Keira's father is a loyal samurai, serving his Clan with devotion. Yet, despite the quality of his character, Keira's father holds a lowly position in the Clan, tasked with jobs beneath his station and expertise. Keira's father never complains about his lot in life; he hopes his daughter will follow in his footsteps by serving the Clan as a samurai. As a young woman, Keira is disgusted with how her father is treated by the Clan. Keira rebels, takes her savings and runs away from home to become an adventurer.

Growing up as a daughter of a samurai, Keira spent long hours training in combat with her father, resulting in her physical strength and athletic abilities (Strength 16). Keira's rash and impulsive decision to run away from home without thinking things through reflects her low Wisdom score (Wisdom 5). Keira's actions reveal she values individuality, independence and free-will; this indicates Keira is Chaotic (alignment).

Honour: Gaining Merit

Through the course of several gaming sessions, characters will gain (or lose) Merit points. Merit should be rewarded for actions that are deemed honourable. But how are actions defined as honourable? One way to determine if an action is honourable is whether the action impacts the lives of others and whether it is consistent with the character's alignment. For instance, let's say there is a murderer, and the authorities task the character with capturing this individual for trial. The character knows the individual is guilty and knows the families of victims. As well, the character learns the judge is corrupt and there is a good chance the murderer will be set free. When the character reaches the murderer's lair, the murderer drops his weapons and surrenders. An honourable action for a lawful character would be to return the murderer to the courts, putting faith in the system that the trial will be fair. While the thought of court corruption has entered the lawful character's mind; the character will not take actions into his or her own hands by killing the murderer, as these actions will place them above the law. In contrast, an honourable action for a chaotic character will be to kill the murderer even though the murderer had surrendered; based on the knowledge of court corruption. The chaotic character will then bring evidence of the murderer's demise to the families of the victims, helping the families find closure.

Chapter 2



Character Classes

Introduction

This chapter focuses on the four character classes: the Bushi, the Ninja, the Shugenja and the Sohei. Before 'jumping into' these classes we will first explore some game mechanics related to playing these classes.

Level and Experience Points

When you first create your character, he or she will start out as Level 1. As your character goes on adventures, fights monsters and gains treasure, he or she will gain experience points. When your character has gained enough experience points, they will reach Level 2; each time a character reaches a new level, their skills improve. Gaining experience points and levels represents the natural progression of skills and abilities through experience, training and hard work.

Prime Attributes. Each class has a prime attribute relating to one of the six ability scores. The Prime Attributes are those ability scores that best defines each class. For instance, the Bushi class focuses on physical combat; thus, their prime attribute is Strength. In other words, those who are physically strong and athletic will find it easier learning the skills of the

Bushi. To represent this in the game, those characters with above average Prime Attribute scores receive a 10% bonus to the experience points they gain. Characters with below average Prime Attribute scores receive a 10% penalty to the experience points they gain.

Hit Dice (HD) and Hit Points

Hit points are a measurement of how much damage your character can withstand before they succumb to their wounds. Hit points are generated through the process of rolling Hit Dice (HD). For every HD a character has, they roll a d6 and add the total to their hit points. *For example, let's say you are playing a Bushi. At 1st Level, the Bushi has 1+1 HD. This means you will roll a d6 and add 1 to the total score. The result of your roll is 4. You add 1 to the result. Your character has a maximum of 5 hit points; since your character is uninjured, their current hit points are 5. After a couple of game sessions, your character has reached Level 2. At 2nd Level, a Bushi has 2 HD. You roll another d6 and add the results to your maximum hit points value. The results of this roll is 3; therefore, your character's maximum hit points are 8.*

Constitution Modifier. Constitution is a measurement of how healthy your character is. Above average Constitution scores will add an extra hit point per HD; below average Constitution scores will subtract one hit point per HD. Regardless of having a below average Constitution score, your character will gain at least 1 hit point per HD rolled.

Armour Class

Armour Class (AC) is a measure of how hard it is 'to hit' your character due to their armour, agility, etc. There are two systems for calculating AC: Descending Armour Class and Ascending Armour Class. Descending Armour Class (DAC) is the original 'Old School' way of calculating AC. In DAC, lower the AC the better. Ascending Armour Class (AAC) is the modern method for calculating AC, where higher AC values are better. Both DAC and AAC will be used throughout this book in the following format: AC: DAC[ACC] (i.e. AC: 9[10]).

The Attack Roll tables in Appendix C shows what d20 roll is needed to hit an opponent's AC (both for DAC and ACC). If you are using DAC, you will likely have to refer to the tables to determine what you need to roll to hit. ACC, on the other hand, is easier to figure out. For ACC, you can simply use your opponent's AC to determine what you need to roll to hit. Let's say you are

fighting a monster with an AC of 14. This means on a d20 roll, you will need 14 or better to hit the monsters. If you have a +1 'to-hit' bonus, this means you need to roll 13 or better to hit the AC 14 monster.

Characters have a base armour class of AC: 9[10], which represents what is required to hit an unarmoured person. Wearing armour improves your character's AC. As well, above average or below average Dexterity scores affects AC. An above average Dexterity score will improve your AC by 1 point; while a below average Dexterity score will penalize your AC by 1 point.

Saving Throws

Saving Throws represents how well your character reacts to poisons, magic, diseases, fatigue, traps and so forth. Lower Saving Throw values are always better. To determine whether your character has made their 'Save', you will have to roll a d20 and the results of your roll must be equal or higher than your Saving Throw. For instance, if your character has a Saving Throw of 14, and they are bitten by a poisonous snake; they will have to roll a 14 or better to overcome the effects of the poison.

Every class receives a +2 bonus to a Saving Throw against a specific threat. For instance, the Bushi receives a +2 saving throw bonus vs death and poison. A Level 1 Bushi's saving throw is 14; if the Bushi makes a saving throw vs death or poison, they will need to roll 12 or better to make this save.

Spells

The Shugenja and Sohei classes can cast spells. The descriptions of these classes list the number of spells (corresponding to the spell levels) the classes could cast each day. At the start of each day (after a long rest), the Shugenja and Sohei regain their spells. Thus, they can choose to memorize the same spells or choose new spells.

Shugenja practice *arcane magic*, while Sohei practice *divine magic*. Arcane magic involves the use and study of a spell book; the practitioner can only access the spells written in their spell book. Divine magic comes from the gods, deities, spirits, etc. A practitioner of divine magic will have access to

all divine spells available up to their maximum spell level.



Bushi

Bushi are warriors trained in the use of blades and bows; they can wear all types of armour and wield all styles of weapons. Bushi are found throughout the game world occupying many different professions: Bushi may be samurai, warriors in the service of a feudal lord; they may be students of the martial arts, traveling the lands perfecting their skills with the sword; they may be mercenaries serving on a merchant caravan; or they may be in any number of other warrior professions.

Prime Attribute: Strength

Weapons & Armour. Bushi can use all types of weapons and can wear all kinds of armour.

Saving Throw. +2 bonus for saving throws vs. death and poison.

Fighting Styles/Schools. As students of the martial arts, Bushi are train in specific Fighting Styles (Schools). Select one of the Fighting Styles below. This choice will remain with your character for the rest of the game.

Twin Blades. A duel weapon style of fighting. If the Bushi wields a weapon in each hand, and they roll a 15 or better on their attack roll (d20), they are allowed to make a second attack with the weapon in their off-hand. The bushi is only allowed to make a maximum of two attacks per turn; so, if the second attack roll is 15 or better, they cannot make a third attack. *For example, a Bushi with above average strength is attacking an opponent. The bushi's strength bonus grants them a +1 'to-hit' bonus in melee combat; regardless of what their 'to-hit' modifiers are, the bushi still needs to roll a 15 or better on their attack roll (d20) to make their second attack. As well, regardless of whether the first attack hits, the bushi is allowed to make their*

second attack as long as a 15 or greater is rolled on their first attack.

Polearm/Spear Fighting. The Bushi must be wielding a two-handed martial weapon to gain the benefits from this school. The Bushi is skilled at deflecting hits and delivering attacks with polearms/spears, gaining a +2 bonus to their AC against melee attacks and a +1 bonus to 'to-hit' for their own attacks.

Archery. The Bushi gains a +2 bonus 'to hit' and to damage when making missile attacks with a long or short bow (throwing weapons do not grant this bonus).

Death Strike. The Bushi must be wielding a one-handed martial weapon with both hands to gain the benefit of this school. If the Bushi's melee attack roll exceeds what is needed to hit their opponent's AC by 4 to 7 points, an extra d6 is added to the damage roll; if it exceeds their opponent's AC by 8 or more points, 2d6 are added to the damage roll. *For example, a 1st Level Bushi is fighting an opponent with an AC of 7[12]. The Bushi needs 12 or better to hit their opponent. If the Bushi's attack roll results are 16, 17, 18 or 19, the Bushi adds an extra d6 to their damage roll. If their attack roll results are 20 or more, 2d6 of extra damage are added to their damage roll.*



Table 4: Bushi Advancement

Level	Exp. Points	Hit Dice	To Hit	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	5



Ninja

Ninja are masters of stealth, sabotage and thievery. While a Bushi prefers to engage their enemies face-to-face in melee combat, a Ninja prefers to use stealth to sneak up on their enemies, delivering deadly attacks from behind.

Prime Attribute: Dexterity

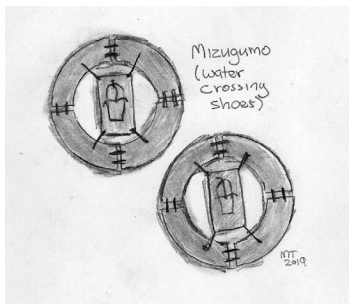
Saving Throw: +2 bonus for saving throws vs traps (both mundane and magical).

Weapons & Armour. Due to their reliance on stealth, Ninja are limited to wearing light armour and are restricted from using two-handed martial weapons and long bows.

Back Stab. When a Ninja attacks an opponent, who is unaware of their presence in melee combat, the Ninja gains a +2 bonus 'to-hit'. If their hit is successful, they roll their weapon damage twice.

Table 5: Ninja Advancement					
Level	Exp Points	Hit Dice	To-Hit	Saving Throw	Ninjutsu
1	0	1	+0	14	2
2	1,500	1+1	+0	13	2
3	3,000	2	+0	12	2
4	6,000	2+1	+1	11	3
5	12,000	3	+1	10	3
6	24,000	3+1	+2	9	3
7	48,000	4	+2	8	4
8	96,000	4+1	+3	7	4
9	192,000	5	+4	6	4
10	384,000	5+1	+5	5	5

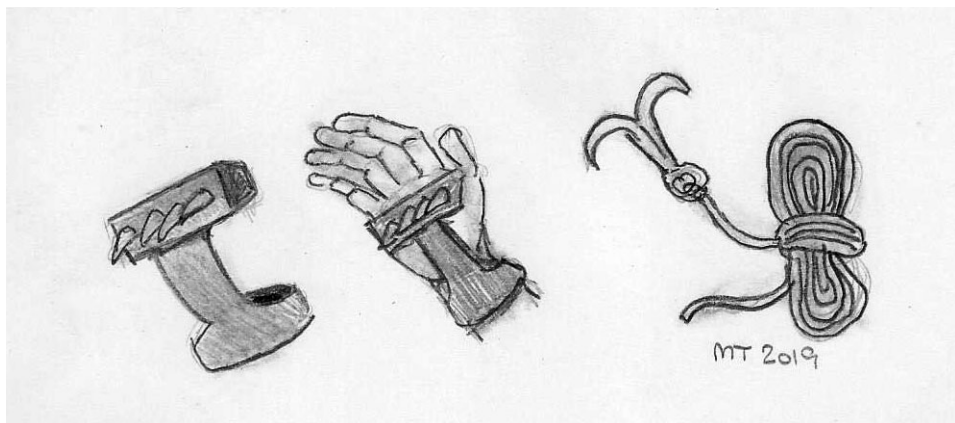
The Ninja Kit. Ninja use an elaborate set of tools allowing them to preform their extraordinary feats. Thus, Ninja are required to possess a special tool kit (due to their specialized training, Ninja are the only class able to use the tools found in this kit). Among the items found in this kit are:



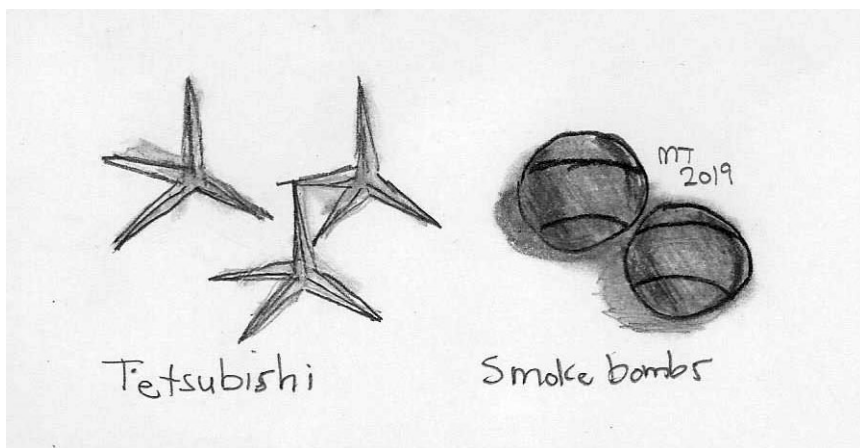
- Tools for picking locks and disabling devices.
- Specialized set of climbing tools.
- Water walking shoes
- A pouch of caltrops.
- 6 smoke bombs.

Ninjutsu and the Use of Ninja Skills. Ninja have a statistic called Ninjutsu, which is used to determine whether the Ninja succeeds in the use of their specialized skills. To test a skill using this stat, a d6 is rolled; if the roll is equal or less than the Ninjutsu stat, the skill succeeds. For instance, a 1st Level Ninja has a Ninjutsu skill of 2. This means a roll of 1 or 2 on a d6 succeeds. In most situations, Ninja will automatically succeed using their skills without the use of the Ninjutsu roll; only in the most extreme circumstance are Ninjutsu rolls required. *For instance, due to their training and their specialized climbing gear, a Ninja can scale a castle wall without requiring a roll (their fellow non-ninja party members will have to make a Dexterity*

check when performing the same action with a grappling hook and rope). If barrels of slippery oil are poured down the castle wall, then a Ninjutsu check is required (this would be an impossible feat for the non-ninja party members).



Ninja Skills. Ninja possess a vast set of skills relating to stealth, thievery and deception. These skills include picking locks and pockets, detecting and disability traps, hiding in shadows, moving silently, climbing walls and walking on water (accomplished using water-walking shoes). There can be additional skills to the ones mentioned here; it is best to discuss what other ninja skills your character may possess with your Referee.



Caltrop and Smoke Bombs. The ninja kit includes a pouch of caltrops and smoke bombs. Caltrops are used to slow pursuers while the Ninja makes their escape. The caltrops are thrown behind the Ninja as they flee. The pursuers' movement is slowed to half their normal movement rate as they

avoid stepping on the caltrops. The pouch of caltrops is a one time use item; the Ninja will have to purchase more caltrops when expended. Like caltrops, smoke bombs are a means of allowing the Ninja to escape. Smoke bombs create a 30-foot radius of smoke; all those making attacks against targets within this radius suffer -6 penalty 'to-hit' (this applies to melee, missile and magical attacks).



Shugenja

Shugenja are spellcasters and students of arcane magic, who spend long hours studying the ways of magic. Shugenja do not fight with swords and bows; rather they use magic as their weapon of choice.

Prime Attribute: Intelligence

Weapons & Armour. Shugenja cannot wear armour and are limited to the use of simple weapons.

Saving Throw: +2 bonus for saving throws vs. spells and magical attacks.

Spellcasting. At first level, Shugenja start out with 3 spells which they record in their spell book. As Shugenja progress in levels, they record more spells in their spell book. The actual number of spells will be up to your Referee to decide, but a good rule of thumb is to learn 2 new spells per level after Level 1. Your Referee may have you go on a quest to obtain these spells, or they may be given to you when you reach the next level of experience. While a Shugenja may have several spells in their spell book, they are limited to the number of spells they can put to memory each day (please see Table 6). *For instance, while a 2nd Level Shugenja may have 5 spells recorded in their spell book, they can only memorize three spells to cast per day. These spells are selected at the start of the new day. So, the Shugenja would have to think about the types of spells useful for that day. The spells selected can be duplicates. Thus, the 2nd Level Shugenja decides to put to memory two spells of Flaming Orb and one spell of Iron Shards.*

Spell Attacks. Many of the Shugenja spells (please see Chapter 7) ask the player to make a spell attack. Spell attacks are like melee and missile

attacks, where you roll a d20 against your opponent’s AC; however, instead of applying your strength or dexterity modifiers to the attack, your Intelligence modifier is applied.

Table 6: Shugenja Advancement								
Level	XP	HD	To-Hit	Save	Spells			
					1	2	3	4
1	0	1	+0	15	2	-	-	-
2	2,500	1+1	+0	14	3	-	-	-
3	5,000	2	+0	13	4	1	-	-
4	10,000	2+1	+0	12	5	2	-	-
5	20,000	3	+1	11	5	3	1	-
6	40,000	3+1	+1	10	6	4	1	-
7	80,000	4	+2	9	6	5	2	-
8	160,000	4+1	+2	8	6	5	3	1
9	320,000	5	+3	7	6	6	4	2
10	640,000	5+1	+3	6	6	6	5	3



Sohei

Sohei are warrior monks and divine spellcasters. While the Shugenja gains their spells through the study of arcane magic, the Sohei draws their magic from gods, spirits or otherworldly beings. Like the Bushi, the Sohei can wear heavy armour and use all types of weapons.

Prime Attribute: Wisdom

Weapons & Armour. Sohei can use all types of weapons and can wear all types of armour.

Saving Throw. +2 bonus for saving throws vs. poison and paralysis.

Divine Magic. Sohei are divine spellcasters and as such, they do not rely on spell books for their magic. Sohei receive their spells through prayer and can access all the divine spells available up to their spell casting level.

Like Shugenja, Sohei are limited each day to a set number of spells they can cast; at the start of each day, the Sohei must choose which spells they will put to memory. *For instance, a 2nd level Sohei can cast 2 divine spells per day; the Sohei puts to memory one spell of illuminate object and one spell of heal. The next day, the Sohei memorizes two spells of heal.*

Table 7: Sohei Advancement								
Level	XP	Hit Dice	To-Hit	Save	Spells			
					1	2	3	4
1	0	1	+0	15	1	-	-	-
2	1,500	2	+0	14	2	-	-	-
3	3,000	3	+0	13	3	-	-	-
4	6,000	3+1	+1	12	3	1	-	-
5	12,000	4	+1	11	3	2	-	-
6	24,000	5	+2	10	3	3	-	-
7	48,000	6	+2	9	3	3	1	-
8	96,000	6+1	+3	8	3	3	2	-
9	192,000	7	+4	7	3	3	3	-
10	384,000	8	+5	6	3	3	3	1

Turn Undead. Sohei have powers over the undead, reflected in their ability to *turn undead*. To *turn undead*, the Sohei must be able to either see or hear the undead creatures. 3d6 are rolled and if the results are equal or greater than the target number indicated in the Turn Undead Table (Table 8), the undead creatures either flees or cowers in fear. The values with a D indicate the undead creatures are automatically destroyed by the Sohei.

Table 8: Turn Undead										
Sohei Level	Undead Hit Dice									
	1	2	3	4	5	6	7	8	9	10+
1	11	13	15	17						
2	9	11	13	15	17					
3	7	9	11	13	15	17				
4	5	7	9	11	13	15	17			
5	D	5	7	9	11	13	15	17		
6	D	D	5	7	9	11	13	15	17	
7	D	D	D	5	7	9	11	13	15	17
8	D	D	D	D	5	7	9	11	13	15
9	D	D	D	D	D	5	7	9	11	13
10	D	D	D	D	D	D	5	7	9	11

Creating a Character: Keira

If you are a little confused with the concept of character classes, we will return to the example of Denise’s character Keira from Chapter 1. Denise decides Keira will be a Bushi based on her above average Strength and background. Denise chooses the ‘Twin Blades’ school for Keira’s fighting style. The starting hit dice for a 1st level Bushi is 1+1; producing 2 to 7 hit points (d6+1). Denise rolls a d6 for Keira’s hit points and rolls a 1. Out of fairness, the Referee allows Denise to re-roll her hit points. This time, Denise rolls a 5. This means Keira has 6 hit points (d6+1). On her character sheet, Denise records Keira’s hit points, character class and fighting school; she also makes a note that Keira will receive a 10% bonus to her experience points (Prime Attribute).

Chapter 3



Demi-Humans

Introduction

So far, we have explored character creation from the point of view of human characters. In Eastern Adventures, there are three playable non-human races: the Kitsune, the Koropokuru and the Tengu. These non-human races are known as demi-humans. Unlike humans, demi-humans are limited in what classes they can choose and what levels they can reach. Regardless, demi-humans are fun to play as they have special abilities and certain advantages over human characters.

Kitsune

Kitsune are a long-lived race of shape-shifting humanoids, whose lifespan spans several centuries. In their natural form, Kitsune appear as humanoid foxes. Kitsune have two other forms: a human form and a fox form.

Shape-shifting

Kitsune only appears in their natural form to those they consider as friends; most only see the Kitsune in their human form, never knowing their real

identity. Kitsune can shape-shift as many times each day as they desire, and this transformation takes less than a minute to complete. Each of these three forms are consistent in appearances; that is, the Kitsune will appear as the same human, the same Kitsune and the same fox each time they transform. Their natural form and their human form have roughly the same mass and dimensions. Thus, their clothing, armour and equipment are not a concern for the Kitsune when they transform between these two forms (their clothing can easily be adjusted to accommodate for their tail when they transform from their human to natural form).



Challenges arise when the Kitsune transforms into their fox form, as their size and dimensions change considerably. A Kitsune must be careful of when and where they transform into a fox, since they will have to leave behind what they were carrying and wearing when this transformation occurs. In their fox form, Kitsune are incapable of humanoid speak, and are limited to the vocal ranges of a fox; thus, Kitsune Shugenja cannot cast

magic in their fox form. A Kitsune does have certain advantages in their fox form: their natural AC and speed increases (use the table below to make changes to the Kitsune’s statistics when they are in their fox form; the statistics not shown in the table remain the same).

Table 9: Kitsune Adjustments to their Fox form	
AC	6[13] + Dex Mod
Movement	18
Attack	Bite (d6-1)

Keen Senses

Kitsune possess the keen senses of a fox; they automatically detect secret doors on a roll of 1-2 on a d6 when passing by (or 1-4 on a d6 when actively searching).

Dark Vision

Kitsune can see in darkness just as well as they can see in light.

Languages

In addition to bonus languages granted by high intelligence scores, Kitsune can speak Common and Kitsune, their own secret language which only members of their species can speak.

Character Advancement

Kitsune can choose between the Ninja or the Shugenja class. They can advance up to Level 8 in each of these classes.

Koropokuru

Koropokuru are a short stocky race of demi-humans who typically stand around 4 feet tall. Koropokuru are known for their craftsmanship and metalworking skills; as such, Koropokuru artisans are found throughout human lands.

Keen Detection

Koropokuru have a knack for detecting traps, both magical and mundane. Traps are located on a roll of 1-4 on a d6 when actively search and a roll of

1-2 on a d6 when passing by.



Dark Vision

Koropokuru can see in darkness just as well as they can see in light.

Languages

Koropokuru can speak Common and the Koropokuru language; as well as additional languages granted by high Intelligence scores.

Saving Throws

Koropokuru have a natural resistance to magic and receive a +4 saving throw bonus vs magic.

Weapon Restrictions

Due to their short stature, Koropokuru cannot use long bows.

Character Advancement

Koropokuru can either choose the Bushi or the Ninja class. They can advance up to Level 8 as a Bushi and up to Level 4 as a Ninja.

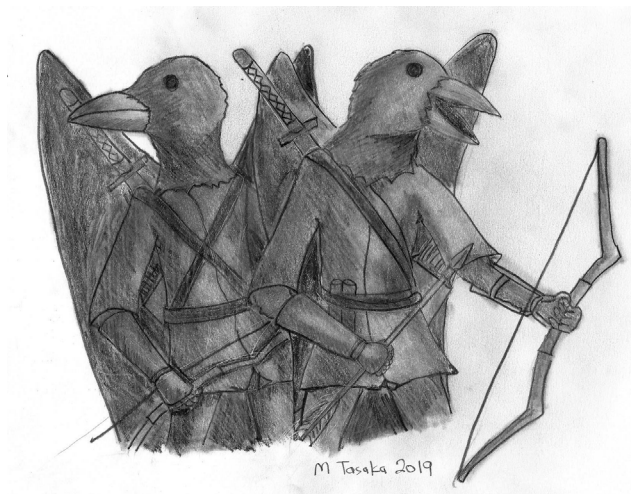
Tengu

Tengu are a race of crow-people, who dwell in the mountains and forests near human settlements and roads. Tengu are tricksters and mischief-makers, who use their stealth and skills at mimicry to trick human travellers out of their food and goods.

Flight

Tengu have wings, which grants them a limited degree of flight. When a Tengu is not wearing heavy armour or is not overburdened with gear, with a running start they can glide up to 50 feet. This makes it possible for Tengu to glide across subterranean chasms, treetops, rooftops, etc. Likewise, Tengu can glide to avoid injuries from a fall. For instance, should a Tengu fall into a pit trap, all the Tengu needs to do is to spread their wings and safely glide to the bottom of the pit. However, when Tengu are wearing heavy armour and/or are overburdened with gear, the distance they can

glide is reduced to 25 feet and they take half damage from falls (round down for damage).



Mimicry

Tengu have an uncanny ability to mimic whatever sounds they hear. Even if they do not know the language, Tengu can mimic spoken words as long as along they have heard those words spoken. Their ability to mimic sounds is within reason of course; that is, while a Tengu can mimic the howl of a wolf, they cannot mimic, with the same intensity and volume, the roar of a mighty dragon.

Languages

Tengu automatically speak the common tongue, their own language (Tengu) and the language of birds. As well, Tengu can speak additional languages granted by high Intelligence scores.

Character Advancement

Tengu can either choose the Ninja or the Bushi class. They can advance up to Level 8 as a Ninja and up to Level 4 as a Bushi.

Chapter 4



Equipment & Services

Coinage

People often become Adventurers as a quick way of acquiring wealth. One of the measurements of wealth and a medium for trade is the coinage system. In Eastern Adventures, there are three kinds of coins: the Ryu, the Shu and the Mon. The Ryu is the most valuable coin and 1 Ryu equals 10 Shu; the Shu is the second most valuable coin and 1 Shu equals 10 Mon; the Mon is the least valuable coin and 100 Mon equals 1 Ryu.

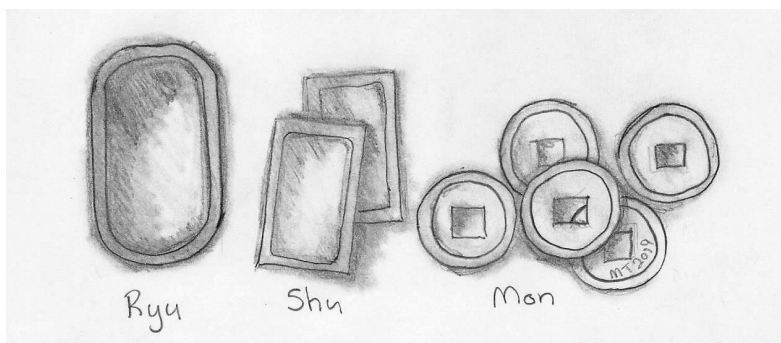


Table 10: Coins			
	Mon	Shu	Ryu
Mon =	1	1/10	1/100
Shu =	10	1	1/10
Ryu =	100	10	1

Ryu. The Ryu is an oval shaped coin, minted from a blend of gold and silver alloys.

Shu. The Shu is a rectangular shaped silver coin.

Mon. The Mon is a small round coin minted from inexpensive alloys such as copper, iron or bronze. The Mon has a hole in its centre, which allows for several Mon to be connected by string and tied together as a bracelet. In fact, Mon are typically carried in this fashion.

Starting Wealth

A new character will need money to buy weapons, armour and gear. The starting wealth of a character is determined by rolling 3d6 and multiplying the results by 10. This is the amount of Ryu the character starts out with. *To better illustrate this, we will return to the example of Denise’s character Keira from Chapter 2. Denise rolls 3d6 and the result is 14 (4 + 5 + 5 = 14). This value is multiplied by 10, resulting in 140 (14 x 10 = 140). Thus, Keira’s starting wealth is 140 Ryu (equivalent to 1,400 Shu or 14,000 Mon).*

Table 11: Armour		
Armour	Effect on AC: DAC[AAC]	Cost
Light Armour	-2[+2]	30 Ryu
Medium Armour	-4[+4]	60 Ryu
Heavy Armour	-6[+6]	300 Ryu

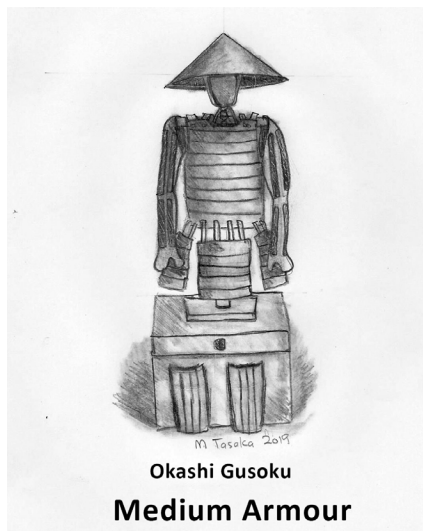
Armour

Amour is categorized in three broad categories: light, medium and heavy armour. Light armour provides basic protection. Medium armour provides protection for the main parts of the body. Heavy armour provides maximum protection. On the following page are some examples of the differ-

ent styles of armour found in medieval Japan.



Light Armour. Light armour can take many forms: the *kursari katabira* (light chainmail armour worn under clothing and favoured by Ninja) and the partial suit of armour shown in the illustration above are two examples of light armour.



Medium Armour. Medium armour typically takes the form of a complete suit of armour providing protection for the main areas of the body (head, torso, arms, legs, etc.). Suits of medium armour are usually available for sale at most forgers and stores; they are the types of armour worn by the

rank-and-file soldiers in an army. The *okashi gusoku*, shown in the illustration, is one such example of medium armour; the *okashi gusoku* is a mass-produced style of armour issued to common foot soldiers. Other types of medium armour include the *karuta tatami* and the *kusari tatami*. The *karuta tatami* is a suit of armour comprised of lacquered iron squares connected by chainmail links; the *kusari tatami* is a chainmail great coat sewn on a cloth or leather backing.



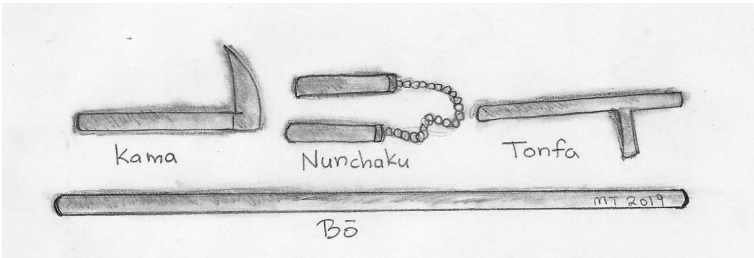
Heavy Armour

Heavy Armour. Heavy armour takes the form of complete suits of armour providing the wearer with maximum protection. Heavy armour must be specifically made to fit each wearer, and the process of making a suit of armour takes a month to complete (payment is made in advance). Existing suits of heavy armour (i.e. armour obtained from an adventure) need to be adjusted to fit the wearer; this process takes up to 2 weeks to complete and costs 100 Ryu.

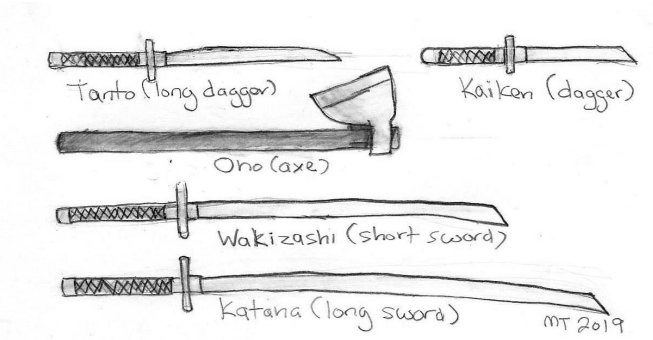
Table 12: Melee Weapons		
Weapons	Damage	Cost
Simple Weapons	1d6-1	1 Ryu
Martial Weapons	1d6	10 Ryu
Two-Handed Martial Weapons	1d6+1	15 Ryu

Melee Weapons

Melee Weapons are categorised in three broad categories: simple weapons, martial weapons and two-handed martial weapons. Simple weapons are easily constructed and are often adapted from farming tools. Martial weapons are crafted by weapon smiths and designed specifically for war.

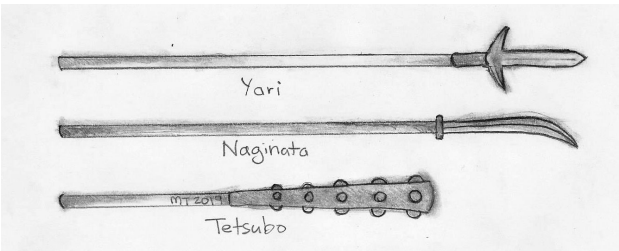


Simple Weapons. Simple weapons come in different shapes and sizes: some are large, requiring two hands to wield, while others can be wielded by a single hand. The illustration above provides some examples of the types of simple weapons found in feudal Japan.



Martial Weapons. Martial weapons are forged for the specific purpose of combat. Weapons such as swords, axes and war hammers are martial weapons. These weapons only require a single hand to wield. The above illustration provides some examples of the martial weapons found in me-

dieval Japan.



Two-handed Martial Weapons. Two-handed martial weapons require the use of both hands to wield and include such weapons as great-swords, polearms and pikes. The illustration above provides examples of two-handed martial weapons used in medieval Japanese warfare.

Table 13: Missile Weapons			
Weapons	Range	Damage	Cost
Long Bow	70'/ 140'/210'		40 Ryu
Short Bow	50'/100'/150'		30 Ryu
Throwing Projectiles	max 30'	1d6-1	5 Shu
20 Arrows (includes Quiver)		1d6	5 Ryu

Missile Weapons

The long and short bows have three ranges: short, medium and long range. Each of the three values indicates the threshold for each range. For instance, the long bow has the following range: 70'/140'/210'. 70' represents the short range threshold for the long bow; 140' represents the medium range; 210' represents the long and maximum range for the long bow. Missile attacks that fall within the short range threshold receive a +2 bonus 'to-hit'; medium range attacks receive no bonus; long range attacks receive a -2 penalty 'to-hit'.

Throwing Projectiles. Throwing projectiles are weapons such as throwing knives and Ninja throwing stars (shuriken). Unlike bows, throwing projectiles only have a maximum range. All attacks within this range are standard missile attacks (no bonuses or penalties).

Table 14: Adventuring Gear

Item	Cost
Backpack	2 Ryu
Bedroll	1 Ryu
Bottle or Jar (empty)	1 Shu
Case (map or scroll)	5 Shu
Crowbar	5 Shu
Flint & Steel	5 Shu
Grappling hook	1 Ryu
Hammer	5 Shu
Holy symbol or prayer beads	1 Ryu
Holy water (vial)	10 Ryu
Lantern	3 Ryu
Mirror, small	1 Ryu
Oil (lamp), 1 pint	2 Shu
Pole, 10 ft.	1 Ryu
Rations (5 days)	3 Shu
Rope (50 ft.), hemp	1 Ryu
Rope (50 ft.), silk	5 Ryu
Sack, small	3 Shu
Sack, large	5 Shu
Shovel	5 Shu
Spell book (blank)	10 Ryu
Spikes (12) or Stakes (12)	1 Ryu
Tent, small (1 person)	1 Ryu
Tent, large (5 people)	3 Ryu
Torches (12)	3 Shu
Waterskin or canteen	5 Shu
Ninja Kit	20 Ryu
caltrops (pouch)	1 Ryu
smoke bomb	5 Shu

Adventuring Gear

The items listed on Table 14 are some of the items you may need for adventuring. Please do not limited your choices to the items found here. If you can think of other items that will be useful for adventuring, please discuss this with your Referee.

Table 15: Transportation	
Type	Cost
Horse, draft	70 Ryu
Horse, riding	100 Ryu
Horse, war	200 Ryu
Cart	30 Ryu
Wagon	200 Ryu

Transportation

Horses and horse-drawn wagons transport adventurers and their loot from one destination to the next. All characters, by default, are skilled riders. Table 15 lists three types of horses: the draft horse, the riding horse and the war horse. Riding horses and war horses have been bred for riding; while draft horses are bred for hauling carts and wagons. The difference between a war horse and a riding horse is a war horse has been bred and trained for war; thus, war horses will engage in combat. Riding horses and draft horses will only fight in self-defence.

	Draft	Riding	War
Armour Class	7[12]	7[12]	6[13]
Hit Dice	3	2	3
Attack	1d6-1	1d6-1	1d6+1
Move	18	24	24
Save	17	17	15

Carts and Wagons. Carts are drawn by a single draft horse and are typically used to carry loot and adventuring gear. Carts can easily carry 700 lbs of gear (plus the weight of the driver). Wagons require two draft horses to pull and can comfortably fit half a dozen adventurers and their equipment

and loot.

Alternative Types of Transportation. Horses are just one means of transportation. Other methods of transportation could include boats, warships, elephants, etc. Perhaps there are monstrous creatures available for mounts. What other types of transportation available will be up to your Referee to decided.

Table 16: Lifestyle/Cost of Living Expenses	
Lifestyle	Cost per Month
Simple	3 Ryu
Comfortable	6 Ryu
Luxurious	12 Ryu

Lifestyle/Cost of Living Expenses

Lifestyle/Cost of Living Expenses includes the cost of food, shelter, hygiene, clothing, etc. There are 3 lifestyle categories: simple, comfortable and luxurious. Regardless of the lifestyle, they all provide food and shelter; thereby having no negative (or positive) effects on a character’s statistics. Rather, lifestyle choices are a statement of an individual’s social status.

Simple. Those living this lifestyle eat commonly available foods, such as barley, millet, rice, vegetables and beans. The meals are somewhat bland; but provide enough nourishment for the physically demanding lifestyle of an adventurer. The accommodations are shared, providing little privacy. This is a common lifestyle for a new and inexperienced group of adventurers.

Comfortable. Those living this lifestyle have well-balanced and flavourful diets of fish, rice, vegetables, beans and sake (alcohol). The accommodations typically consist of private bedrooms with shared facilities (kitchens, bathrooms, etc.). Merchants, well-to-do artisans, government officials and mid-ranking samurai live this lifestyle.

Luxurious. Those living this lifestyle have access to luxuries that most ordinary people do not; these include fine foods and expensive clothing. The accommodations are more spacious than those living a comfortable lifestyle. Wealthy merchants, nobles and high-ranking government officials

live this lifestyle.

Horses and Other Animals. It costs 1 Ryu per month for the upkeep of a horse (feed, stabling, etc.). Your Referee may allow you to have other animals in your service; he or she may use the upkeep costs of a horse as a gauge for the upkeep costs of other animals. *Let’s say you have a guard dog in your service; since a guard dog consumes less food and takes up less space than a horse, your Referee decides the upkeep costs for a guard dog is 4 Shu per month.*

Table 17: Miscellaneous Items & Services	
Item/Service	Cost
Bath, public bath house	3 Mon
Clothing, common	3 Shu
Clothing, fancy	3 Ryu
Funeral Service	10 Ryu
Haircut	5 Mon
Inn, shared room (per night)	5 Mon
Inn, private room (per night)	1 Shu
Meal, simple/light	1 Mon
Meal	2 Mon
Sake (alcohol), small bottle	3 Mon
Sake, large jug	1 Shu

Miscellaneous Items & Services

Between adventures, Player Characters find themselves in towns and cities; there, they gather information, rest, socialize and do things ordinary people do in their downtime. The Miscellaneous Items & Services Table has been created to account for these activities. There are, of course, more items and services available than the ones listed here. It will be up to your Referee to decide what other items and services are available.

Clothing. Adventurers start out with enough clothing for their adventuring career. Thus, the availability of clothing is a means of adding a level of detail to the game. Perhaps, upon returning to town after weeks on the road, the characters decide to freshen up and buy new silk kimonos, so they could attend a classy social function that requires such attire. Common clothes are the everyday clothes labourers, farmers and tradesmen

wear; they are plain, comfortable and designed for physical work. Fancy clothes are the elaborate garments nobles wear in court; these outfits look pretty but are ill suited for physical activities.

Temple Services and Funerals. Temples have flourished in areas where adventurers are found. Funeral costs include the costs of burial or cremation, where the remains of the deceased are either buried in a grave or interned inside the temple (cremation). Temples may have residential Sohei warrior-monks; in these cases, the warrior-monks may provide healing services in exchange for generous donations.

Chapter 5



Hirelings

Hirelings

An Adventuring Party is not complete without hirelings; hirelings are hired help, who provide services for the party. Hirelings serve as torch bearers, providing sources of light in the darkness; they provide strong backs for carrying dungeon loot; they guard and care for the horses while the adventurers are exploring dungeons.

Table 18: Hirelings		
Hirelings	Fee (per month)	Min Honour
Non-Combatants:		
Unskilled	3 Ryu	1
Artisan	8 Ryu	3
Academic	20 Ryu	8
Warriors:		
Soldier	10 Ryu	5
Specialist	20 Ryu	8

Hirelings are categories in two broad categories: non-combatants and warriors. Before we examine these categories further, there are two areas relating to hirelings we first need to explore: hireling fees and minimum honour. The fees are the amount of money each hireling is paid per month. This fee does not include cost of living expenses (please see Chapter 4), which are additional costs required for the retention of hirelings. As well, the hireling fees and cost of living expenses are paid up front for the month. For example, an unskilled hireling living a simple lifestyle costs 6 Ryu per month (3 Ryu for the fee and another 3 Ryu for the cost of living expense). Minimum honour is the amount of Honour a character needs to recruit the hireling. For instance, unskilled hirelings are ‘*a Mon a dozen*’ and will serve characters with honour scores of 1 or more; academics are less common and as such they will only serve characters with honour scores of 8 or more.

Table 19: Hireling Statistics		
	Non-Combatants	Warriors
Armour Class:	9[10]	5[14]
Hit Dice:	1-1	1+1
Move:	12	9(12)
Attack:	Simple weapons only	By weapon
Save:	19	15

Non-Combatants (Hirelings)

Non-combatants are hirelings who lack combat training; they cannot wear amour and are limited to the use of simple weapons. Non-combatants will only fight in self-defence and are dependant on the party for protection. There are three types of non-combatant hirelings: unskilled hirelings, artisans and academics.

Unskilled Hirelings. Unskilled hirelings are the most common type of hireling; they seek out adventurers for the prospect of roofs over their heads, food on their plates and coins in their pockets. Unskilled hirelings come with large backpacks and sacks designed for hauling dungeon loot; they are the only type of hireling willing to be overburdened with gear. Unskilled hirelings commonly serve as torch bearers, loot carriers, labourers and servants. Unskilled hirelings are content living a simple lifestyle.



Artisans (Hireling). Artisans are skilled tradesmen and tradeswomen, who are hired for the skills they possess. Artisans can be carpenters, boat-builders, weapon smiths, armourers and other such trade professions; Artisans possess the tools and equipment necessary for their trade. Artisans pride themselves on their skills and see it beneath their station to haul sacks filled with dungeon loot. Artisans may either require simple or comfortable lifestyle accommodations as part of their service; their requirements are largely dependant on the wealth of those they serve.

Academics (Hireling). Academics are scholars, alchemists, engineers, linguists and sages. Academics see any physical work as beneath them, and as such, Adventurers need to be mindful of what tasks they are assigned. Academics may require a comfortable or luxurious lifestyle as a condition of their service.

Warriors (Hirelings)

Warriors are professional fighting-men and fighting-women, who serve as mercenaries. Warriors are equipped with medium armour, adventuring gear and weapons (a combination of martial weapons, two-handed martial weapons and bows). While warriors are physically fit, they view the tasks of unskilled hirelings as beneath them (i.e. hauling sacks filled with dungeon loot). Warriors may require either simple or comfortable lifestyle accommodations as part of their conditions of employment.

Soldiers and Specialists. Soldiers are mercenaries trained in warfare, horseback riding, survival and archery. Specialists are soldiers with special abilities and are hired for specific purposes. For instance, a Seafaring Captain is one example of a specialist; the Seafaring Captain is a trained warrior with the ‘know-how’ to Captain a ship.

Table 20: Hireling Morale and Loyalty					
Cha	Character's Honour				
	1-4	5-9	10-14	15-19	20
3	Max: 1	Max: 2	Max: 2	Max: 3	Max: 3
	M: 12	M: 11	M: 10	M: 9	M: 8
	L: 14	L: 12	L: 10	L: 8	L: 7
4-6	Max: 2	Max: 3	Max: 3	Max: 4	Max: 4
	M: 11	M: 10	M: 9	M: 8	M: 7
	L: 13	L: 11	L: 9	L: 7	L: 5
7-14	Max: 4	Max: 5	Max: 5	Max: 6	Max: 6
	M: 9	M: 8	M: 7	M: 6	M: 5
	L: 11	L: 9	L: 7	L: 5	L: 3
15-17	Max: 5	Max: 6	Max: 6	Max: 7	Max: 7
	M: 7	M: 6	M: 5	M: 4	M: 3
	L: 9	L: 7	L: 5	L: 3	L: 2
18	Max: 6	Max: 7	Max: 7	Max: 8	Max: 8
	M: 6	M: 5	M: 4	M: 3	M: 2
	L: 8	L: 6	L: 4	L: 2	L: 2
*Max = Maximum Hirelings; M = Morale; L = Loyalty					



Hireling Morale and Loyalty

The maximum number of hirelings a character can retain and the morale and loyalty for those hirelings are dependant on both the character's *Charisma* and *Honour*. The values assigned to Morale and Loyalty reflects the d20 die roll needed to succeed for these checks; thus, lower scores are always better. For instance, Morale 8 requires a roll of 8 or more to succeed, and therefore has a greater chance of success than Morale 10, which

requires a roll of 10 or more to succeed.

Morale. Morale reflects the willingness of hirelings to stay in the fight when things get tough. It will be up to your Referee to decide when morale rolls are made. Morale rolls occur in such situations when the party is overwhelmed in a fight, when characters die in combat, or when facing powerful monsters. The Referee rolls the morale checks for the hirelings; if the results are equal or greater than the morale score, the hirelings keep their cool and stay in the fight. If the results are less than the morale score, something bad happens; the hirelings may flee, they may freeze up, they may surrender, etc. It will be up to your Referee to decide what the hirelings will do in these situations.

Loyalty. Loyalty reflects how loyal your hirelings are. Like morale rolls, loyalty rolls are at your Referee's discretion. Loyalty rolls can occur when too much is asked of your hirelings; when your hirelings are put in unnecessary danger; when your hirelings feel they are treated unfairly. When a loyalty roll fails (the results are less than the loyalty score), something bad happens. It will be up to your Referee to decide what this is. Perhaps your disgruntled hirelings run away in the middle of the night, stealing your precious loot as compensation for their 'unfair treatment'.

Hirelings as Non-Player Characters

The introduction of hirelings has introduced the concept of Non-Player Characters. Non-Player Characters (NPCs) are characters controlled by the Referee. That is, while the characters can direct their hirelings to perform certain actions, it will be up to the Referee to decide what actions the hirelings will perform. Your Referee will come up with personalities and backstories for your hirelings. Perhaps one of your hirelings is a know-it-all; perhaps another one has a secret past. NPCs add a level of richness to the game. Not only are you interacting with the other Player Characters (PCs); you are also interacting with the personalities created by the Referee.

Chapter 6



Playing the Game

Introduction

There are two main modes of gameplay in Eastern Adventures: exploration and combat. Exploration includes such activities as exploring dungeons, talking to NPCs and traveling. Whereas Combat is a turn-based system that simulates small-scale battles.

Dungeon. In this chapter the term Dungeon is frequently used. In the context of this book, Dungeon is a generic term used to refer to any underground or indoor environment where adventures occur. That is, a dungeon may be a network of subterranean tunnels, a monster filled castle or the ancient ruins of a lost civilization.

Exploration

Searching. Searching for secret doors, traps or hidden treasure are part of dungeon exploration. When your character is actively searching, you will let your Referee know where your character is searching (i.e. searching the north wall). The Referee will roll a d6 in secret. If the Referee rolls a 1

and there is something hidden where your character searched (i.e. a secret door on the north wall), your character uncovers what was hidden. It is important for the Referee to keep the results from the players as it creates a level of mystery and uncertainty. That is, the players are left wondering whether something was in the area they searched and missed it.



Kitsune and Koropokuru. Kitsune and Koropokuru have special talents for locating things. Kitsune have talents for locating secret doors and Koropokuru have talents for detecting traps. When a Kitsune is near a secret door, the Referee will roll a d6; if the results are 1 or 2, the secret door is found. If the Kitsune is actively searching, a secret door will be found on a roll of 1 to 4. When a Koropokuru is near a trap (both magical and mundane), the Referee will roll a d6; the trap is located on a roll of 1 or 2. When actively searching, Koropokuru detect traps on a roll of 1 to 4.

Doors. Doors may be unlocked, locked or trapped. Trapped and locked doors present a challenge for the adventurers (trapped doors fall in the category of traps, which will be discussed shortly). Ninja have special talents for picking locks and can make a Ninjutsu check to unlock doors. Alternatively, the adventurers can use their Strength to attempt to pry the door open. It will be up to your Referee to decide what mechanics are used. Your Referee may decide that a roll of 1 on a d6 causes the locked door to open; or he or she may decide to use Ability Score Rolls instead.

Ability Score Rolls

Sometimes your Referee will ask you to make an Ability Score Roll. An Ability Score Roll is when you roll a d20 and compare the results to one of your ability scores. If the results are equal or less than your ability score you succeed. For instance, your character is climbing up a steep cliff, and the Referee asks you to make a Strength check. Your character's Strength is 9. You roll a d20 and the result is 5; you succeed and successfully climb the

cliff. It will be up to your Referee to decide when and where this mechanic is used (perhaps your Referee may decide not to use this mechanic at all).

Traps

Dungeons are filled with traps. Traps can be pit traps, collapsing walls, trapped doors, etc. Some traps are designed to harm characters (i.e. a spiked pit trap), while other are designed to capture characters (i.e. a net trap). Like secret doors, traps can be found by actively searching an area (a roll of 1 on a d6 will locate a trap for non-ninja characters). The Ninjutsu check will be used if a Ninja is searching the area where a trap is located. As touched on earlier, Koropokuru have a special talent for detecting traps. If a character triggers a trap, they must make a Saving Throw; a successful save results in the character avoiding the effects of the trap. It will be up to your Referee to decide how each trap works and what each trap does.

In-Game Time

Time flows differently in the 'game world' as it does in the real world. A game session may last a couple of hours; however, several days may pass in the 'game world'. The process of searching rooms, travelling down long corridors and unlocking locked doors takes time. For instance, the Referee may decide 2 hours have passed after a large chamber is thoroughly searched. There does not exist an exact science when it comes to measuring the passage of 'game world' time; your Referee will have a rough idea of the passage of time and when your party is ready for a long rest.

Long Rest

A long rest represents the period of time when the characters rest for the night. When the time comes for the party to take a long rest (i.e. after a full-day of adventuring), the party must find a safe area to rest for the night (perhaps this involves the party backtracking to a previously explored area). Long rests involve catching up on sleep, eating, studying spell books and preparing for the next day. Long rests are important for Shugenja and Sohei as they regain their spent spells after a long rest. Long rests provide opportunities for the body to recover; as such, characters regain 1 hit point per long rest. To regain hit points at a faster rate, characters will either need a Full Day's Rest or magical healing.

A Full Day's Rest

A Full Day's Rest occurs during the down time between adventures. This is when characters spent time resting and recovering to heal their wounds.

During a full day's rest, a character spends most of the day sleeping and engages only in light activities. After each full day's rest the character regains 5 hit points.

Magical Healing

Magical healing takes the form of spells, potions and scrolls. Only Sohei can cast healing spells or use healing scrolls. Anyone can use healing potions. Characters regain their lost hit points up to the healing results of the spell, potion or scroll. In combat, while a dying character can receive the effects of magical healing, the dying character will remain unconscious until after combat is over.

Combat

Determining Surprise. The first step in combat is for the Referee to determine whether one side is surprised. This occurs when one side is unaware of their attackers (i.e. the monsters sneak up on the Adventurers and launch a surprise attack). If the Referee determines one side is surprised, the opposing side receives a *free attack round*. After the *free attack round*, both sides roll for initiative. If the Referee determines that neither side is surprised, then initiative is rolled.

Initiative. Initiative determines which side goes first. A d6 is rolled for the Player's side and another d6 is rolled for the Referee's side (i.e. the monsters). If both sides tie, then initiative is rolled again until one side has the highest roll. The side with the highest roll goes first; the other side goes next. After the first Combat Round is over, the second Combat Round begins in the same initiative order. Combat ends when one side is defeated.

Combat Round

Each combat round lasts 10 seconds and ends when both sides have completed their turns. The side with the highest initiative roll goes first. All the combatants who can act during the combat round are allowed to act. Once the combatants on one side complete their actions, the next side goes.

Turn. The turn reflects what a single combatant can do during the combat round. Combatants are limited to one turn per combat round. During the turn the combatant can move and perform an *Action*. *Actions* involve such things as melee or missile attacks, casting spells, drinking potions, etc. Some actions are so minor they do not count as a combatant's *Action*.

These include such things as drawing a weapon, switching weapons, dropping a lantern, calling out someone’s name, etc. If you need clarification on what is considered an Action, please bring this up with your Referee (it is his or her decision after all). As well, combatants can opt to do nothing during their turn (or choose to forgo either their move or action).

Table 21: Movement		
Armour	Humans, Kitsune & Tengu	Koropokuru
No armour or light armour	12	9
Medium Armour	9	9
Heavy Armour	6	6
Overburden	-3	-3

Movement

Movement reflects the maximum distance your character can move during their turn. The movement rates in Table 21 lists the movement per every 10 feet. For instance, a human wearing heavy armour can move up to 60 feet per turn; while another human wearing light armour can move up to 120 feet per turn. If a character is overburdened with items (i.e. a backpack filled with heavy dungeon loot), their movement is reduced by 3 (30 feet). It is up to your Referee to determine whether a character is overburdened. For instance, if a character is carrying a backpack containing their adventuring gear, the Referee will likely decide the character is not overburdened. However, if the same character is carrying a large sack filled with loot in addition to their backpack of adventuring gear, the Referee may decide the character is overburdened, resulting in their movement reduced by 3.

Melee Attacks

Melee attacks are hand-to-hand attacks, where the attacker rolls a d20 against their opponent’s Armour Class (AC). The tables in Appendix C shows the rolls required to hit an opponent’s AC. Having above average Strength gives a +1 bonus ‘to-hit’ (below average Strength incurs a -1 penalty ‘to-hit’). If you are using Descending Armour Class (DAC), you will likely have to refer to the tables to determine what roll you need to hit. Ascending Armour Class can be figured out by subtracting your ‘to-hit’ bonus from your opponent’s AC. For instance, your opponent has an AC of 16; your character has a +2 ‘to-hit’ bonus. Thus, you will need to roll 14 or better to

hit your opponent's AC ($16 - 2 = 14$).



Melee Damage. If your hit succeeds, you roll for the amount of damage you inflict on your opponent. Each weapon has a damage value assigned to it. Roll the damage value and add any bonuses or penalties to the results. This is how much damage your opponent suffers. *For instance, a Sohei with above average Strength hits an opponent with her two-handed martial weapon ($1d6+1$ damage). The result of the roll is 5; the weapon does 6 damage ($5 + 1 = 6$). The Sohei's above average Strength adds another +1 to the damage. Thus, the opponent suffers 7 points of damage.* It should be noted regardless of any negative modifiers, weapons will do at least 1 point of damage on successful hits.

Missile Attacks

Missile attacks involve the use of bows and throwing knives/stars. Like melee attacks, whether the missile attack succeeds is dependant on the opponent's AC. Characters with above average Dexterity scores will receive a +1 'to-hit' bonus for missile attacks (below average Dexterity scores will incur -1 penalty). Dexterity bonuses or penalties are never applied to damage rolls. As well, missile attacks cannot be made when engaged in melee combat (i.e. a character cannot fire a bow while deflecting sword blows in hand-to-hand combat).

Firing into Melee. When missile attacks are made against targets engaged in melee combat, there is a chance that the unintended target is hit. *For instance, a character sees her companion fighting a bandit in hand-to-hand combat. The character draws her bow and aims for the bandit. The char-*

acter knows there is a chance she will hit her companion by mistake. To represent the chance of hitting an ally by mistake, the following rule exists. If a missile attack misses, the missile attack is re-rolled, this time against the ally's AC. *Let's return to the example of the character firing into melee combat to clarify this rule. The character's missile attack is unsuccessful; the missile attack is re-rolled against her companion's AC. The attack succeeds; her companion is hit by 'friendly fire'.*



Opportunity Attacks

Opportunity attacks are automatic melee attacks that occur as a result of an opponent's action. Breaking away from melee combat and casting spells while in melee combat are two conditions that invoke opportunity attacks. *For instance, a character is in melee combat with a bandit. The bandit realizes the battle is turning against him and decides to make his escape. As the bandit runs away, the character receives a 'free' melee attack, and attacks the bandit.* Your Referee may have additional conditions that would invoke opportunity attacks.

Death and Dying

When monsters and hirelings reach 0 hit points they die. Characters die when their hit points reach a negative value of 5 plus their Character Level. For instance, a Level 1 character dies when their hit points are -6 ($5 + 1$); a Level 3 character dies when their hit points are -8 ($5 + 3$). When characters' hit points are below zero, they fall unconscious and start to 'bleed out'. Every combat round after this they lose 1 hit point until they die ($5 + \text{Character Level}$). Other characters (and hirelings) can stabilize the dying character by binding their wounds. It takes an action to stabilize a dying character; no roll is required, as stabilization always succeeds. While a character's wounds may be stabilized (they are no longer losing a hit point per round), they remain unconscious until combat has ended. After combat, the character is revived and has 1 hit point. To better illustrate the

concept of death and dying let's look at the following example:

Yoshi, the Level 2 Shugenja, currently has 4 hit points. An arrow hits Yoshi causing 6 points of damage. Yoshi falls unconscious; he now has -2 hit points. Starting next round, Yoshi will start 'bleeding out'; losing 1 hit point per round. Once Yoshi reaches -7 hit points he dies (5 + Level). Both Yoshi's companions are engaged in melee combat and are unable to reach him. Three rounds pass; Yoshi now has -5 hit points. Finally, one of Yoshi's companions reaches him. The companion stabilizes Yoshi's wounds; Yoshi is no longer losing a hit point per round. However, Yoshi is still unconscious, and his hit points are still at -5. Once combat is over, the characters revive Yoshi. Yoshi now has 1 hit point.

Outside of combat, characters 'bleed out' at a rate of 1 hit point per 30 seconds. Let's return to the example of Yoshi to illustrate this. Half an hour after Yoshi is revived, he and his companions are travelling down a long hallway. Suddenly the floor crumbles beneath Yoshi's feet, and he falls into a pit trap. Yoshi takes 4 points of damage from the fall. Since Yoshi only had 1 hit point, his hit points are now at -3. He is unconscious and 'bleeding out' at the bottom of the pit. Yoshi's companions have 120 seconds to stabilize his wounds before he reaches -7 hit points and dies. Yoshi's companions need to descend down the pit to stabilize his wounds. His companions quickly retrieve rope from their backpacks and prepare to climb down the pit. Can they reach Yoshi in time?

When characters have exactly 0 hit points, they fall unconscious; they are not 'bleeding out', but remain unconscious until combat is over.

Non-Player Characters

In addition to encountering monsters, traps and treasure, characters will also encounter Non-Player Characters (NPCs) on their adventures. NPCs are characters created and controlled by the Referee. NPCs can be another group of adventures, friendly monsters, townsfolk, etc.



Light Sources and Visibility

Dungeons are often dark, requiring adventurers to carry lanterns and torches. With the exception of Kitsune and Koropokuru, characters need light sources to navigate in the darkness. Torches and lanterns provide a 30’ radius of light; a torch last 2 hours, while a pint of lantern oil lasts 4 hours. If torches or lanterns are dropped, d6 are rolled; if the results are 1, torches extinguish, and lanterns break. Alternately, characters can carefully place torches or lanterns on the ground; however, if this occurs in Combat, it is considered an Action. Venturing outside the radius of a light source is dangerous; characters suffer a -5 penalty to their AC, attack rolls and all other abilities that require the use of sight. It is assumed that monsters can see in the dark; thus, the need for light sources do not apply to monsters.

Table 22: Outdoor Travel (per day)			
	Foot	Cart or wagon	Horse
Normal Terrain	12 miles	18 miles	24 miles
Difficult Terrain	6 miles	9 miles	12 miles

Outdoor Travel

Adventurers live a life on the road, travelling from place to place in search of treasure and loot. The cave complex rumoured to be filled with treasure may be 20 miles from the village the characters are staying at. Thus, the characters need to gather their weapons and gear and embark on the

journey to the cave. There are several ways the characters can travel: by foot, on horseback or by a wagon. Each of these methods of transportation have different movement rates based on the type of terrain the characters are travelling on. On normal terrain, characters can travel 12 miles a day by foot; 18 miles a day on a horse-drawn wagon or cart; 24 miles a day on horseback. Travelling over difficult terrain reduces the movement rate by half. Examples of normal terrain could include roads, open fields and prairies; examples of difficult terrain could include forests, marshlands and hills. What is considered normal vs difficult terrain will be up to your Referee to decide.

Table 23: Selling Loot			
Charisma	Honour		
	0-4	5-11	12+
3	20%	25%	30%
4-6	30%	35%	40%
7-14	40%	45%	50%
15-17	50%	55%	60%
18	60%	65%	70%

Selling Loot

Dungeons are filled with loot and treasure. One of the challenges for characters is to find buyers for their loot; after all, the markets could be flooded with adventurers selling their plunder. Merchants and shop keepers are often the best source for adventurers to sell their loot. A character’s charisma and honour, coupled with the player’s role-playing skills, determines what prices a character will receive for their loot. As well, armour that has been retrieved from fallen enemies will likely have damage; this further reduces the price by 10% to 30%. To better illustrate the process of selling loot, let’s look at the following example:

After an adventure, Jo-jo, the Koropokuru Bushi, returns to town with a suit of heavy armour, taken from a fallen foe. Since the foe was human-size, it would be impossible for Jo-jo to have the armour adjusted to fit his short stature. So, Jo-jo decides to find a buyer for his armour. Jo-jo finds an armoured willing to purchase the armour. Jo-jo has a Charisma score of 5 and an Honour score of 12. According to Table 23, the price Jo-jo should receive for his loot is 40%. However, whether Jo-jo will receive 40% will

*be dependant on the role-playing skills of the person playing him. More so, the armourer notices several slash marks on the armour (as a result of Jo-jo's weapon); the value of the armour is reduced by 20%. A new suit of heavy armour costs 300 Ryu; with the value reduced by 20%, the armour is worth 240 Ryu. Based on his Charisma and Honour, Jo-jo should receive 96 Ryu ($240 \text{ Ryu} * 40\% = 96 \text{ Ryu}$). However, through the player's efforts and skills at role-playing, the Referee decides Jo-jo will receive 120 Ryu for the armour. Thus, Jo-jo receives 50% of the value of the armour. On the other hand, if the player did not put any effort into role-playing Jo-jo's negotiations with the armourer, the Referee could decide to give Jo-jo less than 40% of the value of the armour.*

Chapter 7



Magic

Introduction

Shugenja practice arcane magic and Sohei practice divine magic. Arcane magic involves the use of spell books, where the practitioner can only memorize the spells available in their spell book. Divine magic comes directly from the gods, spirits and otherworldly beings; thus, a divine practitioner has access to all divine spells up to their maximum casting level. Both Shugenja and Sohei can use scrolls; however, there are limits to which scrolls they can use.

Scrolls

Scrolls are magical artifacts created by powerful Shugenja and Sohei. Each scroll contains a spell; when the spell is cast, the scroll turns to ash. Shugenja can only use Shugenja scrolls and are limited to the spells up to their maximum spell casting level; likewise, Sohei have the same restrictions. *For instance, Toshi, the Level 4 Sohei, has a maximum spell casting level of 2. Toshi is able to use any Sohei scrolls containing Level 1 and 2 spells; however, Toshi cannot use scrolls with Level 3 or Level 4 spells. As*

well, Toshi cannot use scrolls containing Shugenja spells.

Spell Attacks

Some of the Shugenja's spells require a spell attack. A spell attack is like a melee or missile attack where the Shugenja's 'to-hit' table in Appendix C is used. However, instead of applying Strength or Dexterity bonuses (or penalties), Intelligence bonuses (or penalties) are applied.

Targeted Spells

Spells that target creatures, object, etc., require the caster to see the target.

Verbal Component

Arcane spells require a verbal component (i.e. speech); thus, Shugenja who are 'silenced' (i.e. by magic) cannot cast spells in this condition. Divine spells do not require a verbal component; thus, Sohei can cast spells even when they are incapable of speech.

Helpless Targets

Some spells cause the victim to enter a helpless state (i.e. paralysis). All Melee attacks against a helpless target automatically hits and kills the target. Missile attacks receive a +5 'to-hit' bonus; but inflict their normal amount of damage. If a character is in a helpless state and receives a melee attack, the character is allowed to make a saving throwing (save vs death; bushi receive a +2 bonus for this save). If the save fails, the character dies; if it succeeds, the character is at 0 hit points and is unconscious.

Spell Descriptions

Before examining the Spell Lists, it is important to clarify some of the terminology used for the spell descriptions.

Duration. Duration refers to how long the effects of the spell lasts.

Range. Range is the maximum range of the spell.

Area. Area is the area affected by the spell. The volume of a spell with an area effect remains the same; however, the dimensions of that area can change. For instance, the 20' x 20' area of the Sticky Paper spell can

change dimensions to 10' x 40'.

Automatically hits. Some spells automatically hit their targets. For these spells, saving throws are made. Failed saving throws result in the spell's full effect.



Poison. Some spells are poisonous. Please see Appendix D for the effects of poison.

Level. Some spells increase in power as the caster advances in levels. Levels refer to the character's level; not the spell level. *For instance, healing spells increase to 2d6+1 at Level 3. This increase occurs when the Sohei becomes a Level 3 character.* When monsters are casting spells, their Hit Dice are used to represent the Level of the caster.

Creatures. The term creatures is used for many of the spell descriptions. Creatures refers to monsters, characters, hirelings, etc.

+Wisdom Bonus. Some Sohei spells apply wisdom bonuses to the spell effects. If the caster has above average wisdom (Wisdom of 15 or greater) +1 is added for each die rolled for the effect. A 2d6+1 heal spell cast by a Sohei with above average wisdom will result in an extra 2 hit points of healing.

Table 24: Shugenja Spells			
Level 1	Level 2	Level 3	Level 4
Detect Magic	Conjure Illusion	Dispel Magic	Breathe Water
Flaming Orb	Dark Vision	Growth	Death Whisper
Frost Bolt	Flaming Servant	Global of Flames	Silence
Identify Magic	Fire Cracker	Lightening Strike	Summon Elemental
Iron Shards	Influence Others	Spider's Web	Poisonous Cloud
Levitation	Languages	Telepathic Link	
Lock	Poisoned Arrow		
Sticky Paper	Ray of Paralysis		

Shugenja Level 1 Spells

Detect Magic

Duration: 1 hour
Range: 50' radius from caster

All magical items will glow while in the radius of the caster. Detect magic lasts for 1 hour; however, the caster could end this spell sooner, if so desired.

Flaming Orb

Duration: 12 hours

The caster summons a small orb of magical fire producing the same effects as a lantern. The flaming orb will hover near the caster. The duration of this spell is 12 hours; during this time the caster can dismiss and re-summon the orb as many times as they desire.

The flaming orb can be used to light camp fires, torches, etc. However, it cannot be used as a weapon.

Frost Bolt

Range: 80'

A bolt of frost fires from the caster's palm. A single target is selected. The target must make a saving throw. A failed saving throw results in 1d6+1 damage (a successful save results in half damage).

At Level 4, the spell damage increases to 2d6+1; at Level 8, it increases to 3d6+1.

Iron Shards

Range: 100'

Two shards of sharp iron materialize from the caster's hand. The caster makes two magic attacks (either directed at a single target or two separate targets). Each shard does 1d6 damage.

At Level 3, three iron shards materialize; at Level 7, four iron shards.

Lock

Duration: 24 hours

Range: Touch

The caster causes a magical lock to form on a door, chest, etc. The lock functions as a normal lock (i.e. Ninjutsu checks can be used to open the lock); however, it takes at least 30 minutes to open the magical lock.

Identify Magic

Range: Touch

The caster can identify a single magical item. For instance, if the caster casts this spell on an unidentified-potion, he or she will know the effects of the potion (i.e. a potion of healing).

Levitation

Duration: 20 minutes

Range: Touch

The caster can cast this spell on himself (herself) or another creature or object (up to a maximum of 300 lbs). The recipient of this spell can levitation up to 50' from the ground.

Sticky Paper

Duration: 2 hours

Range: 80'

Area: 20' x 20'

This spell causes a sticky layer of tar to form on the ground. Movement is reduced by half and AC is reduced by 5 points while moving across the affected area.

Shugenja Level 2 Spells

Conjure Illusion

Duration: 1 hour
Range: 20'

The caster conjures a realistic looking illusion. The illusion is limited to a maximum area of 10 cubic feet.

Dark Vision

Duration: 12 hours
Range: touch

The caster can use this spell on himself (herself) or another creature. The spell grants the recipient the ability to see in total darkness just as well as they can see in daylight.

Flaming Servant

Duration: 12 hours

This spell shares the same effects as the Flaming Orb spell, with the addition of these qualities:

The flaming servant can travel up to 50' from the caster (the caster must be able to see or hear the flaming servant).

The caster can direct the flaming servant to move, attack, etc. as a 'free action in combat'.

If the flaming servant attacks, it hurls itself at the target; the target must succeed a saving throw or take 2d6 damage (a successful save results in half damage).

Once the flaming servant attacks, it disappears. The use of another spell is required to summon the flaming servant again.

Fire Cracker

Range: 80'
Area: 10' x 10'

This spell causes the ground to erupt in a series of small explosions over the affected area. All creatures within this area must make a saving throw. A failed save results in 2d6 damage; a successful save results in half damage.

Influence Others

Duration: 1 hour
Range: 30'

This spell affects creatures with 5 HD or less. The targeted creature must make a saving throw; a failed save results in the creature being under the control of the caster for the duration of the spell.

At Level 7, this spell affects creatures with 7 HD or less. At Level 9, it affects creatures with 9 HD or less.

Poisoned Arrow

Range: 100'

A magical arrow appears from the caster's palm and a magical attack is made against a target. A successful hit causes 1d6+1 damage and the victim must make a saving throw against Poison II.

At Level 6, the poison increases to Poison III.

Languages

Duration: 6 hours

The caster can only target herself (himself) with this spell. For the duration of the spell, the caster is able to speak, read and understand a language they are unfamiliar with.

Ray of Paralysis

Duration: 20 minutes
Range: 80'

This spell affects a single creature with 6 HD or less. The target must make a saving throw. A failed save results in the target being paralyzed for the duration of the spell. While paralyzed, the target is helpless.

At Level 8, this spell targets two creatures.

Shugenja Level 3 Spells

Dispel Magic

Range: 30'

The effects of a spell or a magical effect are dispelled.

Growth

Duration: 2 hours

Range: touch

The caster could either cast this spell on herself (himself) or another creature. The target and everything they are wearing and carrying doubles in size for the duration of the spell (or sooner should the caster decide to dismiss the spell). While in this enlarged state, the target's hit points triple and their weapon damage and movement rates double.

Globe of Flames

Range: 100'

Area: 10 cubic feet

A sphere of fire fills a 10' cubic area. All creatures within this area must make a saving throw. Failed saving throws result in 3d6 damage (half damage for successful saves).

Lightening Strike

Range: 100'

A lightening bolt manifests from the caster's palm and flows in a straight trajectory. All those in the path of the lightening bolt must make a saving throw. A failed saving throw results in 4d6 damage (half damage for successful saves).

Spider's Web

Range: 60'
Area: 10 cubic feet
Duration: 20 minutes

A 10' cubic area is filled with a sticky silk-like web. Creatures within this area must make a saving throw. A failed save results in the creature entering a helpless state (at the start of their next turn, they can make another saving throw to escape).

A successful save results in the creature escaping the webbed area. However, in doing so, they have spent their action and cannot take any further actions until their next turn.

Telepathic Link

Duration: 12 hours
Range: Touch

The spellcaster forms a two-way telepathic link with another creature (the target creature and the caster must be able to speak the same language). For the duration of the spell, the caster and the target creature can have a two-way telepathic conversation.

Shugenja Level 4 Spells

Breathe Water

Duration: 24 hours
Range: Touch

The caster can select up to 3 creatures (including her/himself). For the duration of the spell, those affected by this spell can breathe underwater just as well as they can breathe on land.

Death Whisper

Range: 40'

The caster selects a single creature. The creature must make a saving throw. If the creature has less than 5 HD and they failed their save, the creature dies. If the creature has 5 HD or more and they failed their save, they suffer 6d6 damage.

Silence

Duration: 12 hours

Range: 40'

The spellcaster targets a single creature. The targeted creature must make a saving throw or be silenced for the duration of the spell. This is a powerful spell against arcane spellcasters as speech is necessary for arcane magic.

Poisonous Cloud

Range: 60'

Area: 10 cubic feet

Duration: 10 minutes

A poisonous cloud fills a 10' cubic area. All creatures within the area of the poisonous cloud must make a saving throw. A failed save results in the victim being poisoned (Poison II).

A successful save results in the creature escaping the poisonous cloud. However, in doing so, the creature has spent their action and cannot take an action until their next turn.

Summon Elemental

Duration: 1 hour

The caster summons an elemental creature from either the planes of air, water, wind or fire. For the duration of the spell (or when the elemental is killed), the elemental acts as an NPC in the service of the caster.

Elemental: AC 2[17], HD 8, Attack 2d6, Move 12, Save 12

Table 25: Sohei Spells			
Level 1	Level 2	Level 3	Level 4
Detect Magic	Create Food & Water	Aura of Protection	Divine Healing
Heal	Cure Disease	Channel Healing	Remove Curse
Identify Magic	Inspire Others	Dispel Magic	Summon Guardian
Illuminate Object	Languages	Telepathic Link	
Protect	Neutralize Poison		
Purify Food & Water			

Sohei Level 1 Spells

Detect Magic

Same as the Shugenja spell (without the verbal component needed to cast the spell).

Heal

Range: touch

This spell heals 1d6+1 hit points. At Level 3, this spell heals 2d6+1 hp; level 5, 3d6+1 hp; level 7, 4d6+1 hp; level 9, 5d6+1 hp. Wisdom bonuses are applied to each d6 rolled.

Identify Magic

Same as the Shugenja spell (without the verbal component needed to cast the spell).

Illuminate Object

Range: touch
Duration: 12 hours

The caster selects a single object (i.e. a stone, a staff, etc.). For the duration of the spell, the object glows, producing the same effects as a lantern.

Protect

Range: touch
Duration: 3 hours

This spell affects a single creature. For the duration of this spell, the recipient receives +2 bonus to their saving throws and AC.

Purify Food & Water

Range: touch

The caster can purify enough spoiled food and water to feed up to five adults for a day.

Sohei Level 2 Spells

Create Food & Water

Range: touch

The caster creates enough food and water to feed up to 5 adults for a whole day.

Cure Disease

Range: touch

This spell negates the effects of Disease I, II and III for a single creature.

Inspire Others

Range: 30'
Duration: 1 hour

This spell targets up to 3 creatures. For the duration of this spell, the recipients receive a +1 bonus 'to-hit' and to damage for all melee, missile and magical attacks.

Languages

Same as the Shugenja spell (without the verbal component needed to cast the spell).

Neutralize Poison

Range: touch

This spell negates the effects of Poison I, II and III for a single creature.

Sohei Level 3 Spells

Aura of Protection

Range: 20' radius from the caster
Duration: 3 hours

All allies within 20' of the caster receive +2 bonus to their AC and saving throws for the duration of the spell.

Channel Healing

Range 30'

The caster channels magical healing to a wounded creature. The recipient recovers 3d6 hit points. At Level 10, the healing increases to 4d6 hp. Wisdom bonuses are applied to each d6 rolled.

Dispel Magic

Same as the Shugenja spell (without the verbal component needed to cast the spell).

Telepathic Link

Same as the Shugenja spell (without the verbal component needed to cast the spell).

Sohei Level 4 Spells

Divine Healing

Range: touch

The recipient receives 6d6 hit points of magical healing. The effects of Disease and Poison are neutralized. Wisdom bonuses are applied to each d6 rolled.

Remove Curse

Range: touch

A curse is removed.

Summon Guardian

Duration: 3 hours

The caster summons a celestial guardian. For the duration of the spell (or when the guardian is killed), the guardian acts as an NPC in the service of the caster.

Celestial Guardian: AC 1[18], HD 6, Attack 1d6+1, Move 12/18(fly), Save 11

Chapter 8



Monsters

Introduction

While the previous chapters in this book are written for both the Players and the Referee, the remaining chapters are written specially for the Referee. This chapter focuses on the monsters that inhabit the world of Eastern Adventures. In Eastern Adventures, monsters are any creatures that presents a potential threat to the PCs; monsters can be wild animals, humans, demi-humans, demons and undead. The monsters presented in this chapter are only a sample of the possible creatures that exist in the 'game world'. You are encouraged to create your own monsters and to modify the existing monsters to fit your setting. As well, the descriptions for the monsters are vague. This has been done intentionally; allowing you to come up with your own descriptions and interpretations of the monsters.

Monster To-Hit Rolls

Appendix C lists the 'to-hit' rolls for the monsters based on their Hit Dice (HD). The 'to-hit' rolls are calculated by adding the monster's HD (up to a maximum of 10) to the roll needed to hit. The 'to-hit' rolls apply to the monster's melee, missile and magical attacks (if applicable). If you are us-

ing Ascending Armour Class (ACC), you can simply add the monster’s ‘to-hit’ bonus to the d20 roll. For instance, let’s say a 4 HD monster is attacking a character with an AC of 16. A d20 roll of 12 or better (d20 + 4) is needed to hit the AC 16 character.

Poison and Disease

Some monsters have poisonous attacks or spread diseases. Appendix D lists the effects of poison and disease.

Spells

Some of the monsters have the ability to cast spells. The number of spells in the monster’s profile indicates the number of spells the monsters can cast each day. It will be up to you to choose the spells the monster has.

Monster Experience Points

Awarding experience points will be discussed in the next chapter. Table 26 lists the experience points awarded based on the HD of the monsters. You are encouraged to modify the experience points listed below. After all, the experience points listed here are only guidelines; the actual experience points awarded will be up to you to decide.

Table 26: Monster Experience Points			
Hit Dice:	XP:	Hit Dice:	XP:
<1	20	11-12	1,500
1	30	13-14	1,800
2	50	15-16	2,100
3	100	17-18	2,400
4	180	19-20	2,800
5	280	21-22	3,200
6	400	23-24	3,700
7	550	25-26	4,100
8	750	27-28	4,400
9	1,000	29-30	4,700
10	1,300	31+	5,000

Animals

Dogs and Wolves			
	Domestic	War/Guard	Wolf
Armour Class	7[12]	6[13]	6[13]
Hit Dice	1-1	1+1	2
Attack	1d6	1d6+1	1d6+1
Special	None	None	None
Move	18	18	18
Save	17	16	15

Dogs and Wolves

Dogs are descendants of wolves. Domestic dogs are the ‘working dogs’ found on farms and the pets people keep in their homes. War/Guard dogs are trained for combat and are accompanied by a handler. Wolves are highly intelligent social animals who are only a threat to humans if cornered.

Giant Spider	
Armour Class	4[15]
Hit Dice	4
Attack	1d6 + poison
Special	Poison II Web
Move	12
Save	15

Giant Spiders

A giant spider’s lair is filled with spider webs. Any creature moving through the webs suffers a -4 penalty to their AC and attack rolls. As well, their movement is reduced to half. Giant spiders can move through their webs without incurring any penalties.

Horses

There are three broad categories of horses: draft horses, riding horses and war horses. Humans and humanoid monsters frequently use horses. Please see Chapter 4 (Table 15) for more details.

Snakes			
	Standard	Large	Giant
Armour Class	6[13]	6[13]	4[15]
Hit Dice	1-3 hp	1+1	3
Attack	1 dmg	1 dmg	1d6
Special	Poison I	Poison I	Poison II
Move	12	12	12
Save	19	18	16

Snakes

Standard snakes are 1 to 2 feet long; large snakes are 5 to 8 feet long. Standard and large snakes inflict 1 point of damage (plus Poison I) on a successful hit. Giant snakes are over 15 feet long; their attacks inflict 1d6 damage (plus Poison II).

Rats			
	Normal	Giant	Dire
Armour Class	6[13]	6[13]	4[15]
Hit Dice	1 hp	1-3 hp	1+1
Attack	bite	1 dmg	1d6
Special	Disease I	Disease II	Disease III
Move	18	18	18
Save	20	19	17

Rats

A normal rat is the standard breed of rats found on farms and in sewers. A normal rat does not inflict damage on a successful hit; however, it does spread disease (Disease I), and the victim of a rat's bite must make a saving throw. A giant rat is the size of a small dog. Giant rats inflict 1 point of damage on a successful hit (plus Disease II). Dire rats are the size of large dogs; they inflict 1d6 damage (plus Disease III).

Humans

Bandits or Wakou			
	Bandit/Wakou	Elite	Captain
Armour Class	7[12]	5[14]	5[14]
Hit Dice	1	2	4
Attack	By Weapon	By Weapon	By Weapon
Special	None	None	None
Move	12	9[12]	9[12]
Save	16	15	13

Bandits

Bandits roam the country side plundering farms and small villages for whatever resources they can find. Approximately 1 in every 10 bandits will have 2 HD. Bandits typically operate from secret strongholds, hidden in the mountains or forests; each bandit stronghold is commanded by a Captain.



Wakou

Wakou are pirates, who plunder coastal villages for loot and slaves. Roughly 1 in every 5 Wakou will be an elite warrior with 2 HD. A Wakou ship carries a compliment of 40 to 80 pirates; each ship is commanded by a Captain. Below the Captain are 1 to 3 Lieutenants; each having 3 HD. It is common to find Shugenja serving aboard the ship.

	Ikko-ikki		
	Ikko-ikki	Leader I	Leader II
Armour Class	9[10]	5[14]	3[16]
Hit Dice	1-1	2	4
Attack	By Weapon (simple)	By Weapon	By Weapon
Special	Berserk	Inspire	Inspire
Move	12	9[12]	9[12]
Save	17	15	13

Ikko-ikki

Ikko-ikki are mobs of fanatical peasants driven into a frenzied state by charismatic leaders chanting words of inspiration. While in the frenzied state, Ikko-ikki receive a +3 bonus 'to-hit' and damage and will protect their leaders at all costs. However, should their leaders fall in battle, the mob loses their frenzied state; their morale soon breaks, and the mob flees. Smaller groups of Ikko-ikki (less than 10) are led by a single leader; while larger groups have multiple leaders.

	Normal Human
Armour Class	9[10]
Hit Dice	1-1
Attack	By weapon (simple)
Special	None
Move	12
Save	19

Normal Humans

Normal humans are non-combatants; they are the ordinary people characters encounter in towns and villages.

Soldiers			
	Soldier	Sergeant	Captain
Armour Class	5[14]	5[14]	3[16]
Hit Dice	1+1	3	5
Attack	By Weapon	By Weapon	By Weapon
Special	None	None	None
Move	9[12]	9[12]	6[12]
Save	15	13	11



Soldiers

Soldiers are professional warriors equipped with a combination of martial weapons and bows. Soldiers can be town guards, law enforcement officers, mercenaries or in any number of other martial professions.

Samurai & Ashigaru

Samurai. Samurai are a class of professional warriors in the service of a feudal lord. Samurai are Bushi of various levels, outfitted with medium or heavy armour. It is common for Samurai to own a war horse.

Ashigaru. Ashigaru are the common foot soldiers in a samurai's lord's army, comprising the bulk of the fighting force. Use the Soldier statistics for Ashigaru.

Ronin. Ronin are master-less samurai, who wander the lands seeking a master to serve.

Yakuza			
	Gangster	Elite	Boss
Armour Class	9[10]	9[10]	9[10]
Hit Dice	1	2	4
Attack	By Weapon	By Weapon	By Weapon
Special	Thievery 2	Thievery 3	Thievery 4
Move	12	12	12
Save	16	15	13

Yakuza

Yakuza represent the criminal underworld found in many towns and cities. Yakuza possess some Ninja skills which includes picking locks and pockets, detecting and disabling traps, hiding in shadows and moving silently. As such, Yakuza have a Thievery score, which shares the same d6 mechanics as the Ninjutsu roll. As well, Yakuza have the Ninja skill of backstab.

Monsters

Amabie	
Armour Class	8[11]
Hit Dice	1
Attack	1d6
Special	Swim
Move	12 or 18 (swim)
Save	15

Ambie

Ambie are a three-legged race of aquatic humanoids.

Ashinaga-tenaga	
Armour Class	9[10]
Hit Dice	1+1
Attack	1d6
Special	None
Move	12 or 18
Save	16

Ashinaga-tenaga

Ashinaga-tenaga are a cursed race of humanoids who either have disproportionately long legs or arms. Ashinaga-tenaga with long legs have a movement rate of 18.

Bakemono, Lesser			
	Cutthroat	Elite	Chieftain
Armour Class	7[12]	7[12]	7[12]
Hit Dice	1-1	2	4
Attack	By Weapon	By Weapon	By Weapon
Special	Ninjutsu 2	Ninjutsu 3	Ninjutsu 4
Move	9	9	9
Save	17	15	13



Bakemono, Lesser

Lesser Bakemono are ugly humanoids standing 4' to 5' tall. Lesser Bakemono possess the same skills as Ninja and favour stealth and guile over brute force. Lesser Bakemono may be encountered on their own or as retainers for Greater Bakemono or Oni.

Bakemono, Greater			
	Soldier	Sergeant	Captain
Armour Class	5[14]	5[14]	3[16]
Hit Dice	1+1	3	5
Attack	By Weapon	By Weapon	By Weapon
Special	None	None	None
Move	9[12]	9[12]	6[12]
Save	16	14	12



Bakemono, Greater

Greater Bakemono are a human-size race of bakemono who possess sound military tactics and strategy. Greater Bakemono often employ Lesser Bakemono in their service; using their smaller cousins' skills to their advantage.

Bakeneko	
Armour Class	6[13]
Hit Dice	1 hit point
Attack	-
Special	None
Move	12
Save	17

Bakeneko

Bakeneko are an intelligent race of cats capable of human speech. Bakeneko appear as normal domestic cats. Most never know the true nature of Bakeneko, believing they are ordinary cats.

Hibagon	
Armour Class	6[13]
Hit Dice	3
Attack	1d6+1
Special	None
Move	12
Save	15

Hibagon

A hairy race of humanoids covered from head to toe in thick fur. A fully grown hibagon stands over 6 feet tall and weighs around 250 lbs. Hibagon are shy creatures, living deep within forests, avoiding contact with outsiders.



Hitotsume-kozo	
Armour Class	9[10]
Hit Dice	1
Attack	1d6
Special	None
Move	12
Save	18

Hitotsume-kozo

An ugly race of humanoids with oversized bald heads and a single massive eye encompassing most of their face.

Inugami	
Armour Class	6[13]
Hit Dice	1
Attack	1d6-1
Special	+6 for Save vs Magic
Move	18
Save	17

Inugami

A long-lived intelligence race of dogs capable of human speech.

Jorogumo			
	Mistress	Matriarch	Giant Spider
Armour Class	8[11]	8[11]	2[17]
Hit Dice	6	9	10 or 13
Attack	1d6 + poison	1d6 + poison	2d6 + poison
Special	Poison III	Poison III	Poison III
	Shugenja Spells:	Shugenja Spells:	Spider's Web
	Level 3: 2 spells	Level 4: 2 spells	
	Level 2: 4 spells	Level 3: 4 spells	
	Level 1: 4 spells	Level 2: 6 spells	
		Level 1: 6 spells	
Move	12	12	18
Save	10	7	10 or 7

Jorogumo

Jorogumo are a shapeshift race of giant intelligent spiders who can take the form of a beautiful woman. Jorogumo delight in using their human form to lure unsuspecting victims to their death. In their human form, Jorogumo are powerful arcane spellcasters and carry poisoned blades soaked in their venom. A Jorogumo's poison is very lethal and is categorized as Poison III. In their natural form, Jorogumo appear as giant spiders. A 6 HD Jorogumo will have 10 HD as a giant spider; a 9 HD Matriarch will have 13 HD.

A Jorogumo's lair is filled with fine silk-like strands of spider's web, which the Jorogumo and her minion glide across. Adventurers will have to cut through the web to travel through the lair. It takes a full action to cut a 5' area of web. Adventurers who pass through the web will have to make a saving throw for every 5' they travel. A failed save results in the Adventurer being stuck in the web (-5 penalty AC and attack roll while stuck). Jorogumo will often keep giant spiders as pets and Tsuchigumo as servants.

	Kappa		
	Warrior	Ninja	Shaman
Armour Class	2[17]	4[15]	4[15]
Hit Dice	3	2	1+1
Attack	1d6	1d6	1d6-1
Special	None	Ninjutsu 3	Shugenja Spells: Level 2: 1 spell Level 1: 4 spells
Move	9 or 12 (swim)	9 or 12 (swim)	9 or 12 (swim)
Save	14	15	15

Kappa

A turtle-like race of humanoids founds near lakes and ponds. A fully-grown Kappa stands 4' to 5' tall. When encountered, Kappa will either be warriors, ninja or shamans.

	Karura		
	Initiate	Warrior-Monk	Master Monk
Armour Class	4[15]	4[15]	2[17]
Hit Dice	2	3	5
Attack	1d6+1	1d6+1	1d6+1
Special	None	Sohei Spells: Level 1: 3 spells	Sohei Spells: Level 1: 1 spell Level 2: 2 spells Level 1: 3 spells
Move	9[12]	9[12]	6[12]
Save	14	13	11



Karura

Karura are humanoids with heads resembling those belonging to a bird of prey. Karura wear armour and fight with long bladed polearms (two-handed martial weapons). Approximately one in every five Karura encountered will be a warrior-monk, with the ability to cast low level Sohei spells.

Kirin	
Armour Class	1[18]
Hit Dice	7
Attack	2d6
Special	Sohei spells: Level 3: 2 spells Level 2: 3 spells Level 1: 3 spells
Move	24 or 32 (fly)
Save	10

Kirin

Kirin are an intelligent race of magical beasts capable of human speech and flight. Powerful warriors have been known to befriend Kirin and ride these magnificent beasts into battle. Kirin have the ability to cast divine spells.

Kitsune

Kitsune can be found in most human towns and cities, living secret lives in their human form. A Kitsune's life spans several centuries, and as such a Kitsune will move from town to town every dozen or so years; there, they would assume a new identity; begin a new life. It is common for a Kitsune to be told by an elderly person how much they look like a friend from their youth. When encountered, Kitsune will either be Shungenja or Ninja of various levels.

Komainu	
Armour Class	5[14]
Hit Dice	5
Attack	2d6
Special	Sohei spells: Level 2: 2 spells Level 1: 3 spells
Move	18
Save	12

Koropokuru Non-Combatant	
Armour Class	9[10]
Hit Dice	1-1
Attack	By Weapon
Special	None
Move	9
Save	18

Kuda-gitsune	
Armour Class	6[13]
Hit Dice	1-1
Attack	1d6-1
Special	None
Move	18
Save	18

Komainu

Komainu are an intelligent race of magical beasts who guard temples and other holy sites. Komainu are capable of human speech and can cast divine spells.

Koropokuru

Koropokuru are skilled artisans renown for their skills; as such, Koropokuru artisans and their works are found throughout human lands. Those Koropokuru inclined towards adventuring usually choose the Bushi class.

Kuda-gitsune

Kuda-gitsune are intelligent fox-like animals capable of human speech.

Mikoshi-nyudo	
Armour Class	9[10]
Hit Dice	1
Attack	1d6-1
Special	None
Move	12
Save	18

Mikoshi-nyudo

A cursed race of humanoids with large hairless heads and long necks.

Mizuchi (Water Dragon)			
	Adult	Elder	Ancient
Armour Class	2[17]	0[19]	0[19]
Hit Dice	22	28	32
Attack	4d6	4d6	5d6
Special	Breath Weapon	Breath Weapon	Breath Weapon
Move	24 (fly)	24 (fly)	24 (fly)
Save	5	4	3

Mizuchi (Water Dragon)

Mizuchi are a highly intelligent and ancient race of giant serpents; they have long wingless snake-like bodies and are capable of magical flight. As Mizuchi age, their size and power increases; the most power Mizuchi are said to be over 1,000 years old. Mizuchi make their lairs near great lakes and oceans.

Breath Weapon. Up to 3 times a day, a Mizuchi can make a breath attack. The breath attack has an area of 20' x 20'. Those within this area must make a saving throw. A failed saving throw results in 4d6 damage (a successful save results in half damage).

Mujina			
	Warrior	Chieftain	Badger
Armour Class	9[10]	9[10]	6[13]
Hit Dice	2	4	2 or 4
Attack	By Weapon	By Weapon	1d6
Special	None	None	None
Move	12	12	18
Save	16	14	16 or 14

Mujina

Mujina are an intelligent shape-changing race of badgers capable of taking human form. A Mujina's hit points and saving throws remains the same in their badger and human forms.

Namahage			
	Warrior	Elite	Lord
Armour Class	3[16]	3[16]	1[18]
Hit Dice	6	9	12
Attack	2d6+2	2d6+2	2d6+2
Special	See below	See below	See below
Move	12	12	12
Save	11	9	7

Namahage

Namahage are ogre-like demons spawned from magical fire. Namahage have the following special abilities:

Immune to Fire Damage. Namahage are immune to the damaging effects of fire (both mundane and magical fire).

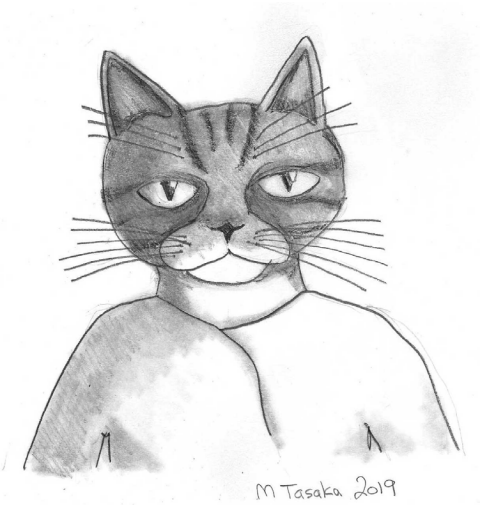
Spew Fire. As a missile attack, Namahage can spew a stream of flames at a target. This attack has a range of 30' and targets a single victim. The victim must make a saving throw; a failed save results in 3d6 fire damage (a

successful save results in half damage).

Flaming Death. When a Namahage dies, their body explodes into a ball of fire. Those within 5’ of the Namahage must make a saving throw; a failed save results in 3d6 fire damage (a successful save results in half damage).

Nekomata	
Armour Class	6[13]
Hit Dice	1
Attack	By Weapon
Special	None
Move	12
Save	16

Nekomata
Nekomata are a cat-like race of humanoid.



Nezumi			
	Nezumi	Elite	Chieftain
Armour Class	6[13]	6[13]	6[13]
Hit Dice	1-1	2	4
Attack	By weapon	By weapon	By weapon
Special	None	None	None
Move	12	12	12
Save	17	16	14

Nezumi
Nezumi are a humanoid race of rats, standing around 5’ tall and weighing around 100 lbs. Nezumi live in tunnels under cities and towns, emerging to the surface at night to steal food and supplies.

Ningyo			
	Ningyo	Elite	Chieftain
Armour Class	7[12]	7[12]	7[12]
Hit Dice	1+1	3	5
Attack	By Weapon	By Weapon	By Weapon
Special	None	None	None
Move	18 (swim)	18 (swim)	18 (swim)
Save	16	14	12

Ningyo

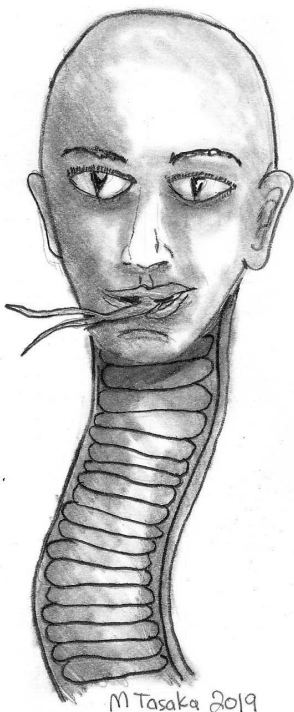
Ningyo are an aquatic race of humanoids with a human upper body and the lower body of a fish. Ningyo live in underwater kingdoms.

Nue	
Armour Class	4[15]
Hit Dice	6
Attack	2d6
Special	None
Move	18
Save	13

Nue

Nue are an intelligent race of beasts with the head of a monkey, the body of a raccoon-dog, the legs of a tiger and the tail of a snake. Nue are capable of humanoid speech.

Nure-onna			
	Nure-onna	Witch	Leader
Armour Class	5[14]	5[14]	5[14]
Hit Dice	3	3	6
Attack	1d6 + poison	1d6 + poison	1d6 + poison
Special	Poison II	Poison II	Poison II
		Shugenja Spells	
		Level 2: 1 spell	
		Level 1: 3 spells	
Move	12	12	12
Save	15	15	12



Nure-onna

Nure-onna are an intelligent species of giant snakes possessing human faces. Nure-onna produce a deadly venom and victims of a Nure-onna's attack must make a saving throw against Poison II. Approximately 1 in 5 Nure-onna are spellcasters.

Ogres (Eastern)			
	Ogre	Shaman	Chieftain
Armour Class	3[16]	7[12]	1[18]
Hit Dice	5	5	10
Attack	2d6+2	2d6+2	2d6+2
Special	None	Shugenja Spells Level 2: 2 spells Level 1: 4 spells	None
Move	9(12)	12	6(12)
Save	12	12	9



Ogre (Eastern)

Ogres are powerful brutes, standing 8 to 9 feet tall and weighing as much as 600 lbs. Due to their size and strength, Ogres inflict double weapon damage for their attacks. Roughly 1 in 5 ogres encountered will be a shaman.

	Oni, Minor		
	Warrior	Mage	Leader
Armour Class	5[14]	9[10]	9[10]
Hit Dice	2	1+1	3
Attack	By Weapon	By Weapon	By Weapon
Special	None	Shugenja Spells: Level 1: 3 spells	Shugenja Spells: Level 2: 2 spells Level 1: spells
Move	9[12]	12	12
Save	14	14	12

Oni, Minor

Minor Oni are a human-size race of Oni. Characters will encounter two types of Minor Oni: warriors and mages. Warriors are professional soldiers and mages are spellcasters. Minor Oni leaders are always spellcasters. Minor Oni are often found in the service of Major or Greater Oni and commonly form alliances with Greater Bakemono.



Oni, Major			
	Warrior	Mage	Leader
Armour Class	5[14]	9[10]	9[10]
Hit Dice	4	3	5
Attack	By Weapon	By Weapon	By Weapon
Special	None	Shugenja Spells:	Shugenja Spells:
		Level 2: 2 spells	Level 3: 2 spells
		Level 1: 4 spells	Level 2: 3 spells
			Level 1: 4 spells
Move	9[12]	12	12
Save	12	13	11

Oni, Major

Major Oni stand 6’ to 7’ tall and weigh between 250 to 350 lbs. Like Lesser Oni, Major Oni are either warriors or mages and the leaders are always spellcasters.

Oni, Greater			
	Mage I	Mage II	Mage III
Armour Class	5[14]	5[14]	5[14]
Hit Dice	6	9	12
Attack	2d6 (Weapon)	2d6 (Weapon)	2d6 (Weapon)
Special	Shugenja Spells:	Shugenja Spells:	Shugenja Spells:
	Level 3: 2 spells	Level 4: 1 spell	Level 4: 3 spells
	Level 2: 4 spells	Level 3: 3 spells	Level 3: 4 spells
	Level 1: 4 spells	Level 2: 5 spells	Level 2: 6 spells
		Level 1: 5 spells	Level 1: 6 spells
Move	18	18	18
Save	9	7	5

Oni, Greater

Greater Oni stand between 8’ to 11’ tall, with some weighing in excess of 1,000 lbs. Due to their large stature, Greater Oni inflict double weapon damage. As well, their tough skin provides natural protection. All Greater Oni are spellcasters, and most are equipped with magical items. Greater

Oni often have Major and Minor Oni in their service and employ Bakemono as rank-and-file soldiers in their armies.

Onihitokuchi	
Armour Class	3[16]
Hit Dice	6
Attack	2d6+2
Special	None
Move	9(12)
Save	12

Onihitokuchi
Onihitokuchi are a race of one-eyed ogre-like humanoids with a love for human flesh.

Onikuma	
Armour Class	6[13]
Hit Dice	5
Attack	1d6+1
Special	None
Move	18
Save	12

Onikuma
Onikuma are a race of intelligent bears that walk upright and are capable of human speech.

Ryuu (Eastern Dragon)			
	Adult	Elder	Ancient
Armour Class	2[17]	0[19]	0[19]
Hit Dice	22	28	32
Attack	4d6	4d6	5d6
Special	Lightening Bolt	Lightening Bolt	Lightening Bolt
Move	24 (fly)	24 (fly)	24 (fly)
Save	5	4	3

Ryuu (Eastern Dragon)
Ryuu are a powerful race of massive serpent-like creatures capable of flight. The Ryuu are cousins to the Mizuchi (Water Dragons) and share many of the traits of their cousins. However, while Mizuchi make their lairs near oceans and great lakes, Ryuu make their lairs in the great snow covered

mountain ranges.

Lightening Bolt. Up to 3 times a day, a Ryuuk can summon lightening bolts. The lightening bolts have a range of 240 feet; all those within the path of the lightening bolt must make a saving throw. A fail saving throw results in 6d6 damage (a successful save results in half damage).

Shojo	
Armour Class	8[11]
Hit Dice	1
Attack	1d6
Special	None
Move	12 (land), 18 (swim)
Save	18

Shojo

Shojo are an aquatic race of humanoids with a fondness for human brewed alcohol. Shojo often reside near human coastal settlements, where they barter for their beloved brew.

Tengu

Tengu are often found in close proximity to human settlements and roads, where they use their skills at stealth, trickery and mimicry to steal food and supplies from their victims. In most cases, the victims are unaware of the theft until after the incident has occurred. Most tengu encountered are ninja.

Tsuchigumo			
	Tsuchigumo	Hag	Matriach
Armour Class	4[15]	4[15]	4[15]
Hit Dice	5	6	9
Attack	1d6 + poison	1d6 + poison	1d6 + poison
Special	Poison II	Poison II	Poison II
		Shugenja Spells	
		Level 2: 2 spells	
		Level 1: 4 spells	
Move	12	12	12
Save	15	15	12



Tsuchigumo

Tsuchigumo are a race of intelligent giant spiders, possessing human faces. Approximately 1 in every 5 Tsuchigumo will be a spellcaster. Tsuchigumo often keep giant spiders as pets and may serve Jorogumo as retainers. A Tsuchigumo lair is filled with spider webs (please see Giant Spider description); like giant spiders, Tsuchigumo can move through the webs without incurring penalties.

Undead

Ghouls (Eastern)			
	Ghoul	Elite	Lord
Armour Class	7[12]	7[12]	7[12]
Hit Dice	2	4	6
Attack	1d6	1d6	1d6
Special	Paralysation	Paralysation	Paralysation
	Jump	Jump	Jump
Move	12	12	12
Save	17	15	13

Ghouls (Eastern)

Ghouls are intelligent undead capable of human speech. A victim of a ghoul’s attack must make a saving throw; a failed save results in the victim being paralyzed for 10 minutes. While paralyzed, the victim is in a helpless state. Ghouls have the ability to jump up to 20’.

Hungry Ghosts	
Armour Class	7[12]
Hit Dice	3
Attack	1d6
Special	None
Move	12
Save	16

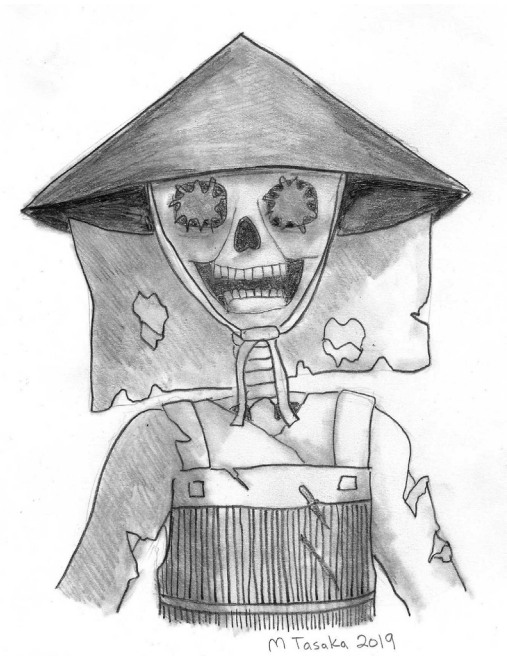
Hungry Ghosts

Hungry Ghosts are people, who through their karma, are brought back to the mortal world after death. Hungry Ghosts are intelligent undead, with bloated bodies and un-ending appetites.

	Skeletons		
	Commoner	Warrior	Dog
Armour Class	9[10]	7[12]	7[12]
Hit Dice	1	1	1-1
Attack	1d6-1	1d6	1d6-1
Special	None	None	None
Move	12	12	18
Save	19	19	19

Skeletons

Skeletons are mindless animated corpses brought to 'life' through necromancy. Skeleton commoners are the animated corpses of ordinary folk; whereas warriors are the animated corpses of soldiers. Skeleton dogs are the animated corpses of dogs or other four-legged animals.



Vampires (Eastern)			
	Vampire	Elite	Lord
Armour Class	5[14]	3[16]	3[16]
Hit Dice	6	9	12
Attack	1d6	1d6	1d6
Special	False Identities	False Identities	False Identities
	Shugenja Spells:	Shugenja Spells:	Shugenja Spells:
	Level 3: 2 spells	Level 4: 1 spell	Level 4: 3 spells
	Level 2: 4 spells	Level 3: 3 spells	Level 3: 3 spells
	Level 1: 6 spells	Level 2: 6 spells	Level 2: 6 spells
		Level 1: 6 spells	Level 1: 6 spells
Move	12 (fly)	12 (fly)	12 (fly)
Save	11	8	5

Vampires (Eastern)

Vampires are powerful undead spellcasters with the ability to alter their appearance at will (through magic). Vampires typically have multiple human (or demi-human) identities. Vampires have the ability to fly.

Yurei	
Armour Class	-
Hit Dice	8*
Attack	-
Special	Curse
Move	12 (fly)
Save	-

Yurei

Yurei are the lost spirits of the deceased trapped in the mortal world. Often a Yurei's human life is filled with tragedy. When encountered, the Yurei will request the adventurers' service. Should the adventures refuse this request or fail in fulfilling the Yurei's request, the Yurei will bestow a curse upon the adventurers (see Chapter 9 for curses).

The only way that a Yurei can be 'banished' is through the Sohei's ability to turn undead. As such, Yurei are considered 8 HD creatures for the purpose of turning undead.



Zombie	
Armour Class	11[8]
Hit Dice	1
Attack	1d6-1
Special	Disease II
Move	9
Save	20

Zombies

Zombies are mindless walking corpses. A victim of a zombie's attack must make a saving throw to avoid becoming diseased (Disease II)

Chapter 9



Running the Game

Introduction

The focus of this chapter is on running the game; the role of the Referee involves a lot of work. The most important thing about running the game is about having fun and creating memorable gaming experiences. Therefore, it is important to keep the game moving without becoming 'bogged' down with the rules. Knowing when to use the 'die roll mechanics' and when not to use these mechanics is the key. Trust your 'gut' and rely on good old fashion common sense when deciding to use die rolls. Just as the characters gain experience points through the course of the campaign, you too will gain experience and develop your skills as a Referee.

Adventures and Campaigns

In this chapter, the terms adventures and campaigns will be frequently used. An easy way to think of adventures and campaigns is to think of these as episodes in a television series. The campaign is like a television series, comprised of a series of connected episodes. Each episode has its own story arc; through these story arcs we see the characters develop and witness larger story arcs unfold. Thus, an adventure is like an episode in a television series; with each adventure having its own story arc, while being

connected to the series as a whole. Through the adventures we see the characters develop and grow, we see characters die, new characters introduced and plot threads for future adventures created.

Awarding Experience Points

Players start out as lowly Level 1 characters at the beginning of the campaign. As the campaign progresses, characters gain experience points by defeating monsters, solving problems, gaining treasure, etc. When a character gains enough experience points (XP), they advance to the next character level. It is important to note that each character who participates in the adventure is awarded the same amount of XP. For instance, after an adventure, the Referee decides to award 500 experience points to each character who participated in the adventure. By awarding the same XP to the characters reinforces team work and cooperation; after all, surviving a monster filled dungeon is about team work and cooperation.



The Monster Experience Points table (Table 26), in the previous chapter, provides suggestions for the XP the monsters are worth. XP should also be awarded for creativity, role-playing, problem solving and team work. *For instance, using creativity, team work and roleplaying to 'trick' a group of monsters out of their treasure produces a better outcome than killing the monsters, as the party avoids the risks of injury or death from combat. Thus, the Referee decides to award the characters more XP in this situation than he or she would have awarded the characters for defeating the monsters in combat.*

It is your decision to determine what actions warrant the awarding of XP, and how much XP is awarded. As well, it is up to you to decide when XP is awarded: Are experience points awarded after each encounter? At the end of a gaming session? At the end of an adventure? If you are a little confused, please do not worry: An easy option for figuring out XP is to come up with a base value of XP for the adventure. Let's say you set the

base value at 1,000 XP. You will use this base value as a benchmark; the actual amount of XP you will award the players will be a percentage of this value. For instance, if the players put a lot of effort into roleplaying, creative game play, tactics, etc., you may decide to award the characters 150% of the base value: 1,500 XP per character. Alternatively, if the players put very little effort into roleplaying and displayed a lack of teamwork and creativity, you may decide to award the characters 50% of the base value: 500 XP per character.

Session Zero

Having a Session Zero is optional; however, it is helpful, especially when introducing the game to new players. Session Zero takes place before the start of a campaign. It is where the players 'roll up' their characters as a group with the Referee. There, the players and Referee are 'out of character' and can talk about the rules, the Referee's expectations, the campaign setting, etc. How long the Session Zero takes will be up to you to decide; it may be a short period of time (i.e. 30 minutes) right before the first adventure, or it may be a gaming session on its own (i.e. 2-3 hours).

Adventures and Maps

It takes some prework and planning to create an adventure. Having a notebook or a binder to keep the adventure notes in is helpful. Adventures usually begin at a starting location, such as a town or village. There, an event occurs that compels the characters to undertake the adventure. Usually travel is required to reach the site of the adventure. To illustrate these points, let's look at the following example:

The adventure starts out in a town the characters are staying at. One day, the characters are approach by a wealthy merchant, whose daughter has been kidnapped and is held for ransom by monsters. The merchant offers the characters 500 Ryu for the safe return of his daughter. The merchant provides the characters with a map showing the location of the monsters' lair; an underground cave complex located some twenty miles away. The characters accept the merchant's offer and embark on their journey to the monsters' lair.

Since the started location is a town, you will need to come up with some details for the town, such as the location (i.e. a tavern) the characters are at when approached by the merchant. Coming up with a name and a description for the merchant is necessary. Perhaps you name the merchant Kenji

and you describe Kenji as a ‘well-dressed man in his middle-years, with thinning grey hair and a look of sadness in his deep brown eyes’. Perhaps you give the players a map, representing the in-game map Kenji gave the characters showing the location of the monsters’ lair. The map given to the players is known as a prop; props are materials given to the players (i.e. a letter written from an NPC) to enrich the gaming experience.

The journey from the town to the monsters’ lair will take the characters a couple of days to complete. The characters have a number of routes they can take to reach the monsters’ lair. For instance, the characters can take a direct route through the swamps to reach the monsters’ lair in two days. However, the swamps are rumoured to be filled with undead and monsters. An alternative route around the swamps (via roads and woods) will take the characters four days. In your game notes, it is helpful to draw a map of the area showing the town, the monsters’ lair, the swamps and the other geographical features (lakes, roads, valleys, etc.). Having graph paper (or hexagon graph paper) can be helpful for drawing wilderness maps.

The journey from the town to the monsters’ lair may be filled with encounters and dangers. Perhaps the characters encounter a small caravan on the road, where the caravan guards tell strange tales of a powerful shape-changing demon roaming these lands. Or, perhaps, while making camp during the night, the characters are attack by ghouls. It will be important to write down notes of the possible encounters the characters may have on their journey. One way to do this is to create Wandering Monster Tables.

Wandering Monster Tables. Wandering Monster Tables contain lists of monsters corresponding to a die roll value. Below are examples of the Wandering Monster Tables used for the wildness encounters in this adventure. Notice how there are different tables for different environments (swamps, roads and mountains). This represents the different monsters found in the different environments. For instance, the swamps are the home of Bakemono, Oni and Undead. Travelling on the roads is less danger than the swamps; as such, the characters have an equal chance of encountering non-hostile NPCs (merchant caravans, travelling monks and farmers) as encountering hostile monsters (Ikko-ikki, bandits and cultists). As well, there is a Night Wandering Monster Table for the swamps; indicating there are different monsters active in the swamps at night.

Swamps		
Die Roll:	Day	Night
1	Greater Bakemono (1d6+2) & 1 Elite	Zombies (2d6+3)
2	Lesser Bakemono (1d6+4) & 1 Elite	Large Rats (1d6+2) & Dire Rats (1d6)
3	Minor Oni Warriors (1d6+2) & 2 Spellcasters	Giant Spider
4	Skeletons (1d6+4)	Skeletons (1d6+4)
5	Zombies (2d6+3)	Ghouls (d6+2)
6	Skeleton Dogs (1d6+4)	Ghouls (d6+4) & 1 Elite Ghoul

Roads/Woods		
Die Roll:	Roads	Woods
1	Ikko-Ikki (2d6+3) & 1 Leader	Hibagon (1d6)
2	Bandits (1d6+5) & 1 Elite	Dire Rats (1d6+3)
3	Dark Cultists (1d6+2) & 1 Shugenja (Level 3)	Greater Bakamono (1d6+1) & Minor Oni (1d6+1)
4	Merchant Caravan	Large Rats (2d6+3)
5	Travelling Monks (2d6)	Giant Snake
6	Farmers (3d6)	Ogre

It is up to you to decide when Wandering Monster Tables are rolled. You can take a random approach to the wandering monsters by leaving this decision up to the roll of a die. For instance, for every 3 hours the characters travel, you roll a d6. If the characters are travelling on roads or through the woods, a result of 6 will trigger a wandering monster roll; if they are travelling through the swamps, a roll of 5 or 6 will trigger a wandering monster roll. Alternatively, you can decide to forgo the random mechanics of a die roll and roll for wandering monsters when you decide the moment is right.

Most of the adventure will take place when the characters arrive at the monsters' lair. Thus, a fair bit of prework will be involved here. A good starting point is to draw a map of the monsters' lair. The map could take the form of a series of interconnected tunnels and rooms (the merchant's daughter is held in one of the rooms). Populating the monsters' lair with

monsters, NPCs, traps and treasure could be your next step. Adding details and descriptions to the rooms adds a level of depth and excitement to the adventure. Including secret doors/passageways leading to shortcuts and to hidden treasure rooms is important, as this will reward the players for actively searching the lair.

The adventure does not end when the characters rescue the merchant's daughter and exit the lair. The characters still have to return to the town with the merchant's daughter. Perhaps, on the journey back, the characters encounter a rival group of adventurers who wish to steal the merchant's daughter, so they could gain the merchant's reward. Or, perhaps the merchant's daughter is not who she claims to be; perhaps the merchant's daughter is a shape-changing demon with sinister plans for the characters.

Running Monsters

Monsters are not mindless brutes; thus, like the PCs, monsters possess a degree of self preservation. When the tides of battle are turning against them, most monsters will flee or try to communicate terms of surrender (i.e. offering the characters their loot in exchange for their lives). Monsters also possess a degree of tactics and strategy in combat. As well, not all encounters with monsters will end in combat. Monsters may wish to negotiate with the PCs for supplies, or they may offer to form an alliance with the PCs against another faction of monsters.

Designing Traps

Traps present a level of danger and challenge in an adventure; they reinforcement the need for caution on the part of the PCs. When designing a trap, the first step is to come up with a description of the trap. What does the trap do? How is the trap triggered? Where is it located? A pressure plate, disguised as a floor tile, that releases poisonous gas when triggered, is one such example of a trap. The next step is to figure out what the trap does. Some traps are designed to harm characters (i.e. a spiked pit trap), while others are designed to capture characters (i.e. a net trap). For traps that harm characters, you will need to figure out how much damage the trap does (i.e. 1d6+1 damage) and what other effects the trap may have (i.e. saving throw to avoid being poisoned). For traps that capture characters, you will need to decide what chances the characters have of breaking free from the trap, and if allowed to escape, what mechanics are used to

break free (i.e. saving throws, ability score checks, etc.).



Curses

Curses add a level of depth to the game, compelling the PCs to undertake quests, seek divine beings, etc., to have the curses removed. Only Level 10 Sohei have access to the Remove Curse spell. However, you should come up with other ways that a curse can be removed. Perhaps, by undertaking a special quest could lead to the removal of the curse. Thus, the purpose of curses is to add future 'adventuring hooks' for the campaign. In order to draw the characters into having these curses removed, the curses must have a significant effect on the characters. Perhaps, at the start of each month, the curse causes a tragedy to fall upon someone close to the character. Or, perhaps on the night of each full moon, the character is possessed by a vengeful spirit. Just as it is important to create interesting effects for the curses, it is equally important to create interesting causes for the curses. Perhaps, the PCs accidentally open up a portal to the otherworld and release an otherworldly being who places a curse on them; perhaps, the only way to remove the curse is to capture the otherworldly being and return it to the portal.

Chapter 10



Treasure

Introduction

This chapter focuses on treasure and makes certain assumptions about the campaign. One of the assumptions made is treasure takes various forms and adventurers need to rely on hirelings with strong backs to help carry the loot out of dungeons. As well, most of the treasure obtained from a dungeon does not directly translate into monetary wealth; that is, after looting a dungeon, adventurers will need to return to towns to find buyers willing to purchase their loot. Thus, if you envision your campaign differently, please feel free to modify the treasure types listed below.

Treasure Types

100-Mon. Mon are the most common currency found in the 'game world'. When large quantities of Mon are collected, they are tied together with string (a Mon has a hole in its centre) and grouped in collections of 100. A 100 Mon equals 1 Ryu; yet a 100 Mon takes up significantly more space

and weighs much more than a single Ryu.

Alloys. A lot of the loot characters come find only have value in the metals that make up these items. Alloys refer to such items, which will need to be sold to forges, where they can be melted down. Steel alloys are weapon grade alloys that are worth 5 Ryu per 10 lbs (5 Shu per lbs); inexpensive alloys are lower quality alloys and are worth 1 Ryu per 10 lbs (1 Shu per lbs).

Gems and Jewelry. Gems and jewelry are small, lightweight and easy to carry. A gem is worth 5 Ryu and a piece of jewelry is worth 15 Ryu.

Heavy Armour. The adventurers will often find great suits of armour from defeated foes among the piles of loot. Most suits of heavy armour are human-size; there is a 1 in 6 chance the armour will be Koropokuru-size. Since each heavy suit of armour is custom made to fit the wearer, adjustments will need to be made before the characters can wear these suits of armour (please see Chapter 4 for more details). As well, there is a good chance the suits of armour will have some damage, reducing the resale value (please see Chapter 6).

Minor Magical Items. Minor magical items consist of potions and scrolls.

Major Magical Items. Major magical items are weapons, armour, rings, staves and miscellaneous magical items.

Carrying Limits

There is only so much weight an ordinary person can carry; adventurers, after all, are ordinary people. Use your judgement when deciding when a character (or hireling) is carrying too much. Alloys, heavy armour and sacks of '100-Mon strings' can easily weigh a character down.

Individual Treasure and Treasure Hordes

The Individual Monster Treasure table and the Treasure Hordes table have been created as a quick way to 'roll up' treasure. The Individual Monster Treasure table represents the treasure found on an individual monster. The Treasure Hordes table represents the stockpiles of loot hidden in dungeons. There are five categories for each table, representing different levels of wealth. As a general rule, more powerful monsters are wealthier

than less powerful monsters.

Table 27: Individual Monster Treasure				
1	2	3	4	5
3d6 Mon	3d6 Mon 1d6 Shu	3d6 Shu 25% chance of Gem	3d6 Shu 2d6 Ryu 50% chance of Gem	3d6 Ryu 75% chance of Gem 25% chance of Jewelry

Table 28: Treasure Hordes					
	1	2	3	4	5
100-Mon	6d6 x 10	1d6 x 100	2d6 x 100	nil	nil
Shu	6d6 x 10	6d6 x 10	6d6 x 10	3d6 x 100	3d6 x 100
Ryu	3d6 x 10	6d6 x 10	6d6 x 10	6d6 x 10	2d6 x 100
Alloys, Steel	2d6 x 10 lbs	3d6 x 10 lbs	6d6 x 10 lbs	nil	nil
Alloys, Inexpensive	3d6 x 10 lbs	5d6 x 10 lbs	6d6 x 10 lbs	nil	nil
Heavy Armour	50%	75%	90%	x 2	1d6+1
Gems	75%: 1d6	1d6+1	2d6	3d6	4d6
Jewelry	50%: 1d6	75%: 1d6	1d6+1	2d6	2d6
Minor Magic Items	1d6-1	1d6	1d6+1	1d6+3	1d6+3
Major Magic Items	30%	50%	70%	x 1	x 2

Magical Items

The magical items in this chapter represents only a small sample of the possible magical items found in the ‘game world’. This has been done intentionally. An exciting part of being a Referee is creating your own magic items tailored to your campaign. Use your imagination to come up with magical items that will be valued by the characters and play a role in the larger campaign setting.

Minor Magical Items: Potions and Scrolls

Minor magical items takes the form of potions and scrolls. Select the potions and scrolls that will fit the needs of the party. For instance, if you have two Shugenja in your group, you may wish to fill the treasure horde with scrolls instead of potions. The table below provides an optional way of randomly generating potions.

Table 29: Potions		
Roll (d20)	Potion	Description
1-7	Potion of Minor Healing	Heals 1d6+1 hp
8-10	Anti-Venom Potion	Cures poison
11-13	Potion of Cure Disease	Cures disease
14-17	Potion of Healing	Heals 2d6 hp and cures poison & disease
19-20	Potion of Major Healing	Heals 3d6 hp and cures poison & disease

Major Magical Items

The Major Magical table provides a way of randomly selecting magical items.

Table 30: Major Magical Items	
Rolls (d20)	Item
1-8	Weapon
9-12	Armour
13-15	Ring
16-18	Staff
19-20	Miscellaneous Item

Magical Weapons

+1 magical weapons grant a +1 bonus ‘to-hit’ and to damage. For weapons with favoured enemies, the weapon will glow when the favoured enemy is within 100’, alerting the wielder to the threat. The bonus for the favoured enemy is used instead of the +1 bonus. For instance, a +1 martial weapon with + 3 against Undead will grant the wielder +3 bonus ‘to-hit’ and to damage against undead foes.

Table 31: Magic Weapons	
Roll (d20)	Weapon
1-3	+1 Martial Weapon
4-6	+1 Martial Weapon, +2 against favoured enemy
7-8	+1 Martial Weapon, +3 against favoured enemy
9-11	+1 Two-handed Martial Weapon
12-14	+1 Two-handed Martial Weapon, +2 against favoured enemy
15-16	+1 Two-handed Martial Weapon, +3 against favoured enemy
17	+1 Long bow
18	+1 Long bow, +2 against favoured enemy
19	+1 Short bow
20	+1 Short bow, +2 against favoured enemy

Table 32: Favoured Enemies		
Roll (d20)	Enemy	Description
1-2	Arcane Spellcasters	Arcane magic-users, both humans and monsters
3-6	Bakemono	Bakemono
7-8	Divine Spellcasters	Divine spellcasters, both humans and monsters
9	Dragons	Mizuchi, Ryuu and other Eastern Dragons
10-11	Ogres	Ogres, Namahage, Omihitokuchi and other ogre-like humanoids
12-15	Oni	Oni
16-18	Shape-shifters	Shape-shifting humanoids: Kitsune, Jorogumo, Mujina, etc.
19-20	Undead	Undead creatures

Magical Armour

There are 3 types of magical armour: +1 War Helmet, +1 Bracers and +2 Kusari Katabira. The +1 War Helmet and +1 Bracers are limited to the Bushi and Sohei classes; these pieces of armour are worn in addition to the armour the characters are already wearing. For instance, a character wearing a heavy suit of armour has an AC of 3[16]. If the character is wearing the +1 war helmet, their AC will be AC 2[17]; if that character is wearing both the helmet and the bracers, their AC will be AC 1[18].

The Kusari Katabira is a light-weight chainmail shirt worn underneath clothing; this type of armour is favoured by the ninja. The +2 Kusari Katabira can be worn by Bushi, Sohei and Ninja. However, unlike the war helmet and bracers, the Kusari Katabira must be worn in place of a suit of armour. The +2 Kusari Katabira counts as light armour. A benefit of the Kusari Katabira is that it can be easily adjusted to fit wearers of different sizes (within reason, of course); that is, the Kusari Katabira can be adjusted to fit humans, Tengu, Kitsune or Koropokuru.

Table 33: Magical Armour	
Die Roll (d6)	Armour
1-2	+1 War Helmet
3-4	+1 Bracers
5-6	+2 Kusari Katabira (light armour)

Magical Rings

Anyone can wear a magical ring and gain the benefits of the ring. Character are limited to wearing two magic rings at a time; one ring on each hand.

Table 34: Magic Rings		
Roll (d6)	Ring	Description
1-2	Ring of Defense +1	+1 bonus to AC
3	Ring of Defense +2	+2 bonus to AC
4	Ring of Magic Resistance	Re-roll failed saving throws against magic or spell attacks.
5	Ring of Poison Resistance	The wearer is immune to the effects of Poison.
6	Ring of Disease Resistance	The wearer is immune to the effects of Disease.

Magical Staves

Magical Staves can only be used by arcane spellcasters (i.e. Shugenja). Each magical staff has a maximum of 12 charges; the charges recover at a rate of 1 charge per day. For instance, if two charges are expended in a single day, it will take two days to recover these spent charges. The charges are expended in the form of magical attacks, where the user of the staff targets a single creature. A standard magical attack is made, and a bolt of energy is fired at the target. The bolt of energy has a range of 80' and inflicts 2d6 damage. Use your imagination to come up with creative descriptions for the magical attacks; perhaps, the staff fires a bolt of lightening, a stream of fire, etc.

The magical staves can also be used in melee combat; they count as simple weapons with a +1 bonus 'to-hit' and to damage. As well, the staves can generate a source of light, having the same effects as a lantern or torch (30' radius of light). The user can command the staff to cast light and dismiss this effect as many times each day as desired.

Miscellaneous Magical Items

Miscellaneous Magical Items can be used by all classes.

Table 35: Miscellaneous Magical Items		
Roll (d6)	Item	Description
1-2	Bag of Holding	When full, the Bag of Holding weighs 10 lbs, but can hold as much as 500 lbs.
3	Sandals of Levitation	The sandals grant the wearer the same effects as the Levitation spell. As well, when falling, the wearer does not suffer damage; the sandals automatically slows the victim's fall.
4	Amulet of Luck	Up to 3 times per day, the amulet grants the wearer the ability to re-roll failed saving throws.
5	Amulet of True Seeing	All shape-shifters within 50' of the wearer appear in their true forms. As well, the wearer received a +2 AC bonus against all attacks made by shape-shifters.
6	Bottle of Healing	A small bottle containing crystal clear water. If drank, the liquid heals 1d6 hp; there is only enough liquid for a single use. At the start of each day, the bottle refills itself.

Appendix A: Languages

Table 36: Languages	
Language	Description
Bakemono	The language of Bakemono.
Celestial Dialect	The language of Komainu, Kirin, Celestial Beings, High-Ranking Monks and Religious Scholars.
Dark Speech	The language of Jorogumo, Nure-onna and Tsuchigumo.
Draconic	The language of Mizuchi, Ryuu and Dragons.
Kappa	The language of Kappa.
Feline	The language of Nekomata, Bakeneko and other cat-like humanoids.
Forest Dialect	The language of intelligent monsters living deep within forests. These include Hibagon, Kuda-git-sune, Mujina, Nue, Onikuma and other forest dwelling humanoids.
Koropokuru	The language of Koropokuru.
Nezumi	The language of Nezumi.
Oceanic	The language of ocean dwelling humanoids, which includes Amabie, Ningyo and Shojo.
Old Tongue, The	The original language of the first human civilization; Common is derived from this ancient language. Scholars and Academics study the Old Tongue.
Ogre	The language of Ogres, Namahaga and Onihitokuchi.
Oni	The foul language of Oni and other demonic beings.
Sea Dialect	A dialect spoken by fishermen and sailors, which is closely related to the Oceanic dialect.
Tengu	The language of Tengu.
Undying Tongue, The	The sinister and tainted language of Vampires, Ghouls, Hungry Ghosts and other intelligent undead.

Appendix B: Names

Table 37: Given Names				
d20/d6	Male Given Names		Female Given Names	
	1-3	4-6	1-3	4-6
1	Aki	Naoya	Aika	Mina
2	Daiki	Ren	Airi	Minami
3	Daisuke	Ryo	Aya	Mio
4	Hayato	Ryota	Ayaka	Miyu
5	Hikaru	Shinji	Ayano	Nana
6	Hiro	Sho	Ayumi	Nao
7	Hiroaki	Shota	Chihiro	Natsumi
8	Hiroki	Shun	Erika	Rin
9	Issei	Shuto	Haruka	Rina
10	Kaito	Taichi	Kana	Risa
11	Kazu	Taka	Kanako	Saki
12	Kazuki	Takumi	Kaori	Saya
13	Kazuya	Takuya	Mai	Aayaka
14	Keita	Tatsuya	Mao	Shiho
15	Ken	Yu	Mari	Ahiori
16	Kenta	Yuki	Mayu	Yui
17	Kouki	Yuma	Mei	Yuka
18	Masa	Yusuke	Miho	Yuki
19	Masaki	Yuta	Mika	Yumi
20	Naoki	Yuto	Miki	Yuna

Table 38: Family Names				
d20	1-5	6-10	11-15	16-20
1	Abe	Ishikawa	Nakajima	Takada
2	Ando	Ito	Nakamura	Takagi
3	Aoki	Kaneko	Nakano	Takahashi
4	Endo	Kato	Nakayama	Takeda
5	Fujii	Kimura	Nishimura	Takeuchi
6	Fujimoto	Kobayashi	Ogawa	Tamura
7	Fujita	Kondo	Ohno	Tanaka
8	Fujiwara	Kudo	Okada	Taniguchi
9	Fukuda	Maeda	Okamoto	Uchida
10	Goto	Maruyama	Ono	Ueda
11	Hara	Matsuda	Ota	Ueno
12	Harada	Matsumoto	Otama	Wada
13	Hasegawa	Miura	Saito	Watanabe
14	Hashimoto	Miyamoto	Sakai	Yamada
15	Hayashi	Miyazaki	Sakamoto	Yamaguchi
16	Ikeda	Mori	Sasaki	Yamamoto
17	Imai	Morita	Sato	Yamashita
18	Inoue	Murakami	Shibata	Yamazaki
19	Ishida	Murata	Shimizu	Yokoyama
20	Ishii	Nakagawa	Suzuki	Yoshida

Appendix C: To-Hit Rolls

Table 39: Bushi Attack Rolls

Descending Armour Class [Ascending Armour Class]										
	9	8	7	6	5	4	3	2	1	0
Level	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
1	10	11	12	13	14	15	16	17	18	19
2	9	10	11	12	13	14	15	16	17	18
3-4	8	9	10	11	12	13	14	15	16	17
5	7	8	9	10	11	12	13	14	15	16
6-7	6	7	8	9	10	11	12	13	14	15
8	5	6	7	8	9	10	11	12	13	14
9-10	4	5	6	7	8	9	10	11	12	13

Table 40: Ninja and Sohei Attack Rolls

Descending Armour Class [Ascending Armour Class]										
	9	8	7	6	5	4	3	2	1	0
Level	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
1-3	10	11	12	13	14	15	16	17	18	19
4-5	9	10	11	12	13	14	15	16	17	18
6-7	8	9	10	11	12	13	14	15	16	17
8	7	8	9	10	11	12	13	14	15	16
9	6	7	8	9	10	11	12	13	14	15
10	5	6	7	8	9	10	11	12	13	14

Table 41: Shugenja Attack Rolls

Descending Amour Class [Ascending Armour Class]										
	9	8	7	6	5	4	3	2	1	0
Level	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
1-4	10	11	12	13	14	15	16	17	18	19
5-6	9	10	11	12	13	14	15	16	17	18
7-8	8	9	10	11	12	13	14	15	16	17
9-10	7	8	9	10	11	12	13	14	15	16

Table 42: Monster Attack Rolls

Descending Amour Class [Ascending Armour Class]										
	9	8	7	6	5	4	3	2	1	0
HD	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
<1	10	11	12	13	14	15	16	17	18	19
1	9	10	11	12	13	14	15	16	17	18
2	8	9	10	11	12	13	14	15	16	17
3	7	8	9	10	11	12	13	14	15	16
4	6	7	8	9	10	11	12	13	14	15
5	5	6	7	8	9	10	11	12	13	14
6	4	5	6	7	8	9	10	11	12	13
7	3	4	5	6	7	8	9	10	11	12
8	2	3	4	5	6	7	8	9	10	11
9	1	2	3	4	5	6	7	8	9	10
10+	1	1	2	3	4	5	6	7	8	9

Appendix D: Poisons & Diseases

Table 43: Poisons

Poison I The victim must make a saving throw. If the victim has less than 3 HD and fails their saving throw, they fall unconscious. The victim will remain unconscious until the poison is removed; the poison must be removed in 24-hours or the victim will die as a result of the poisoning.

If the victim has 3 HD or more and fails their saving throw, they suffer 2d6 damage. If the victim's hp are reduced to less than 1, they fall unconscious and will remain unconscious until the poison is removed; if the poison is not removed in 24-hours, the victim will die.

Poison II The victim must make a saving throw. If the victim has less than 5 HD and fails their saving throw, they fall unconscious. The victim will remain unconscious until the poison is removed; the poison must be removed in 4-hours or the victim will die as a result of the poisoning.

If the victim has 5 HD or more and fails their saving throw, they suffer 4d6 damage. If the victim's hp are reduced to less than 1, they fall unconscious and will remain unconscious until the poison is removed; if the poison is not removed in 4-hours, the victim will die.

Poison III The victim must make a saving throw. If the victim has less than 7 HD and fails their saving throw, they fall unconscious. The victim will remain unconscious until the poison is removed; the poison must be removed in 1-hour or the victim will die as a result of the poisoning.

If the victim has 7 HD or more and fails their saving throw, they suffer 6d6 damage. If the victim's hp are reduced to less than 1, they fall unconscious and will remain unconscious until the poison is removed; if the poison is not removed in 1-hour, the victim will die.

Table 44: Diseases

Disease I	A failed saving throw results in the victim developing a fever and other flu-like symptoms. The victim suffers a -1 penalty to their attack rolls and AC. At the start of each day, the victim is allowed to make a saving throw to overcome the disease.
Disease II	A failed saving throw results in the victim developing a fever and other severe flu-like symptoms. The victim suffers a -3 penalty to their attack rolls and AC. Only after a full day's rest can the victim make a saving throw to overcome the disease.
Disease III	A failed saving throw causes the victim to fall unconscious (their hit points are reduced to 0). The victim will remain unconscious until the disease is removed/cured. At the start of the third day after contracting the disease, the victim is allowed to make a saving throw to overcome the disease. If the victim fails this saving throw, they can make saving throws to overcome the disease at the start of every day afterwards.

Diseases. It is important to note the effects of diseases do not stack. Let's say, a character is bitten by a rat, fails their saving throw and suffers -1 penalty to their attacks rolls and AC. If that character is bitten by a rat again, they would not need to make another saving throw; as they are already affected by the disease. However, if the same character is bitten by a giant rat, they will have to make a saving throw, as the giant rat spreads Disease II. If the character failed this saving throw, they suffer a -3 penalty to their attacks rolls and AC, as the effects of Disease I were replaced by Disease II.

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