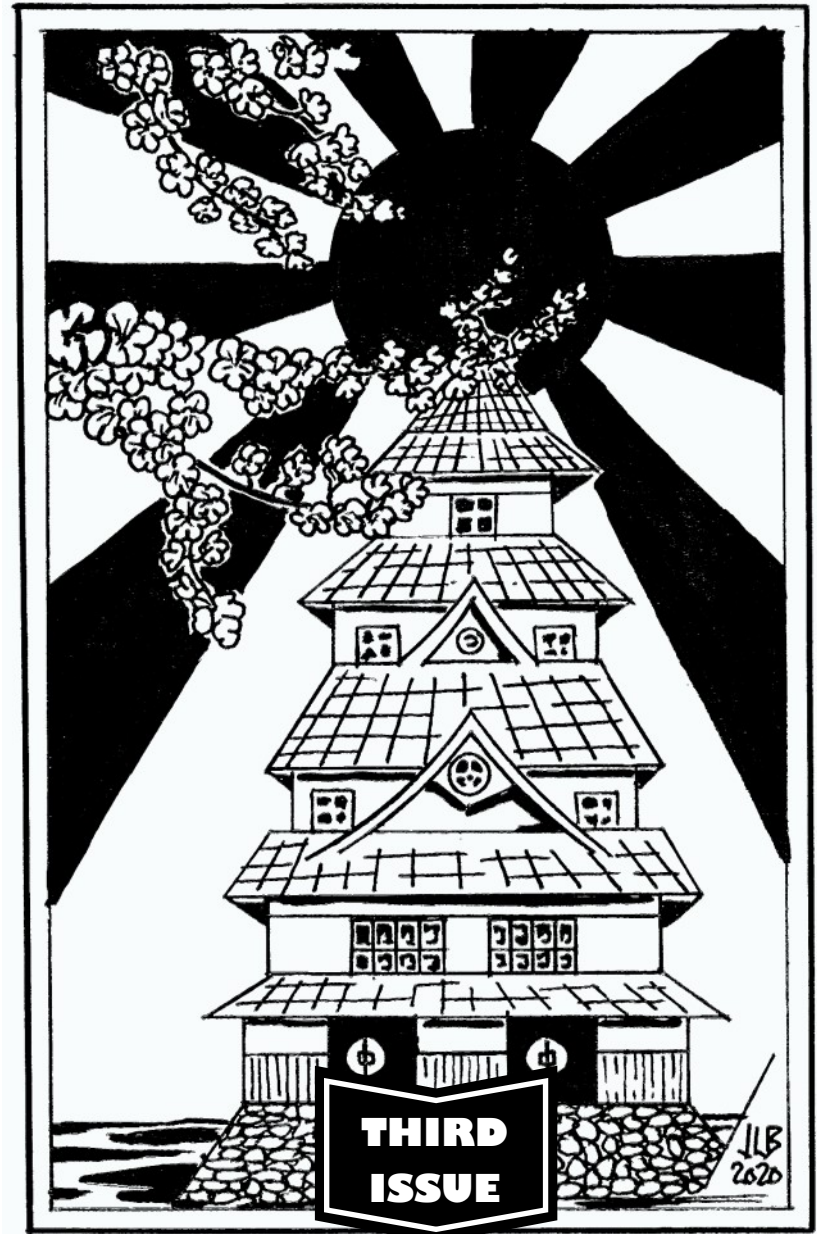


DELVE!



These rules were built upon the foundation of the Swords and Wizardry ruleset. Find out more at the Swords and Wizardry SRD:

<https://www.d20swsrd.com>

DELVE! Zine

ISSUE 3

New Zealand Autumn 2020



Johnathan L. Bingham takes full responsibility for releasing this on an unsuspecting public. Please direct all rants, raves, fever induced delirious ramblings and the like to:

Johnathan.bingham@gmail.com

Or feel free to speak with the management at the blog *Ostensible Cat*:

Xyanthon.blogspot.com



Samurai in O-yoroi

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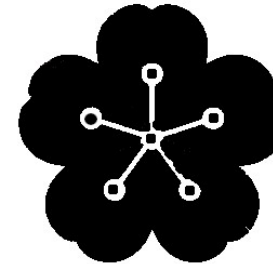
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Dedication:

To my son Bear Bingham. You continue to amaze me with your creativity, insight, intelligence, and kindness. I love you very much and I hope you have a most excellent 16th birthday my son.



Special Thanks:

Gary Gygax and David Arneson. If I have to explain, you wouldn't understand.

Stuart Marshall, Matt Finch, and the Gang at Knights and Knaves Alehouse. OSRIC is where it all began for me. Thanks for having the vision and seeing it through.

Jeffrey Talanian. For several years of fun and excitement in the wonderful world of Hyperborea. Thanks for letting me share in your vision and being a friend.

WELCOME TO THE MYSTIC EAST

What is presented here is an addition to the fantastic Swords and Wizardry role playing game. In my youth, I was fascinated with the mythic tales of China, Japan and the lands beyond. I think at the time, America was still coming to terms with the aftermath of Viet Nam and all that entailed. Asia was becoming increasingly a place to look for inspiration, rather than fear. Advanced Dungeons and Dragons was my RPG of choice and I eagerly awaited any new addition to the core books. I distinctly remember picking up *Oriental Adventures* from the Stars and Stripes book store in Nuremburg Germany in 1987. I was quite eager to visit the lands of the mystic east and follow the adventures of the honorable samurai and the stealthy ninja.

Fast forward some 20 years. I still love role playing games. Swords and Wizardry, a "retro-clone" of the grand game that started it all is what I usually play at my table. I find it light weight and easily modifiable to suit my taste. That is what brings us here. As I've watched my son grow, I have seen him develop interests that echo, but distinctly different from my own. I find myself once again thinking of noble samurai warriors and shadowy ninja. What I present here is nothing new, but I see it as completing the circle and once again filling a gap in RPG adventures. Not as complete as *Oriental Adventures*, what is presented here are four new playable fighting classes for the Swords and Wizardry game and a listing of arms and armour to get them started on their path to glorious adventure.

So, happy 16th birthday Bear. I love you very much and I hope you enjoy this labour of love as much as I did as a teenager pouring over my copy of *Oriental Adventures* all those years ago.

Johnathan L Bingham

11 May 2020

Wellington, NZ

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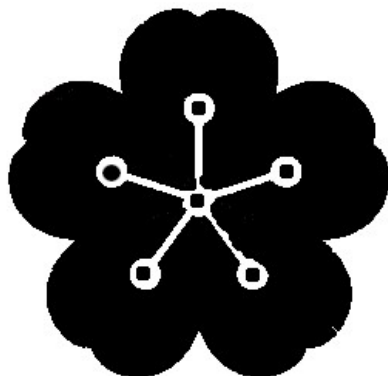
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The cherry blossom (Sakura) is a recurring symbol in many Asian cultures. The first bloom of spring time, the Cherry blossom in traditional Japanese culture symbolises the beauty of life. It is meant to remind all, that while life is beautiful, it is also fleetingly short and fragile.

It was especially a significant symbol to the Samurai. As warriors they were the exemplars of Bushido, or the way of the warrior yet they respected beauty, culture and tradition. The samurai did not fear death, for it is but a part of the cycle of life. However, they revered the fragility and beauty of life and did not throw their lives away heedlessly. A fallen cherry blossom represented the end of the short cycle of life.

Bow, Blade and Blossom: Adventures in the Mystic East

Classes:

Four classes are presented herein for use in the Swords and Wizardry Complete edition TTRPG.

Barbarian: nomads and raiders that live outside the confines of civilization. They have built a society on the rugged plains, the windswept steppes, and dense forests that are as enduring and formidable as their environment. Honour and loyalty to clan and tribe are absolute. Barbarians are fierce and hearty warriors and as such, can wield all weapons. However, living as nomads, they wear only light and medium armour. Barbarians are notoriously sceptical of magic and therefore will initially not be able to wield magical weapons or don magic armour. Accustomed to riding, the barbarian suffers no penalties to mounted combat to include archery.

<u>Level</u>	<u>Experience Points Required for Level</u>	<u>Hit Dice (d12)</u>	<u>Saving Throw</u>	<u>Armour Class</u>	<u>Movement Rate</u>
1	0	1	13	9[10]	12
2	2500	2	12	9[10]	13
3	5000	3	11	8[11]	14
4	12000	4	10	8[11]	15
5	25000	5	9	7[12]	16
6	50000	6	8	6[13]	17
7	100000	7	7	5[14]	18
8	175000	8	6	4[15]	19
9	275000	9	5	3[16]	20
10	550000	10	5	3[16]	21
11	825000	10 + 2 hp	4	2[17]	22
12	1,100,000	10 + 4 hp	4	1[18]	23
13	1,375,000	10 + 6 hp	4	0[19]	24

Class abilities:

Follow Through: When a Barbarian kills an enemy in melee combat, the barbarian can make another attack at another enemy in melee range. If that enemy dies, the pattern continues.

Alertness: Attuned to their surroundings, A Barbarian is only surprised on a 1 in 6 chance.

Outdoor Tracking: the basic chance for successful tracking (on a day-to-day basis) is 90%, modified by a -10% for each day old the tracks are, and modified by -10% (for the entire effort thereafter) for each day of rain (or snow) that has fallen on the trail.

Healing: On any day, a Barbarian regains hit points at double the standard rate regardless of taking a day of rest. Note that the Barbarian still needs to sleep.

Improving Armor Class: Due to his speed, agility and survival instincts, a Barbarian's armour class improves steadily as they reach new levels.

Travel Speed: A Barbarian's Movement Rate improves incrementally when they reach a new level. As members of a nomadic culture they can endure a forced march rhythm without the need for a forced march check.



Prime Attribute: Constitution 13+ (+5% Experience Bonus)

Hit Dice: 1d12 (Gains 2hp/level after 10th)

Armour Permitted: Light and Medium armour (Chain, Cloth, Hide Leather, Ring mail) and shield

Weapons Permitted: Any

Fights as: Use Fighter Table

Masks of the Noh: Noh is a traditional form of Japanese dance theatre. Based upon classic folk tales and traditional literature. Noh performances are usually narrated by a supernatural being transformed into human guise. Mask, costumes, and props are integrated into the dance theatre with many costume changes. The elaborate masks represent the changing emotional states of the characters and are changed to reflect varying emotional states of the character.



Kitsune (the fox): represents dichotomy. Can be good or evil depending on context. Often associated with mischief but also portrayed as guardians or lovers.

Namahage (Ogre): An ogre or demon that would often appear to admonish naughty children.



Okame (jovial woman): symbolises kindness, luck and prosperity. Okame is the Goddess of mirth.



	Ascending Armour Class	Armour Class	Weight	Cost
Helmets				
Jingasa	+1	-1	2	10 gp
Hanburi	+1	-1	1	15 gp
Kabuto	+2	-2	4	100 gp
Arms				
Sode	+1/pair	-1/pair	10/pair	40 gp
Kote	+1/pair	-1/pair	10/pair	40 gp
Torso				
Do-maru	+2	-2	20	150 gp
Haramaki	+1	-1	15	50 gp
Haramaki-do	+2	-2	20	80 gp
Hara-ate	+2 (front only)	-2 (front only)	10	75 gp
Hara-ate-gawa	+1	-1	10	45 gp
Legs				
Haidate	+2	-2	10/pair	25 gp
Suneate	+1/pair	-1/pair	10/pair	20 gp
Special				
Horo	+1 (back only)	-1 (back only)	1	10 gp
O-yoroi	20 (total AC)	-1 (total AC)	65	500gp



Kabuto

Kensei: The weapons master who devotes their life to mental, physical, and spiritual mastery of a single weapon. The Kensei seeks to achieve the ultimate perfection; body and weapon reacting as one. Kensei wear no armour, but as they gain levels, their mastery of body and devotion to their weapon, increases their armour class.

Level	Experience Points Re- quired for Lev- el	Hit Dice (d8)	Saving Throw	Armour Class
1	0	1	14	9[10]
2	2500	2	13	8[11]
3	5000	3	12	7[12]
4	10000	4	11	6[13]
5	20000	5	10	5[14]
6	40000	6	9	4[15]
7	80000	7	8	3[16]
8	160000	8	7	2[17]
9	320000	9	6	1[18]
10	420000	9 + 2 hp	5	0[19]
11	620000	9 + 4 hp	4	0[19]
12	820,000	9 + 6 hp	4	0[19]
13	1,020,000	9 + 8 hp	4	-1[20]

Class abilities:

Favoured weapon: at character creation, the Kensei selects one melee weapon to specialise in. The Kensei gains +1 to attack and damage with this weapon and every 3 levels thereafter(4th 8th, 12th), gains an additional +1 to attack and damage with the weapon. This attack works against creatures only hit by magic

Parry: Kensei with dexterity scores of 14 or better can fight on the defensive, parrying enemy blows and dodging attacks as shown on the table below:

Penalty to Enemy Attacks	
14	-1
15	-2
16	-3
17	-4
18	-5

Uncanny defence: If a kensei's hit points are reduced to zero or less due to a single melee attack; the Kensei can attempt an uncanny defence. The character attempts a save versus death and if successful, the attack was parried and causes no damage.

Heart of the Tempest: At 11th level, the Kensei can make a devastating attack once per day with their favoured weapon. With this attack, the Kensei can attack ALL opponents within 10 feet regardless of how many attacks they would normally have that round. All the Kensei's attack and damage bonuses apply.



Prime Attribute: Dexterity 13+ (+5% Experience Bonus)

Hit Dice: 1d8(Gains 2hp/level after 9th)

Armour Permitted: None

Weapons Permitted: Any melee

Fights as: Use Fighter Table

Armor

Armor in the mystic east is quite different than its western counterparts, but no less effective for the difference. Most armour is constructed from lacquered metal plates, laced together with leather straps. The O-yoroi, a full set of laced armour is exceedingly rare, for it is meticulously crafted by skilled artificers. Mostly, cloth and leather armours are worn for cost for practicality reasons but some choose to use banded, chain, or ring mail. Some may wear one or two pieces of armour, but a full set of O-yoroi is only available to those of wealth and power.

Do-Maru: A metal breastplate.

Haidate: lacquered steel plate skirt that cover the thighs and knees.

Hanburi: of hardened leather construction, this simple helm is designed to be collapsible and light weight for the average soldier.

Haramaki: A light piece of armour that protects the abdomen, chest and back. It is constructed of silk and small metal plates and can be easily concealed beneath clothing.

Haramaki-do: a bulkier version of the Haramaki that cannot be concealed under clothing.

Hara-ate: breast plate and thigh protection of laced construction designed to protect the front of the body. The hara-ate is open from the back and thus offers no protection from the rear.

Hara-ate-gawa: A leather corselet that covers the abdomen, chest and back.

Horo: Cloth strips that are tied at the neck and waist. When worn by a mounted warrior, they balloon behind, offering protection from missile fire from the rear.

Jingasa: an iron version of the conical peasant's cap.

Kabuto: lacquered steel crested great helm. Often worn as part of a full suit of O-yoroi.

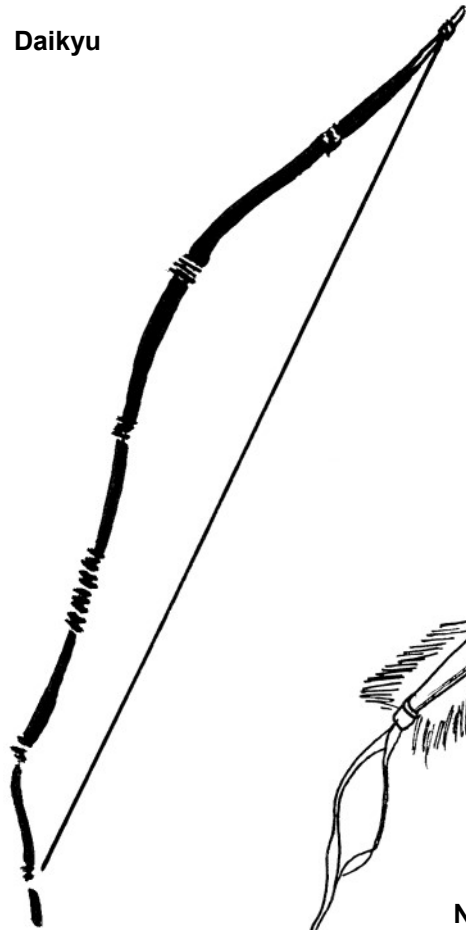
O-yoroi: a full set of lacquered and laced armour. It is expensive and highly sought after. It consists of kote, do-maru, sode, Haidate, kabuto, and suneate.

Sode: Lacquered shoulder guards that require a Do-Maru (they are fastened in place by the Do-Maru).

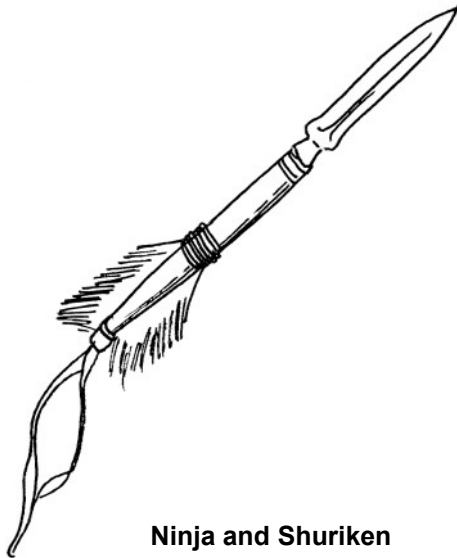
Kote: mail sleeves with lacquered steel plates connected by leather or a band of cloth across the shoulders. They unobtrusive enough to be worn clothing.

Suneate: Lacquered steel shin guards.

Daikyu



Uchi-ne



Ninja and Shuriken



Ninja: The stealth warrior, experts of assassination and subterfuge. Masters of silence and shadow, they can attain supernatural feats of stealth. Ninjas cannot wear any armour heavier than leather as it interferes with their abilities. They can wield a wide selection of weapons but prefer specialised ninja weapons as they are purpose built for their craft (see equipment).

Level	Experience Points Required for Level	Hit Dice (d6)	Saving Throw	Armour Class
1	0	1	15	9[10]
2	2500	2	14	8[11]
3	5000	3	13	7[12]
4	10000	4	12	6[13]
5	20000	5	11	5[14]
6	40000	6	10	4[15]
7	80000	7	9	3[16]
8	160000	8	8	2[17]
9	320000	9	7	1[18]
10	420000	10	6	0[19]
11	620000	11	5	0[19]
12	820000	12	5	0[19]
13	1,020,000	13	5	-1[20]

Class Abilities:

Acrobatics: ninjas perfect the art of stealth; performing acrobatic feats such as walking ropes, narrow beams, and ledges, with facility. The ninja cannot wear armour heavier than leather when using this skill, they must not be encumbered, and must have their hands free to maintain balance. Acrobatic feats can be performed on angled surfaces 45 degrees or less. For every 60 feet of surface covered, the character must make an acrobatics check. Using a balancing tool such as a pole can increase the acrobatics check by 10%, while winds lower it (-10% moderate, -20% strong, -30% for gusts). Only single-handed melee or missile combat may be attempted. Such combat incurs a -5 to-hit penalty and an acrobatics check must be made to see if the character falls. No armour class adjustments are applied for dexterity or class while performing acrobatics due the lack of maneuverability.

Alertness: Ninja are not easily attacked by surprise. A party containing a ninja is unlikely to be surprised, with only a 1 in 6 chance.

Backstab: Ninja can use stealth to perpetrate a sneak attack upon their victims. Ninja may attack from behind with a to-hit bonus of +4 and inflict double damage. This damage multiplier increases at the same level as that of a Thief. At levels 5-8, damage is tripled, and from a ninja above level 8 such an attack inflicts quadruple damage.

Deathblow: At 11th level, when using the Shadow Step ability to attack an opponent from behind, the ninja's skill is such that a target of equal or lesser hit dice must save versus death or be immediately slain.

Disguise: Ninja are masters of disguise and can take on the aspect of a general class of person such as a merchant, tinkerer, soldier, etc. of about the same height, weight, and age. A ninja can attempt to disguise themselves as a specific person, though this feat is prone to more difficulty and is at ½ the normal success rate unless the ninja has made a detailed study of the individual for at least one month. If the impersonation of a specific person ever fails; the ninja can not successfully impersonate that person again until they have spent double the amount of time studying the individual.

Escape: Masters of evasion, ninja are skilled at slipping any bindings. Only one attempt can be made in any situation where the character is bound.

Fall: At fifth level, ninjas can fall up to 20 ft with no damage if they can touch a wall. This distance increases to 40 feet at eighth level and any distance at eleventh level.

Poison: Ninja can use poison on their weapons without the risk of poisoning themselves. Ninja are trained at identifying poisons and can do so at a base 30% chance at first level which increases by 5% for every 2 levels.

Saving Throw Bonus: Due to their expertise in poisons, Ninja gain a +2 bonus on saving throws against poisons and paralysis.

Shadow meld: At 5th level, the ninja has the ability become one with the shadows once per day, effectively granting invisibility; becoming undetectable to both normal sight and dark vision. The ninja can maintain this for as long as they are in an area of shadow and make no attacks or movement. The ninja cannot be attacked unless its approximate location is known, and all attacks are made at -4 to hit. The ninja gains another use of this ability at levels 8 and 12.

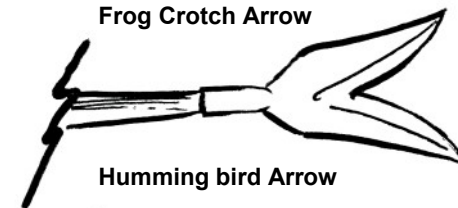
Shadow Step: at 10th level, the ninja gains the mystical ability to step into the shadow and reappear from a shadowed location anywhere within a 100-foot radius. The location that the ninja reappears in must be a shadowy area large enough to physically contain the ninja's form. The ninja can use this ability once per day.

Vaulting: Ninja are trained in escape and evasion techniques and can vault greater heights than an average person with the aid of a flexible pole (bamboo or other such material). The distances are given in the ninja abilities table below and require a 30-foot running start.

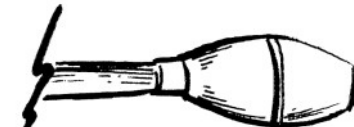
Ranged Weapons

	Damage	Weight	Cost	Rate of Fire	Range
Daikyu	By arrow type	8	60 gp	2	100
Hankyu	By arrow type	5	15 gp	2	50
Shuriken	1d4	1	2gp/4	4	10
Uchi-ne	1d4	2	1 gp	2	20
Arrow, Armour piercing	1d6+2	2	5 gp/5	By bow type	By bow type
Arrow, Frog Crotch	1d6+1	2	2 gp/5	By bow type	By bow type
Arrow, Humming bird	1d4	1	1 gp/2	By bow type	By bow type
Arrow, Leaf head	1d6	1	5 gp/20	By bow type	By bow type

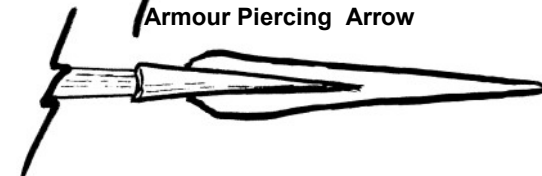
Frog Crotch Arrow



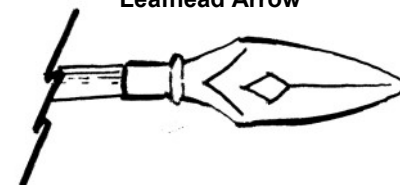
Humming bird Arrow

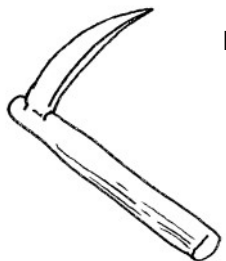


Armour Piercing Arrow

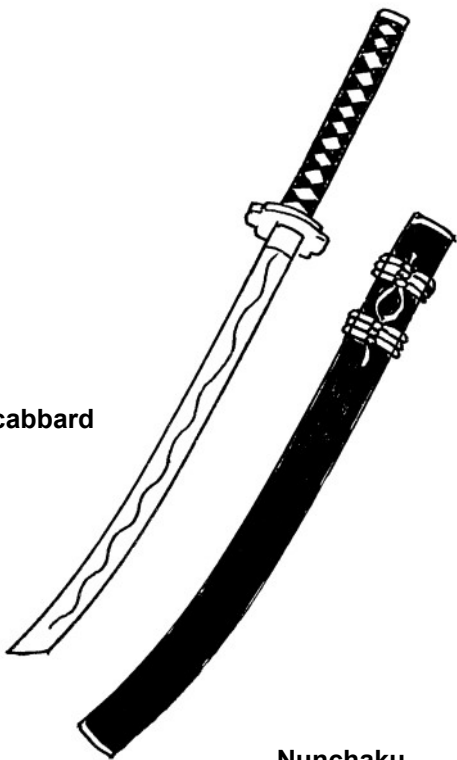


Leafhead Arrow





Kama

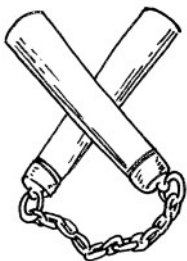


Katana and Scabbard

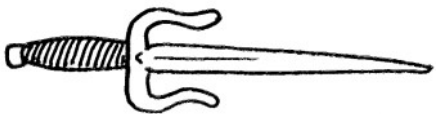
Ninja-to



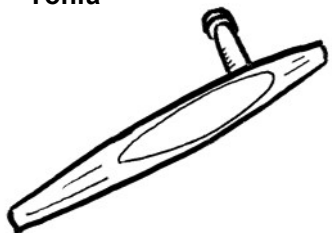
Nunchaku



Sai



Tonfa



Tetsu-bishi



Level	Acrobatics	Climb Walls (%)	Delicate Tasks (%)	Disguise	Escape	Hear Sounds	Hide in Shadows (%)	Move Silently (%)	Open Locks (%)	Vault
1	25%	85	15	25%	10%	3 in 6	10	20	10	8 feet
2	30%	86	20	27%	15%	3 in 6	15	25	15	9 feet
3	35%	87	25	30%	20%	4 in 6	20	30	20	10 feet
4	40%	88	30	33%	25%	4 in 6	25	35	25	10.5 feet
5	45%	89	35	36%	30%	4 in 6	30	40	30	11 feet
6	50%	90	40	40%	35%	4 in 6	35	45	35	11.5 feet
7	55%	91	45	45%	40%	5 in 6	40	50	40	12 feet
8	60%	92	50	50%	45%	5 in 6	55	60	55	12.5 feet
9	65%	93	60	55%	50%	5 in 6	65	70	65	13 feet
10	70%	94	70	60%	55%	5 in 6	75	80	75	13.5 feet
11	75%	95	80	65%	60%	6 in 6	85	90	85	14 feet
12	80%	96	90	70%	65%	6 in 6	95	100	95	14.5 feet
13	85%	97	100	75%	70%	6 in 6	100	100	100	15 feet



Prime Attribute: Dexterity 13+ (+5% Experience Bonus)

Hit Dice: 1d6 (Gains 2hp/level after 9th)

Armour Permitted: Light (leather, cloth)

Weapons Permitted: Any

Fights as: Use Cleric Table



Kensei with naginata

Tetsubo: This is a staff iron-shod and studded and used much as a pole arm version of a mace.

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

Uchi-ne: The uchi-ne is a short heavy bladed weapon, much like a dagger, that can be thrown as a dart. It is usually carried concealed by most nobles.

Wakizashi: A short sword that is often part of a matched set with a katana. Carried by samurai, they can be wielded with devastating effect when paired with a matching katana.

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

Weapon	Damage	Weight	Cost
Bo staff	1d6	10	2 gp
Flail	1d8	8	2 gp
Jitte	1d4	8	2 gp
Jo	1d6	5	1 gp
Kama	1d6	4	2 gp
Katana	1d10	10	30 gp
Kusari-gama	1d6	6	4 gp
Masakari	1d6	15	8 gp
Nagamaki	1d6	12	20 gp
Naginata	1d8	15	22 gp
Ninja-to	1d8	8	4 gp
Nodachi	1d10	12	20 gp
Nunchaku	1d6	2	1 gp
Sai	1d4	4	5 gp
Shuriken	1d4	1	2gp/4
Tanto	1d4	2	5 gp
Tetsu-bishi	1d4	1	5 cp
Tetsubo	1d8	15	6 gp
Tonfa	1d6	4	2 gp
Wakizashi	1d8	5	15 gp
Yari	1d6	10	2 gp

Samurai: Honour personified; warriors without peer and masters of blade, bow and horse. As noble warriors, they are held to (and hold themselves to) a stringent code of honour. A samurai will not abide or work with those that have shown themselves to be without honour. If a samurai breaches their code of honour, they lose their noble status and become ronin. They retain their class abilities, but it takes double the amount of experience for them to gain levels, until such time as they redeem their honour. The samurai code of honour should be developed by the DM to fit within the framework of their campaign.

Level	Experience Points Required for Level	Hit Dice (d10)	Saving Throw
1	0	1	13
2	2000	2	12
3	4000	3	11
4	8000	4	10
5	16000	5	9
6	32000	6	8
7	64000	7	7
8	128000	8	6
9	256000	9	5
10	350000	9+2 hp	4
11	450000	9 + 4 hp	3
12	550,000	9 + 6 hp	2
13	650,000	9 + 8 hp	2

Class Abilities:

Strength of focus: Through the act of focusing their will, the samurai can increase their strength to 18 for 1 round (gaining the resultant to hit and damage benefits) when focusing their will. The samurai gains this ability at 1st level and gains an additional use every two levels (3rd, 5th, 7th, etc.). If the samurai already has 18 strength, they gain an addition +1 to damage but no to hit modifiers.

Archery: At 2nd level, the samurai's skill with bow is such that they gain an additional +1 To hit and damage with the daikyu – the specialised longbow in addition to any dexterity bonuses to hit with missile weapons. This increases every four levels (+2 at 6th level and +3 at 10th). Further, they suffer no penalties for firing from horseback.

Bushido (Way of the Warrior): beginning at 2nd level, the samurai's ability as a warrior increases so that they cause +1 damage with melee weapons. This increases every four levels (+2 at 6th level, and +3 at 10th level).

Sword Mastery: Beginning at 5th level, the samurai can make two attacks per round but only while wielding a matched set of katana and wakizashi. They suffer no penalties for using two weapons, but only when using the matched blades. This increased attack rate is only while wielding the matched set.

Rigid Will: at 5th level, the samurai is immune to all fear effects.

Imposing Presence: At 6th level, the samurai can cause fear in creatures of 1 hit die or less at will. A saving throw is allowed. Any affected creatures flee, while those that save are immune to this effect for the remainder of the encounter.

Dominating Presence: At 10th level, the samurai can focus the force of their will into a powerful war cry once per day. This increases the samurai's strength to 18 for four rounds (If the samurai already has 18 strength, they gain an addition +1 to damage but no to hit modifiers). During this period, the samurai is immune to paralysis, charm, and mind-altering attacks and all enemies within 10 feet must save versus paralysis or be stunned for one round.

Prime Attribute: Strength 13+ (+5% Experience Bonus)

Hit Dice: 1d10 (Gains 2hp/level after 9th)

Armour Permitted: Any

Weapons Permitted: Any

Fights as: Use Fighter Table



Equipment:

Weapons

There are a wide variety of exotic weapons available in an eastern themed campaign. Many of them have analogues with their western counterparts. Below are descriptions of some of the more common types or arms, armour, and equipment available.

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

Daikyu: The daikyu is a specialised longbow (about 6 feet in length) with the grip lower than the centre of the bow to facilitate use from horseback.

Flail: A farmer's tool for harvesting rice.

Hankyu: short bow.

Jitte: a hooked baton used defensively to disarm swordsmen.

Jo: a short hardwood staff, it is 3 feet long and designed for one hand.

Kama: A straight-bladed sickle adapted from the farmer's tool.

Katana: The iconic blade of the samurai. These are extremely expensive and well made. Often handed down through families, they are highly regarded, difficult to obtain, and if stolen or lost; become the focus of great quests to obtain. It is well balanced and can be used either single or double handed. Often part of a matched set with a wakizashi.

Kusari-gama: Kama attached to a length of chain that can be used to entangle or disarm opponents

Masakari: A two handed battle axe.

Nagamaki: A shorter version of the Naginata.

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

Ninja-to: the ninja's sword. Ninja-to are straight bladed unlike the katana and smaller so that they are easier to conceal. There are often hidden compartments in the scabbard to hide cords, poison, spikes, etc. The scabbard can also be used as a breathing tube under water.

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

Nunchaku: Wooden batons joined by a length of chain primarily used to parry attacks or as a club.

Sai: a forked baton used primarily to disarm opponents.

Shuriken: blades throwing weapons that come in a variety of shapes and sizes. Also known as throwing stars.

Tanto: a curved dagger.

Tetsu-bishi: small metal spikes designed to be thrown in the path of an enemy to discourage pursuit.