

RUINS & RONIN

A SETTING SUPPLEMENT FOR SWORDS & WIZARDRY WHITE BOX EDITION

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Starting the Game

The first step in playing the game is to create a character. This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, using your game money to buy some equipment, and then playing.

If you're the Referee, you've got a bit more preparation to do—that's covered later in a section especially for the Referee.

Rule Number One

The most important rule is that the Referee always has the right to modify the rules. In fact, it's encouraged. There are gaps in the rules—holes which we did not fill on purpose because much of the fun of "old school" gaming is being able to make rules up as you need them.

The Dice

SWARDS & WIZARDRY uses several different kinds of dice, and we abbreviate them according to how many sides they have. So, the four-sided die is called a d4, and if we're telling you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20. There's one other die, the d100. There is no die with 100 sides—what you do to roll a d100 is to roll two ten-sided dice, treating the first roll as the "tens" and the second roll as the "ones." A result of 0 and 0 means a result of "100." So, if you were to roll a 7 and then a 3, that would mean a 73.

Ability Scores

The basic attributes are numbers which represent the strength, intelligence, wisdom, constitution, dexterity, and charisma of the character.

The standard way to create ability scores is to roll 3d6 in the order listed above. Once those rolls have been made, it is often obvious which type of character best fits the stats, but a player always has the option to play any character class desired.

Strength

A high strength can give your character bonuses when attacking with a sword or other hand-held weapon (called a "melee weapon"), and lets him carry more weight. Strength is the prime attribute for Fighters.

- **Bujin** can use their **Strength Bonus** to gain a percent bonus on earned Experience Points (XP).

Intelligence

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. Intelligence is the prime attribute for Shugenja characters.

- You can use your **Intelligence Bonus** to learn additional languages. You gain one additional language for every point above 10.
- **Shugenja** can use their **Intelligence Bonus** to gain a percent bonus on earned Experience Points (XP).

Wisdom

Wisdom determines a character's insight, perception, and good judgment. Wisdom is the prime attribute for Sohei characters, and any character with a wisdom score of 13 or higher gains a 5% bonus to all experience point awards.

- You can use your **Wisdom Bonus** to gain a percent bonus on Experience Points (XP) earned.
- **Sohei** can use their **Wisdom Bonus** to gain an additional percent bonus on Experience Points (XP) earned.

Constitution

Constitution is the health and endurance of the character. A high constitution gives your character extra hit points.

- You can use your Constitution Bonus to gain additional hit points on each hit die.

Dexterity

Dexterity is a combination of coordination and quickness. A high dexterity score gives your character bonuses when attacking with a bow or other ranged weapon.

- You can use your Dexterity Bonus to modify your "to-hit" number with ranged (also called "missile") weapons.
- You can use your Dexterity Bonus to modify your Armor Class (AC) or Ascending Armor Class (AAC); use the number for AAC or change the +/- for AC.

Charisma

A highly charismatic character has a better chance to talk his way out of trouble, and can lead more special followers than characters with a low charisma. Any character with a charisma score of 13 or higher receives a bonus of 5% to all experience point awards.

- You can use your Charisma Bonus to gain a percent bonus on Experience Points (XP) earned.

You can use your Charisma to modify the number of loyal NPC hirelings you can acquire. These hirelings include specialists and non-human creatures, but do not usually include basic men-at-arms. You can use your Charisma to modify the loyalty of those NPC hirelings.

Table 1: Charisma Bonus

Charisma	Hirelings	Loyalty
3 - 4	1	-2
5 - 6	2	-2
7 - 8	3	-1
9 - 12	4	0
13 - 15	5	+1
16 - 17	6	+2
18	7	+2

The Referee may want to make a “loyalty check” for an NPC put into a dangerous situation or one who is offered a bribe to change sides in a conflict.

Universal Attribute Bonus

Each attribute has the potential to modify what you can do. The Universal Attribute Bonus (or just “Bonus”) table below gives some numbers to consider:

Table 2: Universal Attribute Bonus

Attribute Roll	Description	Bonus
3 - 6	Below Average	-1 (or -5%)
7 - 14	Average	-
15 - 18	Above Average	+1 (or +5%)

This rules set encourages the use of the above table for all of the attributes except for Charisma (which has its own table).

Each Referee can decide how and when the Bonus is used, and should feel free to tinker with the table if desired. For example, some Referees prefer for the “average” range to be 9-12 and will adjust the table accordingly.

Experience Bonus

Each character gets a bonus percentage to “experience points,” that will usually increase how much experience is gained in an adventure.

All characters get to add their percentage Wisdom Bonus to their percentage Charisma Bonus as XP Bonus.

All characters get to add their Prime Attribute Bonus based on their class.

Those numbers are added together to get the total experience bonus for the character. The maximum attainable XP Bonus would be 15%.

Starting Gold

Roll 3d6 and multiply by 10. This represents the number of gold pieces (gp) that your character gets to have at the start of the campaign.

Alignment

Just a quick note on alignment—games are usually set up as “us” against “them” and you can use various names for each. Usually “us” is considered to be Law (or Good), while “them” would be the monsters who are Chaos (or Evil).

The Referee gets the final say on which options are for the protagonists and which ones are for the antagonists.

Character Classes

There are four character classes in this game: Bujin, Half-Ogre, Shugenja, and Sohei. Your Referee may also have invented other character classes, or may be allowing optional character classes and races from other fantasy games.

THE BUJIN

You are Bujin, a warrior trained in the art of war. Perhaps you are a noble Samurai, mercenary Ronin, or even a farmer conscripted into the ranks of a local Daimyo. Whatever type of Bujin you may be, you will be expected to fight from the front of your adventuring party, putting yourself on the line against filthy goblins and trickster Tengu.

The Bujin class is the Ruins & Ronin fighter, as such he is best suited to dealing out and absorbing damage. Sohei heal and turn undead, Shugenja cast arcane spells, but the arts of war are your domain.

You are the sworn sword, the swift arrow, and the unyielding spear of your party. Perhaps one day, if you are successful, they will tell legends of your exploits, and after you have built your castle, men will swarm to be in your service. Fail, and your name dies with you, another unknown warrior lost to time.

Table 3: Bujin Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+2	13
5	16,000	5	+3	12
6	32,000	6	+4	11
7	64,000	7	+4	10
8	128,000	8	+5	9
9	256,000	9	+6	8
10	512,000	10	+6	7

Bujin Class Abilities

Weapon/Armor Restrictions: Bujin are trained in warfare and as such, have no restrictions on weapons or armor, though they may not use shields (no shields exist in the Ruins & Ronin setting).

Follow Through: A Bujin gains an extra attack any time he delivers a killing blow in combat. (A killing blow is one that takes an opponent to 0 hp or less). This ability only works for melee combat (does not affect missile fire).

Saving Throw: Bujin get +1 on saving throws vs. death and poisons.

Establish Stronghold (9th): At ninth level, a Bujin character who chooses to build a castle is considered to

have the rank “Daimyo” bestowed upon him by the Shogonate or Emperor, and may choose to attract a loyal body of Bujin who will swear fealty to him.

XP Bonus for Strength: This class bonus is due to a high strength attribute.

THE SHUGENJA

You are a Shugenja, master of the occult. You have studied under the great masters, and are now ready to make your own way in the world. You know it will be a life of seclusion, as your kind are often feared and untrusted. You are feared because of the great power you wield, and the secret knowledge you possess. Many adventuring parties will gladly accept you however, for they know they will surely benefit having someone of your power amongst them.

The Shugenja class is the Ruins & Ronin Magic-User, he is able to cast arcane spells. The Shugenja starts out weaker than the other classes, but becomes more powerful than the other classes at higher levels.

Table 4: Shugenja Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	15
2	2,500	1+1	+0	14
3	5,000	2	+0	13
4	10,000	2+1	+0	12
5	20,000	3	+1	11
6	40,000	3+1	+1	10
7	80,000	4	+2	9
8	160,000	4+1	+2	8
9	320,000	5	+3	7
10	640,000	5+1	+3	6

Shugenja Class Abilities

Weapon/Armor Restrictions: Shugenja spend their waking hours studying or in meditation, as such they have little time to train in the arts of war. The Shugenja may not wear any armor, and may only use Tanto (daggers), Uchi-ne (throwing blade), or Bo (staves).

Spell Casting: Unlike the Sohei, a Shugenja owns a book of spells, which does not necessarily include all of the spells on the standard lists. Reading from the book, the Shugenja presses his chosen spell formulae into his mind, “preparing” these spells. Once a prepared spell is cast, it disappears from the Shugenja’s ability to cast (until it is prepared again). It is possible to prepare a spell multiple

times using the available “slots” in the Shugenja’s memory/capability. If the Shugenja finds scrolls of spells while adventuring, he can copy them into his spell book.

Saving Throw: Shugenja get +2 on saving throws vs. magic.

XP Bonus for Intelligence: This class bonus is due to a high intelligence attribute.

Table 5: Shugenja Spell Advancement

Level	Spell Level				
	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	3	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	3	3	2	1
10	4	4	3	2	2

THE SOHEI

You are Sohei, the warrior monk. You are devoted to your cause (be that a religious philosophy or pantheon of you and your referee's creation) and will defend it to the death. You follow the teachings of your masters and strive to uphold your ideals in the face of all danger.

Because most of a Sohei's abilities are oriented toward healing and protecting, Sohei tend to play a support role during combat, backing up the front line, but able to stand shoulder to shoulder with the party's Bujin if need be—at least for a while.

Sohei Class Abilities

Weapon/Armor Restrictions: Sohei are trained in the arts of war, however they are somewhat restricted in the arms & armor they may use. The Sohei are not allowed to wear O-yori, and cannot use katana or bows.

Spell Casting: Sohei cast divine spells from a specific list, as per the Sohei Spell Advancement Table. Each day, the Sohei prays or meditates for a certain set of spells, choosing any spells from the standard list.

Saving Throw: Sohei get +2 on saving throws vs. death and poisons.

Banishing Undead: Sohei can “Turn” the undead, making them flee from the Sohei's holiness (or, in the case of an Evil Sohei, bringing them to heel as servants and minions).

Establish Temple (10th): At tenth level, a Sohei character who chooses to build a temple to their deity of choice may attract a body of loyal followers who will swear fealty to him.

XP Bonus for Wisdom: This class bonus is in addition to the XP Bonus all characters get by having a high wisdom attribute.

Table 6: Sohei Advancement

Level	XP	HD	BHB	ST
1	0	1	+0	14
2	1,500	2	+0	13
3	3,000	3	+0	12
4	6,000	3+1	+1	11
5	12,000	4	+1	10
6	24,000	5	+2	9
7	48,000	6	+2	8
8	96,000	6+1	+3	7
9	192,000	7	+4	6
10	384,000	8	+5	5

Table 7: Sohei Spell Advancement

Level	Spell Level				
	1	2	3	4	5
1	-	-	-	-	-
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	1	-	-
6	2	2	1	1	-
7	2	2	2	1	1
8	2	2	2	2	2
9	3	3	3	2	2
10	3	3	3	3	3

THE HALF-OGRE

You are a giant and an outcast. Most people shun you because of your heritage, but all fear you because of your size and ferociousness. You get along well with adventurers as they can see the benefit of having a person of your stature. You fight, and fight well.

Half-ogres stand over 6 ½ feet tall and weigh at least 300 pounds. You must have a Strength score of 15+ to play a Half-Ogre character.

Half-Ogre Race Abilities

Character Advancement: Half-Ogres use the Bujin class advancement chart. They are typically allowed to progress as high as sixth level.

Weapon/Armor Restrictions: Unlike other Bujin, Half-Ogres do face some weapon and armor restrictions. They are not able to use any bow, and any armor crafted for them costs double the normal price due to their size.

Ogre's Ferociousness: Half-ogres are strong, and can deal massive amounts of damage because of their strength. A half-ogre character gains +2 to all melee and unarmed damage rolls. In addition, a Half-ogre can break down any door on a roll of 1-4 on a d6.

Iron Constitution: Half-ogre's resist poison and disease better than most other races, they make saving throws against these threats as if they were 4 levels higher than their current level.

Character Retirement

Each Referee has his or her own style, and a preference for a given range of character levels for their games. The Referee has the final say on how and when retirement works for the campaign. Some ignore retirement altogether and simply extrapolate the tables to include levels beyond those shown.

Buying Equipment

Each character starts with some gold pieces at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below, and all are given in silver pieces.

For referee's that wish to add more Japanese "flavor" to their campaign, we offer these names for the various coins of the Ruins & Ronin setting.

Table 8: Coinage

Coin	New Name
Copper Pieces	Mon
Silver Pieces	Ichibu or Bu
Gold Pieces	Ryo
Platinum Pieces	Oban (10gp)

Equipment Weight

A "normal" level of miscellaneous equipment is assumed to weigh 10 pounds. Treasure is added to this, with each twenty coins and gems weighing a pound.

Weapons

Bo: A bo is a wooden staff of 6 to 7 feet in length.

Daikyu: The daikyu is a longbow (about 6 feet in length), it has the hand grip lower than the center of the bow to allow it's use from horseback.

Flail: A farmer's tool for harvesting rice.

Hankyu: The hankyu is a shortbow.

Jitte: An iron baton mainly used as a defensive weapon. It is tapered with a short hook on the end, used to disarm swordsmen.

Jo: The jo is a short version of the Bo staff, it is only 3 feet long and is used one handed.

Kama: A farmer's straight-bladed sickle.

Katana: The katana is a long sword designed for use in both hands. It is light enough that it can be used one handed if needed.

Kusari-gama: The simple Kama attached to a length of iron chain that can be whirled at an opponent to entangle or disarm them.

Masakari: A Japanese battle axe (two handed axe).

Nagamaki: A shorter version of the Naginata.

Naginata: A shaft of 6 to 8 feet in length with a sword-like blade attached to the end. A Japanese glaive.

Nodachi: The nodachi is a great sword, it must be used two handed.

Sai: Similar to the jitte, this forked iron baton is mainly a parrying weapon.

Shuriken: Small throwing weapons that come in many shapes and sizes. They are easily hidden.

Tanto: The tanto is a dagger.

Tetsubo: This is a staff iron-shod on the business end for dealing some crushing damage.

Tonfa: A wooden baton with a handle perpendicular to the club, this is mainly a parrying weapon.

Uchi-ne: The uchi-ne is a small dagger-like blade that can be thrown as a dart, it is usually carried concealed by most nobles.

Wakizashi: This is a short sword, most samurai carry both katana and wakizashi as a symbol of their rank.

Yari: This is a spear of about 6 feet in length.

Table 9: Melee Weapons

Weapon	Damage	Wt.	Cost
Bo ¹	1d6	10	2gp
Flail ¹	1d6	6	2gp
Jitte	1d4	8	2gp
Jo	1d4	5	1gp
Kama	1d6	4	2gp
Katana	1d6/1d6+1	10	15gp
Kusari-gama	1d6	6	4gp
Masakari ¹	1d6+1	15	8gp
Nagamaki ²	1d6+1	12	22gp
Naginata ²	1d6+1	15	20gp
Nodachi ¹	1d6+1	12	20gp
Sai	1d4	4	5gp
Tanto	1d4	2	5gp
Tetsubo ¹	1d6	15	6gp
Tonfa	1d6	4	2gp
Wakizashi	1d6	5	8gp
Yari ¹²	1d6	10	2g

¹two-handed weapon

²Reaches 1 rank forward is used two handed.

³One or two handed weapon.

Table 10: Missile Weapons

Weapon	Damage	Wt.	Cost
Daikyu	1d6	8	60gp
Hankyu	1d6-1	5	15gp
Shuriken	1d4	1	2gp/per 4
Uchi-ne	1d4	2	1
Arrows (20)	-	1	5
Arrow (silver)	-	-	5

Table 11: Missile Weapon Rate of Fire and Range

Weapon	RoF	Range*
Daikyu	2	100
Hankyu	2	50
Shuriken	4	10
Uchi-ne	2	20

*-2 to hit per increment.

Arrow Heads

Armor Piercing: These are narrow, tapered arrows. Crafted specially to penetrate armor.

Frog Crotch: These arrows have a broad blade like tip that can be used to cut ropes, or used to cause grievous injuries to unarmored targets.

Humming Bird: These arrow heads have hollow tubes that allow air to pass through causing a loud whistling sound when fired. They are used primarily as signaling arrows and can be heard up to 1 mile away. They are not designed for use against creatures and suffer a -1 to damage when fired at opponents (to a minimum of 1 damage).

Leaf Head: These are typical arrows.

Table 12: Arrow Heads

Type	Damage Modifier	Wt.	Cost
Armor Piercing	+2	2	5gp/per 5
Frog Crotch	+1	2	2gp/per 5
Humming Bird	-1 (1 min)	1	1gp/per 2
Leaf Head	Nil	2	5gp/per 20

Armor

Armor in the Ruins & Ronin setting, consists of pieces of colorful lacquered metal plates tied together with leather straps. A full suit of armor, called the O-yori, is very rare as it is a master work of art and can only be afforded by the very rich. Most often Bujin or Sohei wear one or two pieces of armor for protection, depending on how much they can afford. Many brigands and bandits will steal armor from the dead after a battle, cobbling together suits of mismatched pieces, often a colorful sight to behold.

Do-Maru: A metal breastplate.

Haidate: A skirt of lacquered steel plates that cover the thighs and knees of the wearer.

Haramaki: A belly protector, a light piece of armor made of silk and chain or small metal plates. It can be used under clothing.

Haramaki-do: Similar to the Haramaki, but bulkier. It cannot be worn under clothing.

Hara-ate: A piece of armor designed to protect the front of the body, it has a breast plate and thigh protector made from laced armor. It is open in the back and offers no back protection.

Hara-ate-gawa: A simple leather corselet, covers the stomach, chest and back.

Horo: A piece of protection for mounted warriors, several long strips of cloth sewn together tied at the neck and waist. When riding it balloons out behind the rider and provides protection against missile attacks made from the back.

Jingasa: The jingasa is a steel version of a peasant's hat, used by poorer soldiers. It is also useful as a pot for boiling water in camp.

Kabuto: The kabuto is a great helm (usually worn as part of the o-yori). Many sport elaborate crests mounted on the front of the helm. These are usually things such as horns, antlers, or even great crescents. It is made of lacquered steel.

Sode: The sode are large square shoulder guards made of lacquered steel. The sode cannot be worn without a Do-Maru (as it is strapped in place by the Do-maru).

Kote: The kote are mail sleeves with lacquered steel plates attached for additional protection. They are connected by leather or a band of cloth across the shoulders. They can be worn under normal clothes.

Suneate: Lacquered steel splints that cover the shins.

O-yori: A full fitted suit of master crafted armor, usually made in a set of specific colors, it has additional pieces of protection including a face mask (menpo) and mail bits to protect the under arms.

Table 13: Armor

Helmets	AAC	AC	Wt	Cost
Jingasa	+1	-1	2	10gp
Hanburi	+1	-1	1	15gp
Kabuto	+2	-2	4	100gp
Arms				
Sode	+1 (pair)	-1 (pair)	10 (pair)	40gp
Kote	+1 (pair)	-1 (pair)	10 (pair)	40gp
Torso				
Do-maru	+2	-2	20	150gp
Haramaki	+1	-1	15	50gp
Haramki-do	+2	-2	20	85gp
Hara-ate	+2*	-2*	10	70gp
Hara-ate-gawa	+1	-1	10	45gp
Legs				
Haidate	+2	-2	10 (pair)	25gp
Suneate	+1 (pair)	-1 (pair)	10 (pair)	20gp
Special				
Horo	+1**	-1**	1	10gp
O-Yori				
O-yori	AAC: +20		65	500gp
O-yori	AC: -1			

*Protects the front only.

**Protects the back and vs. missiles only.

Table 14: Adventuring Equipment

Item	Cost
Backpack (Wicker)	10gp
Basket (Large)	5gp
Basket (Small)	2gp
Blanket (Coarse)	2sp
Chest (large, wooden)	10gp
Cord (10')	1sp
Goza (straw mat)	1sp
Ink (Vial, 2 ounces)	2gp
Lantern (Hooded)	7gp
Lantern (Paper)	2gp
Mirror (Small, Metal)	20gp
Oil (Flask, 1 pint)	1gp
Paper (10 Sheets)	4gp
Pot (Iron)	1gp
Quiver (Holds 20 arrows)	1gp
Rope (Hemp, 50')	1gp
Rope (Silk, 50')	5gp
Tent (Large, 4 person)	10gp
Tent (Small, 2 person)	5gp
Tinder Box (Flint & Steel)	1gp
Torches (6)	1sp
Waterskin (1 quart)	1gp

Table 15: Clothing

Item	Cost
Hat, straw	2cp
Loincloth	2cp
Outer robe	2sp
Raincape, straw (mino)	1sp
Robe, cotton (kosode, kimono)	2sp
Robe, fur trimmed	6gp
Robe, silk (kosode)	6gp
Sandals	1sp
Sash or belt	1sp
Tabi (boot/sock)	4sp
Trousers, cotton (hakama)	3sp

Table 16: Provisions

Item	Cost
Beer, 1 jar	1sp
Food, banquet	2gp
Food, common meal	1sp
Food, poor meal	4cp
Grain, horse 1 day	10sp
Rice, 1 day ration	3sp
Sake, 1 jar	5gp
Tea, 1 lb.	2gp

Calculating Armor Class

In the standard/descending AC system (AC), an unarmored human has an AC of 9. Any armor worn subtracts from this total—making him more difficult to hit.

For example, a human (base AC 9) wearing a Do-maru Armor (-2) has an effective AC of 7 (9-2).

Using the ascending AC system (AAC), an unarmored human has an AAC of 10. Armor worn, instead of subtracting from this total, is added—making him more difficult to hit.

Thus, a human (base AAC 10) wearing a Do-maru (+2) has an effective AAC of 12 (10+2).

Your Referee will tell you which system he's using for the campaign, so this isn't as hard as it sounds. In one system (standard), a high AC is bad, and in the other system (ascending) a high AAC is good.

Once you start playing using one of the systems, it will make perfect sense, no matter which system you use.

Comparing Armor Class Systems

To translate between Ascending and Descending AC systems, the ascending armor class (AAC) and descending armor class (AC) values should add up to 19. Thus, AC 7 is the same as AAC 12 (19-7=12).

The Game

Once you've got a character, the Referee will describe where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb. That's up to the Referee. From that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet (either the characters being run by the other players, or non-player characters controlled by the Referee): all of these sorts of things are your decisions. The Referee then tells you what happens as a result: the stairs lead down to a huge tomb, the dragon attacks your character, etc. The rules below are guidelines for how to handle certain events; mainly combat, but also experience, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the Referee's world.

Gaining Experience

Characters are awarded experience points (XP) for killing monsters and accumulating treasure. Monsters have a set experience point value (in the monster descriptions), and one gold piece is equal to one XP. It may seem odd to award experience for treasure, but keep in mind that every gold piece gained by the character is an index of the player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight, and it fails to reward characters that operate by intelligence, stealth, trickery and misdirection.

Each character class has a prime attribute listed in the character class description, and the character creation process details how to use your attributes to determine the character's total XP bonus.

Time

Sometimes the Referee will rule that "an hour passes," or even, "a month passes," in the life of our intrepid adventurers, but two important time measurements need a quick explanation. These are the "turn," and the "combat round." A turn represents ten minutes, and a combat round is 1 minute.

Movement Rate

Base movement rate for all races is calculated, on the table below, in terms of *feet* per combat round. Each Referee is advised to alter the units of measurement to suit their own games and situations.

Table 16: Movement Rate

Wt. Carried	Human	Half-Ogre
0 - 75 lbs	12	15
76 - 100 lbs	9	12
101 - 150 lbs	6	9
151 - 300 lbs	3	6

Table 17: Movement Adjustment

Movement Type	Adjustment
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

Hiring Assistants

Many characters, particularly when first starting an adventuring career, are in the need of hirelings to assist in carrying loot or fighting monsters. The table below assumes that a typical adventure lasts roughly one week. Prices are in silver pieces.

Table 18: Hiring Assistants

Hireling	Cost*
Non-Combatant (servant, torch bearer, etc.)	5sp
Soldier, Mercenary	3sp
Horseman, Sailor	5sp
Weaponsmith	5sp
Armorer	25sp
Ship Captain	75sp
Animal Trainer, Spy	125sp
Engineer	200sp
Alchemist	250sp
Sage, Master Armorer/Weaponsmith	500sp

*These rates are for humans only.

Combat

When the party of adventurers comes into contact with enemies, the order of events is as follows:

1. Determine Initiative.
2. Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.
3. Party that lost Initiative acts, and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

Determine Initiative

At the beginning of a combat round, each side rolls Initiative on a d6—high roll wins. The winning side acts first, moving, attacking, and casting spells. The other side takes damage and casualties, and then gets its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses—with one caveat. The damage inflicted by combatants during simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other during a simultaneous initiative round.

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These “to-hit” bonuses include the character’s Base Hit Bonus (BHB), the strength bonus for attacks with hand held weapons, any bonuses for magic weapons, and any other bonus identified as a “to-hit” bonus.

The attack roll is then compared to the target’s armor class to see if the attack hits, according to whichever system the Referee has chosen to use. The standard system (where a lower AC is better) is resolved by comparing the “to-hit” number to the number required on the standard “to-hit” table. If the attack roll is equal to or higher than the number on the table, the attack hits. In the “Ascending” AAC system, if the attack roll is equal to or higher than the defender’s armor class, the attack hit.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, spear, or dagger. A character’s strength bonuses to-hit and on damage are added to melee attacks. Two combatants within ten feet of each other are considered to be “in combat.”

Missile Attack

Missile attacks are attacks with ranged weapons such as a bow, uchi-ne, or shuriken. A character’s dexterity bonus for missile attacks is added to the to-hit roll when the character is using missile weapons. When using missiles to attack into a melee, it is not possible to choose which opponent (or friend) will receive the attack.

Table 19: Attack “to hit” Roll [AC]

AC	+9	+8	+7	+6	+5	+4	+3	+2	+1	0	-1	-2	-3
Roll	10	11	12	13	14	15	16	17	18	19	20	21	22

Table 19a: Attack “to hit” Roll [AAC]

AC	10	11	12	13	14	15	16	17	18	19	20	21	22
Roll	10	11	12	13	14	15	16	17	18	19	20	21	22

Negotiation and Diplomacy

Some combats can be averted with a few well-chosen words (including lies). If the party is outmatched, or the monsters don’t seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat (or at least delay it until favorable conditions arise).

Spells

Spell casting begins at the beginning of the round. It is possible to cast a spell while within melee range of an opponent (10 ft), but if the spell caster suffers damage while casting a spell, the spell is lost. Unless the spell description states otherwise, the spell takes effect in the caster’s initiative phase.

Invisible Opponent

An invisible opponent can only be attacked if the general location is known, and the attack is at -4 to-hit. Note that more powerful monsters (those with sensitive smell or hearing, or more than six hit dice) will frequently be able to detect invisible opponents; the Referee should determine the chance of this according to the creature concerned and the situation.

Turning the Undead

Sohei have the ability to turn undead, causing them to flee or even outright destroying them. When a turning attempt is made, a 3d6 roll should be made and the Turning table consulted for the result.

If the “number” on the die is equal to or greater than the number shown on the table, all undead creatures of the

targeted type are turned and will flee for 3d6 rounds, or will cower helplessly if they cannot flee.

For good-aligned Sohei, if the table indicates “D”, the undead creature is automatically destroyed and will crumble to dust. For evil Sohei, a result of “D” indicates that the undead are forced into the Sohei’s command for a period of 24 hours.

Table 20: Turning Undead

Undead HD	Sohei Level								
	1	2	3	4	5	6	7	8	9-10
1	10	7	4	D	D	D	D	D	D
2	13	10	7	4	D	D	D	D	D
3	15	13	10	7	4	D	D	D	D
4	17	15	13	10	7	4	D	D	D
5	-	17	15	13	10	7	4	D	D
6	-	-	17	15	13	10	7	4	D
7	-	-	-	17	15	13	10	7	4
8	-	-	-	-	17	15	13	10	7
9 - 11	-	-	-	-	-	17	15	13	10
12 - 18	-	-	-	-	-	-	17	15	13
19+	-	-	-	-	-	-	-	17	15

Morale

Certain monsters, such as mindless or undead creatures, are fearless and always fight to the death. The majority, however, will not continue to fight a hopeless battle, seeking to retreat, surrender or flee. The Referee will decide when monsters abandon the battle and retreat, based on the situation and the monster’s intelligence.

Damage and Death

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character dies.

Healing

In addition to the various magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest. Four weeks of rest will return a character to full hit points regardless of how many hit points the character lost.

Clerical Spell List

Level 1

- Cure (Cause) Wounds I
- Detect Chaos (Law)
- Detect Magic
- Light (Dark) I
- Protection from Chaos (Law) I
- Purify (Putrefy) Food and Drink

Level 2

- Bless (Curse)
- Find Traps
- Hold Person
- Speak with Animals

Level 3

- Cure (Cause) Disease
- Light (Dark) II
- Locate Object
- Remove Curse

Level 4

- Cure (Cause) Wounds II
- Neutralize Poison
- Protection from Chaos (Law) II
- Speak with Plants
- Sticks to Snakes

Level 5

- Commune
- Create Food and Drink
- Dispel Chaos (Law)
- Insect Plague
- Quest
- Raise (Cause) Dead

Magic-user Spell List

Level 1

- Charm Person
- Detect Magic
- Hold Portal
- Light I
- Protection from Chaos I
- Read Languages
- Read Magic
- Sleep

Level 2

- Detect Chaos
- Detect Invisibility
- Detect Thoughts
- Invisibility I
- Knock
- Levitate
- Light II
- Locate Object
- Phantasmal Force
- Web
- Wizard Lock

Level 3

- Alter Time
- Crystal Ball
- Dark Vision
- Dispel Magic
- Fireball
- Fly
- Hold Person
- Invisibility II
- Lightning Bolt
- Protection from Chaos II
- Protection from Normal Missiles
- Water Breathing

Level 4

- Charm Monster
- Confusion
- Dimension Portal
- Hallucinatory Terrain
- Massmorph
- Giant Growth
- Polymorph
- Remove Curse
- Wall of Defense I
- Wizard Eye

Level 5

- Animal Growth
- Animate Dead
- Cloudkill
- Conjure Elemental
- Contact Other Plane
- Feeblemind
- Hold Monster
- Magic Jar
- Passwall
- Telekinesis
- Teleport
- Transform I
- Wall of Defense II

Alter Time

Spell Level:	Sh3
Range:	240 ft
Duration:	30 minutes

The caster must announce which of the two options are being cast.

As a Haste spell, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

As a Slow spell, an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

Animal Growth

Spell Level:	Sh5
Range:	120 ft
Duration:	2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal. creatures failing a saving throw can only move and attack at half speed.

Animate Dead

Spell Level:	Sh5
Range:	Referee's discretion
Duration:	Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated per Level of the caster above 8th. The corpses remain animated until slain.

Bless (Curse)

Spell Level: So2
Range: PC/NPC (out of combat)
Duration: 1 hour (6 turns)

This spell of Good grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.

The Evil spell is Curse and is similar to Bless except imparts a -1. As with Bless, the recipient cannot already be in combat when the spell is cast.

Charm Monster

Spell Level: Sh4
Range: 60 ft
Duration: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. For monsters of fewer than 3 HD, up to 3d6 can be affected.

Charm Person

Spell Level: Sh1
Range: 120 ft
Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Cloudkill

Spell Level: Sh5
Range: Moves 6 ft per minute
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6 ft per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path.

This spell affects only creatures 5 HD or fewer.

Commune

Spell Level: Sh5
Range: Caster
Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers don't like constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the Referee.

Once per year, the Referee may rule that a caster may cast a "double strength" Commune spell composed of six questions.

Confusion

Spell Level: Sh4
Range: 120 ft
Duration: 2 hours

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

Table 21: Confusion Reaction

Roll	Reaction
2 - 5	Attack the caster and his allies.
6 - 8	Stand baffled and inactive.
9 - 12	Attack each other.

The effects of the confusion may shift every ten minutes or so, and the dice are rolled again to determine any change.

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the caster's level), but are required to make a saving throw at this time. Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another saving throw every 10 minutes until the spell's 2 hour duration has run its course.

Conjure Elemental

Spell Level: Sh5
Range: 240 ft
Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day.

The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

Contact Other Plane

Spell Level: Sh5
Range: None
Duration: See Table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster delves into the planes of existence.

The caster must decide how "far" into the planes of existence he wishes to make contact.

Table 22: Contact Other Plane

Plane ¹	Insane ²	Right	Wrong ³
1	1 - 2	3 - 11	12 - 20
2	1 - 4	4 - 13	14 - 20
3	1 - 6	7 - 16	16 - 20
4	1 - 8	9 - 17	18 - 20
5	1 - 10	11 - 18	19 - 20
6	1 - 12	13 - 19	20

¹ Planes are the "depth" that he chooses to seek truth, also the number of Yes/No questions asked.

² Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed.

³ This is the chance of receiving a mis-interpreted or "wrong" answer.

Create Food and Drink

Spell Level: So4
Range: Close
Duration: Immediate

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

Crystal Ball

Spell Level: Sh3
Range: 60 ft
Duration: 2 hours

The caster must announce which of the two options are being cast.

Cast as Clairaudience, the caster can *hear* through solid obstacles.

Cast as Clairvoyance the caster can *see* through solid obstacles. A 2 ft thickness of solid stone blocks the spell, as does even the thinnest layer of lead.

Cure (Cause) Disease

Spell Level: So3
Range: Touch
Duration: Immediate

This spell cures a person of any diseases, including magically inflicted ones.

The Evil spell, Cause Disease, infects a person with a disease to be determined by the Referee.

Cure (Cause) Wounds I

Spell Level: So1
Range: Touch
Duration: Immediate

This spell cures 1d6+1 hit points of damage.

The spell of Evil, Cause Wounds 1, inflicts 1d6+1 hit points of damage.

Cure (Cause) Wounds II

Spell Level: So4
Range: Touch
Duration: Immediate

This spell cures 3d6+3 hit points of damage.

The spell of Evil, Cause Wounds 2, inflicts 3d6+1 hit points of damage.

Darkvision

Spell Level: Sh₃
Range: Touch
Duration: 1 day

The recipient of the spell can see in total darkness for the length of the spell's duration. The recipient should roll 1d6 to determine the range of his vision.

Table 23: Darkvision Range

Roll	Range of Vision
1 - 2	40 ft.
3 - 4	50 ft.
5 - 6	60 ft.

Detect Evil (Good)

Spell Level: So₁, Sh₂
Range: 120 ft (C), 60 ft (M)
Duration: 60 min (C), 20 min (M)

The caster detects any creatures of Evil, or those with evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil, and cannot be detected by means of this spell. The reverse spell, Detect Good, works the same way except that it detects creatures of Good.

Detect Invisibility

Spell Level: Sh₂
Range: 10 ft per caster level
Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level: So₁, Sh₁
Range: 60 ft
Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. As examples: magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.

Detect Thoughts

Spell Level: Sh₂
Range: 60 ft
Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.

Dimensional Portal

Spell Level: Sh₄
Range: 10 ft casting (360 ft teleport)
Duration: Immediate

Dimensional Portal is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

Dispel Evil (Good)

Spell Level: So₅
Range: 30 ft
Duration: 10 minutes

This spell of Law is similar to the arcane spell Dispel Magic, but affects Evil magic. This spell works against items, spells, or agents of evil. Unlike Dispel Magic, this spell functions against evil "sendings," possibly including spells, dreams or supernatural hunting-beasts. See the box below for an example.

The reverse spell, Dispel Good, works the same way except it affects creatures of good instead.

Dispel Magic

Spell Level: Sh₃
Range: 120 ft
Duration: 10 minutes against an item

Dispel magic can be used to completely dispel most spells and enchantments.

Feeblemind

Spell Level: Sh5
Range: 240 ft
Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feebleminded until the magic is dispelled.

Find Traps

Spell Level: So2
Range: 30 ft around caster
Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 ft.

Fireball

Spell Level: Sh3
Range: 240 ft
Duration: Instantaneous

A missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Fly

Spell Level: Sh3
Range: Touch
Duration: 1d6 turns plus 1 turn/level

This spell grants the power of flight, with a movement rate of 120 ft per round. The Referee secretly rolls for duration; the player does not know exactly how long the power of flight will last.

Hallucinatory Terrain

Spell Level: Sh4
Range: 240 ft
Duration: Until touched (other than by an ally) or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Hold Monster

Spell Level: Sh5
Range: 120 ft
Duration: 1 hour+10 min/level

The caster targets 1d4 creatures (saving throw applies). The caster may instead target a single creature, in which case the saving throw is made with a penalty of -2.

Hold Person

Spell Level: So2, Sh3
Range: 180 ft (C), 120 ft (M)
Duration: 90 minutes (C)
1 hour+10 minutes/level (M)

The caster targets 1d4 persons (the same parameters as the Charm Person spell; saving throw applies). The caster may also target a single person, in which case the saving throw is made at -2.

Hold Portal

Spell Level: Sh1
Range: Referee's discretion
Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Insect Plague

Spell Level: So5
Range: 480 ft
Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 sq ft (20 ft by 20 ft, with roughly corresponding height). Any creature of 2 HD or fewer that is exposed to the cloud of insects flees in terror (no saving throw).

Invisibility I

Spell Level: Sh₂
Range: 240 ft
Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible (to both normal vision and to darkvision). If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Invisibility II

Spell Level: Sh₃
Range: 240 ft
Duration: Until dispelled or an attack is made

Like the Invisibility I spell, this makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a 10 ft radius sphere of invisibility around the recipient, which moves with him/it. If the Referee uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it are made at -4 to-hit. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

Knock

Spell Level: Sh₂
Range: 60 ft
Duration: Immediate

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Levitate

Spell Level: Sh₂
Range: 20 ft/level
Duration: 1 turn/level

This spell allows the Shugenja to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall,

cliff side or ceiling could, of course, be used to pull along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft per level from the ground level where the spell was cast (such range being applied both to movement into the air, and to downward movement into a pit or chasm).

Light I

Spell Level: So₁, Sh₁
Range: 60 ft
Duration: 2 hours (So)
1 hour+10 min/level (Sh)

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

Light II

Spell Level: So₃, Sh₂
Range: 120 ft
Duration: Permanent until dispelled

The targeted person or object produces light about as bright as a torch, to a radius of 120 ft.

Lightning Bolt

Spell Level: Sh₃
Range: 240 ft
Duration: Instantaneous

A bolt of lightning extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.

Locate Object

Spell Level: So3, Sh2
Range: 90 ft (So)
60 ft+10 ft/level (Sh)
Duration: 1 round/level

This spell gives the caster the correct direction (as the crow flies) toward an object the casters specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Magic Jar

Spell Level: Sh5
Range: See Below
Duration: See Below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 ft of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Shugenja's soul is within, the soul is lost. The Shugenja can return from the jar to his own body whenever desired, thus ending the spell.

Massmorph

Spell Level: Sh4
Range: 240 ft
Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

Neutralize Poison

Spell Level: C4
Range: Referee's discretion
Duration: 10 minutes

This spell counteracts poison, but does not bring the dead back to life.

Passwall

Spell Level: Sh5
Range: 30 ft
Duration: 30 minutes (3 turns)

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep, and is large enough for the passage of a man.

Phantasmal Force

Spell Level: Sh2
Range: 240 ft
Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, he can take damage from it.

Plant Growth

Spell Level: Sh4
Range: 120 ft
Duration: Permanent until dispelled

Up to 300 sq ft of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300x300 ft, for a total of 90,000 sq ft.

Polymorph

Spell Level: Sh₄
Range: See Below
Duration: See Below

The caster must announce which of the two options are being cast.

The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 ft. This form of the spell lasts until dispelled.

Protection From Chaos (Law) I

Spell Level: So₁, Sh₁
Range: Caster only
Duration: 2 hours (So), 1 hour (Sh)

Creates a magical field of protection around the caster to block out all evil monsters, who suffer a -1 penalty to-hit the caster, and the caster gains +1 on all saving throws against such attacks.

The opposite spell, Protection from Good, does the same thing except that good creatures suffer the -1 penalty.

Protection From Chaos (Law) II

Spell Level: So₄, Sh₃
Range: 10 ft radius around caster
Duration: 2 hours

The spell has the same effect as Protection From Evil I, except that its effect covers an area rather than an individual.

The opposite spell, Protection from Law II, does the same thing, except that good creatures suffer the -1 penalty.

Protection From Normal Missiles

Spell Level: Sh₃
Range: 30 ft
Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Purify Food and Drink

Spell Level: So₁
Range: Close/Touch
Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.

Raise Dead

Spell Level: So₅
Range: Line of sight
Duration: See Below

Raise Dead allows the Sohei to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster Level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for player characters (i.e., "human-like").

Read Languages

Spell Level: Sh₁
Range: Reading distance
Duration: 1 or two readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Spell Level: Sh1
Range: Caster only
Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Remove Curse

Spell Level: So3, Sh4
Range: Close/Touch
Duration: Immediate

This spell removes one curse from a person or object.

Sleep

Spell Level: M1
Range: 240 ft
Duration: Referee's discretion

This spell puts enemies into an enchanted slumber (a saving throw is permitted). It affects creatures based on their hit dice.

Table 24: Affected by Sleep

Victim's HD	Number Affected
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

Speak with Animals

Spell Level: So2
Range: 30 ft
Duration: 6 turns

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Speak with Plants

Spell Level: So4
Range: 30 ft
Duration: 6 turns

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage).

Sticks to Snakes

Spell Level: So4
Range: 120 ft
Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Telekinesis

Spell Level: Sh5
Range: 120 ft
Duration: 6 turns (1 hour)

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Teleport

Spell Level: Sh5
Range: Touch
Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death.

If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, 1d10 x10 ft below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 ft over the targeted location—probably resulting in a deadly fall.

If the caster is familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low—or else high. In either case, the arrival is 1d4 x10 ft high or low.

Transform I

Spell Level: Sh5
Range: 120 ft
Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

Wall of Defense I

Spell Level: Sh4
Range: 60 ft
Duration: Concentration

The caster must announce which of the two options are being cast:

1. The caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.
2. The other option is that the caster conjures up a wall of ice, six feet thick. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Defense II

Spell Level: Sh5
Range: 60 ft
Duration: 2 hours (iron)
or Permanent (stone)

The caster must announce which of the two options are being cast:

1. The caster conjures an iron wall from thin air. The wall is 3 inches thick, with a surface area of 1,000 sq ft.
2. The other option is for the caster to conjure a wall of stone 2 inches thick, with a surface area of 1,000 sq ft.

In both options, the caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (10 ft tall).

Water Breathing

Spell Level: Sh2
Range: 30 ft
Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: Sh2
Range: 30 ft
Duration: 8 hours

Fibrous, sticky webs fill an area up to 10x10x20 ft. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3-4 turns or longer at the Referee's discretion.

Wizard Eye

Spell Level: Sh4
Range: 240 ft
Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 ft from its creator. It floats along as directed by the caster, at a rate of 120 ft per turn (12 ft per minute).

Wizard Lock

Spell Level: Sh2
Range: Close
Duration: Permanent until dispelled

As with a hold portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Shugenja three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

End of Player's Section

This concludes the player's guide to SWORDS & WIZARDRY. Players don't need to read any further to be able to play the game.

Please review the information provided up until this point before you begin gaming. Invite some friends along, and have fun!

Information for the Referee

Running a game of RUINS & RONIN is a lot easier than running most other RPGs, simply because there aren't many rules, and your discretion overrides them anyway.

Most situations are handled by your common sense decisions about what would happen next. If you know that a bunch of zombies are around the corner, and the players decide not to go around that corner, it's up to you whether it makes sense for the zombies to come out and attack, or whether their orders are simply to stay where they are. If a player decides that his character jumps through a wall of fire, and there are several bottles of flammable oil in his backpack, it's up to you to decide whether they explode or whether the bottles are sealed well enough to survive a couple of seconds in the wall of fire. This means that you have to make up a lot on the spot. If you're not a good storyteller, and you're not up to doing a lot of creative thinking on the fly, you might do better with a game that provides more rules and more guidance for every little situation that might arise. But if you're a good storyteller, creative and fair, RUINS & RONIN's small, spartan, rule-set frees up your creativity to create a fantasy roleplaying experience completely different from the type of game that depends on a multitude of rules.

RUINS & RONIN also frees up your creativity in terms of customizing the game. You can add house rules wherever you want to without accidentally messing up something else buried in the rules of a more complex game. If you want to use critical hits and fumbles in the game, add 'em in. You won't break anything because there's not much to break.

The rest of the book contains information for the following aspects of the RUINS & RONIN game:

- Designing an Adventure
- Creating a Campaign
- Experience Points
- Monsters
- Treasure

This is simply a decision each individual Referee will have to make for their own games.

Designing an Adventure

Basically, the “adventure” is just the setting for the game, usually a map and your notes about certain locations on the map. As the players tell you where their characters go and what they do, you’re referring to the map and your notes to describe what happens as a result. Don’t try to plan for all contingencies—it’s guaranteed that the players will do something unexpected during the adventure, and you’ll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the players with the adventure, they’ll challenge you to keep up with their collective creativity.

Creating a Campaign

A campaign is the world beyond the adventure, the cities and forests and coastlines and kingdoms of the fantasy world.

The players will almost certainly want their characters to explore wildernesses, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as a starting point) and some of the surrounding area. (The location of the first adventure—a dark forest—perhaps?) As players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world—with continents, kingdoms, and great empires at your disposal.

Experience Points

The player’s section of these rules gives some information about gaining XP. Most XP are awarded for Treasure and Monster kills, but there are more options a Referee can consider. For example:

- Active participation in the campaign could earn a player XP for each hour of real-time play.
- Casting a spell, finding a hidden door, disarming a trap, figuring out a puzzle, aiding an ally, etc. could earn a player XP.
- A particularly clever solution or epic victory could earn double the normal XP amount, while an abysmal failure could merit half.

Some Referees make all earned XP a part of a community total to be divided evenly, since not all characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishment.

Monsters

Some creatures may have “magic resistance.” The given percentage chance is the likelihood that any magic used against the creature (other than weapon bonuses) will fail to take effect. Roll a d100, and the magic will fail if the result is less than the given percentage.

There’s not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We’re not going to say that giant ants are red, nocturnal, three feet long, and fond of eating elves. Because in your mind, they might be blue, diurnal, five feet long, and eat only plants unless they’re attacked. Details about monsters toss roadblocks in front of your imagination. Yes, details can also inspire the imagination, but we’re making the assumption that if you’re interested in fantasy gaming in the first place, you’ve got a good imagination that doesn’t need details about the size of a giant ant.

Monster “to-hit” Rolls

If you’re using the Ascending System AC, monsters roll a d20 to attack, add their Hit Dice to the number (maximum bonus of +15), and if the result is equal to or higher than the defender’s AC, the attack hits and does damage.

If you’re using the Standard AC System, monsters roll a d20 to attack, add their hit dice to the number (maximum bonus of +15), and the die roll is compared to the table below. If the attack roll is equal to or higher than the number on the table, the attack hits and does damage.

Reading Monster Entries

Armor Class: See Page 12.

Hit Dice: This is the number of dice (d6) rolled to determine an individual creature’s hit points. If there is a plus or minus next to the number, you add or subtract that number from the total, only once. For a creature with 4+1 hit dice, you’d roll 4d6, and then add one more HP.

Total Hit Bonus: This is the number the monster adds to its attack roll to see if it scores a hit. *It is exactly the same as the creature’s hit dice.*

Attacks: This entry shows you the number of attacks and the damage they inflict. Monsters have 1 attack and inflict 1d6 damage—but there are exceptions.

Saving Throw: This shows the target number, on a d20, the monster needs to exceed or beat in order to make a successful saving throw. This number is found by taking 19 minus the hit dice of the monster.

Special: This is just a “flag” for the Referee to remind him that the monster has a special ability.

Move: This number is the monster’s movement rate, and it’s handled just as movement rates are handled for characters.

Hit Dice Equivalent (HDE): This is used to separate the monsters into “difficulty levels,” so that when you’re creating an adventure you’ve got some guidelines about what the characters can handle. XP tells you how many experience points the adventuring party gains as a result of killing the creature. Some monsters have multiple saving throws and HDE’s listed. This is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Aka-Name

Armor Class:	6[13]
Hit Dice:	1+1
Attacks:	tongue lash (1d6)
Special:	disease
Move:	12
HDE/XP:	2/30

These long-tongued creatures, whose name means "filth licker", live near wherever human waste might be found, for that is their sustenance. Public baths, delapotted houses, back-alleys of watinn, sewers and garbage dumps are just one of their favorite nesting places. Aka-name travel in nocturnal packs and are remarkably territorial, nearly suicidal even when their chosen turf is threatened by outside. In some of the larger cities where proper public sanitation has not been properly enforced, their numbers have been known to grow to the point where it becomes a major nuisance and the authorities put out a call for adventurers to deal with the problem. In combat Aka-name fight like a mob using ferocious animalistic cunning. They prefer to concentrate on one foe at a time using their long tongues as whips to slash, disarm or trip their enemy. The tongue of an Aka-name does an extra point of damage against targets who are not wearing at least 3 points of worth of armor. The filthy lifestyle of Aka-Name makes them the perfect disease carrier; anyone wounded by a Aka-name must make a Saving Throw after the battle or contract a disease. The major symptom is a fever that puts the character out of action for a number of days equal to the HP lost fighting the creatures.

Ants, Giant

Armor Class:	3[16]
Hit Dice:	2,3,or 10
Attacks:	bite (1d6)
Special:	none
Move:	18 (queen 3)
HDE/XP:	2/30, 3/60, or 8/800

Giant ants live in vast subterranean hives tunneled through soil and even stone. A hive can hold as many as 100 ants, in a worker-to-warrior ratio of 1:5. The queen of a giant ant colony is larger, tougher, and slower than the average giant ant.

Ao-Nyobo (Blue Wife)

Armor Class:	5[14]
Hit Dice:	4
Attacks:	claw (1d6)
Special:	paralyzing touch
Move:	14 / fly 9
HDE/XP:	6/400

This female ghoulish-creature can be found lurking in the ruins of old castles, she resembles an old courtly lady with blue skin, blackened teeth, and no eyebrows. As with ghouls and ghouls, a hit from the Ao-nyobo causes paralysis if the victim fails a saving throw. The Ao-nyobo is capable of flight and prefers to ambush victims from above - often hiding in the rafters of half-ruined buildings to swoop down upon the unsuspecting. In the outdoors, an Ao-nyobo will often chase down any escaped prey in a relentless, airborne hunt. Ao-nyobo are turned as ghouls.

Awabi (Sea Demon)

Armor Class:	6[13]
Hit Dice:	2+1
Attacks:	claw (1d6)
Special:	breathe underwater
Move:	12 / swim 18
HDE/XP:	2/30

Awabi are sea demons that live in salt water and prey on fishermen. They are evil and live in underground sea caves guarded by sharks. They gather large sea shells which are used to house their precious jewels. They appear as blue skinned fishmen with webbed feet and hands that end in terrible claws.

Azuki-Arai

Armor Class:	5[14]
Hit Dice:	4+1
Attacks:	touch (1d4+special)
Special:	immune to normal weapons, paralysis
Move:	12 / swim 12
HDE/XP:	6/400

The Azuki-arai are a race of diminutive cannibalistic ghosts, who feed on azuki beans when there is no human flesh to be found. They can sometimes be heard by riversides in the forest, washing their beans and singing their traditional ditty: "Azuki togou ka, hito totte kuou ka? shoki shoki." (Shall I wash my beans, or shall I get a person to eat? Wash, wash.) They appear as tiny old men with yellow eyes, carrying buckets of azuki beans, and they attack to paralyze. Victims are then eaten alive.

Badgers, Giant

Armor Class: 4[15]
Hit Dice: 3
Attacks: claw (1d6)
Special: nNone
Move: 6
HDE/XP: 3/120

These subterranean predators are the size of a full-grown human, and quite aggressive when defending their territory.

Bakemono-Toro

Armor Class: 4[15]
Hit Dice: 3
Attacks: katana (1d6+1) or
claw (1d6)
Special: surprise attack, magic
resistance (10%)
Move: 12
HDE/XP: 4/120

Bakemono-Toro are slow-witted humanoid goblins with warty skin. They have the power to take on the appearance of a single large object made of stone, usually a stone lantern, hence the name "Lantern Goblin". When in stone-form they are indistinguishable from the real item without the use of magic. The transformation from stone to goblin takes less than a second, so Bakemono-Toro can often make their first attack with complete surprise. When killed they revert back to their stone item form (along with all their equipment) and it will show the damage caused by the killing blow. Bakemono-Toro are immune to all spells and powers who would change their shape, as well as all forms of petrification. Their favorite weapon is the katana.

Banshees

Armor Class: 0[19]
Hit Dice: 7
Attacks: claw (1d6)
Special: see description
Move: 6
HDE/XP: 3/60

Banshees are horrid fey (or undead) creatures that live in swamps and other desolate places. Magic or silver weapons are required to hit Banshees, they have a magic resistance of 49%, and are immune to enchantments. Their shriek (once per day) necessitates a saving throw versus death or the hearer will die in 2d6 rounds.

They can travel over water and other terrain as if it

were land, but crossing running water causes it to lose its magic resistance for 3d6 hours. They look like gaunt humans (male or female) with long, stringy hair and glowing yellow eyes. They often wear hooded cloaks. At the Referee's discretion, such creatures might be undead rather than fey-folk, and are considered Type 9 undead for turning purposes.

Bats, Giant

Armor Class: 7[12]
Hit Dice: 4
Attacks: bite (1d6)
Special: none
Move: 4 / fly 18
HDE/XP: 5/240

These massive, man-sized cousins of the bat do not suck blood, but their bite is nonetheless deadly.

Beetles, Giant Fire

Armor Class: 4 [15]
Hit Dice: 1+3
Attacks: bite (1d6-1)
Special: none
Move: 12
HDE/XP: 1/15

A giant fire beetle's oily light-glands glow reddish hue, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 ft radius).

Black Puddings

Armor Class: 6 [13]
Hit Dice: 10
Attacks: strike (2d6)
Special: acidic
Move: 6
HDE/XP: 11/1700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chainmail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold, and divide when attacked by lightning.

Blink Dogs

Armor Class:	5 [14]
Hit Dice:	6
Attacks:	bite (1d6)
Special:	teleport
Move:	12
HDE/XP:	4/240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

Boars, Wild

Armor Class:	7[12]
Hit Dice:	3+3
Attacks:	gore (1d6)
Special:	continues attacking 2 rounds after death.
Move:	15
HDE/XP:	3/120

Boars continue to attack for two rounds after they are actually killed before they drop dead. These stats might also be used for your “blue tusken-hogs of the Ymar Plains” or whatever’s appropriate for your campaign.

Bugbears

Armor Class:	5 [14]
Hit Dice:	3+1
Attacks:	weapon or bite (1d6)
Special:	surprise opponents (on 1-3)
Move:	9
HDE/XP:	3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even alert opponents with a roll of 1-3 on a d6 (50%).

Centipedes, Giant

Listings are for: small, medium, and large	
Armor Class:	9 [10], 5 [14], 0 [20]
Hit Dice:	(1d2 HP), 2, 4
Attacks:	bite: 0, 1d6-1, 1d6+1
Special:	poison (save): +4, +6, +4
Move:	13, 15, 18
HDE/XP:	2/30, 4/240, 6/400

Small: Giant lethal centipedes of the small size inflict a lethal amount of poison with a +4 modifier to opponent’s saving throw, but inflict no damage if the saving throw is successful.

Medium: This man-sized giant centipede is a deadly predator with armored segments, a deadly bite, and a lethal (though relatively weak) poison.

Large: A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom.

Constructs

Constructs are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Constructs cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron Constructs being immune to fire, for instance). You can find the details in the specific monster descriptions.

Constructs, Flesh

Armor Class:	9 [10]
Hit Dice:	12
Attacks:	fist (2d6+2)
Special:	See Below
Move:	8
HDE/XP:	12/2000

A creation stitched together from human limbs and other parts, like a Frankenstein monster. Damage inflicted by lightning heals the Construct, and it is slowed by fire and cold spells. No other type of spell than lightning, fire, or cold affects a flesh Construct. Only +1 or better magic weapons can harm a flesh Construct.

Constructs, Iron

Armor Class:	3 [16]
Hit Dice:	13
Attacks:	weapon or fist (4d6+4)
Special:	see Below
Move:	6
HDE/XP:	17/3500

Iron Constructs are huge moving statues of iron. They can breathe a 10 ft radius cloud of poison gas as well as attacking with great power. Weapons of +2 or less do not affect them. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

Constructs, Stone

Armor Class:	5 [14]
Hit Dice:	16
Attacks:	fist (3d6)
Special:	see Below
Move:	6
HDE/XP:	16/3200

Stone Constructs are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by +2 or better weapons.

Demons

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-users or evil priests. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils; all are creatures of the lower planes.

Demon, Greater

Armor Class:	2 [17]
Hit Dice:	9
Attacks:	katana (2d6+2) whip (1d6+special)
Special:	see below
Move:	6 / flying 15
HDE/XP:	10/1400

These powerful demons somewhat resemble vast oxen with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a greater daemon uses whip and sword; the

whip can be used to reach great distances—on a successful hit the victim is pulled close to the demon and burned by the fires of the demon's body (3d6 hit points). A Greater Demon could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

Demon, Lesser

Armor Class:	2 [17]
Hit Dice:	3
Attacks:	claw (1d3)
Special:	regenerate (1 HP/round)
Move:	3
HDE/XP:	4/120

Lesser Demons are vaguely humanoid, but their flesh is mud-like, shifting and soft upon their horrible bodies. Lesser Demons are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

Doppelgangers

Armor Class:	5 [14]
Hit Dice:	4
Attacks:	claw (1d6)
Special:	see below
Move:	9
HDE/XP:	5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (+5) against magic of all kinds.

Dragons

All dragons have a breath weapon of some kind, which can be used three times in a day. The Referee chooses when a dragon will use the breath weapon, or may roll a 50% chance in any given round.

Do not roll hit points for dragons as normal. Instead, determine the age category of the dragon, and that will tell you both the dragon's hit points per die and how many points of damage per hit die the dragon's breath inflicts:

- Very young dragon: 1 hit point per hit die, 1 hit point per die inflicted by breath weapon.
- Young: 2 hit points per hit die, 2 hit points per die inflicted by breath weapon.
- Immature: 3 hit points per hit die, 3 hit points per die inflicted by breath weapon.
- Adult: 4 hit points per hit die, 4 hit points per die inflicted by breath weapon.
- Old: 5 hit points per hit die, 5 hit points per die inflicted by breath weapon.
- Very Old (100 years old): 6 hit points per hit die, 6 hit points per die inflicted by breath weapon.
- Aged (100-400 years old): 7 hit points per die, 7 hit points per die inflicted by breath weapon.
- Ancient (400+ years old): 8 hit points per die, 8 hit points per die inflicted by breath weapon.

Note that dragons, while they are dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more “mythical” conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more “numbers” per die than it's actually possible to roll on a hit die.

Breath weapons come in three different types:

1. A cloud-shape for gaseous exhalations.
2. A cone shape for fiery-type breath.
3. A line for spitting dragons. The dimensions of a dragon's breath differ according to the dragon's type.

Dragon, Black

Armor Class:	2 [17]
Hit Dice:	6-8
Attacks:	claw (1d6), bite (2d6)
Special:	spits acid
Move:	12 / flying 24
HDE/XP:	8/800, 9/1100, 10/1400

Black dragons spit a deadly, corrosive acid rather than breathing fire. The acid covers everything in a line 5 ft wide and 60 ft long.

Dragon, Blue

Armor Class:	2 [17]
Hit Dice:	8-10
Attacks:	claw (1d6), bite (3d6+3)
Special:	spits lightning
Move:	12 / flying 24
HDE/XP:	10/1400, 11/1700, 12/2000

Blue dragons spit a blast of electric lightning in a line 5 ft wide and 100 ft long, affecting everything in its path. A saving throw indicates half damage.

Dragon, Green

Armor Class:	2 [17]
Hit Dice:	7-9
Attacks:	claw (1d6), bite (2d6+2)
Special:	breathes poisonous gas
Move:	12 / flying 24
HDE/XP:	9/1100, 10/1400, 11/1700

Green dragons breathe a cloud of poisonous gas, 50 ft in diameter. A successful saving throw indicates half damage.

Dragon, Red

Armor Class:	2 [17]
Hit Dice:	9-11
Attacks:	1 claw (1d6), bite (3d6+6)
Special:	breathes fire
Move:	12 / flying 24
HDE/XP:	11/1700, 12/2000, 13/2300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 ft long and roughly 30 ft wide at the base.

Dragon, White

Armor Class:	2 [17]
Hit Dice:	5-7
Attacks:	1 claw (1d6-1), bite (2d6+2)
Special:	breathes cold
Move:	12 / flying 24
HDE/XP:	7/600, 8/800, 9/1100

White dragons are usually found in cold regions, where they can camouflage themselves in ice and snow, lying in wait for prey. They breathe a cone of intensely cold air and frost, with a length of 70 ft and a base of 30 ft.

Elementals

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

Elemental, Air

Armor Class:	2 [17]
Hit Dice:	8, 12, 16
Attacks:	strike (2d6)
Special:	whirlwind
Move:	flying 36
HDE/XP:	9/1100, 13/2300, 17/3400

Air elementals can turn into a whirlwind of air with a diameter of 30 ft, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 ft high.

Elemental, Earth

Armor Class:	2 [17]
Hit Dice:	8, 12, 16
Attacks:	fist (3d6)
Special:	tear down stone
Move:	6
HDE/XP:	9/1100, 13/2300, 17/3400

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).

Elemental, Fire

Armor Class:	2 [17]
Hit Dice:	8, 12, 16
Attacks:	strike (2d6)
Special:	ignite materials
Move:	12
HDE/XP:	9/1100, 13/2300, 17/3400

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Referee).

Elemental, Water

Armor Class:	2 [17]
Hit Dice:	8, 12, 16
Attacks:	strike (3d6)
Special:	can overturn ships
Move:	6 / swim 18
HDE/XP:	9/1100, 13/2300, 17/3400

Water elementals cannot move more than 60 ft from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing in water (or swimming, etc). These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 rounds to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

Fox Monks

Armor Class:	7[12]
Hit Dice:	2+3
Attacks:	strike (1d3+stunned)
Special:	spells, monkish-strike
Move:	15
HDE/XP:	3/60

The Fox Monk is a short fox-like humanoid, garbed in a shabby, quilted robe and bearing only a begging bowl and walking stick. Fox monks have taken vows of poverty and transience; they rely upon charity for food and somewhere to sleep, never staying in one area for more than a few days. They may defend themselves with a bite (1d4 damage), or in unarmed combat. A fox monk's strike causes the target's nervous system to spasm, causing him to drop any items held and move at half normal speed for 1d4 rounds (saving throw negates). Fox monks may also forego all attacks to perform dodging leaps, causing enemies to attack at -3 to hit. Lastly, a fox monk can cast Protection from Evil and Purify Food and Drink once per day. Despite their vows, these pious beggars are considered troublemakers by most civilized folk. (Contributed by Scott Wylie Roberts, "Myrystyr").

Gaki (Hungry Spirits)

Gaki are the undead spirits of the wicked dead turned into horrible monsters for their horrid sins. The precise nature of the crimes committed by the Gaki in life determines their type, 3 kinds are commonly known but they may be more. These creatures are always hungry and thirsty and their needs compel them to commit evil acts. Despite being spirits Gaki have a material form and can be affected by normal paper talismans.

All forms of Gaki have the powers to turn invisible and walk across walls which can be used up to 3 times every 24 hours.

Jiki-Ketsu-Gaki

Armor Class: 1[18]
Hit Dice: 8
Attacks: claw or bite (1d6)
Special: blood drain, immune to normal weapons, fire & cold, invisibility, regenerate, undead, walk through walls
Move: 12
HDE/XP: 15/2,900

Always found alone, this gaunt humanoid with sharp fangs and clawed hands is the most feared variety of Gaki. A vampire driven to consume the blood of human victims. If a bite is successful the Jiki-Ketsu remains gripped to the victim automatically draining 1d6 Hit Points of blood per round not letting go until the victim is slain or it is destroyed.

Jiki-Ketsu-Gaki regenerate 1 HP per round and are immune to fire and cold-based attacks. (Contributed by edsan)

Jiki-Niku-Gaki

Armor Class: 5[14]
Hit Dice: 3
Attacks: claw or bite (1d6)
Special: invisibility, regenerate, undead, walk through walls
Move: 12
HDE/XP: 6/400

These beings appear identical to Jiki-Ketsu but are found in groups and lack some of the powers of that variety. They eat human flesh rather than drink blood and seek to slay and carry their victims away to consume at their leisure. Graveyards and lonely roads or trails are associated with this creatures. (Contributed by edsan)

Shikki-Gaki

Armor Class: 3[16]
Hit Dice: 5
Attacks: claw (1d6)
Special: disease, immune to normal weapons, invisibility, regenerate, undead, walk through walls
Move: 12
HDE/XP: 10/1,400

These Gaki are pocketmarked by disease and decay. Any creature struck by one must make a Saving Throw or contract a deadly fever. The fever manifests in 2d6 turns with delirium and intense chills. The affected person can stumble about but is unable to fight or cast spells.

The disease lasts 1d4+1 days during which the person does not heal naturally and loses 1 Hit Point per hour. Healing spells will not work and there is only a 50% chance Cure Disease spells from any caster will be effective, no matter how many castings are attempted. A Remove Curse spell stops the hourly HP loss but the fever will still last the normal number of days. (Contributed by edsan)

Gelatinous Cubes

Armor Class: 8 [11]
Hit Dice: 4
Attacks: attack (2d6-2)
Special: paralysis, lightning and cold immunity
Move: 6
HDE/XP: 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns) for the cube to devour. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested.

Ghouls

Armor Class:	6 [13]
Hit Dice:	2
Attacks:	claw (1d6+paralysis)
Special:	immunities, paralysis
Move:	9
HDE/XP:	3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

Goblins

Armor Class:	7 [12]
Hit Dice:	1-1
Attacks:	weapon (1d6)
Special:	-1 "to-hit" in sunlight
Move:	9
HDE/XP:	< 1/10

Goblins are small creatures (4 ft tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack at -1 in the full sunlight.

Grey Oozes

Armor Class:	12 [6]
Hit Dice:	3+3
Attacks:	strike (2d6)
Special:	acid, immunities
Move:	1
HDE/XP:	5/240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

Green Slime

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of a cure disease spell.

Hainu (Winged Wolves)

Armor Class:	6[13]
Hit Dice:	3, or 4
Attacks:	bite (1d6)
Special:	fly
Move:	18 / flying 12
HDE/XP:	3/60, 4/120

The Hainu is a ferocious winged wolf that is known to attack people and livestock. It typically dwells in rugged mountainous terrain. They mate for life and live in family packs of 2d8 Hainu, led by an alpha male of 4 HD.

Hebi-Josei

Armor Class:	7[12]
Hit Dice:	3+1 or more
Attacks:	weapon (1d6)
Special:	tattoo enchantment, cast off skin, and control snakes.
Move:	12
HDE/XP:	4/120

Hebi-Josei are tall, beautiful females whose bodies are covered in intertwining snake tattoos. Rare and solitary, more than anything else they seek to mate with human males to breed and propagate their species. Only magic-users and great warriors have any chance of impregnating a Hebi-Josei (their level on a 1d100), so the members of this race wander around seeking "worthy" men to seduce. The child of Hebi-Josei will always be a Hebi-Josei herself. A Hebi-Josei can communicate and control all species of snakes. She can have up to twice her Hit Dice in ophidian servants and will never be met without a full allotment unless her pets have very recently been slain. They have a predilection for poisonous ones. Hebi-Josei are not warriors and rarely carry weapons, preferring to let their snakes do the fighting. But they do have two useful defenses. A Hebi-Josei that exposes her body can animate her snake tattoos, who move in an hypnotic pattern that captures the mind of onlookers who fail a Saving Throw and thus paralyzes them. This enchantment is so potent only the departure of the Hebi-Josei, magic or wounding the victim (causing the loss of at least 1 HP) will make

him return to reality. The second defensive ability is to cast-off her skin, like that of a snake, when grappled or captured. The captor is left hanging to sheet of human skin while the Hebi-Josei becomes invisible for 1d4 rounds and takes the opportunity to flee. This trick can only be used once every week. Hebi-Josei are immune to all forms of poison and toxins and they also have the power to heal any form of snake-venom, if the afflicted person is bitten again by a snake of the same species under the Hebi-Josei's control. They usually use this ability as a bargaining chip, offering to heal a party member who has fallen to her venom snakes in exchange for her life and freedom when no other escape is possible. While Hebi-Josei are rare they have left their mark in the folk lore of the setting. The popular song Shimahebi Onna no Monogatari tells of a Hebi-Josei's attempts to seduce the greatest Samurai of the land, how she truly fell in love with in the process, of her subsequent revelation of her true nature to him and their joint quest to find a method of turning her into a human woman so that they could live together. Sadly, the song is unfinished and ends before it reveals whether the would-be lovers' quest was successful.

Hell Hounds

Armor Class: 4 [15]
 Hit Dice: 4-7
 Attacks: bite (1d6)
 Special: breathes fire
 Move: 12
 HDE/XP: 5/240, 6/400, 7/600, 8/800

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 ft range, saving throw for half damage).

Hobgoblins

Armor Class: 5 [14]
 Hit Dice: 1+1
 Attacks: weapon (1d6)
 Special: none
 Move: 9
 HDE/XP: 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. As a matter of the campaign's flavoring, the Referee might choose to make hobgoblins the "fey" goblins of Irish legend, while regular goblins are the more Tolkien-style underground-dwellers.

Horses

Horses are AC 7 [12], with riding horses having 2 HD and warhorses having 3 HD. Horses move at a speed of 18.

Humans

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human "monsters."

Don't try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit.

Human, Bandit

Armor Class: 7 [12]
 Hit Dice: 1
 Attacks: weapon (1d6)
 Special: None
 Move: 12
 HDE/XP: 1/15

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

Human, Wako (Sea Pirates)

Armor Class: 9 [10] to 7[12]
 Hit Dice: 1+1
 Attacks: weapon (1d6)
 Special: immune to fear, combat bonus
 Move: 12
 HDE/XP: 2/30

Traveling the seas has always been a prospect rife with danger and foremost among these are the Wako, the dreaded pirate brotherhood. This vicious scourge is composed of all sorts, lowborn men who fled their homeland, highborn fallen into ruin, ronin, yakuza, the fiendish, the desperate and the downright insane.

Wako are greatly feared and known to be utterly without mercy. They take no prisoners except those that might be sold as slaves, particularly children and women. The more numerous and daring Wako bands sometimes raid coastal towns when the pickings on the seas are slim.

Wako have a total disregard for death, knowing the terrible tortures that await them if captured, and a bond of loyalty to each other that makes them utterly ferocious in battle. They fight with a +2 bonus on attack rolls and +1 on damage. They are also immune to fear as long as their leader is still standing. They are also experts in boat battles, anyone facing Wako on a sea battle who

is not himself accustomed to fighting on boats will suffer a -1 on all rolls to hit. On severe weather this penalty might increase.

Wako usually use axes, swords, spears or bows. They wear little armor or none at all (roll 10-1d3 [1d3+9] to randomly determine the AC value) preferring to rely on mobility and expertise for defense.

Wako leaders on the other hand, like to use as many pieces of armor as they can obtain. Some ship captains proudly wear full O-yori suits.

A band of 30 Wako or so is led by a 5th level leader, usually a Bushi or Samurai. In larger bands the leader is usually of 7th level and the Captain of a good-sized fleet might be as high as 10th level, with a group of 1-4 bodyguards of levels 6-8.

Magic-users are seldom a part of Wako crews but such individuals are known to exist.

Some rumors say that the Wako are more organized than is commonly believed and there is a "King" or "Queen" that leads or guides the entire pirate force from a hidden stronghold. (Contributed by edsan.)

Ishidzukui-Shishi

Armor Class:	1[18]
Hit Dice:	5+2
Attacks:	stone claw (1d6)
Special:	½ damage from cutting weapons, immune to piercing and wooden weapons.
Move:	9
HDE/XP:	7/600

Flanking the entryways to temples and government buildings it is usual to find a pair (or more) of stylized lions in protective poses. These are known to becoming animate and fight to defend the building from intruders. The reason for this is not fully understood. Some say the Deities themselves might temporarily imbue the stone with life when their premises are threatened; others that the spirit of the stones themselves having been carved into the form of a protective entity sometimes awaken and act of their own accord. Ishidzukui-Shishi suffer only half damage from cutting weapons and none at all from piercing or wooden ones. A natural roll of 1-2 on a d20 on an attack roll using any of those means the weapon beaks as it strikes the stony hide of the Ishidzukui-Shishi. These un-living statues are also immune to a host of things that could affect living being. The Referee might choose to treat them as undead for that

purpose.

Invisible Stalkers

Armor Class:	3 [16]
Hit Dice:	8
Attacks:	bite (3d6)
Special:	invisible, flight
Move:	12
HDE/XP:	9/1100

Invisible stalkers are generally only found as a result of the spell Invisible Stalker. They are invisible flying beings created to follow a single command made by the caster.

Jikininki (Trash Eating Ghouls)

Armor Class:	6 [13]
Hit Dice:	2
Attacks:	claw or bite (1d6)
Special:	fear/paralysis, illusion, undead
Move:	9
HDE/XP:	3/60

Similar to the Gaki in appearance, these undead originate from greedy, selfish or impious individuals who are cursed after death to seek out and eat human corpses. They do this at night, scavenging for newly dead bodies and food offerings left for the dead. They sometimes also loot the corpses they eat for valuables, which they use to bribe local officials to leave them in peace. Jikininki look like decomposing cadavers, with sharp claws and glowing eyes.

Unlike the Gaki they are fully material beings affected by normal weapons, but they two powerful abilities. Any mortal witnessing their horrifying sight, finds himself frozen in fear for 2d6 rounds if he fails a saving throw. They can also to magically disguise themselves with an illusion to pass as normal human beings, some even lead normal "lives", but this illusion only works during daytime and after nightfall a Jikininki has to way to conceal its true appearance. (Contributed by edsan)

Jinshin-Mushi (Earthquake Beetles)

Armor Class:	2 [17]
Hit Dice:	5+4
Attacks:	bite (1d6)
Special:	flies, earthquake
Move:	9 / Flying 3
HDE/XP:	7/600

This species of giant beetle is scintillating blue-green in color and covered with a hard carapace which hides its small wings. It prowls forests and fields looking for meat, which forms its main diet, and has been known to attack people and cattle.

In combat Jinshin-Mushi bite with their powerful mandibles. Their most feared trait however is the ability to generate small earthquakes. By striking their abdomen on the ground it can send tremors which grow to the effects of an Earthquake spell after 1d4+1 rounds. At that point the insect takes to the air to avoid the consequences of the trembling ground.

Those attacking a Jinshin-Mushi in melee while it is causing tremors must make a Saving Throw per round or fall to the ground. Getting back on one's feet requires a 1d20 roll under DEX. (Contributed by edsan).

Jorogumo

Armor Class:	7[12]
Hit Dice:	4
Attacks:	bite (1d6+poison) or 2 web attacks
Special:	lethal poison, webs, charm person
Move:	9
HDE/XP:	7/600

Jorogumo are large, ancient spiders than can take the shape of a beautiful woman. They typically make their homes in deep pools or near waterfalls (though they are not confined to water). In spider shape, these shape-changers use entangling webs to drag victims into their underwater lairs. In the form of a woman, the Jorogumo can cast Charm Person twice a day. A Jorogumo's web attacks are treated as missile weapons with a range of 30ft; anyone hit by a web must make a saving throw to avoid becoming stuck. Once a victim is entangled, the Jorogumo drags it 5ft per round (the victim can make a saving throw each round to break free). The web can be attacked as an object with an AC 9 [10] and 4 hps – but not by the entangled victim.

Jubokko (Vampire Trees)

Armor Class:	6[13]
Hit Dice:	4
Attacks:	4 branches (1d6)
Special:	immobilization
Move:	0
HDE/XP:	6/400

The Jubokko grow on battlefields or other scenes of bloody carnage, where so much human blood may be shed on the ground that it is sucked up in great quantities by the roots of nearby trees. These trees grow up nourished by this blood, and knowing no other sustenance, they begin to thirst for the blood of human beings. They will await motionless, appearing as a normal tree, until some unsuspecting person passing beneath is snatched up by its branches and murdered, the trees then feast upon their victims blood. If the Jubokko hits with 2 of its branches against a single victim, that victim becomes immobilized and cannot fight or cast spells until freed by his companions. Such a victim becomes AC 9[10] for further attacks by the Jubokko.

Kaeru-ningen

Armor Class:	6[13]
Hit Dice:	1
Attacks:	weapon (1d6)
Special:	leap attack
Move:	hop 3 / swim 18
HDE/XP:	2/30

Kaeru-ningen are an amphibious frog-like race of humanoids. They dwell deep in the heart of dismal swamps and reed plains, making their homes in bamboo huts built atop platforms fifteen feet above the water line. They use their powerful legs to leap into these huts without the need for a ladder or stairs. They typically keep giant toads as pets and guard animals. They are most often armed with spears and attack by leaping at their opponent, this attack gives a +1 to hit and damage. If unarmed they will still attempt a leap attack using their claws (no bonus to hit or damage with this attack).

Kobolds

Armor Class:	13 [6]
Hit Dice:	1/2
Attacks:	weapon (1d6)
Special:	none
Move:	6
HDE/XP:	< 1/10

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

Ko'ha'ai

Armor Class:	5[14]
Hit Dice:	3
Attacks:	Bite (1d6+poison) or tongue strike (1d4+entangle)
Special:	poison, entangle
Move:	6
HDE/XP:	5/240

Ko'ha'ai are large, 6-legged lizards covered in fine scales that coruscate with varying hues of blue. They are normally found in tropical climates where they are used as riding animals and beasts of burden by the local populace. Ko'ha'ai possess long, powerful tongues that they can use to make a whip-like attack. In addition to suffering the damage done by the strike, the victim of this attack must make a saving throw at -2 or become entangled. Entangled characters are unable to use their arms to cast spells or wield weapons.

The bite of a Ko'ha'ai is mildly poisonous, doing 1d3 damage on a failed save. Additionally, saves against this poison are made at +2. The skin of any creature who has sustained 3 or more Ko'ha'ai bites within a week takes on a discernible bluish cast that lasts for 3d8 weeks. After six successful saves against Ko'ha'ai poison the body develops a permanent immunity to the damaging effects of the bite. After 12 successful saves against Ko'ha'ai poison the body begins to treat the poison as a mild amphetamine, providing a +1 to attack rolls and saving throws for 1d4+2 hours after being bitten. (Contributed by Matt Finch).

Koi Folk

Armor Class:	7[12]
Hit Dice:	2+1
Attacks:	slap (1d3)
Special:	none
Move:	9 / swim 12
HDE/XP:	2/30

The Koi Folk are brightly coloured humanoid goldfish, peaceful and amphibious peasants of Eastern lands, and generally pleasant to be around, if somewhat dull company. They are simple-minded and easily led, often prey to bullies like the Yurmp (see, "Yurmp") or haughty local nobility. Some monks will occasionally attempt to teach the Koi Folk martial arts, and instil the drive to stand up for themselves, only to give up in frustration at these creatures' blank-faced placidity. (Contributed by Scott Wylie Roberts, "Myrystyr").

Koro-pok-guru

Armor Class:	7[12]
Hit Dice:	1
Attacks:	weapon (1d6)
Special:	none
Move:	9
HDE/XP:	<1/10

The koro-pok-guru are a human-like race short of stature, agile, and skilled at fishing. They live in pits with roofs made from butterbur leaves. They are typically armed with crude spears and hand axes.

Kubi-no-nai-bushi

Armor Class:	-1[20]
Hit Dice:	10
Attacks:	black katana (1d6+1)
Special:	immune to normal weapons, magic resistance (50%), undead.
Move:	15
HDE/XP:	13/2,300

A Kubi-no-nai-bushi (headless warrior) is a particularly rare and powerful form of undead that is sometimes created when the spirit of a honorable Samurai that was unlawfully or unjustly forced to commit Sepukku returns from the grave in search of vengeance. Regardless of the Samurai's previous station in life, Kubi-no-nai-bushi always take the form of a suit of of ritual O-yori armor of the best quality, without

a kabuto, and with a torch-sized bluish ball of flame burning where the head is supposed to be. They carry a large black katana of incredible sharpness, said to have been forged by the Oni-Kage of the Underworld; always eager to spread chaos in the lands of men. The Kubi-no-nai-bushi appears near his grave every sunset and dissipates at dawn, where ever he may be. These undead have a general feel for the location of their quarry and will unwaveringly march in that direction, stopping only to cut the heads of any human they meet in the way, man, woman or child. This might mean whole communities can be wiped out before the vengeful undead finally gets to his target(s). Kubi-no-nai-bushi can be defeated in a fight but unless the spirit is laid to rest it will re-appear on the following nightfall. Only a powerful exorcism at the burial site or the demise of the culprits for the samurai's suicide will make the spirit go away permanently.

Kurok-spirits

Armor Class:	4[15]
Hit Dice:	3
Attacks:	bite (1d4 point of CON)
Special:	drains CON
Move:	9
HDE/XP:	5/240

A kurok-spirit is a non-human spirit that manifests as a ghostly crocodile, limned with a transparent grey fire. Kuroks can only be damaged by silver or magic weapons (or by spells). Anyone within melee attack range of the creature must make a saving throw or be paralyzed by the ghost-flames around the spirit's crocodile body. When the kurok bites an opponent, the bite causes the temporary loss of 1d4 constitution points (recovered within 1d3 days); if a victim's constitution drops to 0 as the result of a kurok's bite, he dies and the spirit takes his soul to eat. (Contributed by Matt Finch).

Kyojin (Hill Giant)

Armor Class:	3[16]
Hit Dice:	4+2
Attacks:	club or fist (1d6)
Special:	roar
Move:	12
HDE/XP:	5/240

These hulking giants stand at over 10 feet tall. They have thick, craggy hide has a pebbly texture and a tawny grey complexion. Its heavily muscled arms end in fists like boulders, which drag on the ground. Kyojin are dim and slow, but monstrosly strong and durable. Their hunting parties roam the hills and valleys searching for prey, in general, they do not kill wantonly, but when food is scarce or they feel threatened they will fight savagely. Kyojin eat large game like deer, but have been known to feed on cows and horses, bringing them into conflict with humans. The females of the species are physically larger and largely responsible for the hunt.

Kyojin are able to let out a terrible roar which can be heard for miles. In combat this sound can stun opponents that fail a saving throw for one round.

The kyojin's rocky hide is prized as an herbal medicine. It is believed, when mixed in tea, to be a cure for impotence. They save at +2 against all forms of poison and toxins.

Kyonshi (Hopping Vampire)

Armor Class:	3[16]
Hit Dice:	6 to 9
Attacks:	claw or bite (1d6)
Special:	Undead, 1/2 damage from normal weapons, vampiric curse, fear.
Move:	9
HDE/XP:	8/800, 9/1,100, 10/1,400, or 11/1,700

Kyonshi are one of the most fearsome forms of undead, such are the dread stories told about this creatures that everyone seeing one for the first time must make a Saving Throw or run to a place of hiding and safety. Sometimes when a body is buried improperly or in an inauspicious location, it reanimates with a hunger to kill mortals and consume their life-force. The corpse retains the rigidity of death so the creature hops about rather than moving normally. The return from death gives the hopping vampires a greenish tint to their skin, fangs in their mouths, and razor-sharp fingernails that are virtual claws. If the dead person who became a Kyonshi was someone of importance it will usually be dressed in the decaying remnants of funerary wear. In combat a Kyonshi uses both claws and fangs ravenously for a total of two attacks. They take only half damage from normal weapons, fire-based attacks inflict normal damage. Kyonshi locate human prey by "seeing" their breath. By holding their breath and covering their nostrils, characters can become virtually invisible to a vampire. This is easier said than done however, particularly during a fight when the need to breath is prominent. On each round a character wishes to hold his breath roll 1d20 and add number of previous rounds he has been doing so; if the result is above the character's CON he cannot hold his breath any longer and must breathe becoming visible to any Kyonshi in the area. Anyone who suffers damage from a Kyonshi runs the risk of becoming a vampire in turn. Exactly how this occurs is a mystery, but most sages agree it is a form of curse. The percentage chance of turning into a vampire is equal to the amount of hit points lost on a 1d100. Those who succumb to the curse slowly turn into vampires themselves, growing fangs and long fingernails and becoming more and more bestial. The process a number of days equal to the victim's CON minus 1d6 and usually only becomes evident after a couple of days have passed. To stop the transformation a Remove Curse spell must be cast on the victim. Once become a vampire a victim

cannot be changed back without the intercession of a major spirit or god. The fear of Kyonshi is one of the reasons why cremation is the most popular form of funerary rite in the setting, but there are those who for some reason prefer the older method of burial, be it Nobles, monks who wish to be mummified, conservative communities or simply those like the Eta (untouchables) who are unable to afford anything better than a spot at the local mass grave.

Liches

Armor Class:	0 [20]
Hit Dice:	12-18
Attacks:	touch (1d6+paralysis)
Saving Throw:	4, 3, 2, 2, 2, 2
Special:	see below
Move:	6
HDE/XP:	15/2900, 16/3200, 17/3500, 18/3800, 19/4100, 20/4400, 21/4700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life, or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Magic-user (the same level as the liche's hit dice). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.

Lizardmen

Armor Class:	5 [14]
Hit Dice:	2+1
Attacks:	claws (1d6) or sword (1d6+2)
Special:	underwater
Move:	6 / swim 12
HDE/XP:	2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for long durations (an hour or more), while other can actually breathe underwater.

Some lizardmen wield a wicked sword made of sharp bone.

Lizard Samurai

Armor Class: 6[17] or 2[17]
Hit Dice: weapon (1d6)
Special: improved save
Move: 9
HDE/XP: 3/60 or 6/400

Lizard samurai come from some unknown race of bipedal lizards, possibly from the spirit world, possibly from another dimension, possibly from far lands. They are only encountered in elaborate armor, bearing sharp swords and sometimes with longbows. Lizard samurai follow a strict code of combat, but consider humans of non-fighting social class to be animals virtually beneath their notice. When venturing into human lands, they are normally formed into well organized military units, sometimes with members of some other race serving as auxiliary troops. These military units generally consist of at least 20 of the lizard samurai, and are always led by a captain with 6 hit dice. Lizard samurai make all saving throws at +1 (Contributed by Matt Finch).

Lycanthropes

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They can be hit by normal weapons, but silver weapons might inflict additional damage. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

Lycanthrope, Werebear

Armor Class: 2 [17]
Hit Dice: 7+3
Attacks: bite (2d6-2)
Special: lycanthropy
Move: 9
HDE/XP: 8/800

Werebears are mostly found in wilderness areas.

Lycanthrope, Wererat

Armor Class: 6 [13]
Hit Dice: 3
Attacks: weapon (1d6)
Special: lycanthropy, control rats
Move: 12
HDE/XP: 4/120

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents on 1-4 on a d6).

Lycanthrope, Werewolf

Armor Class: 5 [14]
Hit Dice: 3
Attacks: weapon (1d6)
Special: lycanthropy, control rats
Move: 12
HDE/XP: 4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, often are humanoid except for during a full moon, and so on.

Maun-Ge

Armor Class: 9[10]
Hit Dice: 1
Attacks: dagger (1d4)
Special: geas
Move: 12
HDE/XP: 3/60

The Maun-Ge are transparent-skinned humanoids. They live alone among humans in remote settlements, usually wearing lacquered wooden masks and an enveloping outer garment that cloaks the entire body. All Maun-Ge are female and will eventually mate with a human male to produce a sole Maun-Ge child. They are able to commune with the spirits of their ancestors who offer guidance, praise and censure to their descendant. With the ability to draw upon the knowledge and experience of their forebears, the Maun-Ge are revered as sages and storytellers. Those who interact with them at length come away feeling somewhat enlightened (+1 wisdom for 2d4 days). The Maun-Ge know the True Names of all men (treat as a Geas Spell), using this knowledge to command humans to play a part in their schemes to increase and perpetuate their bloodline's influence, status and power.

Mogura-Jin

Armor Class:	7[12]
Hit Dice:	2
Attacks:	claw (1d6)
Special:	surprise attack
Move:	9
HDE/XP:	3/60

Mogura-Jin are a race of subterranean humanoids descended from a group of villagers who resorted to cannibalism during a particularly fierce winter and were cursed by the Gods. They are squat beings, between 4 and 5 feet tall with pale skin, small beady red eyes, no body hair, and nails overgrown to claws. Mogura-Jin are always hungry and need to consume human flesh every so often to remain alive. Like their animal namesake (the mole) they are proficient tunnelers and their preferred method of attacking their victims is to tunnel under them and emerge from the ground in a swarm attack to surprise them. Mogura-Jin can see perfectly well even in total darkness; however their over-sensitive eyes are easily blinded by bright lights. (Contributed by edsan).

Mummies

Armor Class:	3 [16]
Hit Dice:	6+4
Attacks:	touch (1d6+1+special)
Special:	rot, hit only by magic weapons
Move:	6
HDE/XP:	7/600

Mummies cannot be hit by normal weapons, and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A cure disease spell can increase healing rate to half normal, but a remove curse spell is required to completely lift the mummy's curse.

Mushroom Men

Armor Class:	5[14]
Hit Dice:	1 to 3
Attacks:	weapon (1d6)
Special:	spores
Move:	12
HDE/XP:	1/15, 3/60, or 5/240

Standing 4' in height, mushroom men resemble humanoid mushrooms endowed with both arms and legs. Mushroom men are usually found in natural caves, caverns, and underground passages. Mushroom-men are initially created by magic. Once given life through magic they reproduce by way of spores. When a mushroom man dies (0 hit points or

less) it releases 1d6 spores which rapidly (within 1d4 rounds) grow into mushroom-men of 1 HD lower than the parent mushroom man (1 HD mushroom men do not produce spores upon death). The spores have 2 hit points (before becoming fully formed mushroom-men). (Contributed by Skathros).

Naga, Hanu

Armor Class:	5[14]
Hit Dice:	5 or 6
Attacks:	bite (1d6+poison) or constrict (1d6)
Special:	monkey summoning dance, poison, control simians.
Move:	12 / treetops 9
HDE/XP:	6/400 or 7/600

Hanu-nagas are a predominantly tropical and subtropical form of naga, less magical than the human-headed variety. Rather than a human-headed giant snake, hanu-nagas have a feral monkey head upon a great serpentine body. These nagas lair in jungles and rainforests, haunting forgotten temples and ancient ruins, where many are worshipped by tribes of wild monkeys and/or apes. The most intelligent of hanu-nagas may have followings of tribesmen or cavemen. The stylized, writhing dance of a hanu-naga allows it to exert a mystic control over apes and monkeys within a radius of 300ft. These controlled creatures will act at the naga's mental command. It is not necessary for the apes to actually see the naga's dance to fall under its control; indeed, when a hanu-naga begins its dance, simian creatures within one mile (to a maximum of 20 apes) will immediately begin moving at top speed to the dancing naga's presence. The naga may dance and attack at the same time. The bite of a hanu-naga is poisonous, and if the naga hits with its constricting attack it will inflict automatic damage of 1d6 per round until killed. (Contributed by Matt Finch).

Nezumi-Oni (Ratlings)

Armor Class:	9[10]
Hit Dice:	1
Attacks:	weapon or bite (1d6)
Special:	diseased bite
Move:	12
HDE/XP:	2/30

Standing no taller than 4ft tall, ratlings, as their name implies, resemble humanoid rodents. Although not much of a threat individually, ratlings tend to attack in packs (of 4d6). Ratlings dealing damage via a bite may infect their victims with the same disease that mundane rats do. The chances of passing on the disease are identical to that of their giant-rat kin. (Contributed by Skathros).

Nue

Armor Class:	5[14]
Hit Dice:	6
Attacks:	2 bites (1d6 and 1d6+poison)
Special:	poison, invisibility
Move:	12
HDE/XP:	9/1,100

A Nue looks like a large tiger with simian features, large pupiless eyes and a long snake for a tail. The snake's bite is poisonous and it can strike any enemy on the sides or back of the Nue's body. Despite its large size and weight a Nue is remarkably agile and fast, it can jump 30 feet long or 15 feet high easily from a standing position.

Since a Nue has a pair of eyes on each end of its body it is nearly impossible to flank or surprise. A Nue also has another ability, at nighttime, when lying perfectly still it can become a dark silhouette which is only noticed 10% of the time. The invisibility is only dispelled if the creature is exposed to direct moon beams or injured. Naturally, Nue prefer moonless or overcast nights to hunt. Some legends speak of a special kind of Nue, the DAI-NUE, who can maintain their invisibility even while moving and are immune to normal weapons.

Ochre Jelly

Armor Class:	8 [11]
Hit Dice:	6
Attacks:	acid strike (2d6)
Special:	lightning divides creature
Move:	3
HDE/XP:	6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making a raise dead spell impossible.

Ogres

Armor Class:	5 [14]
Hit Dice:	4+1
Attacks:	weapon (1d6+3)
Special:	none
Move:	9
HDE/XP:	4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. Sometimes Ogres are mistaken for Trolls.

Ogre Mages

Armor Class:	4 [15]
Hit Dice:	5+4
Attacks:	weapon (1d6)
Special:	magic use
Move:	12 / flying 18
HDE/XP:	7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10 ft radius circle of magical darkness, change into human form, cast sleep and charm person once per day, and cast a cone of frost with a range of 60 ft to a base of 30 ft, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many examples of shape-shifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different interpretations of magical ogres whether or not they are called "ogre mage."

Ogres, Tusken

Armor Class:	4[15]
Hit Dice:	5
Attacks:	weapon (1d6+2)
Special:	single mirror image
Move:	12
HDE/XP:	5/240

Tusken ogres are a race of ogres mid-way between the normal, feral ogre and the magically potent ogre mage. These ogres have a only a pale bluish tint to their skin, and powerful tusks protruding from their mouths. They are somewhat more intelligent than normal ogres, and are often found in the service of an ogre mage. Tusken ogres that are not minions of an ogre mage, encountered in the wild, often inhabit crude but human-like residences. They dress in silk garments taken from victims or merchants, and usually fight with polearms or outsized swords. They are inveterate slavers, and their lairs will often contain human prisoners, especially women. A tusken ogre has one magical ability, which is to create a single mirror image of itself at the beginning of a battle. As with the spell mirror image, the illusory double will disappear when it is hit. Female tusken ogres are encountered only rarely. Asian and European varieties of the tusken ogre are actually quite similar, although the European type would likely not be dressed in silk but in whatever finery might be available. (Contributed by Matt Finch).

Oktomon

Armor Class:	6[13]
Hit Dice:	3
Attacks:	up to 4 weapons (1d6)
Special:	none
Move:	12 / swim 18
HDE/XP:	4/120

Oktomon appear rather like man-sized octopui, but they are actually clever tool and weapon-using "humanoids." They generally live underwater, either fresh or salt, but are fully amphibious and can breathe on land as well as underwater. Oktomon walk on 4 of their eight legs and use the other 4 as arms. In combat, Oktomon use various combinations of four weapons. They do not typically use pulled bows, but may occasionally make use of crossbows. Due to their wide-set eyes and multiple arms, it is virtually impossible to flank an Oktomon or successfully attack one "from behind." Oktomon are attracted to shiny objects and often carry a number of items of jewelry with them as prized possessions. Oktomon are renowned for their mechanical abilities, and an Oktomon lair is typically a very dangerously trapped

location. Tales of magic-using Oktomon are often told, but have yet to be verified. Depending on the source, it is also reported that Oktomon are either outright hostile towards or firmly allied with Sea Hags. It is possible, of course, that different groups of Oktomon may have different allegiances. (Contributed by Andrew Trent).

Oni (True Ogres)

Armor Class:	3[16]
Hit Dice:	8
Attacks:	claw or weapon (1d6+2)
Special:	invisibility, polymorph, illusion, fear, leap
Move:	9
HDE/XP:	11/1,700

Oni are lesser, but fearsome, spirits associated with Kimon, the demon gate of the Northwest through which the world's misfortunes are said to come. Lord Enma the King of Hell is said to have two oni assistants by his side.

When not torturing sinners in Hell oni can be found on the human world living in rocky mountains, ruins, graveyards and others sites commonly considered haunted. Sometimes they take residence at a shrine or gate on a lonely highway and terrorize all who pass by. They are bloodthirsty and cruel, attacking for food, treasure and the sheer delight of hurting others. Oni are also quite fond of women and can procreate with humanity. The result is the shunned half-ogre race.

Oni stand 7 to 8 feet tall, have 1-3 eyes and one or two horns on their head while the fingers end in wicked talons. The skin is usually red but might also be green black orange or purple.

Oni have claws but prefer to use a weapon in combat, usually a No-Dachi or Tetsubo. Regardless, their great strength causes +2 damage on every hit. These spirits also have several powers: 3 times per day they can use an illusion to assume the shape of another creature or object, they can also turn invisible twice daily, thrice per day they can make might leaps 30 feet long or high enough to jump onto roof-tops; last but not least they can cause fear at will (as the spell) but anyone who makes a saving throw is immune to that Oni's fear power.

Oni are sometimes found in command of lesser creatures such as Shadow Goblins, giant rats or even Gaki. In their pride Oni like to set themselves up in their lair as the monarch of a court composed of these beings. (Contributed by edsan).

Oni-Aka (Red Goblins)

Armor Class: 6[13]
Hit Dice: 1
Attacks: weapon (1d6)
Special: fire resistant
Move: 9
HDE/XP: 1/15

The Oni-aka are short, scaly humanoids with small horns on their slightly pointed heads. They have coarse black hair, and coal black eyes. These evil beings are known to raid villages to steal slaves and cattle. They are typically armed with clubs and whatever weapons they can steal. These goblins are said to be born of fire in the pits of the earth, as such they are almost impervious to fire damage (suffering only half normal damage from any fire based attack).

Oni-Kage (Shadow Goblins)

Armor Class: 7[12]
Hit Dice: 1
Attacks: weapon (1d6)
Special: -1 penalty in daylight, invisible in darkness, dark vision.
Move: 9
HDE/XP: 1/15

The Oni-kage are short, black-skinned humanoids with large pale eyes. They dwell in dark caves and deep bamboo thickets. They detest bright lights and suffer -1 penalties in daylight. Their natural coloration and keen night vision allows them to excel in the dark, they never suffer penalties in complete darkness, and can become "invisible" if there is no light.

Oni-Yama (Mountain Goblins)

Armor Class: 5[14]
Hit Dice: 2
Attacks: weapon (1d6)
Special: none
Move: 12
HDE/XP: 2/30

The Oni-yama are large, grey-skinned humanoids with short tusks protruding from their mouths. They dwell in remote mountain caves and forgotten ruins. They often prey upon merchants and travelers that pass through their territories, and are typically armed with such weapons as they can take from their victims. They wear an assortment of armor that is often misused but is still functional. These large goblins bully, and sometimes make slaves of the lesser goblins.

Origami Warriors

Armor Class: 5[14]
Hit Dice: 2
Attacks: yari (1d6)
Special: magic resistance (10%), 1/2 damage from blunt weapons, immune to piercing weapons, +1 damage from cutting weapons, double damage from fire attacks
Move: 12
HDE/XP: 2/30

The origami warrior is a creation made of intricately folded paper, in the shape of a full sized human warrior. They move with lightning speed (accounting for the armor class), and blunt weapons inflict only half damage against them. Piercing weapons pass through the paper construction without causing any damage at all, but cutting weapons inflict +1 damage and fire inflicts double damage. Origami warriors wield normal spears. They are generally found in the service of powerful sorcerers, and have magic resistance of 10%. (Contributed by Matt Finch).

Purple Worms

Armor Class: 6 [13]
Hit Dice: 15
Attacks: bite (3d6), sting (1d6+2)
Special: poison sting, swallow
Move: 9
HDE/XP: 17/3500

Purple worms are massive annelids that grow 40 ft and more in length, and sometimes exceed ten feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required to-hit. They can swallow anything the size of a horse or smaller. In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

Ragged Claws

Armor Class:	9[10]
Hit Dice:	3
Attacks:	claws (1d6) or sleeping darts (1d2+save vs. sleep or sleep 1d6 rounds)
Special:	Detect magic, dispel magic (as 4 th level Shugenja)
Move:	12
HDE/XP:	4/120

Ragged Craw are wingless, intelligent bird-people with beaks and clawed hands, who shroud themselves in tattered cowled robes. They tend to be nomadic, often travelling in small groups (1d6+6) in covered wagons. Ragged Craw are fond of carousing and many (1 in 10) have alcohol problems, quickly becoming morose and violent. These creatures are inherently magical and have the power to detect and dispel magic. The regurgitated food of a Ragged Craw often possesses healing properties when applied as a paste over open wounds (4 in 6 chance of healing 1d4 HP over a day). Ragged Craw have gained notoriety as slavers, gamblers, thieves and wastrels. (Contributed by Geordie Racer).

Raiden (Thunder Spirits)

Armor Class:	8 [11]
Hit Dice:	host +2
Attacks:	strike (1d6)
Special:	½ damage from normal weapons, extra damage, lightning bolt
Move:	24
HDE/XP:	HD+4/varies

Raiden are people possessed by one of the thunder-spirits that serve the god of storms. Usually this happens when someone is struck by lightning, an occurrence more common than is generally believed.

Raiden are indistinguishable from normal people when not using their powers but have eyes of uncommonly light hues and their body temperature seems to be a degree or two higher than that of a healthy human. They prefer to dress as priests in white and blue garb and like to wear wide-brimmed straw hats

When fighting, the power of the thunder spirit awakens making the eyes glow with blue light and tendrils of energy flail around the body, specially around the hands and forearms.

In combat no Raiden ever uses weapons as they like to get as close and personal as possible. Their base unarmed damage is equal to that of a Monk of the same level. They can also discharge energy at will through physical contact, ranging from annoying but non-injuring "buzzes" to dangerous shocks for a maximum of 1d6 points of damage, this damage is added to the blows they deliver.

Raiden suffer only half damage from all non-magical weapons (but take full damage from unarmed blows) and immune to electrical-based attacks.

Raiden can also cast a Lighting Bolt spell after concentrating for a full round, but doing so damages the host causing 1d6 points of damage.

Every Raiden is exultant in having a physical body and being able to partake in the pleasures of life so it will go to whatever lengths necessary to maintain in their current condition. They are very fond of good food, drink, women (or men), battle and above all, gambling.

Raiden are famous for their hyperactivity and the rare occasions when they turn to quiet brooding contemplation only serve to enhance this ideal. They also tend to be remarkably optimistic, free-spirited and almost child-like in curiosity, but sometimes are assailed by a grim and fatalistic mood where they speak about karma and inevitability with a conviction that rivals that of ascetic monks. It is said these mood-swings reflect the changing nature of the sky that is the original home of these spirits.

Given their level of hyperactivity and hard living style the host's body tends to age fast and usually lasts only a couple of decades, even if "acquired" when it was in its prime.

Most Raiden die well before this, in battle with a legion of foes or fighting the strongest enemy they can find, as they prefer a quick glorious death to the onsetting physical degradation brought by time. It is not known what happens to the thunder spirit after the body dies.

Rats, Giant

Armor Class:	7 [12]
Hit Dice:	1-1
Attacks:	bite (1d3)
Special:	5% are diseased
Move:	12
HDE/XP:	<1/10

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the GM.

Salamanders

Armor Class:	5 [14], 3 [16]
Hit Dice:	7
Attacks:	touch, constrict (2d6)
Special:	heat, constrict
Move:	9
HDE/XP:	8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC 5 [14]) and the lower body of a snake (AC 3 [16]), and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

Sea Serpents

Armor Class:	2 [17]
Hit Dice:	30
Attacks:	bite (4d6)
Special:	swallow
Move:	swim 18
HDE/XP:	30/8400

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about sixty feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

Shadows

Armor Class:	7 [12]
Hit Dice:	3+3
Attacks:	touch (1d6+strength drain)
Special:	see below
Move:	12
HDE/XP:	4/130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Referee may decide whether they are undead creatures subject to turning or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes (9 turns).

Shrangaathi

Armor Class:	4[15]
Hit Dice:	1
Attacks:	bite (1d6)
Special:	5% chance to cause bleeding damage, limited vulnerability to turning.
Move:	9
HDE/XP:	B/10

Shrangaathi are malevolent river spirits that spend most of their time in the form of almost transparent river-fish. In this form, they pose no threat. However, when a school of shrangaathi encounters a village that does not have some sort of shrine or spirit to protect it, they will wait until nightfall, change form, and attack the unprotected settlement. When attacking on land, the shrangaathi become small humanoids with white, opalescent skin, needle-like teeth, and spindly limbs. They swarm ashore like a school of predatory fish, often stopping to feed on prey that have fallen in battle against them - a single shrangaathi can devour a human to the bones in 4 rounds and then look for more to eat. A single shrangaathi is not a formidable opponent, but any opponent bitten by a shrangaathi has a 5% chance (1 in 20) to lose 1d4 additional hit points from loss of blood (at a rate of 1hp per round). Shrangaathi are affected by turning, although they are not undead: if successfully turned (as ghouls), up to 1d10 of them must make a saving throw or flee back to the river, never to return to that settlement for 1d6+10 days. (Contributed by Matt Finch).

Skeletons

Armor Class:	8 [11], 7 [12] with shield
Hit Dice:	1
Attacks:	weapon or strike (1d6)
Special:	none
Move:	12
HDE/XP:	1/15

Skeletons are animated bones of the dead, usually under the control of some evil master.

Slug, Giant

Armor Class:	8 [11]
Hit Dice:	12
Attacks:	bite (2d6) or acid
Special:	spits acid for 6d6 dmg
Move:	6
HDE/XP:	13/2300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 ft, and within this range the slug's spittle will be 50% likely to-hit (no to-hit roll required). For every additional 10 ft of range, the chance to-hit decreases by 10%. On its first spitting attack, the slug only has a 10% chance to-hit within 60 ft, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

Specters

Armor Class:	2 [17]
Hit Dice:	7
Attacks:	touch (1d6+level drain)
Special:	drains 2 levels per hit
Move:	15 (30 when flying)
HDE/XP:	9/1100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself, a pitiful thrall to its creator.

Spiders, Giant

Armor Class:	6 [13]
Hit Dice:	2+2
Attacks:	bite (1d6+poison)
Special:	see below
Move:	18
HDE/XP:	5/240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those making a saving throw can fight in, and move at a rate of 5ft per round through, the webs. Giant spiders surprise on a roll of 1-5, being able to hide well in shadows. A spider's bite is very poisonous, adding +1 to save vs. poison.

Tentacled Thing

Armor Class:	0 [19] or 4 [15]
Hit Dice:	8 or 2
Attacks:	bite or strike (1d6)
Special:	amphibious, might regenerate
Move:	6
HDE/XP:	8/800 or 2/30

Tentacled things are ancient critter which sprang into being in the days before man. Often found in long forgotten areas, places seldom visited by man, these creature lair in ancient, stagnant pools or dark, damp dungeons. Gigantic, blob-like creatures, tentacled things get their name from the multitude of writhing tentacles that surround their rubbery frame.

In play, a tentacled thing is treated as multiple creatures. Stats are given for both the creatures main body, as well as for each of the critter's tentacles. Destroying the main body will also destroy any remaining living tentacles. The number of tentacles such a beast possesses is determined by the age of the beast. Ancient tentacled things possess 2d6 tentacles, while primeval tentacled things usually possess 3d6 (or more). An even older breed is said to exist which possesses tentacles endowed with regenerative capabilities (each healing 1hp/round). (Contributed by Skathros).

Todawan Masters

Armor Class:	1 [18]
Hit Dice:	8
Attacks:	staff (1d6) or kick (1d6+special)
Special:	leaping kick, block missiles (75%), ½ damage from fire/cold, immune to mental control & illusion, mental suggestion 1/day.
Move:	12
HDE/XP:	11/1,700

Todawan masters are an enigmatic race of solitary giant toads that have achieved mystic enlightenment. They wear robes and carry a staff. Living solitary lives in the depths of dangerous swamps, todawan masters do not accept students but occasionally answer questions about the future when worthy individuals seek them out. Unfortunately, some todawan masters go bad. These subtle servants of chaos and ruin may assemble bands of thugtoads or other minions, and begin to act as evil masterminds. Such todawan masters do not often leave their swamps, but their influence can be felt far and wide through the use of assassins, spies, and soldiery. Any todawan master (lawful or chaotic) is a formidable foe. In combat, provided they have at least 40ft for the jump, they can leap into battle and deliver a tremendously powerful kick with their hind legs for 2d6 points of damage; the victim must make a saving throw or be hurled back ten feet to lie prone on the ground, stunned for 1d4 rounds. Todawan masters can block missile weapons with their whirling staffs, with a 75% chance to deflect incoming missiles before the to-hit roll is even made. Their mental discipline is such that they take only half damage from fire and cold. They are immune to all forms of mental control and illusion. Once per day, a todawan master can make a powerful mental attack, suggesting that the victim not follow some course of action. If the victim fails a saving throw (made at -4), he will become unable to force himself to follow whatever course of action the todawan master has prohibited. The skin of a todawan master is coated in an extremely hallucinogenic substance. (Contributed by Matt Finch).

Treants

Armor Class:	2 [17]
Hit Dice:	7-12
Attacks:	strike (2d6, 3d6, 4d6)
Special:	control trees
Move:	12
HDE/XP:	7/600, 8/800, 9/1100, 10/1400 11/1700, 12/2000

Treants are tree-like protectors and “shepherds” of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9-10 hit dice inflict 3d6 points, and treants of 11-12 hit dice inflict 4d6 points. All treants can “wake” trees within 60 ft, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

Trolls

Armor Class:	4 [15]
Hit Dice:	6+3
Attacks:	claw (1d6+3)
Special:	regenerates
Move:	12
HDE/XP:	8/800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

Unicorns

Armor Class:	2 [17]
Hit Dice:	4+5
Attacks:	hoof (1d6), horn (1d6+2)
Special:	see below
Move:	24
HDE/XP:	5/240

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 ft, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn’s horn has healing properties according to legend (the details of this, if any, are left to the GM). There is considerable room to create variant sorts of unicorns: evil ones, flying ones, etc.

Vampires

Armor Class:	2 [17]
Hit Dice:	7-9
Attacks:	bite (1d6+3+level drain)
Special:	see below
Move:	12 / flying 18
HDE/XP:	9/1100, 10/1400, 11/1700

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when “killed” in this way they turn into gaseous form (per the spell), returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire’s eyes necessitates a saving throw at -2, or the character is charmed (per a charm person spell). Most terrifyingly, a vampire’s bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of “good” holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the “Dracula” type of vampire.

Many other possibilities for vampires exist in folklore: those who drink blood rather than level drain (Nosferatu), those vampires more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Aztec vampire?

Wights

Armor Class:	5 [14]
Hit Dice:	3
Attacks:	claw (1 HP+level drain)
Special:	see below
Move:	9
HDE/XP:	5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

Wraiths

Armor Class:	3 [16]
Hit Dice:	4
Attacks:	touch (1d6+level drain)
Special:	see below
Move:	9
HDE/XP:	6/400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

Yellow Mold

Armor Class:	n/a
Hit Dice:	n/a
Attacks:	1d6 damage if touched
Special:	poisonous spores
Move:	0
HDE/XP:	3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 ft in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

Yama-Uba (Mountain Hags)

Armor Class:	4 [15]
Hit Dice:	6
Attacks:	claw (1d6)
Special:	none
Move:	12
HDE/XP:	8/800

The Yama-uba are solitary, horrid looking blue-skinned females as large as ogres. They live in mountainous regions and near passes where they can hunt for food. Yama-uba feast on all manner of flesh; but they prefer humans, attacking with their long claws and wicked mouths that stretch from ear to ear.

Yienhools

Armor Class:	8 [11]
Hit Dice:	1
Attacks:	claw (1d6)
Special:	grab & pin arms, swarm over the top of battle lines.
Move:	9
HDE/XP:	1/15

Yienhools are pale humanoids with long, thin arms and elongated, clawed hands. Their bulging, white eyes are well adapted to dim light, but they are virtually blind in sunlight and never emerge from below ground unless forced to do so. They are deep-dwellers of the underground, but small groups of them are occasionally found in the upper reaches of the subterranean world. Yienhools are more intelligent than animals, but barely so - they can communicate and follow orders, and in packs they can hunt with considerable cunning, but their ability to act independently of a pack or a strong leader is very weak. Yienhool packs swarm their prey, the first ranks grabbing, clutching, and immobilizing to allow their total numbers to swarm over the foe and bring them down. If a yienhool hits, it has grabbed successfully at one of the foe's arms, rendering weapon or shield unusable as the yienhool clings on, regardless of danger (such attacks are made at -1 to hit). While holding on, the yienhool can make more attempts to grab the other arm as well. Yienhool can swarm over the backs of their fighting brethren to climb past front ranks and into the rear ranks of their opponents. If a yienhool is not already holding an enemy, and chooses not to make grabbing attacks, it can attack with its claws. These creatures are usually encountered in large numbers, for they do not divide into packs of fewer than 6. (Contributed by Matt Finch).

Yurmp (Toad Robbers)

Armor Class:	4 [15] or 6 [13]
Hit Dice:	5+3
Attacks:	polearm or unarmed (1d6)
Special:	backstab, unarmed grapple (4+ over number to hit)
Move:	12
HDE/XP:	5/240 or 6/400

Fat and ugly toad-like humanoids, the Yurmp are bandits and scroungers. Though of fine material, such as silk, their clothes are torn and soiled. Any armour is mismatched and poorly maintained, held together by rusty buckles and double-wrapped cords. Yurmp have sour expressions and grumpy attitudes, often becoming impatient and bored while waiting beside a road or path for someone to ambush. Their weapons are generally polearms looted from battle sites. If yurmp are able to coordinate an ambush, they have an increased chance of surprising their opponents (1-3 on 1d6). In villages that tolerate their presence they are usually part of any organised crime; in areas where they are not tolerated, yurmp live by "finding" dropped items and digging through the garbage of other races, bemoaning their poor luck all the while. For every 5 yurmp in a group there is a cumulative 2 in 6 chance that a wrestler yurmp will be present. These grossly fat yurmps disdain weapons and armour, and strike for 1d6 damage in unarmed combat. If the unarmed attack succeeds by four or more points, the wrestler has a firm hold on the foe and can throw him to the ground, disarm him, prevent attacks, or inflict continuous strangling damage (1d6 per round). Wrestler yurmps have an effective Strength score of 18, and usually enjoy challenging humans to arm wrestling contests. The rest of the yurmp enjoy gambling on these contests. If yurmp are able to attack by stealth or surprise from behind, they gain +4 on the attack and inflict double normal damage.

Zombies

Armor Class:	8 [11], 7 [12] with shield
Hit Dice:	2
Attacks:	weapon or strike (1d6)
Special:	immune to sleep, charm
Move:	6
HDE/XP:	2/30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

Better Monsters

There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing uber-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging.

Also, feel free to try new options like super-orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

Monster Levels

You may notice that while character levels are capped, monster levels are not. The reasons for this are simple:

1. Players run in packs and big monsters need levels to overcome a disadvantage in numbers.
2. Players tend to be creative while many Referees allow monsters to "play stupid."

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.

Creating Monsters

Monsters are not player characters, and their abilities are not at all determined by the rules for player characters—not even the stats for races that can have player characters, such as Dwarves. A monster's abilities are determined by the Referee, not by any rules!

Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are responsible for the quality of the swords and sorcery in your game, not the rules. So don't try to create monsters according to any sort of power formula.

Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're "allowed" to do.

Table 25: Monster Creation

HD	THB	ST	XP Given
<1	+0	18	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1,100
10	+10	9	1,400
11	+11	8	1,700
12	+12	7	2,000
13	+13	6	2,300
14	+14	5	2,600
15	+15	4	2,900
+ level	+1	3	+300/HD

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