

Shinobi & Samurai

忍びと侍

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by Leonaru

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Introduction

SHINOBI & SAMURAI is an old-school fantasy roleplaying game. The rules are very short compared to the tomes required to play many recent (and also many older) roleplaying games, but contain everything necessary to run a fantasy campaign. This small rule set is a powerful tool, as it allows players and game masters to improvise things on the fly, quickly modify rules when the situation demands it and add new aspects with little effort. All of this is not only possible but in fact encouraged.

This is not a game for traditional Western fantasy campaigns. SHINOBI & SAMURAI is designed for campaigns in an Oriental setting with honourable samurai and agile ninjas. It is in no way an accurate historical game. Magic exists, and so do malicious oni, mighty dragons, evil spirits and heroes ready to face them.

So, are you ready?

The Basics

Getting Started

All ones needs to play SHINOBI & SAMURAI is this rule book, a game master, a group of players, a set of dice, some paper, some pens and this book. The dice needed are a d4, d6, d8, d10, d12, d20 and d100. Some dice are needed more often than others, but it is recommended that each player has at least one set to keep the game flow steady.

Players & Game Master

Each player controls a playable character defined by a class describing his profession and by style the player uses to play him. Apart from the players, there is also the game master who runs the game world: He controls non-player characters, monsters for the players to fight and sets up the whole adventure. The game master is ultimately the ones who makes the decisions and can decide if and in what way a specific rule is used.

Rule Number One

The rules presented here are guidelines, not laws and they do not cover every possible situation that may arise. The game master should modify and add rules whenever he deems it necessary. While the gamer master is the one who has the last word when it comes to interpretation of rules and sometimes also design of characters, good communication is always needed.

Character Creation

Character creation in SHINOBI & SAMURAI is simple: Each player choses a class that defines what his character is good at, rolls up its starting money and buys some equipment. Each character also gets a name and – if the players want – a background story. SHINOBI & SAMURAI does not make use of additional ability scores as many other RPGs based on old-school systems do, as these have little impact on actual gameplay. Nevertheless,

SHINOBI & SAMURAI is compatible with many other old-school RPGs and ability scores can be introduces if desired. All information about a character is written down on the character a sheet. A blank character sheet can be found at the end of this book.

Character Classes & Races

There are nine classes in SHINOBI & SAMURAI: Bozu, bushi, ite, kensei, samurai, shinobi, mahotsukai, sohe and sumotori. Additionally, there are two subclasses of the mahotsukai with a different selection of spells, the yojutsushi and the genjutsushi. By default, all characters are human. However, at the game master's discretion, players can also play nonhuman races.

Starting Money

Each player rolls 3d6x10. This is the amount of money in silver pieces (sp) that a character starts with.

The Adventure Begins

After the player characters have been created and starting equipment has been bought, the adventure can begin. What happens now is all up to the game master and players.

Bozu

Bozu is a monk that belongs to an order and – unlike the sohei – is a philosopher and spiritualist thriving for inner balance and a deeper understanding of the world around him. The bozu is a combat expert, though he does not depend on weapons or armour. Instead, the light-footed bozu uses only his fists in combat and prefers to evade enemy attacks instead of blocking them.

Table 1: Bozu Advancement

Level	Attack Bonus	Saving Throw
1	-	15
2	-	14
3	+1	13
4	+1	12
5	+2	11
6	+2	10
7	+3	9
8	+3	8
9	+4	7
10	+5	6

The bozu’s role is that of a striker. He deals more and more damage the more experience he gathers, but is less well-suited to take damage than the bushi.

Hit Die: The bozu uses the d6 to determine his hit points.

Equipment: The bozu does not wear any armour. He mostly relies on his fist in combat. If the bozu uses any weapons at all, it will be a simple weapon like the bo.

Combat Experience: The bozu does not wear armour and mainly uses his fists in combat. His armour class and damage increase over time as he gains experience. While members of other classes do nonlethal damage when fighting without weapons, the bozu’s attacks always do full damage. Additionally, he can also damage creatures that can otherwise only be harmed by silver or magical weapons.



Table 2: Bozu Armour Class and Damage Progression

Level	Armour Class	Damage
1	10	1d4
2	11	1d4+1
3	12	1d6
4	13	1d8
5	14	1d10
6	15	1d12
7	16	2d8
8	17	2d8+1
9	18	2d8+2
10	19	2d8+3

Parry: The agile bozu can evade enemy attacks. If a bozu tries to parry instead of attacking, his opponent gets an attack roll penalty equal to the bozu’s attack bonus.

Bushi

The bushi is trained to use weapons and armour. He is sturdy and often stands in the front row during battle. The bushi does not primarily rely on swiftness or sneaky tactics but on a trusty weapons and reliable armour.

A bushi can be any type of combat expert like a soldier, hunter or tribal warrior. Some have chosen to be a fighter for the rest of their life, whereas others are merely conscripted peasants or bandits. Most bushi have less social prestige than samurai, but are also not bound to a code of honour the way samurai are.



The bushi's role is that of a striker and defender. His armour makes it difficult for enemies to get past him and his weapon deals damage reliably. While less versatile than spellcasters, the bushi does what he does well consistently.

Table 3: Bushi Advancement

Level	Attack Bonus	Saving Throw
1	-	16
2	+1	15
3	+2	14
4	+2	13
5	+3	12
6	+4	11
7	+4	10
8	+5	9
9	+6	8
10	+6	7

Hit Die: The bushi uses the d10 to determine his hit points.

Equipment: The bushi can use any weapon and armour.

Cleave: Whenever the bushi delivers a killing blow to an enemy, he can make an immediate extra attack against another enemy in range. This applies only to melee attacks.

Combat Finesse: The bushi knows how and where to hit his opponent better than anybody else. Whenever the fighter rolls a one on a damage roll, the damage is re-rolled.

Ite

The ite is an archer, a fighter specialised in ranged weapons. Though similar to the bushi, he has not been trained to stand in the first line and engage opponents in close combat, but to pick precise shots from the back row or neutralise enemies before they even notice he is there. With support, the ite is deadly; without, he has to rely on his quickness and the element of surprise.

The ite is a striker. He excels at inflicting damage, not at taking it, and will often need the support of others to unfold his full potential.

Table 4: Ite Advancement

Level	Attack Bonus	Saving Throw
1	-	16
2	+1	15
3	+2	14
4	+2	13
5	+3	12
6	+4	11
7	+4	10
8	+5	9
9	+6	8
10	+6	7

Hit Die: The ite uses the d6 to determine his hit points.

Equipment: The ite uses all ranged weapon, but no melee weapon larger than a wakizashi and no armour heavier than a do-maru.

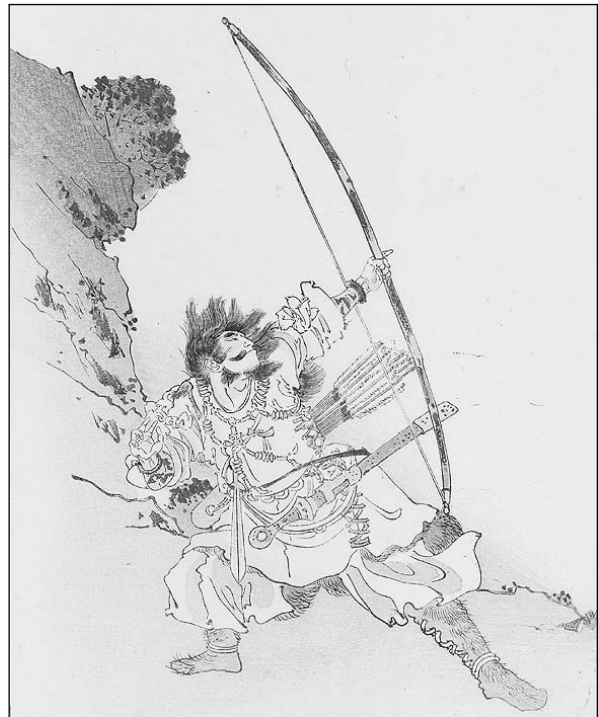
Table 5: Ite Marksmanship Bonus

Class Level	Marksmanship Bonus
1	+1
2	+1
3	+1
4	+2
5	+2
6	+2
7	+3
8	+3
9	+3
10	+4

Marksmanship: While using a bow or crossbow, the ite gains his marksmanship bonus as a bonus to attack and damage rolls.

Melee Shot: While in close combat, the ite can use ranged weapons without a penalty.

Rapid Shot: From the eighth level on, the ite reloads fast enough to fire twice per round.



Running Shot: The ite can move at half speed while shooting without suffering a penalty.

Volley Fire: The ite can fire more than arrow at once against a single target, but suffers a -2 attack roll penalty per arrow if he does so.

Kensei

The kensei is a fighter dedicated to one specific weapon. He has trained with it for years in order to discover all its secrets and be able to use it with perfection. For the duellist, armour is only a hindrance. He prefers to win a fight quickly and decisively.

Some kensei visited schools, others learned from a master. A few are even self-taught. Most kensei do not remain in one place for long. Instead, they travel the world, always looking for other kensei, adventures, wisdom and other challenges.

The kensei's role is that of a striker. Not being able to sustain too much punishment, the kensei prefers to eliminate an enemy swiftly and efficiently.

Table 6: Kensei Advancement

Level	Attack Bonus	Saving Throw
1	-	15
2	+1	14
3	+2	13
4	+2	12
5	+3	11
6	+4	10
7	+4	9
8	+5	8
9	+6	7
10	+6	6

Hit Die: The kensei uses the d8 to determine his hit points.

Equipment: As a dedicated warrior, the kensei can use any weapon. He will not wear any armour, though, and avoid weapons that are regarded as cowardly.

Favoured Weapon: A kensei has a favoured melee weapon he will prefer over all other weapons. He gains a bonus to attack rolls and damage when he uses this weapon. The kensei's favoured weapon is chosen at the very beginning of his career. The kensei will usually

not change it, as the training with this weapon requires his complete attention.

Table 7: Kensei Armour Class and Weapon Bonus Progression

Level	Armour Class	Weapon Bonus
1	10	+1
2	11	+1
3	11	+2
4	12	+2
5	12	+2
6	13	+3
7	13	+3
8	13	+3
9	14	+4
10	14	+4



Second Wind: Any time a kensei takes damage from a melee attack that would bring him down to naught hit points, he can make a saving throw. If the saving throw is made, no damage is taken. He second time this is done in one fight, the kensei takes only half damage. This technique cannot be used more than twice during a fight and not against missile weapons or – at the game master's discretion – supernatural attacks.

Mahotsukai

The mahotsukai is a master of the occult. He has studied under a master or in a school – often a secret one. Many mahotsukai do not stay in one place but travel the world, always looking for magical artefacts, occult secrets and more power.

The mahotsukai is a supporter than can fill out different roles. His magic has incredible potential – if the mage remembers the right spell from his spell book. Without his powers, the mage has to rely on the abilities of his fellow adventurers. The yojutsushi and genjutsushi are two variants of the mahotsukai who use different spells, but are otherwise identical to him.

Table 8: Mahotsukai Advancement

Level	Attack Bonus	Saving Throw
1	-	16
2	-	15
3	-	14
4	-	13
5	+1	12
6	+1	11
7	+2	10
8	+2	9
9	+3	8
10	+3	7

Hit Die: The mahotsukai uses the d4 to determine his hit points.

Equipment: Mahotsukai spend a lot of time learning the arcane arts and have little to no combat training. They do not wear armour and use only the bo, the sling, the tanto and similar simple, light weapons.

Detect Magic: The mahotsukai can detect magical auras and identify magical items a number of times per day equal to his level.

Spellcasting: The mahotsukai is an arcane spellcaster. He learns spells from magical scrolls and writes them down into his

spellbook. Once it has been cast, it vanishes from the mahotsukai's mind and has to be re-learned.

Table 9: Mahotsukai Spell Progression

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	2	2	-
9	5	3	3	2	1
10	5	4	3	2	2

Every day, the mahotsukai can prepare a number of spell dependent on his current level. To memorise the spells, he needs at least one hour followed by six hours of rest. The same spell can be prepared several times as long as the mahotsukai has spell slots left. He can also cast any arcane spells from scrolls directly, even if they are not found on the mahotsukai spell list (but not spells from the sohei spell list).

Yojutsushi

The yojutsushi has devoted his life to study, explain, reverse and control death, the inevitable final chapter in the life of all humans. He may summon the undead to his service or make contact with the afterworld. While many yojutsushi are twisted and evil, some are simply fascinated by death and undeath.

Genjutsushi

The genjutsushi is specialised in the creation of illusions and phantasms. The illusionist is by no means a charlatan – his illusions can be shockingly realistic and may even come to life.

Shinobi

The shinobi – also called ninja – is a specialist. His expertise includes espionage, infiltration, assassination and disguise. Shinobi are secretive and are organised in clans hidden in the mountains. Apart from shinobi clans, other groups like temples or military organisations may train shinobi as well.

Some travelling shinobi are on a secret mission for their clan, which they usually do not share with anyone, even companions or friends. Others have abandoned their clan for various reasons. Some are considered traitors and hunted by their former fellow shinobi.

The shinobi is a supporter, scout and infiltrator. Under the right circumstances, he can severely wound or even kill opponents with a single blow. The shinobi is not a defender, though, and requires the support of his fellow adventures to unleash his full potential.

Table 10: Shinobi Advancement

Level	Attack Bonus	Saving Throw
1	-	14
2	-	13
3	+1	12
4	+1	11
5	+2	10
6	+2	9
7	+3	8
8	+3	7
9	+4	6
10	+5	5

Hit Die: The shinobi uses the d6 to determine his hit points.

Equipment: As a master of stealth, then shinobi does not wear armour heavier than manchira. He does not use the katana, the daikyu and large, bulky weapons like spears.

Backstab: When the shinobi attacks an enemy from behind and strikes at its weak spot, he

gains a +4 bonus to attack rolls deals double damage. From level five on, the damage is tripled. At level nine, the shinobi deals four times the usual damage.

Shinobi Talents: Every second level from level two on, the shinobi gains a talent. The new talent is determined by rolling 1d8. Talents the shinobi already has are re-rolled. At the game master’s discretion, the shinobi can alternatively choose its new talents freely.

Die Roll	Shinobi Talent
1	Swiftness: The shinobi can disengage from melee combat without provoking an attack of opportunity and receives a +1 bonus to saving throws.
2	Lightfoot: The shinobi’s movement speed increased from 12 to 15
3	Marksman: The shinobi gains a +1 bonus to attack rolls and damage when using ranged weapons.
4	Danger Sense: The shinobi gains a +1 bonus to surprise and initiative rolls.
5	Silent Shadow: While moving – but not running – the shinobi does not make any noise.
6	Water Walk: The shinobi can run over calm water – but not stand on it.
7	Mystic: The shinobi can cast spells of the first level from magical scrolls.
8	Poison Immunity: The shinobi becomes immune to all kinds of poisons.

Silent Shadow: The shinobi can hide in shadows and become practically invisible to others. When someone sees a concealed shinobi, that person is permitted a saving throw. If the save is made, the shinobi has been spotted. The shinobi imposes a penalty on the saving throw equal to his level.



Samurai

The samurai is an honourable and proud warrior. Often raised in noble families, samurai are not only proficient in combat, but also in literature and arts. Every samurai carries his trusted weapon, the katana. Most samurai are also trained in the use of other weapons.

Samurai respect their enemies and demand respect from them. A samurai who has fallen from grace or currently has no master is called a ronin.

The samurai is a striker and defender. His strict life after the samurai codex limits him in some areas, but grants him powers in others.

Table 11: Samurai Advancement

Level	Attack Bonus	Saving Throw
1	-	16
2	+1	15
3	+2	14
4	+2	13
5	+3	12
6	+4	11
7	+4	10
8	+5	9
9	+6	8
10	+6	7

Hit Die: The samurai uses the d10 to determine his hit points.

Equipment: A samurai can use any weapon or armour apart from weapons considered cowardly. However, samurai will prefer wearing no armour to wearing equipment below their status.

Battle Cry: From level six on, the samurai may gather his inner strength once per day and let out a cry that causes all enemies in earshot to run in panic for 1d4+1 rounds. Enemies with hit dice equal to more than half the champion's level are permitted a saving throw.

Challenge: Once per encounter, the samurai can challenge an opponent in combat. If that opponent fails a saving throw, it has to concentrate its efforts on fighting the samurai until defeat or moral failure. The samurai's level is added as a malus to the saving throw.

Code of the Samurai: Every samurai follows the code of the samurai. This code always includes not running from a readied opponent, not taking part in surprise rounds and always being honest and truthful. The details of the code depend are determined by the game master.



Fearless: The samurai himself is a fearless warrior. He is immune against all kinds of magical or mundane fear.

Perception: A samurai is a good judge of character. From level three on, he can detect whether an individual is lying or not. This can be used once per day per individual. It does not reveal the truth or detects if someone holds back information. Strong-willed individuals are permitted a saving throw to avoid being exposed. In this case, they suffer a malus equal to the samurai's class level to their roll.

Sohei

The sohei is a travelling warrior-monk. He is dedicated to the teaching of his gods and a certain lifestyle, and will defend it to the death. The sohei's faith grants him supernatural powers not unlike the mahotsukai's magic.

The sohei is a supporter. He does not fight as well as the bushi or the kensei, but will last long in the front row due to his powers. The sohei's fellow adventurers will benefit greatly from his healing powers.

Table 12: Sohei Advancement

Level	Attack Bonus	Saving Throw
1	-	14
2	-	13
3	+1	12
4	+1	11
5	+2	10
6	+2	9
7	+3	8
8	+3	7
9	+4	6
10	+5	5

Hit Die: The sohei uses the d6 to determine his hit points.

Equipment: The sohei is trained in the arts of war, but limited in the equipment he can use. He is not allowed to wear o-yoroi and does not use bows or the katana.

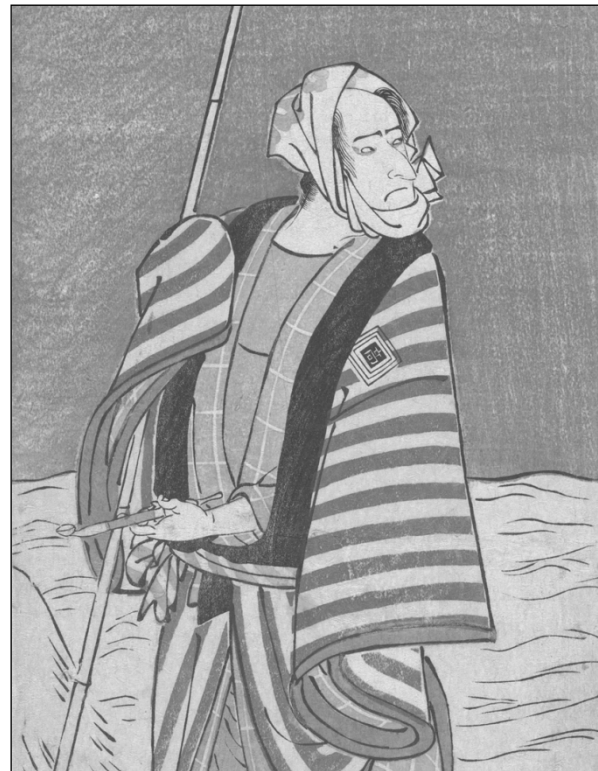
Detect Evil: The sohei can identify malicious creatures or cursed items a number of times per day equal to his level. Creatures are permitted a saving throw to avoid being detected. Evil sohei can instead identify good creatures and blessed items.

Spellcasting: Like the mahotsukai, the sohei is a spellcaster. He does not need spells from scrolls, though. Instead, the sohei intuitively knows all spells from the sohei spell list up to his current highest spell level. He prepares spells by meditating for at least one hour

followed by six hours of rest. Once cast, a spell will vanish from the sohei's memory until it is re-memorised. The sohei can prepare the same spell several times as long as he has free spell slots of the respective level.

Table 13: Sohei Spell Progression

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



Sumotori

The sumotori is a fighter trained in sumo, an ancient form of wrestling. Sumotori tower over other humans and draw attention through their massive body alone. While sumo show their talent in the ring to gain honour and entertain others, they are not to be underestimated in an actual fight.

Some defend and support. They pin their opponent down and give their fellow adventurers time to strike. Sumotori do not go down easily.

Table 14: Sumotori Advancement

Level	Attack Bonus	Saving Throw
1	-	14
2	+1	13
3	+2	12
4	+2	11
5	+3	10
6	+4	9
7	+4	8
8	+5	7
9	+6	6
10	+6	5

Hit Die: The sumotori uses the d12 to determine his hit points.

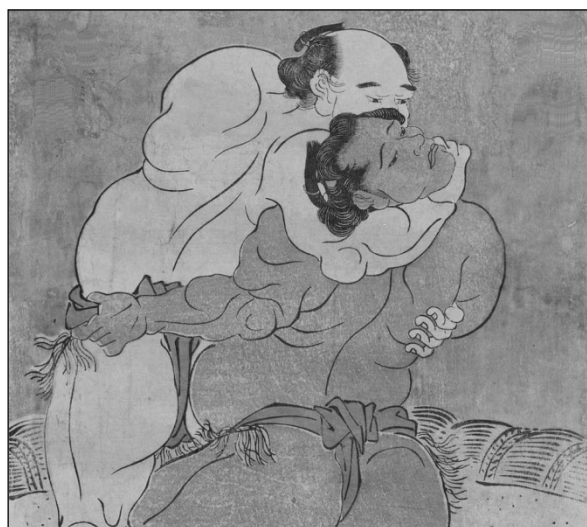
Equipment: The sumotori is trained in unarmed close combat. In the ring, he will use neither weapons nor armour. Outside the ring, a sumotori wears armour no heavier than manchira and will stick to blunt weapons like the bo or nunchaku and only use thrown or hurled missile weapons.

Grappler: When trying to grapple and opponent, the sumotori adds his level as a bonus to his attack roll. A failed attempt does not grant the opponent an attack of opportunity. A sumotori can move at half speed while he has grabbed an opponent.

Rules of the Ring: When the sumotori fights another sumotori in the ring, no armour or

weapons are allowed. Likewise, actions like breaking bones, pulling hair or bending back fingers are not permitted. In such a sumotori fight, all attacks inflict nonlethal damage.

Stunning Blow: From level four on, a sumotori can try to inflict a stunning blow on his opponent. This attack inflicts no damage, but if the opponent fails a saving throw, it will be *stunned* for one round. From level eight on, the opponent will be *paralysed* instead.



Unarmed Combat: While unarmed, the sumotori inflicts 1d6 points of lethal damage which each attack. He adds his attack bonus as a bonus to his damage rolls. If the sumotori suffers bludgeoning damage, he is permitted a saving throw for half damage. Additionally, the sumotori can also damage creatures that can otherwise only be harmed by silver or magical weapons.

Equipment

Every adventurer starts with a certain amount of money. This money can be spend on equipment from the equipment list or kept to buy items later. The list below shows common things available almost everywhere and can also be used if the players want to restock supplies between adventures.

Currency

Every player character starts with 3d6x10 silver pieces worth of money. The silver pieces (sp) are each worth ten copper pieces (cp). Additionally, there are gold pieces (gp), which are worth ten silver pieces and platinum pieces (pp) which are worth ten gold pieces. Instead of these generic names, the Oriental-flavoured names from the table below can be used as well.

Table 15: Coinage

Generic Name	Oriental Name
Copper Piece	Mon
Silver Piece	Ichibu
Gold Piece	Ryo
Platinum Piece	Oban

Common Items

Table 16: Clothing

Item	Cost (sp)
Hakama (cotton trousers)	0.3
Hat (straw)	0.02
Kimono (cotton robe)	0.2
Kosode (silk robe)	6
Loincloth	0.02
Mino (straw raincape)	0.1
Robe (fur-trimmed)	6
Sandals	0.1
Sash (belt)	0.1
Tabi (boots)	0.4

Table 17: Adventuring Equipment

Item	Cost (sp)
Backpack	10
Basket (large, wicker)	5
Basket (small, wicker)	2
Blanket (coarse)	2
Chest	10
Cord (three metres)	0.1
Goza (straw sleeping mat)	0.1
Ink Well	2
Lantern (hooded)	7
Lantern (paper)	2
Oil	1
Paper (ten sheets)	4
Pot (iron)	1
Quiver Rope (ten metres)	3
Tent	10
Tender Box	1
Torch	0.1
Waterskin	1

Table 18: Provisions

Item	Cost (sp)
Beer (one jar)	0.1
Food, banquet	2
Food, common	0.1
Food, poor	0.05
Grain, daily ration (horse)	1
Rice (daily ration)	0.3
Sake (one jar)	5
Tea (for one pot)	2

Melee Weapons

Bo: The bo is a wooden staff about as long as a human.

Flail: The flail is first and foremost a farmer's tool for harvesting rice, but can be used as a weapon too.

Jitte: The jitte is an iron baton mainly used for defence. It has a short hook at the end.

Jo: The jo is a small version of the bo. It is only half as long and can be used with one hand.

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Table 19: Melee Weapons

Weapon	Damage	Cost (sp)
Bo ¹	1d6	2
Flail ¹	1d6	4
Jitte	1d4	5
Jo	1d4	1
Kama	1d4+1	5
Katana ²	1d10	400
Kau-sin-ke	1d8	15
Kawanaga	1d3	10
Kusari-gama ¹	1d6	4
Masakari ¹	2d4	15
Nagamaki ¹	1d6	8
Naginata ¹	1d8	22
Nekode	1d4	12
Ninja-to	1d6+1	10
Nodachi ¹	1d10	50
Nunchaku	1d4+1	10
Sai	1d4	2
Sasumata ^{1,3}	1d4	8
Scythe ²	1d4	3
Shikomi-zue	1d6	15
Tanto	1d4	10
Tetsubo ¹	1d8	15
Tonfa	1d6	5
Wakizashi	1d8	250
War Fan	1d6	30
Whip	1d3 ³	2
Yari ¹	1d6	4

¹Two-handed weapon

²One- or two-handed weapon

³Deals nonlethal damage

Kama: The kama is a straight-bladed sickle. It is used by farmers and is primarily a tool.

Katana: The katana is a long sword designed to be used with both one and two hands. Every samurai has a katana personally made for him. In many places, only the social elite may possess a katana.

Kau-sin-ke: The kau-sin-ke is also called whipping chain. It is a length of four to six short iron bars connected by links of chain.

Kawanaga: A kawanaga is a length of light chain with a weight at one end and a sharp-bladed grappling hook on the other. It can be whirled quickly, striking with hard blows from either end. On a critical hit or when scoring

maximum damage, a kawanaga grapples an opponent.

Kusari-gama: This is a simple kama attached to an iron chain.

Masakari: The masakari is a two-handed battle axe.

Nagamaki: This is a shorter version of the naginata.

Naginata: Similar to the glaive, the naginata is a blade attached to a shaft.

Nekode: A nekode is a strap or glove fitted with spikes in the palm, favoured as both a weapon and a climbing tool by shinobi. Using a nekode is considered very dishonourable and is often outright illegal.

Ninja-to: The ninja-to is a short, straight sword similar to a wakizashi and a favoured weapon of shinobi.

Nunchaku: A nunchaku is made up of two wooden or metal bars connected by a chain. It is often used as a training weapon, but is included in certain fighting styles as well.

Sai: The sai is a parrying weapon similar to the jitte.

Sasumata: The sasumata is a pole arm designed to capture opponents with a minimum of harm. On a successful hit, the target is grappled. The sasumata deals only nonlethal damage.

Scythe: The scythe is firstly a tool and not easy to handle, but an effective weapon if used correctly.

Shikomi-zue: This shinobi weapon appears to be a stout bamboo or wooden staff, but a quick twist or press of a button causes a spear

head to spring from one end. Its use is forbidden almost everywhere.

Tanto: The tanto is a dagger. In many place, this is the largest bladed weapon common people are permitted to carry.

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

Tonfa: The tonfa is a wooden baton with a handle perpendicular to a club. It is mainly a parrying weapon.

Wakizashi: The wakizashi is a short sword. Most samurai carry both this weapon and a katana.

War Fan: The war fan is a fan with sharp metal edges. It is easily concealed.

Whip: A whip is not very damaging, but will grapple an opponent on a successful hit. It only deals nonlethal damage.

Yari: The yari is a spear used by common infantry.

Missile Weapons

Arrow, Leaf Head: Leaf head arrows are used as ammunition for bows and are usually made of wood.

Arrow, War: War arrows have an iron tip and are more dangerous than their wooden counterparts.

Ball, Lead: Lead balls for slings are more damaging than stones, but have to be manufactured specifically.

Blowpipe: The blowgun is mainly used by primitive tribes, but is also popular among shinobi and other shifty individuals.

Bolt, Iron: Iron bolts are used for crossbows.

Table 20: Missile Weapons

Weapon	Damage	Cost (sp)
Blowpipe	1d2	10
Chakram	1d4	15
Chu-ko-nu ¹	1d4	300
Daikyu	1d8	80
Fukimi-bari ¹	1d2	1
Hankyu	1d6	20
Oyumi	1d8	140
Shuriken ¹	1d3	0.5
Sling	1d4	0.1
Tanegashima ^{2,3}	1d8	400
Tetsuho ^{2,3}	1d6	120
Uchi-ne ¹	1d3	3
Yari-nage	1d6	1

¹Can be used twice per round

²Can be fired once every second round

³Ignores mundane armour

Table 21: Ammunition

Ammunition	Damage Modifier	Cost (sp)
Arrow, Leaf Head	-	0.25
Arrow, War	+2	2
Ball, Lead	+1	0.1
Bolt, Iron	-	1
Bolt, Piercing	+1	2
Bullet	-	0.5
Frog Crotch	+1	1
Humming Bird	-1	0.5
Stone	-	0.05

Bolt, Piercing: Piercing bolts are specifically designed to penetrate armour.

Bullet: Bullets are used for firearms and not commonly available.

Chakram: The chakarm is a throwing disc with a sharpened outer rim.

Chu-ko-nu: The chu-ko-nu is a repeating crossbow with a higher rate of fire than a common crossbow.

Daikyu: The daikyu is a long bow. It is suited more for war than for hunting.

Frog Crotch: These arrows have a broad blade-like tip that can be used to cut ropes, or

Shinobi & Samurai

used to cause grievous injuries to unarmoured targets.

Fukimi-bari: The fukimi-bari is a small, needle-like mouth dart that can be spit at the target. They have a short range and do little damage, but

Hankyu: The hankyu is a short bow.

Humming Bird: These arrowheads have hollow tubes that allow air to pass through, which causes a loud whistling sound when fired. They are used primarily as signalling arrows and can be heard up to a kilometre away. They are not designed for use against creatures, though.

Oyumi: The oyumi is a crossbow. The name refers both to smaller models and to large weapons operated by several people.

Shuriken: Shuriken often look like little metal stars, but can have a number of other shapes as well. They have a short range, but can be thrown in quick succession.

Sling: A sling can be used to hurl stones. It is not very strong, but light and compact.

Stone: Almost any stone can be used with a sling.

Tanegashima: The tanegashima is a type of flintlock rifle. It needs to be reloaded after every shot, but can penetrate armour.

Tetsuho: The tetsuho is a very primitive pistol. It has a short range, but can be surprisingly powerful.

Uchi-ne: The uchi-ne is a small dagger designed to be thrown. Many noblemen carry one

Yari-nage: The yari-nage is a javelin; similar to the yari, but specially designed to be thrown.

Armour

Table 22: Armour

Armour	AC Bonus	Cost (sp)
Do-maru	+3	250
Hanburi	+1	30
Hata-ate	+2	150
Hara-ate-gawa	+1	90
Haramaki	+1	100
Haramaki-do	+2	160
Horo ²	+1	20
Jingasa	+1	20
Kabuto	+2	100
Kappa Shell ³	+6	30
Kusari-gusoku	+5	650
Manchira	+3	350
O-yoroi	+9	1,000
Tatami-gusoku	+4	450
Wakibiki	+3	300

¹Protects only the front

²Protects only the back against missile fire

³Protects only while crawling

Do-maru: The do-maru is a metal breast plate.

Hanburi: The hanburi is a warrior's helmet, usually without a visor.

Hata-ate: The hara-ate is a piece of armour designed to protect the front of the body. It has a breast plate and thigh protector made from laced armour. It is open in the back and offers no back protection.

Hara-ate-gawa: The hara-ate-gawa is simple leather corselet that covers the stomach, chest and back.

Haramaki: The haramaki-do is a light piece of armour made of silk and chain. It can be worn under clothing.

Haramaki-do: The haramaki-do is similar to the haramaki, but too bulky to

Horo: A horo consists of several long strips of cloth sewn together tied at the neck and waist designed for mounted combatants. When riding is 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 simple soldiers. It is also useful as a pot for boiling water in camp.

Kabuto: The kabuto is a large helm and usually worn as part of the o-yoroi. Many sport elaborate crests mounted on the front of the helm. The kabuto is made of lacquered steel.

Kusari-gusoku: The kusari-gusoku is a type of chain armour worn by wealthy warriors.

Manchira: The manchira is an armoured vest made of different types of armour including chain armour and various armour plates. It can be worn under clothing.

O-yoroi: The o-yoroi is a full suit of armour complete with a helmet. It is usually specifically made for a certain customer and often coloured in the colours of his house.

Tatami-gusoku: This armour is made of armoured plates and can be folded.

Wakibiki: The wakibiki is armour made of iron and hardened leather. It also includes chain armour as well as armoured plates.

The Game

Once everyone has created a player character, the game can start. From this point on, the game master and to a certain extent the player have all the power and can determine what happens. The players decide what their characters do and the game master decides how the non-player characters, monsters and the environment react.

Levelling Up

Usually, player characters start at level one. They are already above average in comparison to the majority of the population and most had special training. Once the game master thinks the character have gained enough experience to advance a level, they level up.

Once a new level has been reached, class skills and the saving throw improve and special abilities depending on the class may be gained. Additionally, all character become a bit tougher can gain an additional hit die, which determines their hit points. Every player rolls dice worth the number and type of hit dice his character has. The number of hit points is compared to the number of hit points he previously had. If the new result is worse than the old one, it is discarded, the old number of hit points is kept. Should the new number be better, it is taken instead. When a player starts with a new character at level one, no hit die is rolled. Instead, the character starts with a number of hit points equal to the highest number on his hit die.

Cursed Equipment

Certain magical equipment is cursed. The wielder of cursed equipment will never willingly switch it with other equipment. To separate wielder and cursed item, a *Remove Curse* spell or a lengthy purification ritual is necessary. Afterwards, the item is likely to still be cursed, though.

Death

If character is hit, the amount of damage is subtracted from his hit points. If he reaches naught hit points, he falls unconscious and cannot perform any actions. A night of rest allows an unconscious character to recover one hit point. After that, he recovers hit points normally. Character who suffered nonlethal damage will recover all hit point lost that way over night. If the character reaches negative hit points, he dies.

Equipment Weight

It is not recommended to track equipment weight, as this adds a lot of bookkeeping. Instead, the game master should check a player's equipment list whenever he picks up a large item and check whether or not the character can still carry it – or just rely on the player characters to carry no more than a reasonable pile of equipment and loot.

Healing

A character recovers hit points equal to a dice roll made with the die type used to determine the character's hit points. If he rests very comfortable, like in a good inn, he recovers one additional hit point. Likewise, sleeping outside during rainfall may lead to a penalty. A full month of rest will always restore all hit points, no matter how many a character lost. Some spells also restore lost hit points.

Magical Equipment

Some weapons and armour are enchanted and grant their user a numerical bonus, the so-called enchantment bonus. The enchantment of a magical melee is added to the user's attack and damage rolls, the one of missile weapons only to the attack rolls and the one of ammunition only to damage rolls. Attacks made with a magical missile weapons and mundane ammunition still count as magical attack, though. The enchantment of magical armour is added to the wearer's armour class. Magical gauntlets or boots have to be worn in pairs to be effective. A character cannot wear

more than one magical ring at each hand without cancelling the effect of all rings he wears. A magical cloak can be worn in combination with armour, but not a robe. However, magical robes can also be worn by spellcasters that are normally not allowed to wear armour.

Movement

Every player character race and monster has a speed, the base movement rate. It is twelve for player characters. Divided by three, it is the distance in metres a creature can move in one combat round without risking to stumble, being hit by free enemy attacks or other direct consequences. Out of combat, the movement rate is doubled and doubled again if a character is running. Creatures which have learned swimming swim at a quarter of this speed. Trained swimmers swim at their half movement rate. It is recommended to keep movement abstract. The rule above should merely give the game master an idea on how fast the party will move.

Saving Throws

Saving throws are a resolution mechanic used to see whether a character succeeds to avoid a certain hazard or not, may it be the effect of a spell, a deadly poison or the frightening presence of a monster. If the saving throw is made, the character suffers less severe or no consequences. To make a saving throw, the player rolls a d20 and checks if the number rolled is as high as or higher than his character's saving throw value. If that is the case, he succeeded. If not, the character has failed to avoid the hazard. Monsters have a saving throw value as well. It is included in their stats block.

Time

For the purpose of spells used outside combat, a combat round equal a minute.

Weapon Damage by Class

Instead of making the damage a weapon inflicts depended on the type of weapons, this rule can be used instead: All characters can use all weapons and inflict damage according to their class. Boni for class abilities and weapon enchantments are still taken into account.

Table 23: Weapon Damage by Class

Class	Melee Damage	Missile Damage
Bozu	1d6	1d6
Bushi	1d10	1d8
Ite	1d6	1d10
Kensei	1d12	1d4
Samurai	1d10	1d6
Shinobi	1d6	1d6
Mahotsukai ¹	1d4	1d3
Sohei	1d8	1d4
Sumotori	1d6	1d4

¹Yojutsushi and genjutsushi inflict equal damage

Combat

Not every conflict can be solved with words. During their adventures, the player characters will confront mercenaries and bandits, fight undead hordes and meet dangerous creatures few have seen ever before.

Combat Sequence: Combat is divided into several phases:

1. *Surprise Check:* If a group is aware of the enemy's presence, it cannot be surprised. If one side is surprised, the other side automatically acts first before their opponents have a chance to react. Depending on the situation, the game master can rule that the surprise attack has additional effects, like some opponents trying to flee or dropping an item. If it is unclear whether one side is surprised or not, the game master may roll 1d6 for one side. A one or two means that the side is surprised. A faction may be surprised, but this does not mean that a battle to the death automatically occurs.

2. *Determine Initiative:* A d6 is rolled for each player character and monster. Combatants

receive a +1 bonus for every three points of movement speed above twelve of the type of movement they currently use. The game master can make a single roll for a group of identical monsters. The initiative numbers are counted down and everyone acts on his initiative number. High numbers act first. Player characters can also wait for someone else to act. In this case, they act simultaneously. A character using a melee weapon with long reach, like a spear, may choose to spontaneously attack an opponent closing in. Again, the characters act simultaneously, even if the defender has rolled lower for initiative.

3. *Movement and Attack*: Once its initiative number is up, each character and monster can move and then attack. After attacking, a combatant cannot act again until the next round. Moving includes all kinds of movement, like engaging the enemy, climbing or jumping down from greater height. Combatants that have more than one attack use all their attacks now. Instead of attacking, combatants can also use a spell.

4. *Complete the Round*: The round is over and the battle continues with phase three. If one side has been killed, fled or surrendered, the fight is over.

Armour Class

To hit someone in combat, the attacker needs to roll a result equal to or higher than the defender's armour class (after all boni and penalties have been taken into account) with a d20. Armour class can be improved by armour, magic and other means. Humans without any armour have an armour class of ten. Any bonus is added to this value.

Attack of Opportunity

A combatant blocks an area within weapon reach around him. If someone moves through this area, the combatant gets a free attack at the moving character. An attack of

opportunity is also provoked when an attacker uses a ranged weapon in melee combat, when a combatant moves out of melee range of an opponent who faces him or when a spellcaster casts a spell while in melee combat.

Attack Roll

If a character attacks an opponent with a weapon, a d20 is rolled to determine if he hits or not. The result is the so-called attack roll. After every bonus and penalty has been taken into account (like the level-dependend attack roll bonus that every character gets), its value has to be equal to or higher than the target's armour class. If that is the case, the attack was successful and damage is rolled and subtracted from the target's hit points. Monsters attack like characters, but gain their number of hit dice as an attack roll bonus.

Critical Hit

If an attack roll is made and a player rolls a natural twenty, he hits automatically and the amount of damage the attack does is doubled. A natural twenty occurs if a twenty is rolled directly, without any modifiers.

Critical Failure

The same a natural twenty always hit, a natural one will always miss.

Distances and Weapon Range

All distances in SHINOBI & SAMURAI are handled in an abstract manner. Thus, no absolute range is given for missile weapons or spells. It is recommended that the game master determines the relative distance between targets and judges whether an opponent can be reached or not instead of keeping track of absolute distances between all combatants.

Fist Fight

Instead of weapons, characters can also use their fists to fight. A hit with a fist does 1d4 points of nonlethal damage. The bozu and the sumotori are an exception here. They are trained in unarmed combat and inflict damage

depended on their level while fighting unarmed.

Grappling

To grapple an opponent, a combatant has to make a successful unarmed attack. If the attack is not successful, the opponent gets an attack of opportunity. If the attack is successful, the opponent is grappled and cannot move or attack. To escape, it has to make a successful unarmed attack. The attack can counter this with an unarmed attack of its own. At the game master's discretion, attack and defender receive a bonus or penalty for their size or strength.

Immunity to Mundane Weapons

Certain creatures are immune to any weapons but magical weapons. An exception are monsters (but not player characters) with at least five hit dice. These monsters ignore any immunity against mundane weapons or vulnerabilities only to certain weapons.

Invisible Opponents

Attacks against invisible targets – including attacks in total darkness – are made at a -4 attack roll penalty. Some monsters with special abilities are able to see invisible targets anyway, though.

Magic in Combat

Instead of attacking or performing another action, a spellcaster can also cast a spell in combat. Spells are cast instantaneously, but provoke an attack of opportunity. If the attack hits, the caster has to make a saving throw or the spell will be interrupted and is lost.

Nonlethal Damage

Sometimes, it is preferable to beat down an opponent without killing him. In this case, a character inflicts half nonlethal and half lethal damage. Nonlethal damage is subtracted from the hit points as well and recovered at a rate of one hit point per hour or completely with a night of rest. If nonlethal and real damage

combined reduce a character to naught hit points, he falls unconscious. If the real damage alone reduces him to naught hit points, the character has accidentally been killed.

Second Rank

Long weapons like yari can reach through the first rank of combat and can be used from the back row.

Status Effects

Some abilities, items or monster attacks cause a so-called status effect. Most of these hinder player character and monsters in one way or the other. Status effects can stack. If they cannot be combined, the most severe one applies.

Charmed: A *charmed* character is friendly to the creature that caused the charm. That does not mean it will obey said creature.

Confused: A confused character acts randomly. At the beginning of each round, 2d6 is rolled. The table below determines the character's behaviour for that round.

Table 24: Confusion Status Effect

Die Roll	Reaction
2	Attack offender
3 – 5	Attack offender and allies
6 – 8	Remain idle
9 – 11	Attack allies
12	Try to run away

Entangled: When a character is *entangled*, he cannot move. *Entangled* characters that try to cast a spell have to make a saving throw or the spell is lost.

Paralysed: A *paralysed* character cannot move at all, but can take still think clear. If a *paralysed* character is attacked, he is hit automatically.

Stunned: A *stunned* character takes no actions, but suffers no further penalties.

Magic

Mahotsukai Spells

Level 1

Burning Hands
Charm Person
Feather Fall
Light I
Sleep

Level 2

Acid Arrow
Knock
Levitate
Light II
Web

Level 3

Dispel Magic
Fireball
Hold Person
Slow
Water Breathing

Level 4

Charm Monster
Confusion
Magic Eye
Polymorph
Telekinesis

Level 5

Animal Growth
Feeblemind
Hold Monster
Pass Wall
Toxic Cloud

Yojutsushi Spells

Level 1

Corpse Visage
Darkness I
Ghost Arrow
Skeletal Servant
Spider Climb

Level 2

Blastbones
Darkness II
Ghoulish Hands
Spectral Sense
Zombie Servant

Level 3

Darkvision
Ghoul Servant
Hold Undead
Life Drain
Speak with Dead

Level 4

Charm Undead
Cloak Undead
Corpse Feast
Insanity
Rot Flesh

Level 5

Animate Dead
Disguise Undead
Fear Aura
Lich Touch
Zone of Dread

Genjutsushi Spells

Level 1

Alter Self
Auditory Illusion
Hypnotic Pattern
Unseen Servant
Wall of Fog

Level 2

Creeping Fog
Flash
Invisibility I
Mirror Image
Phantasmal Force

Level 3

Dancing Shadows
Fool's Gold
Haste
Invisibility II
Suggestion

Level 4

Dimension Door
Emotions
Shadow Door
Shadow Monsters I
Solid Fog

Level 5

Blink
Death Fog
Project Image
Shadow Monsters II
True Sight

Sohei Spells

Level 1

Cure Wounds I
Purify
Holy Aura I
Command
Shield

Level 2

Bless
Resist Elements
Silence
Speak with Animals
Zone of Truth

Level 3

Cure Disease
Cure Wounds II
Enchant Weapon
Remove Curse
Water Walk

Level 4

Air Walk
Hold Metal
Holy Aura II
Neutralise Poison
Speak with Plants

Level 5

Cure Wounds III
Dispel Evil
Finger of Death
Insect Plague
Iron Skin

Mahotsukai Spell Descriptions**Acid Arrow**

Level: 2 Duration:-
Deals 2d4 points of damage plus 2d4 per round for an additional round per three caster levels (ST halves).

Animal Growth

Level: 5 Duration: 1 hour
Causes 1d6 animals to grow to giant size (ST negates).

Burning Hands

Level: 1 Duration: -
Shoots fire out of the caster's hands in an arc. All creatures in range take one point of damage per caster level.

Charm Monster

Level: 4 Duration: 1d6 hours
Causes a creature larger than a human to become *charmed* (ST negates).

Charm Person

Level: 1 Duration: 1d6 hours
Causes a creature up to the size of a human to become *charmed* (ST negates).

Confusion

Level: 4 Duration: 1 round/level
Causes 2d6 creatures to become *confused* (ST negates). Creatures with less than four hit dice are not permitted a saving throw.

Dispel Magic

Level: 3 Duration: -
Dispels a magical effect.

Feather Fall

Level: 1 Duration: 1 round/level
Slows down the falling speed of an object or creature to that of a feather.

Feeblemind

Level: 5 Duration: Until dispelled
Makes a spellcaster feeble-minded (ST -4 negates).

Fireball

Level: 3 Duration: -
Creates a blast of fire that deals 1d6 points of fire damage per level to everyone in range (ST halves).

Hold Monster

Level: 5 Duration: 2d4 rounds
Causes 1d4 creatures larger than a human to become *stunned* (ST negates). If a single creature can be targeted as well (ST -2 negates).

Hold Person

Level: 3 Duration: 2d4 rounds
Causes 1d4 creatures no larger than a human to become *stunned* (ST negates). If a single person can be targeted as well (ST -2 negates).

Knock

Level: 2 Duration: -
Unlocks a mechanical or magical lock.

Levitate

Level: 2 Duration: 10 min/ level
Allows movement slightly above ground.

Light I

Level: 1 Duration: 1 hour
Lets an object shine as bright as a torch.

Light II

Level: 2 Duration: 2d4 hours
Lets a creature or object shine as bright as a torch.

Magic Eye

Level: 4 Duration: 1 hour
Conjures a scouting invisible magical eye that floats twice as far as the caster.

Pass Wall

Level: 5 Duration: 1 min/ level
Creates a hole in solid matter large enough for a human to walk through.

Polymorph

Level: 4 Duration: Until dispelled
Turn a creature into another of roughly the same size.

Sleep

Level: 1 Duration: 30 min
Puts one creature under four hit dice per level to sleep.

Slow

Level: 3 Duration: 1 round/ level
Slows 2d6 creatures down to half speed.

Telekinesis

Level: 4 Duration: 30 min
Allows the caster to move objects with his mind.

Toxic Cloud

Level: 5 Duration: 10 min
Forms a cloud that kills all creatures with less than five hit dice (ST negates). Stronger creatures suffer 1d4 points of damage per caster level per round.

Water Breathing

Level: 3 Duration: 1 hour
Allows 3d4 creatures to breathe underwater.

Web

Level: 2 Duration: 1 round/ level
Creates a web that *entangles* everyone in it (ST negates).

Yojutsushi Spell Descriptions

Animate Dead

Level: 5 Duration: -
Summons 1d6 undead per level above level seven that fight for the caster.

Blastbones

Level: 2 Duration: -
Detonates a skeletal creature (ST negates if hostile) and deals 2d4 points of damage to anyone in the proximity.

Charm Undead

Level: 4 Duration: 1d6 hours
Causes 1d6 undead to become *charmed* (ST negates).

Cloak Undead

Level: 4 Duration: 10 min/ level
Makes undead around the caster invisible.

Corpse Feats

Level: 4 Duration: -
Heals 1d4 hit points per fresh corpse near the caster for the caster and undead allies.

Corpse Visage

Level: 1 Duration: 1 hour
Lets the caster assume the face of a corpse.

Darkness I

Level: 1 Duration: 1 hour
Creates a globe of magical darkness.

Darkness II

Level: 2 Duration: 2d4 hours
Creates a globe of magical darkness that cannot be countered by light magic.

Darkvision

Level: 3 Duration: 1 day
Allows the recipient to see in total darkness.

Disguise Undead

Level: 5 Duration: 10 min/ level
Makes undead around the caster look like healthy individuals and undetectable.

Fear Aura

Level: 5 Duration: -
Makes hostile creatures that see the caster flee in terror (ST negates).

Ghost Arrow

Level: 1 Duration: -
Deals 1d6+1 points of damage (ST halves). Ghosts are not permitted a saving throw.

Ghoul Servant

Level: 3 Duration: 1d6 hours
Summons a ghoul that obeys the caster.

Ghoulish Claws

Level: 2 Duration: 1 round/level
Turns the caster's hands into ghoul claws that strike for 1d4 points of damage each and *paralyse* targets for 1d6 rounds (ST negates).

Hold Undead

Level: 3 Duration: 2d4 rounds
Causes 1d4 undead to become *stunned* (ST negates). If a single undead can be targeted as well (ST -2 negates).

Insanity

Level: 4 Duration: Until dispelled
Causes the victim to become insane (ST negates).

Lich Touch

Level: 5 Duration: 1 round/level
The caster's touch inflicts 1d10 points of cold damage and causes the victim to be *paralysed* until healed (ST negates).

Life Drain

Level: 3 Duration: -
Transfers 1d8 hit points per level plus one caster level from one living creature to another (ST negates if hostile).

Rot Flesh

Level: 4 Duration: -
Inflicts 2d6 points of damage plus one per caster level upon touch against living creatures.

Skeletal Servant

Level: 1 Duration: 1d6 hours
Summons a skeleton that obeys the caster.

Speak with Dead

Level: 3 Duration: -
Allows the caster to gather information from corpses.

Spectral Sense

Level: 2 Duration: 1 hour
Gives caster access to the sense of a dead or undead.

Spider Climb

Level: 1 Duration: 10 min/level
Allows climbing like a spider.

Zombie Servant

Level: 2 Duration: 1d6 hours
Summons a zombie that obeys the caster.

Zone of Dread

Level: 5 Duration: 1 day /level
Creates a zone that forces anyone who enters to leave, overcome by terror (ST negates).

Genjutsushi Spell Descriptions

Alter Self

Level: 1 Duration: 10 min/level
Lets the caster appear as a creature of roughly its size.

Auditory Illusion

Level: 1 Duration: 10 min/ level
Creates the illusion of sound being present.

Blink

Level: 5 Duration: 1 round/level
Lets the caster teleport his movement distance every round and take only half damage from physical attacks.

Creeping Fog

Level: 2 Duration: 1 hour
Creates a slowly moving fog bank of thick fog.

Dancing Shadows

Level: 3 Duration: 2 rounds/level
Creates flickering shadows that disorient creatures in the area (ST negates) but grant stealthy creatures cover.

Death Fog

Level: 5 Duration: 1 round/level
Creates thick fog that halves the speed of everyone in it, makes missile attacks impossible and deals 2d4 points of acid damage per round.

Dimension Door

Level: 4 Duration: -
Allows the caste to teleport to a place in sight.

Emotions

Level: 4 Duration: 1d6 rounds
Causes random emotions in 1d6 creatures (ST negates).

Flash

Level: 2 Duration: 1d8 rounds
Blinds the target (ST negates).

Fool's Gold

Level: 3 Duration: 6 rounds/level
Transforms copper or copper alloy into illusionary gold. The gold transforms back upon touching iron.

Haste

Level: 3 Duration: 30 min
Doubles the speed of 2d6 creatures and grants them a +2 bonus to attack rolls.

Hypnotic Pattern

Level: 1 Duration: 10 min/level
Creates a colour pattern that makes creatures stare at it motionless (ST negates). Touching a victim breaks the effect.

Invisibility I

Level: 2 Duration: 1 hour
Lets the recipient become invisible. The effect is broken when the caster attacks someone.

Invisibility II

Level: 3 Duration: 1 hour
Lets the recipient and everyone close to him become invisible. The effect is broken when the caster attacks someone.

Mirror Image

Level: 2 Duration: 1 hour
Creates 1d4 images around the caster move act like him. If an image is hit, it disappears.

Phantasmal Force

Level: 2 Duration: 1 hour
Creates a human-sized illusion that deals 2d6 points of damage if the victim believes it is real.

Project Image

Level: 5 Duration: 1 hour
Creates an illusionary copy of the caster under his control.

Shadow Door

Level: 4 Duration: 1 round/level
Creates a door with a small room behind it. Creatures in the room are ejected when the spell ends.

Shadow Monsters I

Level: 4 Duration: 1 round/level
Creates semi-real monsters with total hit dice equal to hit dice of the caster. The monsters have one fifth of the original's hit points and no special attacks.

Shadow Monsters II

Level: 5 Duration: 1 round/level
Creates semi-real monsters with total hit dice equal to one-and-a-half times those of the caster. The monsters have one quarter of the original's hit points and no special attacks.

Solid Fog

Level: 4 Duration: 1 round/level
Creates thick fog that halves the speed of everyone in it and makes missile attacks impossible.

Suggestion

Level: 3 Duration: 1 day/level
Makes the victim follow a suggestion by the caster (ST negates). The victim

True Sight

Level: 5 Duration: 2 rounds/level
Allows the recipient to see the world how it really is in all regards.

Unseen Servant

Level: 1 Duration: 1 hour
Creates an invisible magical servant that can do physical work, but not fight.

Wall of Fog

Level: 1 Duration: 1 hour
Creates a static cloud of fog.

Sohei Spell Descriptions

Air Walk

Level: 4 Duration: 10 min/level
Allows the caster to walk on air as if it was solid.

Bless

Level: 2 Duration: 1 hour
Grants the recipient a +1 bonus to attack rolls and saving throws. Cannot be cast during combat.

Command

Level: 1 Duration: -
Gives a creature a one-word command. The victim will not obey suicidal orders. Very smart creatures or creatures with more than five hit dice are permitted a saving throw.

Cure Disease

Level: 3 Duration: -
Cures diseases, including magical ones.

Cure Wounds I

Level: 1 Duration: -
Heals 1d6+1 hit points.

Cure Wounds II

Level: 3 Duration: -
Heals 2d6+2 hit points.

Cure Wounds III

Level: 5 Duration: -
Heals 3d6+3 hit points.

Dispel Evil

Level: 5 Duration: -
Negates evil magic and repels evil creatures.

Enchant Weapon

Level: 3 Duration: 10 minutes
Causes a weapon to deal an additional 1d6 points of damage and raises the enchantment level by one.

Finger of Death

Level: 5 Duration: -
Kills the target (ST negates).

Hold Metal

Level: 4 Duration: 1 round/level
Immobilises metal objects.

Holy Aura I

Level: 1 Duration: 1 hour
Grants the recipient a +1 bonus to armour class and saving throws against evil creatures.

Holy Aura II

Level: 4 Duration: 1 hour
Grants 3d4 creatures a +1 bonus to armour class and saving throws against evil creatures.

Insect Plague

Level: 5 Duration: 1 hour
Summons an insect swarm that lets all creatures with less than three hit dice flee in terror.

Iron Skin

Level: 5 Duration: 1 hour
Lets the recipient absorb 1d6 physical attack plus one per two caster levels.

Neutralise Poison

Level: 4 Duration: -
Neutralises the effect of a poison.

Purify

Level: 1 Duration: -
Purifies food or water.

Remove Curse

Level: 3 Duration: -
End the effect of a curse.

Resist Elements

Level: 2 Duration: 2d4 hours
Protects 2d6 people from harsh weather and environmental dangers.

Shield

Level: 1 Duration: 2d6 rounds
Increases the caster's armour class by three.

Silence

Level: 2 Duration: 3d6 rounds
Creates a zone of absolute silence around the caster.

Speak with Animal

Level: 2 Duration: 1 hour
Allows the caster to communicate with animals.

Speak with Plants

Level: 4 Duration: 1 hour
Allows the caster to communicate with plants.

Water Walk

Level: 3 Duration: 10 min/level
Allows one creature per caster level to walk on water.

Zone of Truth

Level: 2 Duration: 1 round/level
Creates a zone around the caster where lying is not possible.

Bestiary

On their journey, the player characters will face many dangers, one of them being monsters. In the context of the SHINOBI & SAMURAI rules, a monster is any creature the players could potentially fight, even if it is a human, animal or another creature not truly monstrous.

Each monster is defined by a stats block, which includes all of its attacks and special traits. The values are just the ones for an average member of the monster's race and may differ between individuals. In general, the game master is encouraged to create new monsters and modify existing ones to surprise the players. The stats block contains the following information:

Hit Dice determine the monster's hit points. Per hit die, 1d8 is rolled. If there is a plus next to the number hit dice, the monster has additional hit points. Some monsters do not have a full hit die, but just a number of hit points. Other than that, they are treated like a creature with one hit die. Monsters gain their number of hit dice as a bonus to attack rolls. Additionally, monster with five or more hit dice can damage creatures usually immune to nonmagical weapons. In addition to the hit dice, the average number of hit points is also given (usually five hit points per hit dice).

The **Challenge Level** is a guideline to divide the monsters into categories. It makes it a bit easier to find monsters that are an adequate challenge for the players. However, the challenge level is just an orientation. Depending on the composition of the party, some monsters can become a lot more dangerous – or be a pushover. A monster will roughly deplete one fifth of the resources of a party of four characters of the same level.

The **Armour Class** determines how hard it is to hit the monster in combat. It works like a player character's armour class.

Each monster has a **Saving Throw** value. Monster saving throws work like player character saving throws.

Speed is the monster's movement rate. If more than one value is shown here, the first one usually refers to land speed, whereas the second value is the speed for swimming, flying or other types of movement.

Underneath, the monster's **Abilities** are listed. The first one is always the monster's basic attack and usually a physical melee attack. The basic attack is the attack a monster uses for attacks of opportunity. Some monsters can use this attack twice per round, which will be indicated. In case a monster has another attack marked with an asterisk, it can use this attack in addition to its basic attack. Other than the basic attack, the monster may have special abilities it can use instead of a basic attack or certain traits that are always active. Numbers in brackets behind attacks indicate the average damage the attack does, which can be used instead of actually roll for damage. Consequences of attacks written in italics indicate that the ability causes a status effect.

Lastly, each monster has a **Description**. The description contains only flavour. All mechanical information is listed among the aforementioned monster abilities.

Creating Monsters

This book provides more than a hundred different monsters with unique abilities, backstories and appearances. However, the game master can – and should – alter these monsters and create completely new ones to keep the game interesting and the players on their toes.

The number of hit dice a monster has roughly indicates how strong it is. Without any special abilities, a monster's challenge level is equal to its number of hit dice. The hit dice can also be used to find an appropriate saving throw value for a monster and to determine what armour class is has and which amount of damage it inflicts.

Table 25: Monster Hit Dice and Stats

HD	ST	AC	Damage
<1	18	12	1d4
1	17	13	1d6
2	16	14	1d6
3	14	14	1d8
4	13	15	1d8
5	12	15	1d8
6	11	16	2d6
7	9	16	2d6
8	8	17	2d8
9	6	18	2d8
10	5	18	3d6
11	4	19	3d6
12+	3	19+	3d6+

The values shown above should only serve as general guidelines, though. Special abilities, secondary effects of attacks or multiple attacks can make a monster lot stronger.

The table below can be used a guideline to adjust the challenge level for monster with special abilities – an monsters should have special abilities, else they end up being nothing but a bag of hit points that does a physical attack.

Table 26: Monster Traits and Challenge Level

Monster Trait	Challenge Level
AC 20 or higher	+1
Automatic hit	+1
Causes status effect	+1
Disease	+1
Dragon breath	+2
Extra attack roll bonus	+1
Extra attack roll bonus	+1
Flyer	+1
Immune to mundane weapons	+1
Immune to single weapon type	+1
Instant death attack	+2
Invisibility	+1
Mind control	+2
Multiple attacks per round	+1
Regeneration	+1
Weak against certain attacks	-1

It is not necessary to re-invent the wheel all the time, though. Sometimes it is enough to simply re-skin a monster and give it a new look and habitat without changing the actual mechanics or to add a single trait.

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Baku.....	36	Kaeruningen	49	Troll, Marsh	65
Bat, Giant.....	37	Kamaitachi	50	Troll, Shadow.....	65
Bat, Monstrous.....	37	Kappa	50	Wang-Liang.....	65
Bat, Vampire	37	Kappa-ti	50	Wanyudo.....	66
Bear, Black	37	Kenku	51	Water Elemental, Greater	66
Bear, Cave	37	Kitsune	51	Water Elemental, Lesser	66
Bee, Giant	37	Koha-ai.....	51	Wolf	66
Bee, Giant, Queen.....	37	Koifolk	51	Wolf, Dire	66
Beetle, Fire	38	Koropokkuru.....	52	Xiao	67
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Boar.....	38	Kurok	53	Yienhool	67
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Centipede, Giant.....	39	Langgui	54	Yurmp Wrestler.....	68
Centipede, Huge	39	Lizard Samurai	54	Zashiki-Warashi	68
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Monsters by Challenge Level

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Amikiri	32
Bakemono	35
Bee, Giant	36
Centipede, Huge	38
Earth Elemental, Lesser	41
Fire Elemental, Lesser	41
Furi	42
Hitotsumekozo	44
Hsing-sing	45
Human Ashigaru	45
Human Bandit	45
Koropokkuru	51
Maun-Ge	54
Nezumi	55
Ningyo	55
Oniaka	57
Onikage	57
Rat, Dire	58
Raven	59
Shrangaathi	61
Skeleton	61
Spider, Bone	61
Tasloi	62
Water Elemental, Lesser	65
Yienhool	66

Challenge Level 2

Akaname	31
Ant, Giant, Worker	33
Awabi	33
Bee, Giant, Queen	36
Beetle, Fire	37
Carp, Giant	37
Funayurei	42
Human Woko	45
Kaeruningen	48
Kenku	50
Koifolk	50
Oniyama	57
Origami Warrior	58
Owl, Giant	57
Paper Ghost	58
Rokurokubi	59
Shansao	60
Shocker Lizard	61
Wolf	65
Xiao	66
Zombie	68

Challenge Level 3

Amanojaku	32
Ant, Giant, Warrior	33
Bakeneko	35
Bat, Vampire	36
Crab, Giant	38
Crocodile	39
Fox Monk	41
Ghoul	42
Hyakuhei	46
Jikininki	47
Kuchisake-onna	51
Lizard Samurai	53
Mogurajin	54
Mushroomfolk	55

Spider, Giant	61
Toad, Giant	63
Zashiki-Warashi	67

Challenge Level 4

Bakemono-toro	36
Bear, Black	37
Beetle, Giant	38
Boar	38
Centipede, Giant	39
Futakuchi-onna	43
Goblin Rat	44
Hainu	44
Harionago	44
Hebijosei	45
Kamaitachi	50
Kitsune	51
Tako	63
Toad, Fire	64
Wanyudo	66
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Challenge Level 5

Bat, Giant	37
Ho-o	46
Kappa	50
Koha-ai	51
Kurok	53
Kyojin	53
Langgui	54
Oni	57
Poh	59
Satori	60
Tengu	63
Terracotta Soldier	64
Tiger	64
Troll, Marsh	65
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Aonyobo	34
Azukiarai	35
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Conthin	39
Crocodile, Giant	40
Dragon, Spirit	41
Ikuchi	47
Jikinikugaki	48
Jubokko	49
Lizard Samurai Captain	54
Octopus, Giant	57
Shadow Samurai	61
Yurmp Wrestler	68

Challenge Level 7

Bajang	35
Bear, Cave	37
Dragon, Earth	40
Ishidzukuishishi	47
Jishinmushi	49
Jorogumo	49
Mamono	54
Oni Mage	57
Troll, Shadow	65
Wang-Liang	65
Yama-Uba	67

Yeti	67
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Air Elemental, Greater	32
Akashita	32
Akikage	33
Ant, Giant, Queen	34
Baku	36
Dragon, River	41
Earth Elemental, Greater	42
Fire Elemental, Greater	42
Kappa-ti	50
Kyonshi	53
Shikkigaki	61
Tortoise, Giant	65
Water Elemental, Greater	66

Challenge Level 9

Bat, Monstrous	37
Carp, Monstrous	39
Gashadokuro	43
Isonade	47
Nue	56
Onyudo	58
Terracotta Horseman	63
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Dragon, Coiled	40
Hannya	44
Mantis, Giant	54

Challenge Level 11

Bisan	38
Menshen	55
Todawan Master	64

Challenge Level 12

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Jikiketsugaki	48

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Ashura	35
Bakekujira	35
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Monster Descriptions

Air Elemental, Lesser CL: 1

Hit Dice: 1d4 hp (3) **Armour Class:** 12
Saving Throw: 18 **Speed:** 15

Wind Blast: 1d2 (2), the victim is knock off its feet unless a saving throw is made.

Unsteady: The elemental has a +2 armour class bonus against ranged attacks.

The lesser air elemental manifests itself as a small zephyr-like breeze. It attacks by whirling up debris and is capable of blowing out torches and scattering small items.

Air Elemental, Greater CL: 8

Hit Dice: 8 (40) **Armour Class:** 16
Saving Throw: 8 **Speed:** 36

Slam: 2d8 (9)

Whirlwind: All creatures with less than two hit dice are blown away and most likely killed.

Air elementals are semi-sentient creatures associated with the element of air. They look vaguely humanoid and appear mostly as servants of powerful sorcerers.

Akaname CL: 2

Hit Dice: 1+1 (6) **Armour Class:** 13
Saving Throw: 17 **Speed:** 12

Tongue Lash: 1d6 (4). The tongue of an aka-name does an extra point of damage against targets who are not wearing at least three points of worth of armour.

Disease: Anyone wounded by an akaname 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 hit points lost fighting the creatures.

These long-tongued creatures live near wherever human waste might be found, for that is their sustenance. Akaname travel in packs during night time and are remarkably territorial. In combat, akaname prefer to concentrate on one foe at a time using their long tongues as whips to slash, disarm or trip their enemy. The filthy lifestyle of akaname makes them the perfect disease carrier.



Akashita CL: 8

Hit Dice: 7 (35) **Armour Class:** 15
Saving Throw: 9 **Speed:** 12

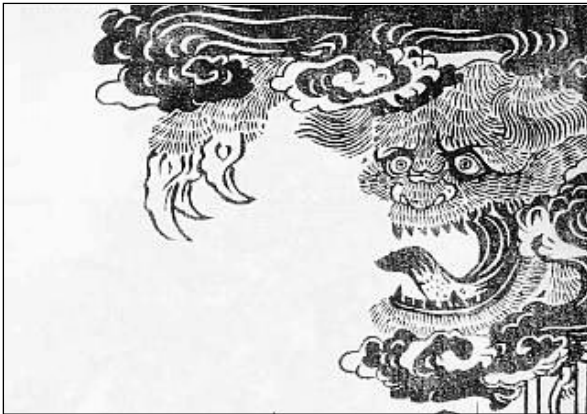
Claws: 2x1d6 (4)

Tongue: 1d8 (5)

Black Smoke: And one who engages the akashita in melee combat has to make a saving throw at the end of each round or will start coughing and suffer a -3 penalty to attack rolls during the next round.

The akashita is an evil spirit that hides in a huge cloud of black smoke. To attack its prey,

it emerges as a long-tongued, red-haired beast. Seeing an akashita is considered to be a bad omen.



Akikage

CL: 8

Hit Dice: 6+3 (33) **Armour Class:** 18
Saving Throw: 10 **Speed:** 18

Ninja-to: 2x1d6 (4)

Death Blow: 3d6 (11). If the victim fails a saving throw, its heart freezes and it dies. The akikage has to be visible to use this attack.

Stealth: The akikage can become invisible at will and imposes a -4 penalty on its opponents' surprise rolls.

Weapon Immunity: The akikage is immune to mundane weapons.

The akikage is the spirit of a ninja assassin that died on an important mission. It will not rest until its final mission is complete. Akikage are almost completely silent will never speak. However, animals can sense the akikage and will become nervous when one is present.

Amanojaku

CL: 3

Hit Dice: 2+1 **Armour Class:** 14
Saving Throw: 16 **Speed:** 9

Bite: 1d4 (3)

Tanto: 1d6 (5)

Mind Reader: The amanojaku can read human minds and detect a human's greatest desire.

Skin Thief: The amanojaku can take the skin of any human it kills. This will also allow it to imitate said person's voice almost perfectly.

In their true form, amanojaku look almost like oni, but are only half as tall as a human. An amanojaku uses its supernatural abilities to find out what a human's inner desire it and then instigates it into committing acts of evil, just to frustrate it ultimately. Sometimes, an amanojaku will take the form of one of its former victims as a disguise.

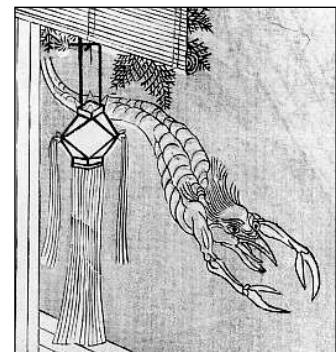
Amikiri

CL: 1

Hit Dice: 1 (5) **Armour Class:** 13
Saving Throw: 17 **Speed:** 9

Claws: 2x1d2 (2)

The amikiri has a worm-like body, a bird's headed and lobster claws. Despite lacking wings, it is able to fly perpetually. Amikiri are also known as net



cutters due to their habit of cutting fishing nets whenever possible. They also like to sneak upon people and cut off their hair, but tend to flee if threatened.

Ant, Giant, Queen

CL: 8

Hit Dice: 10 (50) **Armour Class:** 16
Saving Throw: 5 **Speed:** 3

Bite: 1d6 (4)

Queen's Guard: While close to the queen, other giant ants gain a +1 bonus to attack rolls.

The queen of the giant ants is almost immobile, but tougher than the average ant. If the queen is attacked, all ants will rush to her defence. If she is killed, the hive will be in chaos.

Ant, Giant, Warrior

CL: 3

Hit Dice: 2+2 (12) **Armour Class:** 16
Saving Throw: 14 **Speed:** 18

Poisonous Bite: 2d6 (7). A saving throw is permitted for half damage.

About one in five ants is warrior ant designated to protecting the hive. Warrior ants are slightly tougher than workers and have a poisonous bite.

Ant, Giant, Worker

CL: 2

Hit Dice: 2 (10) **Armour Class:** 16
Saving Throw: 16 **Speed:** 18

Bite: 1d6 (4)

Giant ants live in subterranean hives in almost every climate zone. They can even dig through stone. The ants are absolutely loyal to their queen and will fight to the death to protect her.

Awabi

CL: 2

Hit Dice: 2+1 (11) **Armour Class:** 13
Saving Throw: 16 **Speed:** 9/12

Claw: 1d6 (4)

Aquatic: When fighting in water against a creature that itself is not aquatic, the awabi gains a +1 bonus to attack rolls.

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. Awabi appear as fish-like humanoids with webbed feet and hands that end in terrible claws.

Aonyobo

CL: 6

Hit Dice: 4 (20) **Armour Class:** 14
Saving Throw: 13 **Speed:** 12/9

Ghost Touch: 1d6 (4). The victim has to make a saving throw or will be *paralysed* for 2d6 (7) rounds.

This malicious female spirit – also known as the blue wife – can be found lurking in the ruins of old castles. She resembles an old courtly lady with blue skin, blackened teeth,



and no eyebrows. The aonyobo 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 aonyobo will often chase down any escaped prey in a relentless, airborne hunt.

Ashura

CL: 15

Hit Dice: 15 (75) **Armour Class:** 21
Saving Throw: 3 **Speed:** 15

Claws: 4x1d8 (5)

Katana: 4x1d8+2 (7)

Maw: 1d6 (4). The victim has to make a saving throw or will be *stunned* for 2d4 (7) rounds.

Ashura are powerful demons. They sometimes appear as human, but their true form is that of a humanoid with a horrid form, four arms and a horrid maw in its stomach. Ashura command hoards of oni and steadily work to corrupt humans and undermine the gods.

Azukiarai

CL: 6

Hit Dice: 4+1 (21) **Armour Class:** 14
Saving Throw: 13 **Speed:** 12/12

Ghost Touch: 1d4 (3). The victim has to make a saving throw or will be *paralysed* for 2d4 (5) rounds.

Bite: 1d6 (4). This attack can only be used against *paralysed* victims.

Weapon Immunity: Azukiarai are immune to mundane weapons.

The azukiarai are a race of diminutive cannibalistic ghosts that 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 eerie songs. They appear as tiny old men with yellow eyes, carrying buckets of azuki beans. Azukiarai try to paralyse their victims and eat them alive.

**Bajang**

CL: 7

Hit Dice: 6 (30) **Armour Class:** 17
Saving Throw: 11 **Speed:** 12

Claws: 2x1d4 (3). The victim has to make a saving throw or suffers a -1 malus to its next saving throw or attack roll.

Treebound: Damaging the bajang's tree will damage the bajang accordingly. A bajang can only be killed by destroying its tree. If slain in combat, its invisible spirit will return to the tree and the bajang will regenerate fully within a day.

The bajang is an evil tree spirit. When not one with its tree, the bajang looks like a stocky human with wispy hair, pale brown skin and feet like the claws of a crow. Bajang like to terrorise remote villages and prey on the weak and helpless.

Bakekujira

CL: 16

Hit Dice: 16 (80) **Armour Class:** 14
Saving Throw: 2 **Speed:** 18

Slam: 6d6 (21)

Weapon Immunity: The bakekujira can only be damaged by magic or magical weapons.

The bakekujira is a gargantuan ghost that appears as a skeletal whale. It is often accompanied by ghostly birds and fish. Bakekujira are not always aggressive, but can sink ships without effort if angered.



Bakemono

CL: 1

Hit Dice: 1d4 hp (3) **Armour Class:** 12
Saving Throw: 18 **Speed:** 9

Wakizashi: 1d6 (4)

Nocturnal: The bakemono can see in darkness, but suffers a -1 penalty to attack rolls in bright sun light.

The bakemono is a small, dim-witted goblinoid creature. While physically weak, bakemono live in large groups and rarely attack unless they clearly outnumber their opponents. No two bakemono look quite alike. Their skin can be everything from orange to bright red or deep blue. Bakemono talk in high, shrill voices. Many of them are vagabonds and some are led by oni .

Bakemono-toro

CL: 4

Hit Dice: 3 **Armour Class:** 15
Saving Throw: 14 **Speed:** 12

Wakizashi: 1d6+1 (5)

Claw: 1d6 (4)

Stone Shape: The bakemono-toro can turn into a single stone object within a second. It is immune to all spells and powers that would change its shape, as well as all forms of petrification.

Bakemono-toro are slow-witted goblinoids with warty skin. They have the power to take on the appearance of a single large object made of stone, usually a stone lantern. The transformation from stone to bakemono-toro takes less than a second, so the 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.

Bakeneko

CL: 3

Hit Dice: 3 (15) **Armour Class:** 14
Saving Throw: 13 **Speed:** 18

Wakizashi: 1d6 (4)

Claw: 1d4 (3)

Alter Self: The bakeneko can assume the shape of a cat or that of a human. In cat form, it cannot use weapons other than its claws, but gains a +2 bonus to armour class.

Bakeneko are a race of curious shapechangers. Their true form is that of a house cat, though they spend most of their time as slightly feline humans. Bakeneko are not very serious and often play pranks on humans.

Baku

CL: 8

Hit Dice: 7+3 (38) **Armour Class:** 17
Saving Throw: 8 **Speed:** 12

Tusks: 2x1d6 (4)

Invisibility: The baku can become invisible at will, but not attack while being invisible.

Trumpeting Roar: All creatures that hear the roar have to make a saving throw or will suffer 1d8 (5) points of damage and be *paralysed* for 1d4 rounds. The baku can use this attack every four rounds.

The baku is a strange, chimeric creature. It looks not unlike an elephant, but has brown fur and tiger legs. The majority of baku are shy and benevolent, working secretly for the good of



all races. A small but active minority are evil, causing harm wherever possible. Baku feed on human dreams. Good baku will consume nightmares while evil baku eat other dreams.

Bat, Giant CL: 5

Hit Dice: 4 (20) **Armour Class:** 12
Saving Throw: 13 **Speed:** 3/18

Bite: 1d8 (5)

Carnivorous giant bats do not suck blood, but are still dangerous opponents with a bite deadly for common humanoids.

Bat, Monstrous CL: 9

Hit Dice: 8 (40) **Armour Class:** 13
Saving Throw: 8 **Speed:** 3/18

Bite: 2d8 (9)

Claws*: 1d6 (4)

This type of bat is twice the size of a human and attacks with its claws and bite. It is feared by peasants and swoops down on its victims to carry them away.

Bat, Vampire CL: 3

Hit Dice: 1+3 (8) **Armour Class:** 12
Saving Throw: 16 **Speed:** 3/18

Bite: 1d6 (4)

Bloodsucker: For every successful attack, the vampire bat regenerates a hit point.

This bird-sized bat is feared for sucking blood and transmitting diseases. It regenerates one hit point with each bite.

Bear, Black CL: 4

Hit Dice: 4+1 (21) **Armour Class:** 12
Saving Throw: 13 **Speed:** 12

Claws: 2x1d3 (2)

Bite: 1d6 (4)

Bear Hug: When the bear hits an opponent with both claws, it hugs it for an additional 1d8 (5) points of damage.

Bears are strong predators, but usually not aggressive unless threatened or hungry. Bear pelt does not grant much protection against

weapons, but keeps the wearer warm. Bear liver is valued as a drug in some places.

Bear, Cave CL: 7

Hit Dice: 7 **Armour Class:** 15
Saving Throw: 9 **Speed:** 15

Claws: 2x1d6 (4)

Bite: 1d8 (5)

Bear Hug: When the bear hits an opponent with both claws, it hugs it for an additional 1d12 (7) points of damage.

The cave bear belongs to an ancient breed of bears. It has more than twice the size of a normal bear and is ill-tempered and territorial.

Bee, Giant CL: 1

Hit Dice: 1d4 hp (3) **Armour Class:** 12
Saving Throw: 18 **Speed:** 9/3

Sting: 1d3 (2). Anyone stung by a bee has to make a saving throw vs. death or suffer an additional 1d8 (5) points of damage. If a bee successfully stings an opponent, it will die the next round from the trauma.

Bee Wings: Bee wings are paper-thin and flammable. When the bee takes fire damage, they will burn away.

Giant bee act mostly as normal bees, but are a lot more dangerous due to their size. Near their hives, which are often underground, giant bees will attack almost anyone.

Bee, Giant, Queen CL: 2

Hit Dice: 1+2 (7) **Armour Class:** 12
Saving Throw: 16 **Speed:** 9/3

Sting: 1d4 (3). Anyone stung by a bee has to make a saving throw vs. death or suffer an additional 1d10 (6) points of damage.

The queen of giant bees is always the toughest member of her colony. She will not lose her sting after using it.

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Beetle, Fire

CL: 2

Hit Dice: 1+2 (7) **Armour Class:** 15
Saving Throw: 17 **Speed:** 12/12

Bite: 1d4+1 (5)

The fire beetle's light glands glow in a red light. If removed, they will continue to glow for some time.

Beetle, Giant

CL: 4

Hit Dice: 3 **Armour Class:** 16
Saving Throw: 14 **Speed:** 9

Bite: 3d6 (11)

Giant beetles react slowly and are usually not threat, but may accidentally try to eat resting humans or fall under the control of dark powers.

Bisan

CL: 10

Hit Dice: 10 (50) **Armour Class:** 20
Saving Throw: 5 **Speed:** 24

Strike: 1d10 (6)

Cold Gaze: The target is paralysed for 2d4 (7) rounds unless it makes a saving throw.

Many Forms: The bisan can turn invisible at will and assume the form of any humanoid roughly its size.

Treebound: A bisan can only be killed by destroying its tree. If slain in combat, its invisible spirit will return to the tree and the bisan will regenerate fully within a day. However, the bisan will not take damage when her tree is merely damaged, but not destroyed.

The bisan is a tree spirit, like the bajang. However, unlike bajang, it is a benevolent and a protector of nature. Bisan usually leave humans alone unless they harvest wood too aggressively and might even assist communities that bring them offerings. In its true form, the bisan looks like a human woman with long, black hair.

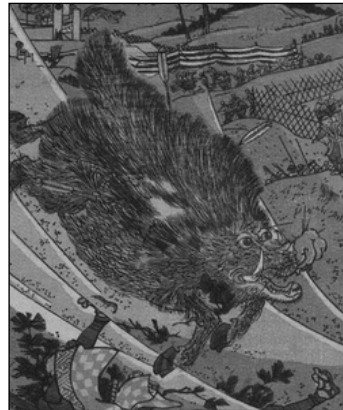
Boar

CL: 4

Hit Dice: 3+3 (18) **Armour Class:** 12
Saving Throw: 14 **Speed:** 15

Gore: 3d4 (8)

Boar Fury: When the boar is reduced two naught hit points, it continues to attack for two rounds before it drops dead.



Boars do normally not attack humans, but can get aggressive and dangerous if their offspring is endangered or when they are cornered. Boars are carnivorous. While they

mostly stick to eating ground nesting birds or smaller reptiles, they are not above hunting down deer or other larger creatures.

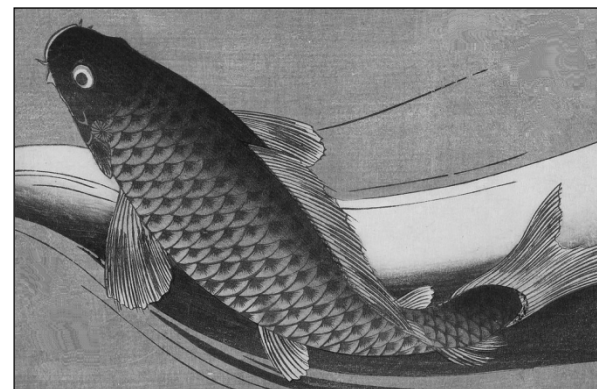
Carp, Giant

CL: 2

Hit Dice: 2 (10) **Armour Class:** 12
Saving Throw: 16 **Speed:** 12

Bite: 1d6 (4)

The giant carp is a carp of remarkable size. Though peaceful most of the time, it sometimes attacks swimmers. Giant carp live in all kinds of rivers and freshwater lakes.



Carp, Monstrous CL: 9

Hit Dice: 8 **Armour Class:** 15
Saving Throw: 8 **Speed:** 12

Bite: 2d8 (9). If this attack deals ten points of damage or more, the victim has been swallowed. A swallowed victim takes 1d4 (3) points of damage per round and can only use weapons no larger than a dagger while in the carps stomach.

Some carps reach an incredible size and are large enough to swallow whole humans. According to legend, all dragons start their life as a carp.

Centipede, Giant CL: 4

Hit Dice: 2 (10) **Armour Class:** 14
Saving Throw: 16 **Speed:** 15

Bite: 1d8 (5). The target has to make a saving throw at a +6 bonus or will die.

The giant centipede is as big as a human and roams the sewers of large cities. It is feared for its highly potent venom.

Centipede, Huge CL: 1

Hit Dice: 1d2 hp (1) **Armour Class:** 10
Saving Throw: 18 **Speed:** 12

Bite: 1d2 (1). The target has to make a saving throw at a +4 bonus or will be *stunned* for 1d4 (3) rounds. Furthermore, the limb bitten will be almost useless for one day.

The huge centipede is a venomous arthropod living in forests, but also in larger cities.

Centipede, Monstrous CL: 6

Hit Dice: 4 (20) **Armour Class:** 19
Saving Throw: 13 **Speed:** 18

Bite: 3d8 (14). The target has to make a saving throw at a +4 bonus or will die.

The monstrous centipede is a nightmare almost ten metres long. It is surprisingly quick and hunts down even medium-sized mammals.

Conthin CL: 6

Hit Dice: 5 (25) **Armour Class:** 13
Saving Throw: **Speed:** 12

Fan: 1d4 (3)

Dominate: The conthin can take over a person's body if the victim fails a saving throw. She can attempt this only once per victim per day. If the conthin is damaged while possessing someone, she also takes half the damage the host body suffers.

Hideous Laughter: All victims that hear the laughter have to make a saving throw or will become insane for 3d4 (8) days. The conthin can use this ability once per night.

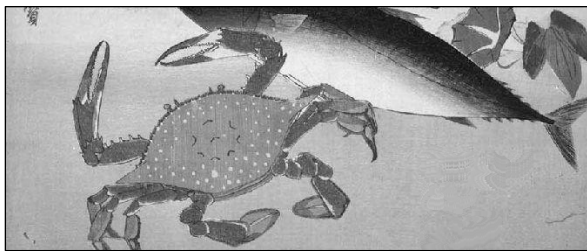
The conthin is the spirit of a maiden that died before her time. She appears as a beautiful young woman and is often accompanied by a pair of cranes, wears fine clothes and carries a large fan. During daytime, the conthin will rest in a tree. During the night, she will scout the area around her tree for humans to kill and devour.

Crab, Giant CL: 3

Hit Dice: 3 (15) **Armour Class:** 15
Saving Throw: 14 **Speed:** 15

Pincers: 1d6+2 (6)

Giant crabs are popular for their tasty meat. However, hunters often underestimate their speed.



Crocodile CL: 3

Hit Dice: 3 (15) **Armour Class:** 15
Saving Throw: 14 **Speed:** 9/12

Bite: 1d8 (5)

Crocodiles are patient predators which lay motionless and well-concealed until their prey is in reach. On land, they are surprising fast, but have trouble changing their direction quickly. Crocodile leather is a valuable product.

Crocodile, Giant CL: 6

Hit Dice: 6 **Armour Class:** 16
Saving Throw: 11 **Speed:** 9/12

Bite: 2d8 (9)

Tail Slap: 1d6 (4). Opponents slapped by their tail will be knocked back and need one round to get up and going again.

Giant crocodiles can be up to eight metres long. They fear few other creatures and will even attack other predators.

Dragon, Coiled CL: 10

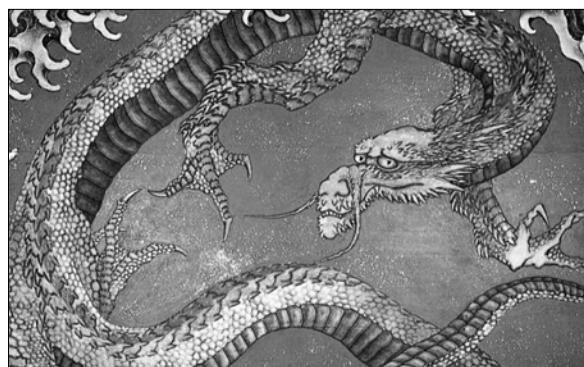
Hit Dice: 8 **Armour Class:** 17
Saving Throw: 7 **Speed:** 9/24

Claws: 2x1d6 (4)

Bite*: 2d10 (11)

Ghost Fire: The coiled dragon can surround itself by ghostly blue fire that deals 1d6 (4) points of damage per round to anyone in it. If ended or dispelled, the dragon cannot use the ghost fire again for 2d4 (5) rounds.

The coiled dragon, also called panlong, has a thin, long, almost serpentine body. Coiled dragons are guardians of crypts or temples. They like to eat fruit and often have minions that tend orchards for them.



Dragon, Earth CL: 7

Hit Dice: 6 **Armour Class:** 17
Saving Throw: 10 **Speed:** 9/24

Claws: 2x1d4 (3)

Bite*: 2d6 (7)

Earthquake: Once per day, the earth can cause an earthquake that deals 2d10 (11) points of damage to everybody around it. The earthquake hits automatically, but a saving throw for half damage is permitted.

The earth dragon is also known as the dilong. Earth dragons are winged and live in the underground or in remote lairs in the mountains. According to legend, the earth dragons are sent by the gods to punish heretical communities.

Dragon, Heavenly CL: 13

Hit Dice: 11 (55) **Armour Class:** 17
Saving Throw: 4 **Speed:** 9/24

Claws: 2x1d8 (5)

Bite*: 2d10 (11)

Dragon Breath: The dragon can breathe heavenly fire every third round that automatically deals 4d8 (18) points of damage to everyone in front of the dragon. A saving throw for half damage is permitted.

The tianlong, also known as the heavenly dragons, is the guardian of heavenly palaces and pulls divine chariots. The heavenly dragons can fly without wings and is the strongest of all dragons.

Dragon, River CL: 8

Hit Dice: 7 **Armour Class:** 17
Saving Throw: 9 **Speed:** 12/24

Claws: 2x1d4 (3)

Bite*: 3d6 (11)

Tail Slap: 2d8 (9). This attack hits all opponents in front of the dragon and can be used every third round. The target has to make a saving throw or will be *stunned* for 1d4 rounds.

Aquatic: When fighting in water against a creature that itself is not aquatic, the dragon gains a +3 bonus to attack rolls.

The river dragon, also called jiaolong, resembles a giant serpent. It lives in large river or other water bodies and is said to be the protector of all aquatic life. Many fishing communities worship river dragons.

**Dragon, Spirit** CL: 6

Hit Dice: 5 **Armour Class:** 16
Saving Throw: 11 **Speed:** 12

Claws: 2x1d4 (3)

Bite*: 2d4 (5)

Spiked Tail: 2d8 (9). The spirit dragon can use this attack every third round.

The spirits dragon, also called shenlong, is the mediator between the gods and the mortals. They assist heavenly dragons and are sometimes found in human communities where they secretly live among the people in human form. They are among the smallest of dragons.

Dragon, Underworld CL: 12

Hit Dice: 10 **Armour Class:** 17
Saving Throw: 5 **Speed:** 15

Claws: 2x1d8 (5)

Bite*: 3d10 (16)

Dragon Breath: The dragon can breathe purple fire every third round that automatically deals 2d12 (13) points of damage to everyone in front of the dragon. A saving throw for half damage is permitted.

The fucanglong, also known as the underworld dragon or the dragon of hidden treasures, is a dragon that lives in a vast cave complex. It hoards great treasures and is said to live on gems.

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Earth Elemental, Lesser CL: 1

Hit Dice: 1d4 hp (3) **Armour Class:** 16
Saving Throw: 18 **Speed:** 9

Bite: 1d4 (3)

Rock Hide: The elemental is immune to piercing weapons and takes only half damage from edged weapons.

Lesser earth elementals look like fist-sized rocks when dormant. Once awakened, they roll towards their target and attack by leaping and biting.

Earth Elemental, Greater CL: 8

Hit Dice: 8 (40) **Armour Class:** 18
Saving Throw: 8 **Speed:** 6

Slam: 4d6 (14). The damage is halved if the target is not standing on the ground.

Pass Rock: The elemental moves through rock and earth freely.

Earth elementals look like humanoids made of rock and stone. They are slow, but feared for their remarkable physical power.

Fire Elemental, Lesser CL: 1

Hit Dice: 1d4 hp (3) **Armour Class:** 13
Saving Throw: 18 **Speed:** 2

Ram: 1d2 (2)

Made of Fire: Smothering the fire orb with a cloak or similar object will damage it for 1d4 points of damage. Otherwise, it can only be damaged by cold-based magic.

The lesser fire elemental appears as small ball of yellow fire. If under control by someone, it can be ordered to hide inside a torch.

Fire Elemental, Greater CL: 8

Hit Dice: 8 (40) **Armour Class:** 17
Saving Throw: 8 **Speed:** 12

Slam: 2d6 (7). The target will take 1d4 (3) points of fire damage each round if it wears flammable clothes. Smothering the flames for one round will put them out.

Fire elementals look like living flames of vaguely humanoid form. They have a tendency to ignite anything they touch.

Fox Monk CL: 3

Hit Dice: 2+3 (13) **Armour Class:** 12
Saving Throw: 15 **Speed:** 15

Bite: 1d4 (3)

Strike: 1d3 (2). Unless the target makes a saving throw, it drops everything it carries and moves at half speed for 1d4 rounds.

Dodging Leap: For the next round, the fox monk receives a +3 bonus to armour class against all physical attacks.

Protective Aura: Once per day, the fox monk can grant an individual a +1 bonus to armour class and saving throws for three hours.

Purification: Once per day, the fox monk can purify half a dozen meals.

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. A fox monk's unarmed strike causes the target's nervous system to spasm, causing it to drop any items held. Despite their vows, these pious beggars are considered troublemakers by most civilised folk.

Funayurei CL: 2

Hit Dice: 1+1 (6) **Armour Class:** 14
Saving Throw: 17 **Speed:** 12

Ghost Touch: 1d6 (4)

Ghostly: The funayurei is immune to mundane weapons, mind control and poison.

Funayurei are the ghosts of people who died at sea. They appear as they did in life, but pale and translucent. Funayurei sometimes have ghost ships of their own, trying to sink as many ships as possible and swell their number.

the futakuchi-onna's hair to strange and feed on other humans.



Furi CL: 1

Hit Dice: 1d4 (3) **Armour Class:** 12
Saving Throw: 17 **Speed:** 18/24

Bite: 1d2 (2)

Toughness: The furi can be damaged by nothing but bludgeoning weapons.

The furi are a race of small monkey-like animals with spotted fur and red eyes. They are good climbers and can glide over remarkable distances. Furi are usually not aggressive and like to eat spiders. They are known for their supernatural toughness.

Gashadokuro CL: 9

Hit Dice: 8 (40) **Armour Class:** 16
Saving Throw: 7 **Speed:** 15

Bite: 2d10 (11)

Made of Bones: Gashadokuro take only half damage from piercing weapons. They are not affected by mind control or other effects only affected living creatures.

Gashadokuro are gargantuan skeletons created from the bones of dozens of people. They have been used by evil and good sorcerers alike. Gashadokuro attack by trying to bite their victim's head off.

Futakuchi-onna CL: 4

Hit Dice: 3 **Armour Class:** 13
Saving Throw: 14 **Speed:** 12

Wakizashi: 1d6 (3)

Bite: 1d4 (3)

Horrid Hair*: The futakuchi-onna can strike with her hair twice per round. If a target is hit once, it is grabbed. If hit twice, it is *stunned*, dragged to the mouth and automatically takes 1d4 (3) points of damage each round.

Futakuchi-onna are cursed women with a second mouth on the back of their head, which is usually covered by hair. The mouth consumes large amount of food. If left unfed, it will start to scream and ultimately animate



Ghoul CL: 3

Hit Dice: 2 (10) **Armour Class:** 13
Saving Throw: 16 **Speed:** 9

Claws: 1d4 (3). If victim fails a saving throw, it will be *paralysed* for 2d6 (7) rounds.

Bite*: 1d4 (3)

Ghouls look a bit like zombies, but do not rot and have long teeth and fingernails. They hunt

Shinobi & Samurai

in pack and eat corpses. If none are available, fresh meat will do as well. Some say that ghouls are mahotsukai that died while being corrupted by dark magic.

Goblin Rat CL: 4

Hit Dice: 3 (15) **Armour Class:** 13
Saving Throw: 14 **Speed:** 12

Bite: 1d3 (2)

Tanto*: 1d6 (4)

Change Shape: The goblin rat can alter between a humanoid and a rat shape. In rat shape, it cannot use weapons but gains a +2 bonus to armour class and speed.

Ailurophobia: When a goblin rat sees a feline, it has to make a saving throw or will be *paralysed* for 2d4 (5) rounds. If the save is made, the goblin rat will not be affected by cats or cat-like creatures for the rest of the day.

The goblin rat is an evil shapechanger that can assume the form of a human or that of a dire rat. Goblin rats are found in cities or near villages on the countryside. They often live in sewers or are associated with the local guild of thieves. Goblin rats are scared for cats and all cat-like creatures.

Hainu CL: 4

Hit Dice: 3 (15) **Armour Class:** 14
Saving Throw: 14 **Speed:** 18/12

Bite: 1d6 (4)

Dive: When the hainu dives before it attacks its opponent, it receives a +1 bonus to its attack roll.

The hainu is a ferocious winged dog that is known to attack people and livestock. It typically dwells in rugged mountainous terrain. Hainu mate for life and live in family packs led by an alpha male.

Hannya CL: 10

Hit Dice: 8+2 (42) **Armour Class:** 17
Saving Throw: 8 **Speed:** 12

Claws: 2x1d8 (5)

Bite*: 1d4 (3)

Snake Tail: 1d4 (3). The victim automatically suffers 1d4 (3) points of damage every round. It can free itself with a successful saving throw.

Suggestion: Once per day, a hannya can implant a suggestion into the mind of a victim that fails a saving throw at a -3 penalty.

The hannya is an evil creature with the lower body of a serpent and the torso of an old hag. She has a forked tongue and black eyes.

Harionago CL: 4

Hit Dice: 4 (20) **Armour Class:** 15
Saving Throw: 13 **Speed:** 12

Tanto: 1d6 (4)

Razor Hair: 1d4 (3). The harionago can use this attack once per round against every opponent in range.

The harionago is a monster in form of a beautiful woman with long, lustrous hair. However, its hair is prehensile and each strand tipped with a razor-sharp end. Harionago can slay common humans quickly and will eat them afterwards.

Hebijosei

CL: 3

Hit Dice: 3+1 (16) **Armour Class:** 14
Saving Throw: 13 **Speed:** 12

Tanto: 1d6 (4)

Snake Lady: A hebijosei can communicate and control all species of snakes. She can have up to six ophidian servants. She is immune to all forms of toxins and has the power to heal any form of snake venom poisoning.

Snake Skin: The hebijosei casts off her skin like that of a snake and becomes invisible for 1d4 (3) rounds. This trick can only be used once every week.

Snake Tattoo: The hebijosei exposes her snake tattoos and *paralyzes* the target with its hypnotic patterns unless the target makes a saving throw. Only the departure of the hebijosei or damaging the victim will end this. This ability cannot be used more than once against the same target during a fight.

Hebijosei 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. The child of hebijosei will always be a hebijosei herself. Hebijosei are not warriors and rarely carry weapons, preferring to let their snakes do the fighting. If necessary, they will use their magical tattoos to defend themselves.

Hebi-no-onna

CL: 14

Hit Dice: 12 **Armour Class:** 20
Saving Throw: 3 **Speed:** 12

Snake Arms: 2x1d6 (4). If both attacks hit, the victim suffers and additional 1d6 (4) points of damage.

Snake Eyes: The victim is paralysed for 2d4 (5) rounds. The hebi-no-onna needs to make eye contact for this ability to work.

Snake Fang: The victim is *confused* for 1d6 (4) rounds.

Snake Lady: The hebi-no-onna speaks the language of serpents, can command snakes and is immune to all toxins.

Penumbra Door: The hebi-no-onna can teleport over short distances instead of walking provided she can see her destination.

The hebi-no-onna is a woman associated with snakes, not unlike the hebijosei. Unlike the hebijosei, the hebi-no-onna is corrupted and evil. She has two snakes instead of hands, a feature usually hidden in the sleeves of her robes. Hebi-no-onna live among humans are often leaders of a snake cult. Sometimes the members are not even aware of the true nature of their priestess. Hebi-no-onna like to live a luxurious life and collect art and jewellery.

Hitotsumekozo

CL: 1

Hit Dice: 1d4 (3) **Armour Class:** 10
Saving Throw: 18 **Speed:** 9

Creepy Child: Anyone who sees a hitotsumekozo for the first time has to make a saving throw with a +2 bonus or will run in terror for 2d4 (7) rounds.



Hitotsumekozo appear as bald children in traditional monk's clothing with only a single eye. They are not aggressive, but like to scare humans.

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Ho-o CL: 5

Hit Dice: 4 (20) **Armour Class:** 14
Saving Throw: 12 **Speed:** 3/24

Beak: 1d8 (5)

Hypnotic Song: The victim is *charmed* and will listen to the song while slowly moving towards the ho-o unless it makes a saving throw. The effect continues as long as the bird sings and one round thereafter.

The ho-o is a golden bird with a beautiful singing voice. The ho-o's songs have a hypnotising effect on its prey. Once the prey is drowsy, the bird quickly kills it with its sharp beak. Ho-o avoid prey too large to overwhelm easily, but will use their song defensively too.

Hsing-sing CL: 1

Hit Dice: 1+1 (6) **Armour Class:** 12
Saving Throw: 17 **Speed:** 12/9

Bite: 1d6 (4)

Bone Club: 1d8 (5)

Blow Dart: 1d2 (2). The victim is *stunned* for a round unless it makes a saving throw at a +2 bonus. Once the save is made, the victim becomes resistant to the poison for the next 2d6 (7) days.

The hsing-sing are a race of ape-like humanoids that live in remote mountain and forest areas. Hsing-sing have long, shaggy white hair that turns golden with age and bald heads. They are good swimmers and as smart as humans, though they only use very primitive technology. Some hsing-sing use blow darts coated with a paralyzing poison.

Human Ashigaru CL: 1

Hit Dice: 1 (5) **Armour Class:** 11
Saving Throw: 17 **Speed:** 12

Yari: 1d6 (4)

Leader's Spirit: While close to his samurai commander, the ashigaru receives a +1 bonus to attack rolls.

Ashigaru are troops employed by samurai. They are generally armed with hara-ate-gawa and a mace, wakizashi or spear. Most ashigaru are conscripted peasants.

Human Bandit CL: 1

Hit Dice: 1 (5) **Armour Class:** 12
Saving Throw: 17 **Speed:** 12

Wakizashi: 1d6 (4)

Hankyu: 1d4 (3)

Bandits thieves acting outside and urban environment, usually in groups. Some bandits form even small armies under the command of robber barons or bandit lords.

Human Woko CL: 2

Hit Dice: 1+1 (6) **Armour Class:** 12
Saving Throw: 17 **Speed:** 12

Wakizashi: 1d6 (4)

Fearless: The wokou is immune to all of fear. He is a fierce fighter and attacks with a +1 bonus to saving throws.

Travelling the seas has always been a prospect rife with danger, and foremost among these are the woko, 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. Woko 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.

Hyakuhei

CL: 3

Hit Dice: 3 **Armour Class:** 14
Saving Throw: 14 **Speed:** 6

Katana: 1d8 (4)

Phalanx: While close to at least two others of its kind, the hyakuhei gains a +1 bonus to armour class and attack rolls.

Zombified: Hyakuhei are immune to spells inducing sleep and cannot be mind-controlled like living beings.

Hyakuhei are zombified samurai. While looking mostly like common zombie in samurai gear, hyakuhei have retained their intelligence and ability to use their katana.

Ikuchi

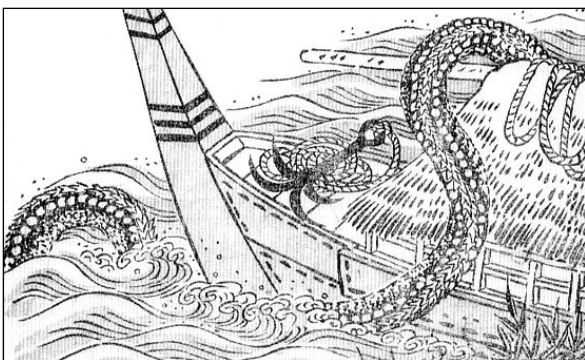
CL: 6

Hit Dice: 6 (30) **Armour Class:** 17
Saving Throw: 11 **Speed:** 15

Constriction: 2d8 (9)

Aquatic: When fighting in water against a creature that itself is not aquatic, the ikuchi gains a +2 bonus to attack rolls.

The ikuchi is an incredible long ell-like sea creature. Its body is coated with a sticky, oily substance. Ikuchi are attracted to boats for an unknown reason, often circling around them and filling them with oil. If angered, an ikuchi might try to wind itself around a boat and crush it.

**Ishidzukuishishi**

CL: 7

Hit Dice: 5+2 (12) **Armour Class:** 18
Saving Throw: 12 **Speed:** 9

Stone Claw: 1d10 (6)

Inorganic: The Ishidzukuishishi is immune to effects that affect only living beings, like mind control.

Stone Skin: Ishidzukuishishi suffer only half damage from cutting weapons and none at all from piercing or wooden ones. A natural roll of a one or two on an attack roll using any of those means the weapon beaks as it strikes the stony hide of the ishizukuishishi.

Flanking the entryways to temples and government buildings it is usual to find a pair of stylized lions in protective poses. Some of these are known to become animate and fight to defend the building from intruders.

Isonade

CL: 9

Hit Dice: 8 (40) **Armour Class:**
Saving Throw: 8 **Speed:** 18

Tail Slap: 2d10 (11). The target has to make saving throw or will fall prone.

Tail Sweep: 1d8 (5). This attack can hit up to three targets close to each other.

Aquatic: When fighting in water against a creature that itself is not aquatic, the isonade gains a +2 bonus to attack rolls.

The isonade is an enormous shark-like monster with a barbed tail. It actively hunts humans by sweeping across the deck of smaller boats and also preys on swimmers close to the beach.

Jikiketsugaki

CL: 12

Hit Dice: 8 (40)

Armour Class: 18

Saving Throw: 8

Speed: 12

Claw: 1d6 (4)

Bite*: 1d6 (4). If the attack is successful, the jikiketsugaki remains gripped to the victim and *drains* it automatically each round.

Regeneration: The jikiketsugaki regenerates one hit point per round.

Gaki: The jikiketsugaki is immune to fire, cold and mundane weapons. It can turn invisible at will and walk through wall three times a day.

Gaki are the spirits of the wicked dead turned into horrible monsters. The precise nature of the crimes committed by the gaki in life determines the in which they haunt the living. The jikiketsugaki is a creature driven to consume the blood of human victims. Many jikiketsugaki were greedy merchants or corrupt bureaucrats in life.

Jikinikugaki

CL: 6

Hit Dice: 3 (15)

Armour Class: 14

Saving Throw: 14

Speed: 12

Claw: 1d6 (4)

Bite: 1d6 (4)

Gaki: The jikinikugaki is immune to fire, cold and mundane weapons. It can turn invisible at will and walk through wall three times a day.

The jikinikugaki is the spirit of a murderer and the most common gaki. Jikinikugaki are always hungry, but can never end their hunger, no matter how much they eat. Jikinikugaki travel in packs during the night, always looking for human corpses to unearth and consume. Should they find none, they will slay living humans and eat their flesh. Graveyards and lonely roads or trails are associated with these creatures.

Jikininki

CL: 3

Hit Dice: 2 (10)

Armour Class: 13

Saving Throw: 16

Speed: 9

Claw: 1d6 (4)

Frightful Appearance: Any mortal witnessing the jikininki's horrifying sight, finds himself *stunned* in fear for 2d6 (7) rounds if he fails a saving throw.

Illusionary Shape: The jikininki can magically disguise itself with an illusion to pass as normal human being. This illusion only works during daytime and after nightfall a jikininki has no way to conceal its true appearance.



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. Jikininki do this at night, scavenging for newly dead bodies and food offerings left for the dead. Jikininki look like decomposing cadavers, with sharp claws and glowing eyes.

Jinshinmushi

CL: 7

Hit Dice: 5+4 (29) **Armour Class:** 17
Saving Throw: 12 **Speed:** 9/6

Bite: 2d6 (7)

Earthquake: By striking their abdomen on the ground it can send tremors which grow to the effects of an earthquake after 1d4+1 (4) rounds. At that point the insect takes to the air to avoid the consequences of the trembling ground. Those attacking a jinshinmushi in melee while it is causing tremors must make one saving throw per round or fall to the ground. Getting back on one's feet takes one round. The earthquake topples walls and creates fissures. A creature has a one-in-six chance of falling into a fissure and dying during the earthquake.

This species of giant beetle prowls forests and fields looking for meat, which forms its main diet, and has been known to attack people and cattle. In combat, jinshinmushi bite with their powerful mandibles. Their most feared trait however is the ability to generate small earthquakes.

Jorogumo

CL: 7

Hit Dice: 4 (20) **Armour Class:** 12
Saving Throw: 13 **Speed:** 9

Bite: 1d6. If the target fails a saving throw, it takes an additional 2d6 (7) points of damage due to the jorogumo's venom.

Spider Charm: In human forms, the jorogumo can charm humanoids twice per day. If the target fails a saving throw, it is *dominated* by the jorogumo.

Spider Web: In spider form, the jorogumo can throw a web. The target has to make a saving throw or will be *entangled* and dragged to the jorogumo in 1d3 (2) rounds. The victim can make a saving throw each round to break free.

Jorogumo are large, ancient spiders that 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 shapechangers use entangling webs to drag victims into their underwater lairs.

Jubokko

CL: 6

Hit Dice: 4 (20) **Armour Class:** 13
Saving Throw: 13 **Speed:** -

Branches: 4x1d6 (4). When two or more branches hit the same target in a single round, the target is *stunned*. While attacking *stunned* targets, the jubokko ignores all armour.

The jubokko, also called vampire trees, 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 wait 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 victim's blood.

Kaeruningen

CL: 2

Hit Dice: 1 (5) **Armour Class:** 13
Saving Throw: 17 **Speed:** 6/18

Spear: 1d6 (4). When the kaeruningen leaps towards its opponent, it deals an additional point of damage.

Claws: 1d4 (3)

Kaeruningen 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 five metres 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.

Kappa CL: 5

Hit Dice: 4 (20) **Armour Class:** 15
Saving Throw: 13 **Speed:** 9/18

Slam: 1d6+3 (7)

Suplex: 1d4 (3). The victim falls prone and needs one round to get back on its feet.

Head Bowl: Once the kappa's head bowl is emptied, it moves at half speed, its slam attack only inflicts only 1d6 (4) points of damage and it cannot use its suplex.

Kappa Shell: When attack from behind, the kappa gains a +3 bonus to armour class.

Kappa are an amphibian race of anthropomorphic turtles. They are small in stature, but surprisingly strong and excellent wrestlers. Kappa are not necessarily malicious, but do not care much for others. Their most distinctive feature is their water-filled head bowl. Once the head bowl is emptied, the kappa's physical power drops dramatically. The kappa will try to replenish it with water from its home pond as quickly as possible, though any water will do in an emergency – unless it is salt water. Kappa are can be tricked



into bowing down and spilling the water, but are usually too cunning to do so and manage to keep the water in even while wrestling.

Kappa-ti CL: 8

Hit Dice: 6 (30) **Armour Class:** 15
Saving Throw: 10 **Speed:** 9/18

Slam: 1d6+4 (8)

Head Bowl: Once the kappa-ti's head bowl is emptied, it moves at half speed, its slam attack only inflicts only 1d6 (4) points of damage.

Regeneration: The kappa-ti regenerates three hit points per round.

Kappa-ti are an even stronger, hideous breed of kappa with no shell. They are despised by common kappa and are always encountered alone or in mated pairs. Kappa-ti have remarkable regenerative abilities and can even regrow severed limbs.

Kamaitachi CL: 4

Hit Dice: 3 (15) **Armour Class:** 16
Saving Throw: 14 **Speed:** 24

Claws: 1d6 (4)

Whirlwind: When the kamaitachi runs at full speed, it can create a whirlwind. Anyone hit by it has to make a saving throw or will be knocked prone.

The kamaitachi looks not unlike a weasel, but has long, sickle-like claws. It can run at incredible speed. The kamaitachi's claws are so sharp that it often takes some time until the victim even realises that it has been hit.



Kenku

CL: 2

Hit Dice: 1+1 (6) **Armour Class:** 2
Saving Throw: 15 **Speed:** 9/18

Wakizashi: 1d4 (3)

Kenku are anthropomorphic birds not unlike tengu. However, they have feathered bird heads instead of human heads with long noses. Most humans mistrust kenku, which are sometimes associated with ninja clans.

**Kitsune**

CL: 4

Hit Dice: 3 **Armour Class:** 14
Saving Throw: 12 **Speed:** 15

Bite: 1d6 (4)

Blink: The kitsune can teleport over its movement distance.

Kitsune are multi-tailed fox spirits. They are guardians of nature and not always benevolent. Some villages have established a cult around the kitsune.

Koha-ai

CL: 5

Hit Dice: 3 (15) **Armour Class:** 14
Saving Throw: 14 **Speed:** 6

Bite: 1d6 (4). The victim has to make a saving throw with a +2 bonus or suffers an additional 1d3 (2) points of damage. The skin of any creature who has sustained three or more koha-ai bites within a week takes on a discernible bluish cast that lasts for 3d8 weeks.

Tongue: 1d4 (3). The victim must make a saving throw at a -2 penalty or become *entangled*.

Koha-ai are large, six-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. Koha-ai possess long, powerful tongues that they can use to make a whip-like attack.

Koifolk

CL: 2

Hit Dice: 2+1 (11) **Armour Class:** 12
Saving Throw: 16 **Speed:** 6/12

Slap: 1d3 (2)

The koifolk are brightly coloured humanoid goldfish. They are peaceful and amphibious peasants, and generally pleasant to be around, if somewhat dull company. They are simple-minded and easily led; often prey to bullies like the yurmp or haughty local nobility. Some monks will occasionally attempt to teach koifolk martial arts, and instil the drive to stand up for themselves, only to give up in frustration at these creatures' blank-faced placidity.

Shinobi & Samurai

Koropokkuru

CL: 1

Hit Dice: 1

Armour Class: 12

Saving Throw: 17

Speed: 9

Yari: 1d6 (4)

The koropokkuru 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.

Kubinonaibushi

CL: 13

Hit Dice: 10 (50)

Armour Class: 20

Saving Throw: 5

Speed: 12

Katana: 1d12+2 (9)

Magic Resistance: Spells cast against the kubinonaibushi will fail 50% of the time.

Restless Spirit: Kubinonaibushi 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.

Weapon Immunity: The kubinonaibushi is immune to mundane weapons.

The kubi-no-nai-bushi, a headless warrior, is a particularly rare and powerful form of undead that is sometimes created when the spirit of a honourable samurai that was unlawfully or unjustly forced to commit seppuku returns from the grave in search of vengeance. Regardless of the samurai's previous station in life, kubinonaibushi always take the form of a suit of ritual o-yoroi armour 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 demons of the underworld; always eager to spread chaos in the lands of men. The kubinonaibushi 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.

Kuchisake-onna

CL: 3

Hit Dice: 3 (15)

Armour Class: 14

Saving Throw: 13

Speed: 12

Scissors: 1d4 (3)

Dread Face: When the kuchisake-onna reveals her face for the first time, any witness has to make a saving throw or will be terrorised and *paralysed* for 2d4 (5) rounds.

Penumbral Door: The kuchisake-onna can teleport over short distances to a destination she can see.

The kuchisake-onna, also known as the slit-mouthed woman, is a woman said to have been mutilated by her husband. The kuchisake-onna will approach people during the night, appearing as a normal woman with a scarf covering her mouth. She asks whether she is pretty or not. Answering no will result in the kuchisake-onna attacking the person. Answering yes will lead her to reveal her face and ask the same question again. If the victim answers the question with yes a second time, the kuchisake-onna will slice its mouth open. Answering that the kuchisake-onna looks average will startle her for a short period of time. Answering that one is very busy at the moment will lead to apologise and excuse herself.

Kurok CL: 5

Hit Dice: 3 **Armour Class:** 15
Saving Throw: 13 **Speed:** 9

Bite: 1d4 (3)

Grey Fire: Anyone within melee attack range of the creature must make a saving throw or be *paralysed* by the ghostly flames around the spirit's crocodile body.

Weapon Immunity: The kurok is immune can only be damaged by silver or magical weapons.

A kurok is a non-human spirit that manifests as a ghostly crocodile, limned with a transparent grey fire. When a victim dies as the result of a kurok's bite, the spirit will devour its soul.

Kyojin CL: 5

Hit Dice: 4+2 (22) **Armour Class:** 16
Saving Throw: 12 **Speed:** 12

Club: 1d8 (5)

Fist: 1d6 (4)

Savage Howl: All opponents that can hear the howl have to make a saving throw or will be *stunned* in fear for one round.

These hulking giants stand at over four metres tall. They have thick craggy hide has a pebbly texture and a tawny grey complexion. A kyojin's heavily muscled arms end in fists like boulders, which drag on the ground. Kyojin are dim and slow, but monstrously 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. The kyojin's rocky hide is prized as an herbal medicine. It is believed, when mixed in tea, to be a cure for impotence.

Kyonshi CL: 8

Hit Dice: 6 (30) **Armour Class:** 16
Saving Throw: 8 **Speed:** 9

Claws: 1d6 (4)

Bite*: 1d6+1 (5)

Breath Sense: Kysonshi locate human prey by sensing their breath. By holding their breath and covering their nostrils, characters can become virtually invisible to a vampire.

Horrid Appearance: Anyone who sees a kyonshi for the first time has to make a saving throw or will in run in terror.

Vampire Curse: Anyone who suffers damage from a kyonshi has a 5% chance of becoming a kyonshi in 2d6 days. *Remove Curse* will prevent this.

Weapon Resistance: The kyonshi takes only half damage from mundane weapons.

Kyonshi, also called hopping vampires, are one of the most fearsome forms of undead. 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. The fear of kyonshi is one of the reasons why cremation is the most popular form of funerary rite in areas were kyonshi appear.

Langgui

CL: 5

Hit Dice: 5 (25) **Armour Class:** 16
Saving Throw: 12 **Speed:** 15

Bite: 2d8 (9)

Whirlwind: The langgui transforms into a whirlwind. The transformation takes a round. While transforming, the langgui cannot attack or move. While in whirlwind form, the langgui deals 2d6 (7) points of damage and knocks opponents prone when it hits them. Creatures with less than a hit die have to make a saving throw or will be killed instantly.

The langgui is a guardian spirit. It takes the form of a large demonic wolf and protects tomb mounds from intruders and can turn into a whirlwind and blow its opponents away.

Lizard Samurai

CL: 3

Hit Dice: 3+1 (16) **Armour Class:** 16
Saving Throw: 10 **Speed:** 12

Katana: 1d8 (5)

Daikyu: 1d8 (5)

Lizard samurai come from some unknown race of bipedal lizards, possibly from the spirit world, possibly from another dimension, possibly from another planet. They are only encountered in elaborate armour, bearing sharp katana 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.

Lizard Samurai Captain

CL: 6

Hit Dice: 6+3 (33) **Armour Class:** 16
Saving Throw: 7 **Speed:** 9

Katana: 1d8+2 (7)

Leader's Spirit: While around common lizard samurai, the captain grants them a +1 bonus to attack rolls.

When venturing into human lands, lizard samurai are normally formed into well-organised military units, sometimes with members of some other race serving as auxiliary troops. These military units generally consist of at least twenty of the lizard samurai, and are always led by a captain.

Mamono

CL: 7

Hit Dice: 6 (30) **Armour Class:** 15
Saving Throw: 11 **Speed:** 12

Bone Blade: 1d12 (7)

Change Shape: The mamono can assume the form of other humanoids, including clothes and gear.

The mamono is a hideous shapechanger. Mamono can communicate via telepathy, but not with other species. In its true form, the mamono looks like a tall human without skin that has a horrid maw in its stomach and whose arms end in bone blades.

Mantis, Giant

CL: 10

Hit Dice: 9 (45) **Armour Class:** 18
Saving Throw: 6 **Speed:** 18

Graspers: 2x1d12 (7). The giant praying mantis moves at double speed before it uses this attack. If both attacks hit, the victim is drawn towards the mantis and automatically suffers 1d12 (7) points of chewing damage every round thereafter.

The giant praying mantis is three metres long, with a bark-like exoskeleton which makes it blend well into forest terrain. This huge insect attacks with blinding speed, usually by

surprise, reaching forth with its jointed, serrated front limbs to grab prey.

Maun-Ge

CL: 3

Hit Dice: 1 **Armour Class:** 10
Saving Throw: 17 **Speed:** 12

Tanto: 1d4 (3)

Touch of Wisdom: Those who interact with a maun-ge at length come away feeling somewhat enlightened and receive a +1 bonus to saving throws for 2d4 days.

True Name: The maun-ge knows the true name of all humans and can use this knowledge to send humans on quests.

The maun-ge are humanoids with translucent skin. 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. The maun-ge know the true name of all men using this knowledge to command humans to play a part in their schemes to increase and perpetuate their bloodline's influence, status and power.

Menshen

CL: 11

Hit Dice: 10 (50) **Armour Class:** 19
Saving Throw: 5 **Speed:** 12

Katana: 2x1d8+2 (7)

Polymorph: The menshen can assume the form of any other humanoid and likes to appear as an oni to scare intruders away.

Spell Resistance: The menshen suffers only half or no damage from spells that cause the loss of hit points.

Menshen are greater spirits that dedicate their existence to protecting a certain place, person or artefact. They appear as grim oversized human warriors with golden skin. Menshen will never abandon their duty and fight to their destruction if forced to do so.

Mogurajin

CL: 3

Hit Dice: 2 (10) **Armour Class:** 12
Saving Throw: 16 **Speed:** 9

Claw: 1d6 (4)

Cavefolk: The mogurajin can see in total darkness, but suffers a -2 penalty to attack rolls in daylight.

Tunneler: The mogurajin can burst out of the ground. This automatically surprises their opponents.

Mogurajin 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, slightly shorter than humans with pale skin, small beady red eyes, no body hair, and nails overgrown to claws. 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.

Mushroomfolk

CL: 3

Hit Dice: 3 **Armour Class:** 14
Saving Throw: 14 **Speed:** 12

Slam: 1d6 (4)

Final Spores: When a mushroom man dies, it releases 1d6 (4) spores which grow into mushroomfolk of one hit die lower than the parent mushroomfolk within 1d4 (3) rounds. Mushroomfolk with a single hit die do not produce spores upon death. The spores have two hit points before becoming fully formed mushroomfolk.

Standing slightly more than a metre tall, mushroomfolk resemble humanoid mushrooms endowed with both arms and legs. Mushroomfolk are usually found in natural caves, caverns, and underground passages. Mushroomfolk were initially created by magic. Once given life through magic they reproduced by way of spores.

Nezumi

CL: 1

Hit Dice: 1d4 hp (3) **Armour Class:** 10
Saving Throw: 18 **Speed:** 12

Tanto: 1d6 (4)

Bite: 1d4 (3)

Rat Fever: A creature bitten by the nezumi has to make a saving throw after the fight. If the save is not made, the creature will not regenerate hit points naturally for 2d6 (7) days or until the disease is cured.

Nezumi are short humanoid rats. Although not much of a threat individually, they attack in packs and can transmit diseases. Sometimes, they are accompanied by giant rats or swarms of common rats.

Ningyo

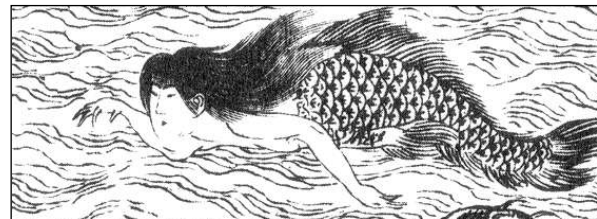
CL: 1

Hit Dice: 1+3 (8) **Armour Class:** 12
Saving Throw: 17 **Speed:** 3/15

Trident: 1d6 (4)

Aquatic: When fighting in water against a creature that itself is not aquatic, the ningyo gains a +1 bonus to attack rolls.

Ningyo have the upper body of a human and the lower body of a fish. They live in the ocean and are very curious, especially regarding land-based creatures.



Nue

CL: 9

Hit Dice: 6 **Armour Class:** 14
Saving Throw: 11 **Speed:** 15

Tiger Bite: 1d8 (5)

Snake Bite*: 1d6 (4). When the victim fails a saving throw, it suffers another 1d6 (4) points of damage.

Allround Vision: The nue cannot be surprised or flanked while awake.

Invisibility: When lying perfectly still in the darkness of the night, the nue becomes invisible.

A nue looks like a large tiger with simian features, large pupil-less eyes and a long snake for a tail. The snake's bite 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 ten metres long or five metres 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. At night, when lying perfectly still it can become a dark silhouette. The invisibility is only dispelled if the creature is exposed to direct moonlight or

injured. Naturally, nue prefer moonless or overcast nights to hunt.

Octopus, Giant CL: 6
Hit Dice: 4 (20) **Armour Class:** 12
Saving Throw: 13 **Speed:** 9

Tentacles: 8x1d3 (2). After the initial hit, a tentacle automatically does 1d6 (4) points of damage each following round until the victims is freed.

Octopus Retreat: In emergency situations, the octopus can jet out water to triple its swimming speed or use an ink cloud to obscure its true position.

The giant octopus is a menace to all sailors crossing its territory. It does not have a very sturdy skin, but enough strength to drag small boats underwater. If the vessel is too large, the octopus sticks to picking sailors and drowning them.



Oni CL: 5
Hit Dice: 4+1 (21) **Armour Class:** 14
Saving Throw: 13 **Speed:** 12

Katana: 1d6+3 (7)

Regeneration: The oni regenerates two hit points at the beginning of each round.

Deceptive Veil: The oni can assume the shape of any other humanoid. At will or after being killed, it will reverse to its true form.

Oni are demonic humanoids. They are tall, muscular, often redskinned with dark hair. Some have multiple eyes or ivory horns. They are feared by common people and sometimes

lead gangs of weaker creatures. They can magically disguise themselves as other humanoids. Oni have a sense of pride, though, and do not like to be framed for the crimes for others. Apart from these relatively common oni, a large number of other oni types exist as well.



Oni Mage CL: 7
Hit Dice: 5+3 (28) **Armour Class:** 16
Saving Throw: 12 **Speed:** 12

Katana: 1d6+3 (7)

Regeneration: The oni mage regenerates three hit points at the beginning of each round.

Ice Wave: All targets in front of the oni mage take 1d6 (4) points of damage and move at half speed for 1d4+1 (4) rounds.

Invisibility: The oni mage turns invisible until it attacks.

Deceptive Veil: The oni mage can assume the shape of any other humanoid. At will or after being killed, it will reverse to its true form.

A number of oni have magical powers beyond that of their shapechanging ability. The oni mage is cunning and deceptive. It does not act in the open if that can be avoided, but prefers to assume a harmless form or use underlings to carry out its plans.



Oniaka CL: 1

Hit Dice: 1 (5) **Armour Class:** 13
Saving Throw: 17 **Speed:** 9

Wakizashi: 1d6 (4)

Fire Resistance: The oniaka takes only half damage from fire attacks.

The oniaka 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 oni are said to be born of fire in the pits of the earth and almost impervious to fire.

Onikage CL: 1

Hit Dice: 1 (5) **Armour Class:** 12
Saving Throw: 17 **Speed:** 12

Yari: 1d6 (4)

Creature of the Dark: The onikaga can see in complete darkness and is *de facto* invisible in the dark. However, it suffers a -1 penalty to attack rolls while fighting in daylight.

The onikage are short, black-skinned humanoids with large pale eyes. They dwell in dark caves and deep bamboo thickets. They detest bright lights. The onikage's natural coloration and keen night vision allows them to excel in the dark.

Oniyama CL: 2

Hit Dice: 2 (10) **Armour Class:** 14
Saving Throw: 16 **Speed:**

Bo: 1d6 (4)

The oniyama 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 travellers that pass through their territories. They wear an assortment of armour that is often misused but is still functional. These large oni bully and sometimes make slaves of the lesser oni and other weaker creatures.

Onyudo CL: 9

Hit Dice: 8+2 (42) **Armour Class:** 15
Saving Throw: 8 **Speed:** 12

Slam: 2d6 (7)

Boulder: 2d6 (7)

The onyudo are an enigmatic race of giants. They are hairless and their skin is completely black. Most of onyudo live high up in the mountains and only come down to raid human villages. When defending their homes or besieging settlements, they like to hurl huge rocks at their opponents.

Owl, Giant CL: 2

Hit Dice: 2 (10) **Armour Class:** 12
Saving Throw: 16 **Speed:** 3/18

Claws: 1d4 (3)

Nocturnal Hunter: During the night and while in flight, the owl imposes a -4 malus to surprise rolls on its opponents.

Giant owls look mostly like a larger version of the common owl, but are significantly more intelligent and have their own language.



The giant owl is a symbol of wisdom in some cultures, a sign of imminent death in others.

Origami Warrior

CL: 2

Hit Dice: 2 (10) **Armour Class:**
Saving Throw: 16 **Speed:** 12

Yari: 1d6 (4)

Paper Body: The origami Warrior suffers only half damage from bludgeoning weapons. Piercing weapons pass through the paper construction without causing any damage at all, but cutting weapons inflict one additional point of damage. Fire inflicts double damage.

The origami warrior is a creation made of intricately folded paper in the shape of a full sized human warrior. Origami warriors move fast. Origami warriors wield normal spears. They are generally found in the service of powerful sorcerers.

Paper Ghost

CL: 2

Hit Dice: 1+3 (8) **Armour Class:** 16
Saving Throw: 17 **Speed:** 9

Suffocate: 1d4 (3). The paper ghost attaches itself to the victim's face and automatically deals 1d4 (3) points of damage each round. A roundly saving throw is permitted to get rid of the ghost.

Made of Paper: The paper ghost suffers double damage from fire attacks, but only half damage from cold attacks.

Vigilance: The paper ghost can see invisible or hidden creatures and cannot be surprised.

The paper ghost is a semi-sentient evil spirit that infests a page of paper. It is usually found in the service of an evil wizard. Any words written on a paper ghost will disappear unless they have been written by the ghost's master.

Poh

CL: 5

Hit Dice: 4 (20) **Armour Class:** 15
Saving Throw: 12 **Speed:** 9

Club: 1d6 (4)

Katana: 1d10 (6)

Withering Touch: Anyone hit by a poh has to make a saving throw or will lose hit points equal to one rolled die with the die type being their hit die. Hit points lost this way can only be regenerated by resting.

Weapon Immunity: The poh is immune to mundane weapons.

The poh is a malicious spirit. It looks like a diminutive humanoid, less than a metre tall, but has impressive physical strength. Poh have ruddy bronze skin, red hair usually tied to a knot and a pud nose. Poh are arrogant and smugly. They live in rural areas and demand offerings from the local peasants, else they will use their supernatural powers to cause a draught.

Rat, Dire

CL: 1

Hit Dice: 1d4 hp (3) **Armour Class:** 12
Saving Throw: 18 **Speed:** 12

Bite: 1d3 (2)

Filth Fever: About 10% of all dire rats transmit filth fever. A creature bitten such a rat has to make a saving throw after the fight. If the save is not made, the creature will only regenerate hit points at half the normal rate for 2d6 (7) days or until the disease is cured.

Dire rats are a tough, ugly breed of rats and can be dangerous in swarms. About one in ten rats transmits a disease, so wounds caused by rats should be handled with care.

Shinobi & Samurai

Raven

CL: 1

Hit Dice: 1d2 hp (2) **Armour Class:** 13
Saving Throw: 13 **Speed:** 3/24

Claws: 1d2 (2)

Peak: The victim has to make a saving throw or will be blinded for 2d4 (5) rounds.

Ravens are large black birds. Many people consider them to be bearers of bad news. Common ravens are actually quite intelligent and have their own limited language.



Satori

CL: 5

Hit Dice: 3+3 (18) **Armour Class:** 11
Saving Throw: 12 **Speed:** 12

Claws: 1d8 (5)

ESP: The satori is never surprised as long as it can read its opponents' minds. This ability also grants it a +3 bonus to attack rolls and armour class.

The satori is a man-sized black-haired ape. It can read the mind of other creatures and is thus almost impossible to surprise. If another creature manages it nevertheless, satori react fearful and will flee. In times of hunger, satori have been known to attack humans.

Rokurokubi

CL: 2

Hit Dice: 2 **Armour Class:** 13
Saving Throw: 16 **Speed:** 12

Tanto: 1d4 (3)

Blood Suck: 1d2 (2). If this attack is successful, the rokurokubi can use it automatically in subsequent rounds. Sleeping victims will not be woken up by this attack.

Rokurokubi are cursed humans. During the day, they look like normal human beings, but during the night, their neck stretches to an incredible length. Some rokurokubi are tricksters and spies, others are more malevolent. A few rokurokubi will never remember what they did at night and just wake up having the feeling they had bad dreams.



Shadow Samurai

CL: 6

Hit Dice: 5 **Armour Class:** 18
Saving Throw: 10 **Speed:** 12

Katana: 1d10 (6)

Aura of Fear: Anyone who encounters the shadow samurai for the first time has to make a saving throw or will be *paralysed* in fear for 2d4 (5) rounds.

Dark Honour: The shadow samurai cannot lie and must ask all question asked by someone knowing its true name.

Tainted: The shadow samurai is immune to fear, mundane weapons and not affected by mind control or similar effects.

Shadow samurai are the spirits of samurai that died in combat but whose souls never made into the afterword. Instead, they were corrupted and now wander the world the world of the living. Shadow samurai looks almost like real humans, but a closer inspection will reveal their dead eyes that never blink and unnaturally silent moves. Shadow samurai are convinced that they still live a life as a respected samurai and retain a twisted sense of honour. They might, for example, throw an unarmed opponent a stick or another subpar weapon before attacking even though this does not make the fight a fair one.

Shansao

CL: 2

Hit Dice: 2 (10) **Armour Class:** 14
Saving Throw: 16 **Speed:** 6

Bamboo Stick: 1d6 (4)

Dart: 1d4 (3)

Charm Feline: The shansao can bring any feline under its control that fails a saving throw.

Fearless: The shansao is immune to all forms of mundane and magical fear.

Shansao are a race of tiny humanoids less than a metre tall. They live in small communities in dense bamboo groves with huts centred around a large communal cooking pot. Shansao are not evil, but very territorial and

overly sensitive with regards to trespassers. They are relatively strong and often underestimated by others. Shansao have a mysterious connection to tigers.

Shikkigaki

CL: 8

Hit Dice: 5 (25) **Armour Class:** 16
Saving Throw: 12 **Speed:** 12

Claw: 1d6 (4). The victim has to make a saving throw or will contract a terrible disease. The fever manifests in 1d4 hours with delirium and intense chills. The affected person can stumble about but is unable to fight or casts spells. The disease last 1d4+1 days. During this time, the victim loses one hit point per hour. *Cure Disease* has a 50% chance of healing the disease. *Dispel Evil* will stop the hourly hit point loss, but the fever will still last the normal number of days.

Gaki: The jikinikugaki is immune to fire, cold and mundane weapons. It can turn invisible at will and walk through wall three times a day.

Shikkigaki look bony, pockmarked and disease-ridden. They are deceased irresponsible physicians or negligent servants. During daytime, a shikkengaki looks like a large mushroom. It will rest all day long in a cave or other dark place, snoring.

Shocker Lizard CL: 2

Hit Dice: 1d6 hp (4) **Armour Class:** 13
Saving Throw: 18 **Speed:** 6

Bite: 1d3 (2)

Electric Shock: Anyone touched by the lizard or touching it directly or with an object made of a conductive material has to make a saving throw or will be *stunned* for 1d3 (2) rounds. If the victim is shocked twice in the same round, it suffers 1d8 (5) points of damage.

Shocker lizards are large reptiles with blue, metallic scales. They can use their body to generate electricity, an ability shocker lizards use both for hunting and for self-defence.

Shrangaathi CL: 1

Hit Dice: 1 (5) **Armour Class:** 15
Saving Throw: 17 **Speed:** 9

Bite: 1d6 (4)

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 minutes and then look for more to eat.

Skeleton CL: 1

Hit Dice: 1 (5) **Armour Class:** 10
Saving Throw: 17 **Speed:** 12

Slam: 1d4 (3)

Wakizashi: 1d6 (4)

Made of Bones: Skeletons take only half damage from piercing weapons.

Humanoid skeletons are often animated by necromancers to serve them as guards or workers. Sometimes, the presence of dark energies is enough to raise skeletons, which will then haunt the area in packs.

Spider, Bone CL: 1

Hit Dice: 1 (5) **Armour Class:** 10
Saving Throw: 18 **Speed:** 9

Bite: 1d3 (2)

The bone spider is well-known for the bone-shaped pattern on its back. While not as large as some of its relatives and not venomous, it is dangerous in swarms.

Spider, Giant CL: 3

Hit Dice: 1+1 (6) **Armour Class:** 11
Saving Throw: 17 **Speed:** 12

Bite: 1d2 (2). Anyone bitten by the spider who fails a saving throw at a +2 bonus will suffer 1d6 (4) points of damage per round until healed.

Giant spiders are not only quick and dextrous, but also poisonous. Giant spider eyes are popular components used by spellcasters or alchemists.

Tako CL: 4

Hit Dice: 3+3 (18) **Armour Class:** 13
Saving Throw: 14 **Speed:** 12/18

Tanto: 2x1d4 (3)

Trident*: 2x1d6 (4)

Vigilance: Due to their wide-set eyes and multiple arms, it is virtually impossible to flank a tako or successfully attack one from behind.

Tako appear rather like human-sized octopi, but they are actually intelligent and use tool and weapons. They generally live underwater, either fresh or salt, but are fully amphibious. Tako walk on four of their eight legs and use the other four as arms. In combat, tako use various combinations of four weapons. They do not typically use pulled bows, but may occasionally make use of crossbows. Tako are attracted to shiny objects and often carry a number of items of jewellery with them as prized possessions. Tako are renowned for their mechanical abilities, and a tako lair is typically a very dangerously trapped location.

Tasloi CL: 1

Hit Dice: 1 (5) **Armour Class:** 12
Saving Throw: 17 **Speed:** 9

Claws: 2x1d3 (2)

Bamboo Spear: 1d6 (4)

Net: The target is *stunned* for one round unless it makes a saving throw.

Tasloi are flat-headed humanoid with long legs and large, cat-like eyes. They walk in a crouching way and have greenly skin. Tasloi like to hide in tree tops and drop down on unwary prey. Tasloi live in loosely organised family units. They sometimes train huge spiders or giant bees.

Tengu CL: 5

Hit Dice: 3+2 (12) **Armour Class:** 15
Saving Throw: 14 **Speed:** 9/24

Katana: 1d8 (5)

Tengu are humanoid creatures with long noses, and crow wings sprouting from their back. Tengu are skilled swordsmen and some of them are capable spellcasters. Tengu live in remote mountain areas and are sometimes worshipped by local human communities.

**Terracotta Horseman** CL: 9

Hit Dice: 7+3 (38) **Armour Class:** 18
Saving Throw: 9 **Speed:** 24

Terracotta Body: The terracotta soldier is immune to any magic that only affects living beings and cannot be mind-controlled. It takes only one point of damage from slashing and piercing weapons and is immune to fire damage.

Terracotta horsemen look like dull red human horsemen. Like terracotta soldiers, they have been constructed to protect their dead emperor. Terracotta warriors cannot speak and only exist to serve.

Terracotta Soldier CL: 5

Hit Dice: 4+2 (22) **Armour Class:** 16
Saving Throw: 13 **Speed:** 9

Terracotta Sword: 1d8 (5)

Terracotta Body: The terracotta soldier is immune to any magic that only affects living beings and cannot be mind-controlled. It takes only one point of damage from slashing and piercing weapons and is immune to fire damage.

Terracotta soldiers are artificially constructed warriors. They are not alive, but fight like human soldiers. According to legend, an emperor long dead ordered to creation of the terracotta army to ensure his protection in the afterlife.

Tiger CL: 5

Hit Dice: 5 (259) **Armour Class:** 14
Saving Throw: 11 **Speed:** 15

Claws: 2x1d6 (4)
Bite*: 2d6 (7)

Tigers are strong and dangerous animals, feared by humans living near the jungle. Their pelt is a popular trophy and decorative object and can be sold for several hundred silver pieces.

Toad, Fire CL: 4

Hit Dice: 3 (15) **Armour Class:** 14
Saving Throw: 13 **Speed:** 6

Bite: 1d2 (2)

Fireball: This attack deals 2d4 (5) points of fire damage to all creatures in a small radius. A saving throw is permitted for half damage.

Fire toads are large toads with yellow skin and bright red spots. While a fire toad's bite is not very strong, it can exhale a small fireball at its opponents.

Toad, Giant CL: 3

Hit Dice: 3 (15) **Armour Class:** 13
Saving Throw: 14 **Speed:** 6

Bite: 1d8 (5)

Great Leap: Giant toads can attack at the end of a hop with a +1 attack roll bonus. They can hop over a distance equal to twice their movement distance.

Giant toads are about the size and weight of a human. They are carnivorous predators, willing to attack creatures as large as common humanoids.

Todawan Master CL: 11

Hit Dice: 8 (40) **Armour Class:** 18
Saving Throw: **Speed:** 12

Bo: 1d6 (4)

Punch: 1d8 (5)

Flying Kick: 2d8 (9). The todawan master has to jump its full movement distance to use this attack. Unless a saving throw is made, the victim will be thrown back and *stunned* for 1d4 (3) rounds.

Whirling Bo: The todawan master has a 75% chance of simply blocking thrown weapons.

Diamond Mind: Todawan masters are immune to all forms of mental control and illusion. Once per day, they can implant a suggestion into the mind of a victim that fails a saving throw at a -4 penalty.

Todawan masters are an enigmatic race of solitary giant toads that have achieved mystic enlightenment. They wear robes and carry a staff. Living a



solitary life in the depths of dangerous swamps, todawan masters very rarely accept students, but occasionally answer questions about the future when worthy individuals seek

them out. Unfortunately, some todawan masters go rogue. These subtle servants of chaos and ruin may assemble bands of minions, often yurmp, 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 is a formidable foe. The skin of a todawan master is coated in an extremely hallucinogenic substance.

Tortoise, Giant CL: 8

Hit Dice: 6 (30) **Armour Class:** 15
Saving Throw: 10 **Speed:** 6

Bite: 3d6 (11)

Tortoise Shell: A physical attack hitting the tortoise does only half damage unless the attacker somehow manages to hit it from below.

Giant tortoises are massive, having a shell with a diameter of almost three metres. Their shells are incredibly thick. Tortoises are generally viewed as benevolent animals

Troll, Marsh CL: 5

Hit Dice: 4 (20) **Armour Class:** 15
Saving Throw: 13 **Speed:** 12/9

Sabre: 1d8 (5)

Bull Rush: 1d6 (4). The troll has to move his full movement rate before it can use this attack. The target is *stunned* for one round.

Screech: Everyone that hears the screech has to make a saving throw or will suffer a -2 malus to attack rolls for 1d4 rounds. Once the save is made or the victim has been affected by the screech, it will not be affected again.

The repulsive marsh trolls are obese, tall humanoids with long claws and an ugly face. Despite their size, marsh trolls are rather agile and also good swimmers. Luckily, they mostly

stay in their swamps and only rarely come out to raid human villages.

Troll, Shadow CL: 7

Hit Dice: 6 **Armour Class:** 16
Saving Throw: 11 **Speed:** 9

Slam: 2x1d6 (4)

Thick Hide: Shadow troll ignore the first three points of damage they suffer from any source.

Shadow trolls are troll that have been corrupted by dark powers. The corrupted has made them physically powerful, but also dim-witted and reclusive. Shadow trolls tend to behave submissively towards other evil beings like oni.

Wang-Liang CL: 7

Hit Dice: 6+3 (33) **Armour Class:** 16
Saving Throw: 11 **Speed:** 12

Claws: 2x1d6 (4)

Lajatang: 1d8+3 (8)

The wang-liang are an ancient race of evil giants related to the oni. They are twice as tall as a human, have hands with retractable claws, black fur and wild, feline eyes. Wang-liang, one powerful, are a dying race and filled with rage against all prospering races. They especially despise humans and use every opportunity to torture and kill them.

Wanyudo CL: 4

Hit Dice: 3+2 (17) **Armour Class:** 14
Saving Throw: 13 **Speed:** 15

Ram: 1d6 (4)

Burning Wheel: If struck by a fire attacks, the wanyudo regenerates 1d4 (3) hit points instead of taking damage.

Rain of Fire: All enemies under the wanyudo are struck by blue fire and take 1d4 (3) points of damage.

The wanyudo is the evil spirit of a monk. It appears as a face inside a burning oxcart wheel. Wanyudo are angry and hateful. Legend says that they are monks punished for their sins with eternal pain.



Water Elemental, Lesser CL: 1

Hit Dice: 1d4 hp (3) **Armour Class:** 12
Saving Throw: 18 **Speed:** 9/15

Acid Slam: 1d2 (2). The armour class of a random piece of nonmagical armour is reduced by one.

A lesser water elemental appears a head-sized bubble of water that moves by hopping over the ground. Lesser water elementals are mainly used to weaken armoured opponents.

Water Elemental, Greater CL: 8

Hit Dice: 8 (40) **Armour Class:** 17
Saving Throw: 8 **Speed:** 6/18

Slam: 3d6 (11). The damage is halved when the victim is not standing in water.

Water elementals are semi-sentient elemental creatures. They are dependent on moisture and will dry up if moving too far away from a source of water. Water elementals are hard to spot in water and can easily turn over smaller boats.

Wolf CL: 2

Hit Dice: 2+2 (12) **Armour Class:** 12
Saving Throw: 16 **Speed:** 18

Bite: 1d6 (4)

Wolves are carnivorous pack hunters. Significantly larger creatures are the only ones they will avoid – and if they are very hungry, not even those. If the alpha wolf of a pack is killed, either the second strongest wolf will take over or the pack will flee.

Wolf, Dire CL: 4

Hit Dice: 4+2 (22) **Armour Class:** 13
Saving Throw: 13 **Speed:** 18

Bite: 2d4 (5)

The dire wolf is twice as large as a regular wolf, stronger and more cunning. Pack of dire wolves always dominate their territory and will hunt down any other large carnivores trying to settle there. Dire wolf pelt is soft and well-suited to be turned into warm clothes.

Xiao CL: 2

Hit Dice: 2 (10) **Armour Class:** 15
Saving Throw: 16 **Speed:** 12

Slam: 1d8 (5)
Hurl Rock: 1d4 (3)

The xiao, also known as the long-armed apes, are a race of technologically underdeveloped but cunning humanoids. They live in the mountains and sometimes come down to trade with humans.

Yama-Uba CL: 7

Hit Dice: 6 (30) **Armour Class:** 15
Saving Throw: 10 **Speed:** 12

Claws: 1d6 (4). When this attack does maximum damage, the yama-uba attacks another opponent close to her.

Thorn Curse: The target is *entangled* and takes 1d4 (3) points of damage per round until it is freed.

Change Shape: The yama-uba can assume the form of a common human. Killing her will show her true form.

The yama-uba, sometimes called mountain hags, are solitary, horrid looking blue-skinned females as large as oni. 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.

Yeti CL: 7

Hit Dice: 5 (25) **Armour Class:** 13
Saving Throw: 12 **Speed:** 12

Fists: 2x1d6 (4)

Creature of the Cold: The yeti is immune to cold-based attacks and can see in darkness.

Yeti Hug: If a yeti strikes an opponent with both fists, it can hug him for another 2d6 (7) points of damage.

The yeti is a distant relative of the human. It is completely covered with white fur and lives high up in the north. Yetis are smarter than generally assumed and like to attack during the night, as they can see in the dark.

Yienhool CL: 1

Hit Dice: 1 (5) **Armour Class:** 11
Saving Throw: 17 **Speed:** 9

Claw: 1d6 (4). If the attack is successful, the yienhool grabs on of the arms or legs of its opponent, which then cannot be used as long as it is grabbed. The yienhool can still attack at a -2 penalty while having garbed a limb.

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 always attack in large groups. They can swarm over the backs of their fighting brethren to climb past front ranks and into the rear ranks of their opponents.

Yuki-onna

CL: 9

Hit Dice: 8 (40)

Armour Class: 18

Saving Throw: 8

Speed: 12

Icy Touch: 1d10 (6)

Icy Gaze: The victim has to make a saving throw or will be *paralysed* for 2d4 (5) rounds.

Spirit of Ice: The yuki-onna is immune to call cold-based attacks. Due to her white robes, she imposes a -3 penalty to surprise rolls on her opponents.



The yuki-onna, also known as the snow woman, is a spirit in form of a beautiful and elegant woman. She lives in the coldest regions of the north. Yuki-onna are cruel and hostile, though there are reports of some yuki-

onna living in harmony with humans, provided they are left alone.

Yurmp

CL: 5

Hit Dice: 5+3 (28)

Armour Class: 13

Saving Throw: 12

Speed: 12

Yari: 1d8 (5)

Slam: 1d6 (4)

Stealth: An ambush by yurmp imposes a -2 malus on surprise rolls of their opponents.

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. In villages that tolerate their presence they are usually part of any organised crime; in areas where they are not tolerated, yurmp live by

stealing and digging through the garbage of other races, bemoaning their poor luck all the while.

Yurmp Wrestler

CL: 6

Hit Dice: 6 (30)

Armour Class: 14

Saving Throw: 11

Speed: 12

Slam: 1d8 (5). If the 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 1d6 (4) points of strangling damage per round.

One in five yurmp is a wrestler. These grossly fat yurmps disdain weapons and armour. Wrestler yurmp enjoy challenging humans to arm wrestling contests. The rest of the yurmp enjoy gambling on these contests.

Zashiki-Warashi

CL: 3

Hit Dice: 3 (15)

Armour Class: 14

Saving Throw: 14

Speed: 9

Ghost Touch: 1d4 (3). The victim has to make a saving throw or will be *confused* for 1d4 (4) rounds.

Zashiki-warashi are tragic creatures. They are the spirits of deceased children that were buried improperly or whose grave was desecrated. Now they roam the world of the living looking for others to draw into the spirit realm as so-called playmates. Zashiki-warashi are dressed in black and wear large wooden or porcelain masks. They are confused and not aware of their state and the consequences of their acts. Only a proper burial will lay a zashiki-warashi to rest permanently.

Zombie

CL: 2

Hit Dice: 2 (10)**Armour Class:** 11**Saving Throw:** 16**Speed:** 6**Slam:** 1d6 (4)**Zombified:** Zombies are immune to spells inducing sleep and cannot be mind-controlled like living beings.

Zombies are mindless walking dead. They are usually reanimated servants of spellcasters or dead awakened by dark energies. Some zombies carry a disease that causes their victims to turn into zombies too.

Treasure

Apart from gaining new levels, treasure is another way how players can – and indeed should – be rewarded. Treasure includes everything the player characters take from fallen enemies, steal, find in dungeons and acquire elsewhere.

A monster's challenge level determines how much treasure the monster has, as shown in the table below. This is merely a guideline, though. A part of the treasure should be paid out not in money, but in other valuables like gems. Some monsters will not carry money at all. Instead, parts of their body, like their fur, might be valuable and serve as treasure. Creatures that do not have anything valuable at all are fine as well and can be balanced with other monsters having an above-average amount of treasure as the game master sees it fit.

Table 27: Monster Treasure Value

Die Roll	Treasure (sp)
1	CL <input type="checkbox"/> 10
2 – 3	CL <input type="checkbox"/> 20
4 – 5	CL <input type="checkbox"/> 30
6	CL <input type="checkbox"/> 40

Treasure should be handed out in fair way with some randomness included. This way, the players will neither have the feeling that they will get the right items anyway, nor will every treasure hoard be a new source of frustration with one player getting suitable items all the time while others go away empty-handed.

This section also has special variants of common items, like magical armour and weapons with special powers as well as items that cannot be bought in regular shops.

Alarm Bell: This bell can be activated once per day. Whenever an intruder enters the area around the bell, it begins to ring loudly.

Amulet of Protection: This amulet raises its wielder's armour class by its enchantment level.

Amulet of Tiger Speed: The wearer of this amulet gains a +3 speed bonus and a +1 bonus to initiative.

Archer's Gloves: These gloves grant the wielder a +2 attack roll bonus to ranged attacks.

Balm of the Tiger: An alchemical balm that removes all scars, but does not grow back amputated limbs

Basan Powder: Made from the grinded bones of the dreaded petrifying giant chickens, this fine, creamy dust, when added to a drink and consumed, renders the drinker immune to all magical forms of petrification and paralysis for 1d4+2 hours.

Beads of Incommodious Restriction: When a sohei shouts the name of this magic item then successfully throws this string of large wooden beads over someone of up to human size, that person must succeed at a saving throw or be *entangled* and unable to move for 1d4+1 rounds.

Bell of Harmony and Serenity: This magical item looks like metal bell, tall and round on the top, complete with a clapper. Sometimes they are even worn and may look fairly mundane. When rung this bell causes all within hearing distance to make a saving throw or become dizzy. Each time the bell is rung during subsequent rounds afterwards the effect culminates until, five rounds later, the victim will fall asleep and dream pleasant and harmonious dreams. Undead and certain supernatural creature are immune to the bell.

Berserking Blade, Cursed: Whenever the wielder of this katana +3 enters combat, he will always attack the nearest target. To avoid slaughtering allies, a roundly saving throw is necessary. To stop fighting after all enemies have been killed, two consecutive successful saving throws have to be made.

Blood Bow, Cursed: Whenever this daikyu +2 is used, it deals two additional points of damage and drains two hit points from the user.

Blunt Belt: The blunt belt grants the wielder a +3 armour class bonus against attacks with bludgeoning weapons.

Boots of Avoidance: These boots grant the wearer a +3 armour class bonus against missile attacks

Boots of Ethereality: Once per day, the wearer of these boots can become immune to mundane weapons for 2d4 rounds.

Boots of the Forest: These boots allow the wearer to walk silently through undergrowth.

Boots of Lightning Speed: The rare boots of lightning speed triple the wearer's movement rate. While wearing the boots, the user cannot attack, though.

Boots of Phasing: With these boots, the wearer can phase from one enemy to any other within a radius of ten metres and attack in the same round.

Boots of Silence: The steps of the wearer of these boots make not sound.

Boots of Speed: The boots of speed double its wearer's movement rate. The wearer cannot perform any additional actions, though.

Boots of Stealth: The wearer of these boots imposes an additional +1 penalty on everybody making a saving throw to spot him.

Boots of the North: These boots reduce the damage by all cold attacks by two points.

Boots of the South: These boots reduce the damage by all fire attacks by two points.

Bottle of Fog: This small porcelain vial will release a huge cloud of fog if broken. The cloud will last for one hour unless dispersed by heavy wind or magic. Those inside the fog will suffer a -2 malus to attack rolls.

Brazier of Clearheadedness: The scented smoke arising from this great ceremonial brazier grants a +2 bonus to saving throws to those nearby. The effect lasts for one hour.

Brush of Copying: If this plain, bamboo-and-horsehair brush is traced over another text and the placed on a fresh sheet of parchment will make an exact copy. It may be used once per week.

Brush of Hu Gua, Cursed: This horsehair brush seems in all respects to be a finely crafted antique. Even when used, it will appear to be a normal brush. Only later, when the inscribed text is examined by another will its true nature be revealed: It subtly distorts the meaning of the text into one of blasphemy and deadly insults. Believed to be the creation of a powerful oni, it was responsible for the downfall of the scholar Hu Gua, who found his petition of introduction to the emperor most unwelcome.

Brush of Translation: This brush looks like the expensive brushes used by imperial bureaucrats. When used, the scribe may understand any language spoken in his presence.

Shinobi & Samurai

Buckle of Steadfastness: This bronze buckle will add +1 to the wearer's saving throws when worn.

Buckle of Defence: This jade buckle in the form of a curled dragon will add +1 to armour class when worn.

Cauldrons of Smoke: These large bronze tripod cauldrons are engraved in the style of the Yoniguni dynasty. All told, three are known to have been cast. When the inscription is read forth, they will emit a particular kind of smoke depending on the individual cauldron. The fragrance is intense and will work like *Death Fog*, *Solid Fog* or *Toxic Cloud*.

Chalice of Efficacious Recovery: This gourd-shaped vessel will produce a potion of healing once per week if filled with normal water. The potion works like *Cure Wounds II*.

Chalice of Poison: This copper drinking vessel will poison any liquid placed into it and is normally undetectable by any means. Anyone taking even a sip of liquid from the chalice must make a saving throw at a -2 malus or die in spasms of terrible pain.

Cloak of Bravery: This cloak makes the wearer immune to magical and mundane fear.

Cloak of Reflection: This shiny blue cloak halves all electricity damage the wearer takes

Coins of Fortune: Only found in sets of three, these antique doughnut-shaped coins will bring luck upon the possessor once per day and grant an automatic success on a saving throw.

Cloak of Poison, Cursed: This cloak poisons the wearer and causes one point of damage per hour.

Dancing Fan: When this fan is used, it imbues the possessor with a phenomenal skill at dancing for one hour twice per day.

Dust of Lotus: This dust is distilled from the black lotus. Anyone inhaling the resinous particles must make a saving throw or fall into a deep sleep for 1d6 hours.

Dust of Storms: This bluish-gold sand is highly reactive to air and is always stored in a stoppered vial of some sort. When released, it will create a local thunderstorm.

Drums of Terror: This large bronze drum is engraved with the hideous visages of spectral ghosts and skeletal warriors. Anyone hearing the abominable tones produced must make a saving throw at a -2 penalty or flee in terror for 1d6 rounds.

Fire Hara-ate: This hara-ate +2 reduces the damage by all fire attacks by two points.

Flute of Defence: This short-lacquered bamboo flute is enchanted to be as hard as cast iron. When used as a weapon, it works like a bo.

Flute of Taming: This long bamboo flute, when played by a skilled flautist, may *charm* animal up to three times per day provided the animal fails a saving throw.

Gauntlets of Oni Strength: These gauntlets let the wearer do two additional points of damage with melee attacks.

Gauntlets of Weapon Expertise: The wearer of these gauntlets gains a +1 attack power penalty.

Girdle of Kyojin Strength: This girdle grants the wearer a +2 bonus to attack and damage rolls.

Golden Girdle: This girdle grants the wielder a +2 armour class bonus against slashing weapons.

Gong of Meditation: This small bronze gong when commanded by its owner, will make a repetitive series of low tones. This effect will aid the meditation of all listeners, lowering the time needed to pray for a full complement of sohei spells to one hour.

Gong of Summoning: This large bronze gong, covered in unknown sigils, will summon a randomly determined creature when struck in the correct manner, once per month.

Goza of Chao the Miserly: This goza is a rolled up straw mat. Unravelling it and placing it on the ground causes a magical hole to appear under it. Objects or beings may be placed in the hole. When the mat is placed back over the hole and then removed, the hole has disappeared. The objects or beings are magically kept in stasis until the goza is placed back in the same place and the hole reappears. A popular folksong claims that Chao himself, after years of hoarding his ill-gotten gains, was imprisoned in one such hole by a wily yakuza.

Hakama of Dancing, Cursed: These are baggy cotton trousers that cause the wearer to bust some shapes in the presence of anyone of higher social status.

Helmet of Bravery: The wearer of this helmet will never be struck by fear.

Helmet of Charm Protection: As long as this helmet is worn, its wearer cannot be *charmed*, or mind-controlled in any other way. It will not end a charm put on a creature before it put on the helmet.

Helmet of Darkvision: This helmet grants the wearer darkvision.

Helmet of Defence: This helmet grants the wearer a +1 bonus to all saving throws.

Helmet of Regeneration: The wearer of his helmet regenerates one hit point per hour.

Hood of Auspicious Resemblance: A black and crimson hood that fastens to itself with a jade dragon brooch. When the hood is put on, a person's facial features will appear to resemble whoever anyone who encounters the wearer wants to see the most. After 10d4 minutes, an onlooker is permitted a saving throw to see through the disguise. If the hood is removed, the wearer's true face is revealed.

Ink of the Monks of Taraka: The mountain monastery of Taraka is famed for the quality of the inks its monks produce, made from a kind of berry native to the region, and widely sought by spellcasters. Magical scrolls written using these inks have a 50% chance of being able to re-used a second time, 25% a third time and so forth.

Ice Tatami-gusoku: This tatami-gusoku +4 reduces the damage by all fire attacks by two points.

Inkstone of Calligraphy: This is a blotter stone decoratively carved and bearing a large, flat surface for the mixing of ink and a hollowed out area for water. If a calligrapher uses it to prepare ink and dips the brush from it he or she may copy any scroll without error, once per week.

Jingasa of Unreliable Ascension: A steel helmet that, when the wearer crosses wrists across their chest, spins around while the character rises, works like *Levitate*. The spell lasts one round per level or until the wrists are uncrossed.

Jingasa of the Hungry Shark: A spinning jingasa with serrated edges that act as a chainsaw.

Jingasa of the Thrice-Generous Turtle: This turtle shell-patterned jingasa that fills with one portion of turtle soup three times per day when prayed over.

Jingasa of Most Joyous Return: A dense-wooden jingasa that returns to the owner after being thrown as a missile weapon. It hits victims like a do.

Kite of Surveillance: This silken kite is constructed in the form of either a long-tailed dragon or a feathered oriental phoenix. When the kite is sent aloft by its owner (holding the strings) it will relay images of all that it sees. The kite has no ability to see in darkness and will only see things visible to a normal human.

Lens of Seeing: This is a single crystal lens about the size of a bottle cap. When held to the eye the user can see things normally undetectable, like invisible creatures.

Mask of Terror: This large lacquered wooden mask is carved into the leering visage of a demon. All those who look upon the wearer must make a saving throw or be struck by fear as long as the wearer is visible.

Metamagical Amulet: The wearer of this amulet can memorise and extra second-level spell.

Mirror of Transcription: This is a crystal mirror of fine make. The user must place a written, nonmagical work and a piece of plain parchment side by side and use the mirror to reflect the words from the one onto the other. An identical copy will be created. However, in the case of calligraphy or works of art, the forgery will obvious on close examination by an expert.

Oil of Yo: This oil, made from the recipe of the Yellow Thatch Sorcerer Yo Pei, is transparent, and may be identified only by its pungent odour. It conceals a deadly and insidious disease. Within the hour the victim's

skin will begin to sprout small tentacle-like growths that wiggle and respond to sound and light. This mutation is short-lived. After about thirty minutes the victim will shudder violently, collapse, and die. This is a powerful item and will be very rare and expensive. Its use has only been reported widely in the death of the emperor Jing Huodi.

O-yoroi of Namura the Valorous: This full suit of armour was forged by the master smith Kumushima for the legendary warlord Namura of the Torashi clan using metal from a stone who is said to have fallen down from the heavens during a night under such a powerful storm one would believe it had been sent by the god themselves. The o-yoroi is of superlative craftsmanship, inlaid with gold and silver depictions of Namura's great victory at the Battle of the Valley of the Mists. The armour was lost when one of his descendants was killed in battle during the war that would spell the downfall of the Torashi clan, generations latter; its different parts are now said to be scattered across the land. It is an o-yoroi +3, grants the wearer and all nearby allies a +2 saving throw bonus against moral failure and makes the wearer immune to all forms of fear.

Petal Slippers, Cursed: These slippers shrink the wearer's feet to the size of a lotus petal and reduce his speed to one quarter. They may only be removed by whispering the secret command word written inside the sole.

Pi-pa of Repose: When the stings of this mandolin-like instrument are plucked by an experienced musician, all listeners must make a saving throw or fall into a deep sleep. It can be sued only once per day.

Prayer Beads: These specially crafted beads are enchanted with a particular sohei spell, which may be used once per day. 1d3 are typically found one a string with several mundane beads.

Qin of Attraction: This stringed instrument emits a lovely, soothing tone when in the hands of a practiced musician. It will act as a *Charm Person* spell for a maximum duration of half an hour once per day.

Ring of Alertness: The wearer of this ring is granted a +1 bonus to surprise rolls.

Ring of Protection: Rings of protection raise their wielder's armour class by their enchantment level.

Ring of Sorcery: The rare and sought-after ring of wizardry allows the wearer to memorise two additional first-level spells, provided he is an arcane spellcaster.

Robe of Fortuitous Resplendence: Though it appears to be just a beautiful silken kimono, this garment is woven with magic. In times of personal crisis (when the wearer has only half his maximum hit points or less left), the wearer may reach into one of the sleeves and pull out an object that may be of aid in the situation. The robe has seen better days and is ripped in places, causing one in six of the items pulled from the sleeve to either be cursed or of no benefit at all to the wearer in their current predicament.

Scholars' Fan: This fan was once owned by the famous poet Po Bei. When the command word is spoken, it will hang in mid-air and swat flies, shield from the sun, and gently flutter.

Shadow Manchira: This manchira +1 is made of unnaturally dark leather and favoured by ninja. The wearer imposes an additional +3 penalty on everybody making a saving throw to spot him.

Slippers of Silent Treading: these silk slippers completely muffle all sounds of walking when

worn. They may only be worn indoors and are commonly used by thieves or ninja.

Spiral Helmet: This helmet grants the wearer immunity to *confusion*.

Spirit Brush: This rather large and ornate brush is in fact the physical form of a spirit. This brush may write by itself if given proper dictation and materials. It can also fight in a limited fashion if ordered to by throwing ink into the eyes or giving the target a head-butt.

Temple Bell: Many of these bells exist, each with different abilities. Many are used to summon worshippers throughout an area to worship. Some alter weather, some cause fear or terror.

Vase of the Sea: This finely made, blueware porcelain vase is covered in scenes of maritime life. Once per month, if turned upright and a command word is spoken, it will summon a water elemental.

War Fan of Repetition: This is a fan made of overlapping strips of razor-sharp steel. When thrown, it will speed unerringly towards its target and return again to its owner.

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Name: _____

Class: _____

Level: _____

Shinobi & Samurai

Character Record Sheet

Stats & Equipment

Hit Points

Maximum

Current

Nonlethal
Damage

Recovered
per Rest

Armour Class

Base

Total

Attack
Bonus

Movement
Rate

Saving Throw

Armour Worn

Weapon

Damage

Special Qualities

Weapon	Damage	Special Qualities

Special Abilities

Money & Items

CP:
SP:
GP:
PP: