

Oyashima Campaign House Rules

Instead of creating new classes, and new spells, and all that goes along with it, the premise of this campaign is to use B/X edition of D&D with minimal rule changes for a Japanese-like setting.

Classes.

No new classes, and only name changes for existing classes:

- **Clerics** are now called **Sohei**. They can use all weapons and any armor available.
- **Fighters** are now called **Bushi**. No changes.
- **Magic-Users** are now called **Shugenja**. No changes.
- **Thieves** are now called **Ninja**. No changes.
- **Dwarves** are now called **Korobokuru**. No changes.
- **Elves** are now called **Spirit Folk**, must choose type: **Bamboo, River, Sea**, DM can decide any relative bonus when in natural environment.
- **Halflings** are removed from play.

Weapons & Armor

See tables for weapons. Mostly cosmetic name changes, there were a few that were removed.

Armor is now **light, medium, or heavy**.

- Light = helmet and chest armor.
- Medium = light + arm protection.
- Heavy = full suit.
- There are no shields in this campaign.

WEAPONS

Item	AC	Cost (gp)	Item	Cost (gp)
			Axes:	
			Battle Axe (Ono)	7
			Hand Axe (Masakari)	4
			Bows:	
			Long Bow (Dai-kyu)	40
			Short Bow (Han-kyu)	25
			Quiver with 20 arrows	5
			1 silver-tipped arrow	5
			Daggers:	
			Normal Dagger (Tanto)	3
			Silver Dagger (Tanto)	30
			Swords:	
			Long Sword (Tachi)	10
			Two-Handed Sword (Nodachi)	15
			Other Weapons:	
			Mace (Tetsubo)	5
			Pole Arm (Naginata)	7
			Sickle (Kama)	3
			Spear (Yari)	3