

Aliens, Creatures & Foes



**WHITE
STAR**
COMPATIBLE

Outer Space Raiders
Volume 2: Aliens, Creatures & Foes
By C. Thorin
Copyright 2015
[Magic Pig Media](#)

White Star™ is a trademark of James M. Spahn
Used with permission under license.

Art By: Bradley K McDevitt, Jeremy Hart, Jeff Preston
Some artwork Copyright ©2013 Steve Miller.
Some artwork Copyright Art of War Games, used with permission.
All Artwork Used Under License.

Table of Contents

| | |
|--|---|
| Random Bug Eyed Monster Generator..... | 1 |
| Assassin Droid..... | 2 |
| Bone Gnasher..... | 2 |
| Brain Bats..... | 2 |
| Bug-Eyed Tentacle Monster..... | 2 |
| Fungoid..... | 3 |
| Inter-Dimensional (I.D.) Monster..... | 3 |
| Laser Brain in a Jar..... | 3 |
| Mind Worms..... | 3 |
| Psi-Sonic Beetles..... | 4 |
| Pulsarite..... | 4 |
| Radioactive Lust Vampires..... | 5 |
| Radioactive Lust Vampires Thrall..... | 5 |
| Radioactive Lust Vampire Pleasure Yacht..... | 5 |
| Space Pirates..... | 6 |
| Space Pirate, Captain..... | 6 |
| Space Cycle..... | 6 |
| Space Sharks..... | 6 |
| Teuthids..... | 7 |
| Teuthid Drone Fighter..... | 7 |
| Teuthid Brain Slave Trooper..... | 7 |
| Warp Beast..... | 7 |
| Star Ship Scaled Creatures | 8 |
| Asteroid Crab..... | 8 |
| Cosmic Behemoth..... | 8 |
| Star Kraken..... | 8 |
| Stellar Megalodon..... | 8 |

Random Bug Eyed Monster Generator

| Hit Dice | | Armor Class | Base Attack | Damage |
|----------|----|-------------|-------------|--------|
| 3 to 5 | 3 | 3 to 9 | 7[12] | 1d6 |
| 6 to 9 | 4 | 10 to 12 | 6[13] | 1d6+1 |
| 10 to 12 | 5 | 13 to 15 | 4[15] | 1d6+2 |
| 13 to 14 | 6 | 16 to 17 | 3[16] | 2d6 |
| 15 to 17 | 7 | 18 | 1[18] | 2d6+1 |
| 18 | 10 | | | |

Weird Abilities/Appearance/Additional Attacks

| | | | |
|----|--|----|--|
| 1 | 1d8 Tentacles (1d6+1 Damage). Each an additional attack. | 11 | 1d4 Eye Rays (1d6 Damage, Range 30 feet) |
| 2 | Regenerates 2 HP/Round | 12 | Blubber (-1[+1] Armor Class) |
| 3 | Acidic Slime (melee attacks cause +1d6-1 Acid damage) | 13 | 1d6 Eyes (also chance in d6 of not being surprised) |
| 4 | Slippery Slime (Characters adjacent must make a Saving Throw or fall prone.) | 14 | Pulsing Brain (Mental Attack 3x/day Save or be under effect of <i>Confusion</i> .) |
| 5 | Can turn Invisible once per day. | 15 | Maw (1d6 Bite) |
| 6 | Gigantic. It's Star Ship Scale. | 16 | Mind Control: Charm Person 1/day |
| 7 | Exoskeleton -2[+2] Armor Class | 17 | Mandibles (1d6+1 Bite) |
| 8 | Absorbs Energy. Half damage from energy attacks. | 18 | Thick skin. Half damage from non-energy attacks. |
| 9 | Immune to mental attacks. | 19 | Energy attacks heal it. |
| 10 | Can Fly (Speed 12) | 20 | Roll Twice |

What does it want?

| | | | |
|----|---------------|----|-------------------------|
| 1 | Food. | 11 | To be left alone. |
| 2 | "Friends". | 12 | Go home. |
| 3 | Brains! | 13 | Precious Bodily Fluids. |
| 4 | Life Energy. | 14 | Protect Territory. |
| 5 | Brain Energy. | 15 | Talk. |
| 6 | Destroy. | 16 | It Wants To Play. |
| 7 | Water. | 17 | Protect Offspring. |
| 8 | Salt. | 18 | Revenge. |
| 9 | Gold. | 19 | No Idea. |
| 10 | Radiation. | 20 | Roll Twice. |

Assassin Droid

Armor Class: 6[13]

Hit Dice: 4

Attacks: 1 Slam (1d6+1) or by weapon

Saving Throw: 15

Special: Disguise Module, Poison Laboratory, Sneak Attack

Move: 12

HDE/XP: 7/600

Banned in most civilized star systems, Assassin Droids are nearly unstoppable robotic killers. They appear as featureless metallic humanoids but have the ability to disguise themselves to avoid detection.

Disguise Module: An Assassin Droid can create a holographic disguise of any humanoid being.

Poison Laboratory: If an Assassin Droid can gain access to a sample of genetic material from a target then it can synthesize a specific poison for that individual. The poison can be delivered by any means. The target must make a Saving Throw at -4 or die. Other beings are immune to that poison.

Sneak Attack: If an Assassin Droid attacks an unaware target successfully then the attack does double damage.

Bone Gnasher

Armor Class: 7[12]

Hit Dice: 3

Attacks: 1 Bite (1d6+2)

Saving Throw: 16

Special: Worry

Move: 15

HDE/XP: 4/120

These hulking predators from Cossack 7 have been partially domesticated by crime lords and space pirates to act as guard animals or fighting animals in blood sports. Bone Gnashers have been known to turn on their masters for little or no reason.

Worry: When a Bone Gnasher successfully attacks, the target must make a Saving Throw or the creature has latched on its prey. It will automatically do its bite damage next round. The victim may attempt a Saving Throw as its next action to attempt to get free.

Brain Bats

Armor Class: 7[12]

Hit Dice: 3

Attacks: Claw (1d4)

Saving Throw: 16

Special: Intelligence drain

Move: 3 (Ground), 15 (Flying)

HDE/XP: 5/240

Brain Bats inhabit deserted caves and ruins throughout the galaxy where they can lay dormant for centuries. They appear as purple humanoid brains with black bat-like wings. Brain Bats feed of the psitronic energy of intelligent beings.

Intelligence Drain: When a Brain Bat successfully attacks, the target must make a Saving Throw or the bat has attached itself to the victim's head. Each round the bat is attached the victim must make another Saving Throw or be drained of 1 point of Intelligence.

Bug-Eyed Tentacle Monster

Armor Class: 4[15]

Hit Dice: 7

Attacks: 4 Tentacles (1d6 each)

Saving Throw: 12

Special: Regeneration (1d4 HP/Round until killed)

Move: 9

HDE/XP: 8/800

These massive creatures are found on planets on the fringes of the galaxy. They are aggressive and very territorial. They are usually solitary but occasionally large groups may be found in the more remote areas of space.



Fungoid

Armor Class: 6[13]

Hit Dice: 2+1

Attacks: 1 By Weapon or Spore Cloud

Saving Throw: 17

Special: Spore Cloud

Move: 12

HDE/XP: 3/60

Fungoids were a primitive race until discovered an ill fated pirate crew. Tales of the Fungoids circulated through the interstellar underworld until an enterprising drug lord discovered a method to synthesize exotic narcotics from the species.

They are a humanoid-shaped fungal species with white skin and black eyes. While they have normal humanoid features, they are incapable of making facial expressions.

Spore Cloud: A Fungoid can release a spore cloud in 10 foot radius 3 x per day. Beings within the area must make a Saving Throw at -2 or be under the effects of *Confusion* for 2d6 rounds.



Inter-Dimensional (I.D.) Monster

Armor Class: 4[15]

Hit Dice: 7

Attacks: 2 Claws (2d6 each)

Saving Throw: 12

Special: Invisibility (Partial)

Move: 9

HDE/XP: 8/800

The origins of I.D. Monsters are clouded in mystery. They have appeared on numerous planets on the fringes of civilized space and just as suddenly disappeared.

Invisibility (Partial): I.D. Monsters are invisible until the creature is hit with an energy weapon then its silhouette is visible until the creature's next action.

Laser Brain in a Jar

Armor Class: 0[19]

Hit Dice: 2

Attacks: 4 Laser Blasts (1d6, Range: 40 feet)

Saving Throw: 17

Special: None

Move: 12 (Flying)

HDE/XP: 4/120

Laser Brains are a mysterious relic of the Ancients. Their original purpose is unknown. Over the eons, they have accumulated great knowledge. They also have gone completely insane. Some will babble incoherently while others will immediately attack. But a piece of obscure knowledge might worth the risk for some.

Living Laser Brains or an undamaged Laser Brain jar can fetch a high price on the black market.

Mind Worms

Armor Class: 8[11]

Hit Dice: 1d-1

Attacks: 1 Pincer (1 point of damage)

Saving Throw: 19

Special: Mental Drain

Move: 6

HDE/XP: 1/15

These three-foot long parasites live off the psychic energy of sentient beings. They attach themselves to the base of the skull (or what may pass as a skull) of their hosts. Within hours, the host is driven mad. A few days later the host is catatonic then finally death.

While the worm is attached, the host is in a zombie like state and reacts with only violent primal instincts. Removing a Mind Worm is a complex and dangerous medical procedure.

Mental Drain: Each hour the victim loses 1 point of Intelligence, Wisdom, or Charisma (determined randomly) with a successful Saving Throw the loss is only temporary. If any of the character's scores reach 0 then he has been fallen into a coma. When all the character's mental ability scores reach 0, he is dead.

Psi-Sonic Beetles

Armor Class: 7[12]

Hit Dice: 2

Attacks: Mandible (1d6) or Psi-Sonic Scream

Saving Throw: 17

Special: Psi-Sonic Scream

Move: 12

HDE/XP: 3/60

Psi-sonic Beetles are about two-feet long and have a gray and red carapace that roughly resembles a humanoid brain.

Psi-Sonic Scream: Three times per day, a Psi-Sonic Beetle can release a psi-sonic scream. Each character within 10 feet of the beetle must succeed on a Saving Throw (-4 if the character has any sort of mystical, arcane, or mental powers) or be stunned for 1d4 rounds.

Pulsarite

Armor Class: 8[11]

Hit Dice: 2

Attacks: Energy Touch (1d6+2)

Saving Throw: 17

Special: Immaterial, Damage Immunity, Disrupts Technology

Move: 15 Flying

HDE/XP: 4/120

Beings of pure energy who could be as sentient as a single-celled organism or be evolved to a state beyond mortal comprehension.

Immaterial: Pulsarites may pass through solid objects. They may pass through force fields and energy shields with a successful Saving Throw.

Damage Immunity: Pulsarites are immune to physical and mental attacks including poisons and diseases. Energy attacks do normal damage.

Disrupts Technology: A Pulsarite disrupts technology and destroys circuitry with a touch. This includes personal weapons and cybernetics.

Energy Touch: Any character touched by a Pulsarite takes 1d6+2 damage. Robots take double damage.



Quantum Ooze

Armor Class: 6[13]

Hit Dice: 5

Attacks: Pseudopod (1d6)

Saving Throw: 14

Special: Engulf, Nonexistence

Move: 9

HDE/XP: 8/800

Scientists are unsure if Quantum Ooze is a creature or some sort of deadly quantum irregularity given form. They cannot even agree if it exists or what it may look like.

Engulf: When a Quantum Ooze successfully attacks a character, the character must make a Saving Throw or be engulfed by the ooze. While engulfed the character automatically takes 1d6-2 damage each round and ceases to exist to the outside universe. No one remembers the character. If the character dies in the ooze then it is as if the character never existed.

The character may attack the ooze from the inside. If the character does manage to survive, his allies will remember him but not remember forgetting him. However, there may be some side effects in the greater scheme of things. A powerful enemy may now be alive. A heroic deed might be undone.

Nonexistence: When a Quantum Ooze "dies", it disappears from existence and releases a burst of quantum energy. Every being within 50 feet of the ooze must make a Saving Throw or have no recollection of the last ten minutes.

Radioactive Lust Vampires

Armor Class: 4[15]

Hit Dice: 4

Attacks: 1 By Weapon or Special Ability

Saving Throw: 15

Special: Charm, Energy Absorption, Life Drain, Radiation Burst

Move: 12

HDE/XP: 8/800

Radioactive Lust Vampires are a decadent and arrogant race who might be a greater threat to the galaxy if it weren't for their own political infighting and relentless pursuit of pleasure and vice.

Charm: Radioactive Lust Vampires may use the Charm Person Meditation at will.

Energy Absorption: They have the ability to absorb the damage from energy weapons (Half damage with a successful Saving Throw.)

Life Drain: Radioactive Lust Vampires may drain the life force of creatures with a touch. Life Drain causes 1d6+1 damage and heals the vampire for the same amount. A successful Saving Throw negates. Radioactive Lust Vampire Thralls are not allowed a Saving Throw.

Radiation Burst: Once per day, a Radioactive Lust Vampire may release a deadly burst of radiation in a 20 foot radius causing 4d6 damage. A successful Saving throw for halves the damage.



Radioactive Lust Vampires Thrall

Armor Class: 5[14]

Hit Dice: 1+1

Attacks: 1 By Weapon

Saving Throw: 18

Special: None

Move: 12

HDE/XP: 1/15

A race of humanoid clones created by the Radioactive Lust Vampires to serve as food, slave labor and entertainment.

Radioactive Lust Vampire Pleasure Yacht

Armor Class: 4[15]

Hit Points: 50

Shield Strength: 4

Movement: 12

Targeting +2

Attacks: 2 Laser Cannons (1 Pilot-Linked)

Modifications: Faster-Than-Light Drive

Sleek, deadly and tacky. The Pleasure Yachts of the Radioactive Lust Vampires are well armed and armored vessels with gaudy furnishings, shag carpet on the walls and mirrors on the ceiling.

Space Pirates

Armor Class: 5[14]
Hit Dice: 1+1
Attacks: 1 By Weapon
Saving Throw: 18
Special: None
Move: 12
HDE/XP: 1/15

Space Pirate, Captain

Armor Class: 5[14]
Hit Dice: 3+1
Attacks: 1 By Weapon
Saving Throw: 16
Special: Inspire Crew
Move: 12
HDE/XP: 4/120

Interstellar space is a dangerous and lawless place. Space Pirates are a constant threat to shipping and other civilian vessels. Some pirates are blood thirsty killers while others only target the ships of evil star empires.

Inspire Crew: By shouting threats or other means of encouragement, a Space Pirate Captain inspires his crew granting them a +1 bonus to attack rolls and Saving Throws.

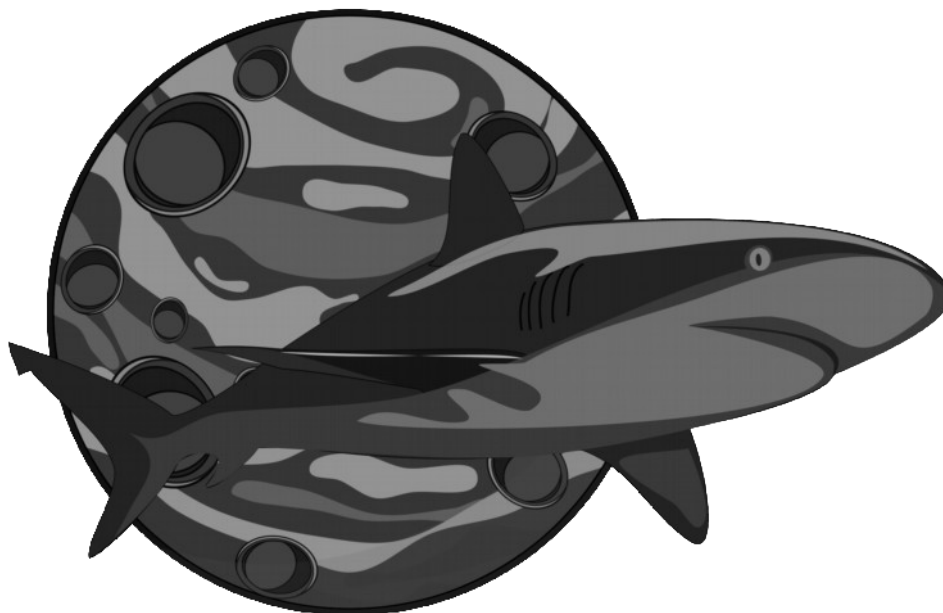
Space Cycle

Armor Class: 3[16]
Hit Points: 12
Shield Strength: 0
Movement: 18
Targeting: +1
Attacks: 2d6 (Light Laser) (Pilot-Linked)
A favorite of space pirates, outlaws, joyriders, and asteroid miners. The space cycle is little more than an engine with a seat and controls. Space cycles have no life support or other protection for the pilot.

Space Sharks

Armor Class: 6[13]
Hit Dice: 3+1
Attacks: Bite (2d6)
Saving Throw: 16
Special: Survive Vacuum Of Space
Move: Flying
HDE/XP: 4/120

These strange predators prowl the asteroid belts and space derelicts. They can survive the depths of space and migrate between the stars. They have been known to attack asteroid miners and survivors of space ship disasters.



Teuthids

Armor Class: 6[13]

Hit Dice: 6

Attacks: By Weapon or Mental Power

Saving Throw: 11

Special: Mental Powers

Move: 12

HDE/XP: 9/1,100

Teuthids are a cunning and evil race. They routinely raid space colonies for slave brains and are always in search of Ancient technology.

Teuthids have discovered a method to implant the brain of sentient creatures into machines. These slave brains are placed in robot bodies and ships.

Mental Powers: Teuthids may use the following Gifts and Meditations: Detect Thoughts (At will), Protective Meditation and Hold Person (2x per day), and Confusion (Once per day).



Teuthid Drone Fighter

Armor Class: 3[16]

Hit Points: 20

Shield Strength: 2

Movement: 15

Targeting: +3

Attacks: 4d6 (Laser Cannon) (Pilot-Linked)

Small, fast, and deadly. The Drone Fighters are controlled by slave brains with little or no sense of self preservation.

Teuthid Brain Slave Trooper

Armor Class: 4[15]

Hit Dice: 2

Attacks: Laser Rifle (2d6) or Mono-Sword (1d6+2)

Saving Throw: 15

Special: Robot body

Move: 12

HDE/XP: 9/1,100

The standard troops used by the Teuthids. A slave brain is programmed to kill then implanted into an armored robot body.

Warp Beast

Armor Class: 6[13]

Hit Dice: 4

Attacks: 2 Claws (1d6 each) and 1 Bite (2d6)

Saving Throw: 15

Special: Invisibility (only in warp space), Displacement Defense (only in normal space), Survive The Vacuum Of Space

Move: 15

HDE/XP: 7/600

These strange beasts inhabit warp space and usually aren't a threat unless they cross the flight path of a ship in warp space. The beast becomes trapped on the ship and goes on a killing rampage. Warp Beasts can only come into normal space when trapped inside a space ship. This aggravates the beast and it attempts to return to warp space.

Invisible: The beast is invisible in warp space. If it is on a ship and the ship returns to normal space then the beast will become visible.

Displacement Defense: When hit by an attack, the beast attempts a Saving Throw. If successful it teleports 1d4 x 10 feet in random direction and takes no damage. Any characters within 5 feet of the beast must make a Saving Throw or be teleported along with the Warp Beast.

Star Ship Scaled Creatures

Asteroid Crab

Armor Class: 8[11]

Hit Points: 30

Total Attack Bonus: +3

Shield Strength: 4 (Asteroid "Shell" does not regenerate as normal shields)

Attacks: 2 Pincers (3d6)

Saving Throw: 16

Special: Surprise (3 in 6 chance)

Move: 3

HDE/XP: 4/120

These solitary creatures inhabit hollowed out asteroids much like hermit crab. They only pose a threat when they happen to surprise an unwary vessel. Their pincers have been know to crush the hulls of small mining and survey vessels.

Cosmic Behemoth

Armor Class: 2[17]

Hit Points: 300

Total Attack Bonus: +7

Shield Strength: 6 (Does not degrade.)

Attacks: 1 Maw of Doom (10d6)

Saving Throw: 5

Move: 6

HDE/XP: 10/1400

No one knows the origins of the Cosmic Behemoths. These gigantic creatures can devour small asteroids and large ships. There's many an old spacer's tale about people being able to survive in the belly of a Behemoth. There might also be valuable salvage, and treasure there.

The legend of the Cosmic Behemoth graveyard draws treasure hunters from across the galaxy. A place in the far reaches of the galaxy where these creatures migrate to die. If you can find it, there's supposed to be great ancient treasures for the taking.

Star Kraken

Armor Class: 6[13]

Hit Points: 40

Total Attack Bonus: +4

Shield Strength: 0

Attacks: Crushing Tentacles (4d6)

Saving Throw: 15

Special: EMP Burst

Move: 12

HDE/XP: 4/120

These bizarre predators of the space ways have known to attack small and medium sized ships.

EMP Burst: Space Kraken can release a burst of electromagnetic energy which blinds a ship's sensors for 1d4 rounds.



Stellar Megalodon

Armor Class: 3[16]

Hit Points: 30

Total Attack Bonus: +5

Shield Strength: 0

Attacks: Bite (2d6)

Saving Throw: 15

Move: 15

HDE/XP: 4/120

Territorial and aggressive shark-like predators have been known to attack small ships.

DESIGNATION OF PRODUCT IDENTITY

All proper names, place names, flavor text, "Outer Space Raiders Volume 2: Aliens, Creatures & Foes", and logos are Product Identity. Artwork is copyright the original artists and used under license.

DESIGNATION OF OPEN CONTENT

All other content not designated as Product Identity is Open Game Content under the OGL.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

Swords & Wizardry WhiteBox Rules by Marv Breig, copyright 2008-2011 Matthew J. Finch.

White Star: White Box Science Fiction Roleplaying, Copyright 2015 Barrel Rider Games; Author James M. Spahn.

Old-School Adventures™ Accessory CC1: Creature Compendum, Copyright © 2015, Richard J. LeBlanc, Jr.