



# UPDATE

# Oriental Adventures

by James Wyatt · illustrated by Dan Scott

## Eastern Flavor



With the 3.5 update, the three core books went through a long and careful process of revision. The purpose of this article is to help you use the *Oriental Adventures* book you already have with the core rules' 3.5 update. It is not a comprehensive revision of *Oriental Adventures* or even a list of errata. As much as possible, the rules in *Oriental Adventures* have been left unchanged, and for the most part, new rules have not been added. Only occasional bits of errata are included in this article. The complete list of errata for *Oriental Adventures* is available on the Wizards of the Coast website ([www.wizards.com](http://www.wizards.com)).

Some of the material in *Oriental Adventures* has already been more thoroughly revised. You may already have seen revised versions of some *Oriental Adventures* feats and prestige classes in the *Complete Warrior*. If you have that book, you can go ahead and use the revised feats and prestige classes, or you can stick with what you already have. The decision is up to you.









## CHAPTER ONE: RACES

For the most part, the races presented in *Oriental Adventures* require little adjustment. The elimination of the shapechanger type has important implications for the hengeyokai, however, and the vanara need a small but significant change.

**Humans:** Humans from the Lion clan gain Intimidate as a class skill, rather than the obsolete Knowledge (war).

**Hengeyokai:** Hengeyokai are now creatures of the humanoid (shapechanger) type, rather than creatures of the obsolete shapechanger type. Remove their level adjustment.

**Vanara:** Remove all of the vanara's ability score adjustments.



## CHAPTER TWO: CLASSES

In general, only small changes are necessary to bring the *Oriental Adventures* classes in line with the revision.

### SAMURAI

One change to the samurai is suggested by the alteration of the damage reduction system.

**Ancestral Daisho:** When a samurai of at least 4th level wields his own ancestral katana or wakizashi, the weapon is considered an honorable weapon for the purpose of bypassing the damage reduction of certain creatures.

### SHAMAN

The shaman's martial arts abilities are weak, and improving them slightly does not unbalance the class.

**Unarmed Strike:** Like monks, shamans are trained to fight unarmed. At 1st level, a shaman gains Improved Unarmed

Strike as a bonus feat. Also, like a monk, a shaman deals more damage with his unarmed strikes than a normal person would, as shown on the Shaman Unarmed Damage table.

### SHAMAN UNARMED DAMAGE

Shaman Level	Damage (Small)	Damage (Medium)
1st-5th	1d4	1d6
6th-11th	1d6	1d8
12th-17th	1d8	1d10
18th-20th	1d10	2d6

**Bonus Feat:** At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th), a shaman gains a bonus martial arts feat. The shaman must choose these feats from the following list: Blind-Fight, Combat Reflexes, Falling Star Strike, Freezing the Lifeblood, Great Ki Shout, Iron Will, Ki Shout, Pain Touch, Stunning Fist, Unbalancing Strike. The shaman must meet all the normal prerequisites for the feats he selects.

### Sohei

Following the lead of the revised barbarian, the sohei's special abilities shift considerably, as shown on the Sohei Special Abilities table. She also gains new abilities.

**Diehard:** The sohei gains Diehard as a bonus feat at 3rd level. This replaces the Remain Conscious feat.

**Greater Frenzy:** At 11th level, a sohei's bonuses to Strength and Dexterity during her frenzy each increase to +4, the penalty she suffers on attack rolls when making a flurry of blows is reduced to -1, and her speed increases by 20 feet during her frenzy.

**Tireless Frenzy:** At 17th level and higher, a sohei no longer becomes fatigued at the end of her frenzy.

**Whirlwind Frenzy:** At 20th level, a sohei's bonuses to Strength and Dexterity during her frenzy each increase to +6, she suffers no penalty on attack rolls when making a flurry of

### SOHEI SPECIAL ABILITIES

Level	Special
1st	Ki frenzy 1/day, Weapon Focus
2nd	Deflect Arrows
3rd	Diehard
4th	Ki frenzy 2/day
5th	Strength of mind
6th	Defensive strike
7th	Damage reduction 1/-
8th	Ki frenzy 3/day
9th	Mettle
10th	Damage reduction 2/-
11th	Greater frenzy
12th	Ki frenzy 4/day
13th	Damage reduction 3/-
14th	
15th	
16th	Damage reduction 4/-, ki frenzy 5/day
17th	Tireless frenzy
18th	
19th	Damage reduction 5/-
20th	Whirlwind frenzy, ki frenzy 6/day

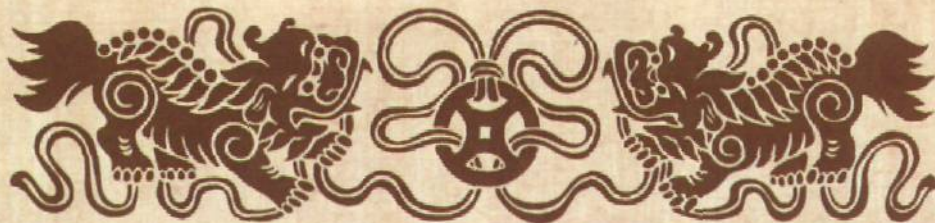
blows, and her speed increases by 30 feet during her frenzy.

### Wu Jen

The mechanic of the wu jen's elemental mastery ability was flawed in the original presentation (and corrected in the errata). Requiring a wu jen to learn all the spells of a given element in order to master that element makes it impossible for the DM to introduce new wu jen spells into the game without unfairly penalizing wu jen player characters. With the 3.5 revision, the game has moved away from skyrocketing spell saving throw DCs, so the revised elemental mastery grants the wu jen an effective caster level increase instead.

**Elemental Mastery:** The spells of a wu jen are divided into five elemental groups: earth, fire, metal, water, and wood. At 6th level, instead of receiving a spell secret, a wu jen can proclaim herself a master of one of the five elements. Thereafter, whenever a wu jen casts a spell of that element, her effective caster level (for purposes of





determining level-dependent spell variables and for caster level checks) is increased by +2. In addition, the wu jen herself gets a +2 competence bonus on saving throws against spells of that element. Certain spells on the wu jen spell list are designated "All;" this means they belong to all elemental groups, and a wu jen who is a master of any element gains the mastery bonuses with respect to those spells.



### CHAPTER THREE: PRESTIGE CLASSES

The Oriental Adventure prestige classes require a few changes, mostly derived from similar changes made to other classes in the 3.5 revision.

**Monk Prestige Classes:** The changes to the monk class in 3.5 make it much easier to design prestige classes for monk characters. A henshin mystic, Shintao monk, or tattooed monk simply adds his class level to his monk level to determine his unarmed damage, Armor Class bonus, speed, and the effectiveness of his flurry of blows.

**Wild Empathy:** The battle maiden, bear warrior, and shapeshifter prestige classes all had Animal Empathy as a class skill. Replace this class skill with a new class ability, wild empathy, which each class acquires at 1st level. This ability works exactly like the wild empathy class feature of the druid and ranger classes. If the character has ranger or druid levels, she can add those levels to her prestige class level to determine her total bonus on wild empathy checks.

#### Eunuch Warlock

Experience has shown that granting a spellcaster bonus spells rather than a normal level progression is unsatisfying at best. Use the Eunuch Warlock Advancement table for the eunuch warlock's special abilities and spellcasting.

**Focused Spell Power (Ex):** When a eunuch warlock casts a spell from a school that he has Spell Focus in, his

#### EUNUCH WARLOCK ADVANCEMENT

Class Level	Special	Spellcasting
1st	Focused spell power +1	—
2nd	1st mighty spell	+1 level of existing class
3rd	Leadership	+1 level of existing class
4th	2nd mighty spell	+1 level of existing class
5th	Focused spell power +2	+1 level of existing class
6th	3rd mighty spell	+1 level of existing class
7th		+1 level of existing class
8th	4th mighty spell	+1 level of existing class
9th	Focused spell power +3	+1 level of existing class
10th	5th mighty spell	+1 level of existing class

effective caster level (for purposes of determining level-dependent spell variables and for caster level checks) is increased by +1. This bonus increases to +2 at 5th level and to +3 at 9th level.

This benefit applies even to schools the character gains the Spell Focus feat for after becoming a eunuch warlock.

#### Henshin Mystic

The changes to the damage reduction system in 3.5 require two changes to the henshin mystic class.

**Ki Strike (Su):** At 4th level, a henshin mystic's unarmed attacks are treated as lawful weapons for the purpose of dealing damage to creatures with damage reduction. If he already has *ki strike* (lawful) as a class ability from monk levels, he gains the ability to align his weapons to either good or evil, depending on his actual alignment. If he is neither good nor evil, he must choose one of those alignments to apply to his *ki strike* ability.

At 8th level, a henshin mystic's unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage reduction and for bypassing hardness.

**Riddle of Invulnerability (Su):** A 10th-level henshin mystic gains damage reduction 10/magic.

#### Shadow Scout

Following the example of the ranger, the shadow scout's favored enemy ability becomes slightly better.

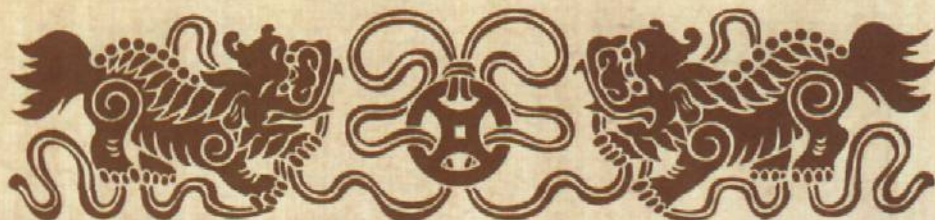
**Favored Enemy (Ex):** At 1st level, a shadow scout may select a type of creature (such as giants, goblinoids, undead, or oni) as a favored enemy. The shadow scout must select a creature type or subtype from Table 3-14: Ranger Favored Enemies in the *Player's Handbook*, except that a shadow scout may also select oni or a human clan other than his own as his favored enemy. Due to his extensive study of his chosen type of foe and training in the proper techniques for combating such creatures, the shadow scout gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. At 4th level and every three levels thereafter (4th, 7th, and 10th level), the bonus increases by +2.

If a shadow scout already has a favored enemy, he may either select a new favored enemy or increase the bonus against any one favored enemy by +2. If he chooses to increase his bonus against an existing favored enemy, he must add subsequent bonuses from levels in shadow scout to the same favored enemy.

#### Shapeshifter

Two changes to the rules system have a minor impact on the shapeshifter: slight changes to the druid's wild shape ability (particularly the addition of plant wild shape and a relaxing of the rules for





shifting into a dire animal form) and the abolition of the shapechanger type.

## SHAPESHIFTER ADVANCEMENT

### Class

Level	Special
1st	Wild shape (3/day), extra shifting
2nd	
3rd	Wild shape (Large)
4th	Wild shape (4/day)
5th	Wild shape (Tiny)
6th	A thousand faces
7th	Wild shape (plant)
8th	Wild shape (5/day)
9th	Wild shape (Huge)
10th	Wild shape (elemental 1/day), natural shapechanger

**Wild Shape (Su):** At 1st level, a shapeshifter gains the ability to change form into a Small or Medium animal and back again three times per day. This ability works exactly like the druid's wild shape ability.

The shapeshifter can use wild shape one more time per day at 4th and 8th level, as noted on the table. In addition, the shapeshifter gains the ability to take the shape of a Large animal at 3rd level, a Tiny animal at 5th level, and a Huge animal at 9th level. The new form's Hit Dice can't exceed the shapeshifter's character level.

At 7th level, a shapeshifter becomes able to use wild shape to change into a plant creature, such as a shambling mound, with the same size restrictions as for animal forms. (A shapeshifter can't use this ability to take the form of a plant that isn't a creature, such as a tree or a rose bush.)

At 10th level, a shapeshifter becomes able to use wild shape to change into a Small, Medium, or Large elemental (air, earth, fire, or water), or nature spirit once per day. Nature spirit statistics can be found on page 177 of *Oriental Adventures*. These elemental forms are in addition to her normal wild shape usage. In addition to the normal effects

of wild shape, the shapeshifter gains all the elemental's or nature spirit's extraordinary, supernatural, and spell-like abilities. She also gains the creature's feats for as long as she maintains the wild shape, but she retains her own creature type.

**Natural Shapechanger:** At 10th level, a shapeshifter changes form so naturally that she gains the shapechanger subtype. There are few direct benefits of this subtype, but she can return to her natural form as a standard action when she is subjected to a spell such as *polymorph other* (as stated in the spell descriptions).

## Shintao Monk

Following the example of the paladin, the Shintao monk gains the ability to smite Tainted creatures more times per day as he advances in level. To compensate for this improvement, his bonus feat progression is slowed.

## SHINTAO MONK ADVANCEMENT

### Class

Level	Special
1st	Monk abilities, touch the Void dragon, bonus feat
2nd	Detect Taint, smite Taint 1/day, speak to the soul
3rd	Grasp the earth dragon
4th	Purity of Shinsei, bonus feat
5th	Channel the fire dragon
6th	Great silence, smite Taint 2/day
7th	Steal the air dragon, bonus feat
8th	Ancestral guidance
9th	Ride the water dragon
10th	Kukan-do, bonus feat, smite Taint 3/day

**Touch the Void Dragon (Su):** Once per day, a Shintao monk can raise one of her ability scores by 4 points for a duration of 10 minutes per level. This ability is similar to the ability-boosting spells *bull's strength*, *bear's endurance*, *cat's grace*, *fox's cunning*, *owl's wisdom*, and *eagle's splendor*.

**Smite Taint (Su):** At 6th level, a Shintao monk can use this ability twice

per day. At 10th level, he can use it three times per day.

## Tattooed Monk

The changes to the damage reduction system affects one of the tattooed monk's abilities.

**Tattoo (Su):** Three tattoos have slightly altered abilities.

**Crab:** The tattooed monk gains damage reduction 2/magic. This damage reduction improves by 2 for each additional tattoo he possesses.

**Pine:** The tattooed monk gains the benefits of both the Endurance and Diehard feats.

**Spider:** To use this tattoo, a character must have the Stunning Fist feat. Instead of a stunning fist attack, a character with this tattoo can make an attack that delivers a contact poison. The poison's save DC is equal to 10 + the tattooed monk's class level + his Constitution modifier. The poison's initial and secondary damage is 2 points of Constitution damage. Using this tattoo counts as one of the character's stunning fist attacks for that day.

## Yakuza

The rogue and barbarian gain trap sense earlier now (bringing the ability into play more often, since traps are more frequently encountered at lower levels), so the yakuza's abilities are slightly altered in the same way.

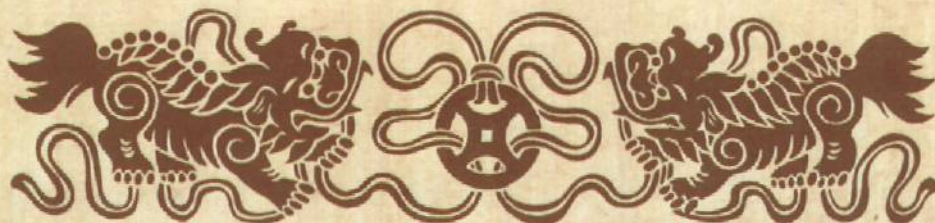
**Uncanny Dodge (Ex):** As the rogue ability. If a yakuza already has uncanny

## YAKUZA ADVANCEMENT

### Class

Level	Special
1st	Uncanny dodge, defensive roll
2nd	Improved evasion
3rd	Yakuza knowledge, trap sense +1
4th	Improved uncanny dodge
5th	Leadership
6th	Trap sense +2
7th	
8th	
9th	Trap sense +3
10th	Slippery mind





dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

**Trap Sense (Ex):** As the rogue ability. Trap sense bonuses gained from multiple classes stack.

**Improved Uncanny Dodge (Ex):** As the rogue ability. If a yakuza already has improved uncanny dodge from a different class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.



## CHAPTER FOUR: SKILLS AND FEATS

Skills require little alteration, but feats are a major area of revision.

### Skills

*Oriental Adventures* introduced four new Knowledge specialties. There is no need for the Knowledge (war) skill; it should be removed and replaced with Knowledge (history).

In the 3.5 *Player's Handbook*, having 5 or more ranks in any Knowledge skill now grants a synergy bonus on another skill or ability. These are the synergy effects for the new *Oriental Adventures* Knowledge skills.

5 or more ranks in Knowledge . . . (barbarian lore)	Gives a +2 bonus on . . . Diplomacy checks against humanoids not native to Rokugan
(Shadowlands)	Survival checks in the Shadowlands
(spirits)	Survival checks in the Spirit World

### Feats

Many changes, some of them fairly sweeping, are necessary to bring feats in line with the 3.5 revision. Most of the revisions necessary are to ancestor feats, many of which are feats that grant

+2 to two different skills—a category sufficiently filled by the *Player's Handbook*. In line with the revisions to regional feats published in the *FORGOTTEN REALMS Player's Guide to Faerûn*, this section presents a completely revised selection of ancestor feats. Several of the revised and new feats presented here are drawn from that book and were written by Richard Baker.

**Improved Grapple:** This feat is replaced by the feat of the same name in the *Player's Handbook*.

**Remain Conscious:** This feat is replaced by the Diehard feat in the *Player's Handbook*. Any character who would gain Remain Conscious as a bonus feat (such as a 3rd-level Singh rager) gains Diehard instead.

### Ancestor Feats

The ancestor feats in this section replace the feats of the same name in *Oriental Adventures*. Most of them are simply better than their original versions. The reason for this is a slight shift in philosophy also reflected in the *FORGOTTEN REALMS Player's Guide to Faerûn*: Players should be rewarded for making the effort to ground their characters in a campaign world. Taking an ancestor feat is a good option—usually a better option than taking a similar non-ancestor feat.

Human characters from one of the great clans are no longer required to spend their bonus feat slot on an ancestor feat. Choosing an ancestor feat is a good option for many characters, but never a requirement. Any character can choose an ancestor feat, but only at 1st level. No character can have more than one ancestor feat.

### Altered Feats

Many of the ancestor feats in *Oriental Adventures* require substantial revision to bring them into line with the regional feats in the *Player's Guide to Faerûn*. Except where noted below, the text in this section replaces the Benefit entry for each feat.

**No Change:** The following feats require no alteration at all: Art of Fascination, Iaijutsu Master, Improved

Aid, Resist Poison, Soul of Honor, and Soul of Loyalty.

**Attention to Detail [Lion]:** You gain a +2 bonus on Sense Motive checks opposing another character's Bluff check, on Spot checks opposing another character's Disguise or Forgery check, and on Will saves to disbelieve illusions.

**Blood Sorcerer [Scorpion]:** When you cast maho-tsukai spells, your effective caster level (for purposes of determining level-dependent spell variables and for caster level checks) is increased by +2. However, you also add +3 to the DC for the Fortitude save you must make to avoid accumulating Taint when you cast maho spells.

**Cool Head [Unicorn]:** You cannot become shaken, allowing you to ignore the effects of the shaken condition. (You can still be frightened or panicked.)

If you are subject to any effect that forces you into violent action, such as a *song of discord* spell or a *confusion* effect that would force you to attack, you may attempt a second saving throw to resist that effect before performing the violent action. If your second saving throw succeeds, you throw off the effect exactly as though you had made your first saving throw. You may not roll more than two saving throws against the same spell or effect. In the case of the *confusion* spell, you may not attempt a second saving throw until it is your turn and the random die roll determines that you must attack another creature.

**Discipline [Phoenix]:** You gain a +2 bonus on Will saves and a +2 bonus on Concentration checks.

**Fearsome and Fearless [Lion]:** You gain a +4 bonus on all Will saves against fear effects, and the difficulty class of any fear effect you create (through a spell or other ability) increases by +2.

If you adopt the Akodo champion prestige class, allies within your aura of courage gain an additional +1 bonus on their saving throws against fear effects.

**Gifted General [Crane]:** You gain a +2 bonus on Initiative checks and a +2 bonus on all Fortitude saves.

**Great Crafter [Crab]:** When you use the Craft skill to create a masterwork





item, such as a weapon, armor, or shield, it gains an additional 2 points of hardness and 10 hit points.

**Great Diplomat [Phoenix]:** You gain a +2 bonus on Diplomacy checks. Once you reach 6th level, you automatically attract a cohort (but not followers) as though you had taken the Leadership feat, and your Leadership score is increased by +2.

**Great Teamwork [Crab]:** You can more easily flank opponents with your allies. When determining whether an opponent is flanked, as long as you are adjacent to the opponent, you can treat your position as though you were actually standing in any other square adjacent to both your own position and your opponent's.

**Kami's Intuition [Unicorn]:** You gain a +2 bonus on Sense Motive checks. You may make any Knowledge check untrained, even if the DC is higher than 10. In addition, you may use your Wisdom modifier for any Knowledge check in place of your Intelligence modifier.

**Karmic Twin [Scorpion]:** You gain a +2 bonus on Diplomacy and Intimidate checks (not all Charisma-based checks).

In addition, change the Intuit Direction check to learn the direction of your karmic twin to a Wisdom check.

**Keen Intellect [Dragon]:** You may use your Intelligence modifier instead of your Wisdom modifier when making Heal, Sense Motive, Spot, or Survival checks. You may also use your Intelligence modifier instead of Wisdom when making a Will saving throw.

**Lion Spy [Lion]:** You gain a +2 bonus on Diplomacy, Gather Information, and Spot checks.

**Luck of Heroes [Crab]:** You receive a +1 luck bonus on all saving throws and a +1 luck bonus to Armor Class.

**Magistrate's Mind [Scorpion]:** You gain a +2 bonus on Intimidate, Search, and Sense Motive checks.

**Many Masks [Scorpion]:** You gain a +2 bonus on Bluff, Disguise, and Perform (act) checks.

**Oni's Bane [Phoenix]:** You gain a +3 bonus on caster level checks to beat an outsider's spell resistance.

You also gain a +3 bonus on Spellcraft checks to successfully cast a divine spell in the Shadowlands, but each time you fail such a check, you add +2 to your Taint score for every 5 points by which you failed.

In addition, you also gain a +3 bonus on opposed Charisma checks made to control an oni summoned with a *planar binding* spell. However, every time you make such a check, you add +2 to your Taint score.

**Power Attack—Iaijutsu [Crane]:** Add Prerequisite: Strength 13.

**Power Attack—Shadowlands [Crab]:** Add Prerequisite: Strength 13.

**Benefit:** When you use the Power Attack feat against a creature with the Shadowlands subtype or a character with Shadowlands Taint, you may subtract a number from your attack rolls and add twice that number to your melee damage rolls (or three times that number if you are using a two-handed weapon). The normal restrictions of the Power Attack feat apply. You gain no benefit from this ancestor feat if you do not have the Power Attack feat.

**Powerful Voice [Unicorn]:** You gain a +2 bonus on Diplomacy and wild empathy checks.

As a standard action, you can make a DC 15 Perform (sing) or Perform (oratory) check to grant your allies a +1 morale bonus on saving throws against charm and fear effects. This bonus lasts as long as you continue speaking or singing. While using this ability, you cannot cast spells, activate magic items by spell completion (such as scrolls) or by command word (such as wands).

**Resist Taint [Crab]:** The bonus from this feat applies on daily saving throws made in the Shadowlands to resist acquiring Taint, as well as on saves against Taint-related maho spells such as *cloud of taint*.

**Saddleback [Unicorn]:** You can take 10 on Ride checks, even if rushed or threatened. If you or your mount fail a Reflex save while mounted, you can attempt a Ride check to succeed on the saving throw. The save is successful if your Ride check result is equal to or

greater than the spell's save DC (essentially, your Ride check result becomes your Reflex save if it is higher than the result you achieved with your Reflex save). You can attempt to do this once per round for either yourself or your mount. If both you and your mount fail a Reflex save against the same effect (for example, a *fireball* spell or dragon breath that catches you and your mount in the area of effect), your Ride check result applies to both your save and your mount's save.

**Scholar of Nature [Phoenix]:** You gain a +2 bonus on Knowledge (nature), Survival, and Heal checks.

**Silver Tongue [Dragon]:** You can use the Diplomacy skill (trained or untrained) to produce the following effects:

- *Change an NPC's attitude toward a person other than yourself.* The DC is the same as if you were changing the character's attitude toward you.

- *Inspire love and devotion.* If you successfully improve a character's attitude toward you (only) to helpful, you can choose to cause that character to show romantic interest in you. The character thereafter seeks every opportunity to be near you and makes every effort to win your affection, within the bounds of relatively normal behavior.

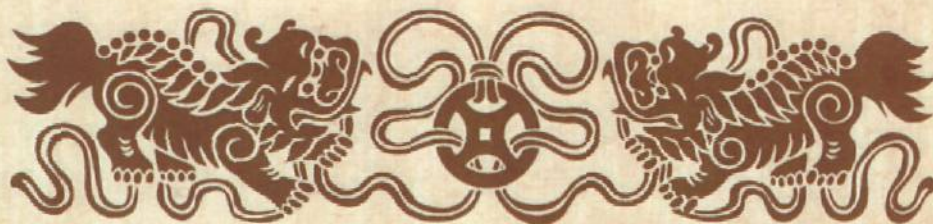
- *Inspire hope or despair.* With a successful Diplomacy check against DC 25, you fill a single target with hope or despair, as if affected by the *good hope* or *crushing despair* spells. In the case of despair, the target can negate the effect with a successful Will saving throw (DC 10 + 1/2 your Diplomacy ranks + your Charisma modifier).

- *Cause confusion.* Make a Diplomacy check opposed by your target's Sense Motive check. If you beat your target's check result by 10 or more, you can cause him to become *confused* for 1 round. You can use this ability as a full-round action.

**Smooth Talk [Crane]:** You only take a -5 penalty if you attempt a Diplomacy check as a full-round action.

**Spell Power [Crab]:** Three times per day, you can cast a spell with extraordinary power. Add +1 to your effective





caster level (for purposes of determining level-dependent spell variables and for caster level checks).

**Spellcaster Support [Phoenix]:** You can use the aid another action, making a Spellcraft check against DC 10, to add +1 to the effective caster level of an ally's spell. An opponent you threaten cannot make attacks of opportunity against an ally of yours who is also in your threatened area if the ally casts a spell—thereby negating the need for the ally to cast defensively.

**Strength of the Charger [Unicorn]:** While you are mounted, you may add your mount's Constitution modifier as a bonus on your own Fortitude saves. Also while you are mounted, you gain a number of bonus hit points equal to your mount's Constitution modifier. These are not temporary hit points and they are not lost first, the way temporary hit points are; you lose them when you dismount for any reason, and you regain them when you return to the saddle.

**Strength of the Crab [Crab]:** While you are in melee and within 15 feet of another character from the Crab clan, you and the other member of the Crab clan both gain a +1 morale bonus on attack rolls and on saving throws against fear effects.

**Strong Soul [Unicorn]:** You gain a +1 bonus on all Fortitude and Will saves. Against death effects, energy drain, or ability drain attacks, this bonus increases to +3.

**Warrior Instinct [Lion]:** Once per day, when making an attack roll, you may roll two dice and take the better result.

**Warrior Shugenja [Dragon]:** You gain a +2 bonus on Concentration checks to cast a spell on the defensive. If you fail a Concentration check to cast on the defensive, you do not lose the spell you were attempting to cast. You can choose either to abort your casting attempt and retain the spell, or you can cast anyway, provoking an attack of opportunity as though you had not attempted to cast defensively. If you are holding a light or one-handed weapon while you cast, you can use it to block the attack of opportunity you suffer for casting a spell,

gaining a +1 shield bonus to your AC against one attack of opportunity you draw by casting.

### Replacement Feats

A few ancestor feats in *Oriental Adventures* should simply be deleted and replaced with different feats. The Replacement Feats table shows which feats are replaced.

#### Audacious Attempt [Ancestor]

You are descended from the famous Scorpion daimyo Bayushi Tengen, author of *Lies and Little Truths*. You share that ancestor's incredible audacity.

**Clan:** Scorpion.

**Benefit:** Once per encounter, when you are attempting a nearly impossible task (any task at which you need to roll a 20 on 1d20 to succeed), you may roll two dice instead of one, taking the better result. You can use this ability when you choose, whether you are making an attack roll, saving throw, skill or ability check, level check, or any other 1d20 roll that you make, as long as you can succeed on that particular check only by rolling a 20 on the die.

#### Blood Artisan [Ancestor]

You are descended from Asahina Yajinden, a shugenja of the Crane clan who became the greatest lieutenant of the dread sorcerer Iuchiban. Yajinden abused his power, creating the Bloodswords and other evil magic items used by the armies of Iuchiban. You have mastered the method of creating a certain kind of magic item.

**Clan:** Crane.

**Benefit:** When you make magic arms and armor or wondrous items, you pay only 75% of the normal gold-piece cost to create the item. However, the item is always cursed; with the curse randomly determined by the DUNGEON MASTER, using the tables in Chapter 7 of the *DUNGEON MASTER's Guide*.

**Special:** You cannot create normal items by forgoing this discount.

#### Cultured Courtier [Ancestor]

You claim descent from Doji, the founder of the Crane household, known as a creator of culture and civilization. You are skilled in the arts of diplomacy as well as the fine arts.

**Clan:** Crane.

**Benefit:** You gain a +2 bonus on Diplomacy and Sense Motive checks, as well as a +2 bonus on a single Craft or Perform skill of your choice.

#### Infamous Traitor [Ancestor]

Bayushi Junzen, Scorpion Clan Champion, did not trust the Yogo family, so he gave three of the Black Scrolls of Fu Leng to his son, Bayushi Tesaguri—who is your ancestor. Tesaguri, however, betrayed this trust by selling the Scrolls to the Phoenix clan—and paid for his crime with his life. Like your ancestor, you cannot be trusted, but you are adept at seizing the right moment to act.

**Clan:** Scorpion.

**Benefit:** You gain a +2 bonus on Initiative checks, and a +2 bonus on Bluff and Intimidate checks.

### REPLACEMENT FEATS

Old Feat	Clan	New Feat
Artist	Crane	Cultured Courtier
Born Duelist	Dragon	Twin Sword Style
Great Stamina	Crane	Tireless
Honest Merchant	Scorpion	Infamous Traitor
Magic in the Blood	Unicorn	Spellwise
Magical Artisan	Crane	Blood Artisan
Sea Legs	Crab	Stormheart
Soul of Sincerity	Scorpion	Audacious Attempt





## NEWLY AVAILABLE SPELLS

Spell Name	Level
<i>Acid splash</i>	Wuj 0 (Water)
<i>Align weapon</i>	Not available
<i>Animate plants</i>	Wuj 7 (Wood), Wood 8
<i>Arcane sight</i>	Wuj 3
<i>Arcane sight, greater</i>	Wuj 7
<i>Baleful polymorph</i>	Maho 5, Sha 5, Wuj 5
<i>Bear's endurance, mass</i>	Shu 6 (Earth), Wuj 6 (Earth)
<i>Blight</i>	Maho 4, Wuj 5
<i>Bull's strength, mass</i>	Sha 6, Shu 6 (Earth), Wuj 6 (Earth)
<i>Call lightning storm</i>	Shu 5 (Fire)
<i>Cat's grace, mass</i>	Shu 6 (Fire), Wuj 6 (Fire)
<i>Command undead</i>	Maho 2
<i>Crushing despair</i>	Maho 4
<i>Cure critical wounds, mass</i>	Healing 8, Sha 8, Shu 8 (Water)
<i>Cure moderate wounds, mass</i>	Sha 6, Shu 6 (Water)
<i>Cure serious wounds, mass</i>	Sha 7, Shu 7 (Water)
<i>Daze monster</i>	Shu 2 (Air), Wuj 2
<i>Deep slumber</i>	Shu 3 (Air), Wuj 3
<i>Dimensional lock</i>	Sha 8, Wuj 8
<i>Disrupting weapon</i>	Sha 5
<i>Eagle's splendor</i>	Sha 2, Soh 2, Wuj 2
<i>Eagle's splendor, mass</i>	Sha 6, Wuj 6
<i>Enlarge person, mass</i>	Wuj 4
<i>False life</i>	Maho 2, Wuj 2
<i>Fox's cunning</i>	Shu 2 (Fire), Wuj 2
<i>Fox's cunning, mass</i>	Shu 6 (Fire), Wuj 6
<i>Glibness</i>	Shu 3 (Air)
<i>Good hope</i>	Shu 4 (Air)
<i>Heroism</i>	Wuj 3
<i>Heroism, greater</i>	Wuj 6
<i>Hold monster, mass</i>	Wuj 9
<i>Hold person, mass</i>	Wuj 7

### Spellwise [Ancestor]

You claim a karmic link with *luchi*, one of the most resourceful *shugenjas* in early Rokugan. You have an innate familiarity with the workings of magic, and you have learned that things are sometimes not as they appear.

**Clan:** Unicorn.

**Benefit:** You receive a +2 bonus on all Knowledge (arcana) and Spellcraft checks. You get a +2 bonus on saving throws against illusion spells or effects.

### Stormheart [Ancestor]

The sea is in your blood. You are no stranger to sea chases and blood on the decks.

**Clan:** Crab.

**Benefit:** You gain a +2 bonus on Balance and Profession (sailor) checks. You ignore any hampered movement penalties for fighting on pitching or slippery decks, and gain a +1 dodge bonus during any fight that takes place on or in a boat or ship.

**Normal:** Characters moving on difficult or treacherous surfaces count each square of movement as two squares.

### Tireless [Ancestor]

Your ancestor, Daidoji Masashigi, gave his life defending the Kaiu Wall alongside the Crab at the Battle of the Landbridge. You don't know the meaning of the word quit.

**Clan:** Crane.

**Benefit:** You reduce the effects of exhaustion and fatigue by one step. You cannot become exhausted; if you are exposed to an effect or condition that would make you exhausted (such as the spell *waves of exhaustion*), you become fatigued instead. If an effect or condition (such as the end of barbarian rage) would make you fatigued, you suffer no penalty at all.

### Twin Sword Style [Ancestor]

You claim descent from Mirumoto, one of the first two samurai to join Togashi in his meditative retreat. You have mastered the *niten* defensive style based on wielding a blade in each hand.

**Clan:** Dragon.

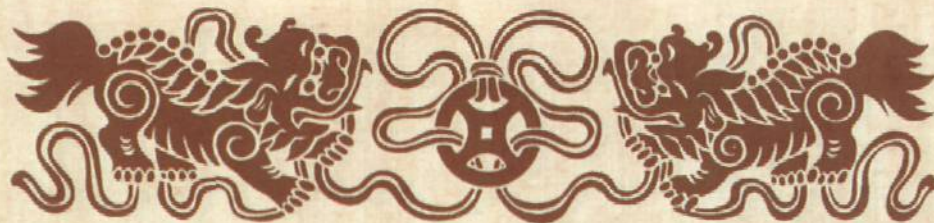
**Benefit:** When fighting with a katana and a wakizashi, you can designate a melee opponent during your action and receive a +2 shield bonus to your Armor Class against attacks from that opponent. This bonus stacks with the shield bonus from a buckler or *animated shield*, as well as from the bonus granted by the Mirumoto *niten* master prestige class. (It does not stack with the similar bonus from the Two-Weapon Defense feat, although both bonuses can be in effect at the same time against different opponents.) You can select a new melee opponent as a free action on your turn. You lose this bonus if you are caught flat-footed or lose your Dexterity bonus to AC for any reason.



## CHAPTER SEVEN: MAGIC AND SPELLS

The 3.5 revision introduced many changes to spells. Refer to the 3.5 Accessory Update (available at [www.wizards.com](http://www.wizards.com)) for general information about changes to spell names, levels, and schools. Spells that changed level in the *Player's Handbook* should change the same way for *Oriental Adventures* spellcasters. For example, *animate dead* used to be a 5th-level wizard spell (and a 5th-level maho-tsukai spell); now it is 4th level for both wizards and maho-tsukai.





### Domains

In some cases, changes to spell levels affect domain spell lists.

**Community Domain:** Replace *shield other* (2nd level) with *status*. Replace *status* (4th level) with *greater status*, which appears in the accessory update (available at [www.wizards.com](http://www.wizards.com)), and in the *Book of Exalted Deeds*. Replace *mass heal* (8th level) with *sympathy*. Replace *miracle* (9th level) with *mass heal*.

**Healing Domain:** Replace *mass heal* (8th level) with *mass cure critical wounds*. Replace *true resurrection* (9th level) with *mass heal*.

**Travel Domain:** Replace *expeditions retreat* (1st level) with *longstrider*.

**Wood Domain:** Replace *changestaff* (8th level) with *animate plants*.

### New Spells

The Newly Available Spells table lists the new spells presented in the 3.5 *Player's Handbook* and at what level they are available to spellcasters in an *Oriental Adventures* game.

Although *align weapon* does not exist in an *Oriental Adventures* campaign, it has a close equivalent in the *honorable weapon* spell.

### Honorable Weapon

Transmutation (Lawful)

Level: Sha 2, Soh 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Weapon touched or fifty projectiles (all of which must be in contact with each other at the time of casting)

Duration: 1 min./level

Saving Throw: Will negates (harmless, object)

Spell Resistance: Yes (harmless, object)

*Honorable weapon* makes a weapon honorable, allowing it to bypass the

damage reduction of certain dishonorable creatures, primarily undead and a few non-oni residents of the Shadowlands. This spell has no effect on a weapon that already has an alignment, such as a Tainted sword.

You can't cast this spell on a natural weapon, such as an animal's claw or bite.

### Revised Spells

Many of the spells presented in *Oriental Adventures* need revision.

**Ancestral Vengeance:** The ancestral attack deals 1d8 points of damage per two caster levels (maximum 5d8), or 1d6 points per caster level (maximum 10d6) if the target is undead. Spell resistance does not apply to this spell.

**Bo of Water:** The bo is considered a magic weapon for purposes of bypassing damage reduction.

**Discern Shapechanger:** For purposes of this spell, a shapechanger is any creature with the shapechanger subtype or the supernatural ability to take an alternate form or change shape.

**Entangling Scarf:** You use your base attack bonus plus your Intelligence bonus for attack rolls made with an entangling scarf.

**Fatigue:** This spell is made obsolete by the *touch of fatigue* spell in the revised *Player's Handbook*.

**Fires of Purity:** The target gains fire immunity for the duration of the spell, but takes half again as much damage (+50%) from cold.

**Force Shapechange:** For purposes of this spell, a shapechanger is any creature with the shapechanger subtype or the supernatural ability to take an alternate form or change shape.

**Hail of Stone:** Spell resistance does not apply to this spell.

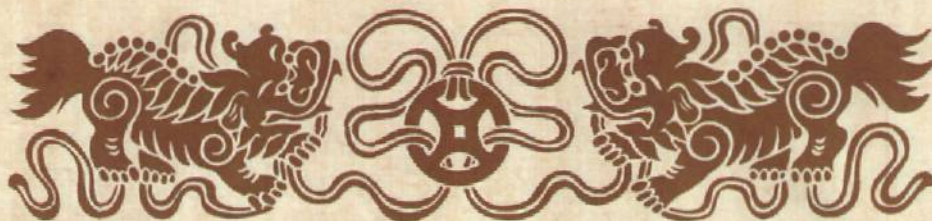
**Horse's Nose:** This spell does not allow you to track by scent unless you have the Track feat.

**Ice Knife:** Spell resistance does not apply to this spell.

### NEWLY AVAILABLE SPELLS

Spell Name	Level
<i>Inflict critical wounds, mass</i>	Maho 8, Sha 8
<i>Inflict moderate wounds, mass</i>	Maho 6, Sha 6
<i>Inflict serious wounds, mass</i>	Maho 7, Sha 7
<i>Longstrider</i>	Travel 1
<i>Moment of prescience</i>	Shu 8 (Air), Wuj 8
<i>Mordenkainen's private sanctum</i>	Not Available
<i>Overland flight</i>	Wuj 5
<i>Owl's wisdom</i>	Sha 2, Shu 2 (Air), Soh 2, Wuj 2
<i>Owl's wisdom, mass</i>	Sha 6, Shu 6 (Air), Wuj 6
<i>Polar ray</i>	Wuj 8 (Water)
<i>Prying eyes, greater</i>	Wuj 8
<i>Ray of exhaustion</i>	Maho 3
<i>Reduce person, mass</i>	Wuj 4
<i>Scorching ray</i>	Wuj 2 (Fire)
<i>Shout, greater</i>	Wuj 8
<i>Song of discord</i>	Shu 5 (Air)
<i>Spell Immunity, greater</i>	Sha 8, Shu 8 (Earth)
<i>Summon instrument</i>	Not Available
<i>Symbol of death</i>	Maho 8, Wuj 8
<i>Symbol of fear</i>	Maho 6, Wuj 6
<i>Symbol of insanity</i>	Maho 8, Wuj 8
<i>Symbol of pain</i>	Maho 5, Wuj 5
<i>Symbol of persuasion</i>	Sha 6, Wuj 6
<i>Symbol of sleep</i>	Sha 5, Wuj 5
<i>Symbol of stunning</i>	Sha 7, Wuj 7
<i>Symbol of weakness</i>	Maho 7, Wuj 7
<i>Sympathetic vibration</i>	Not Available
<i>Touch of fatigue</i>	Maho 1
<i>Touch of idiocy</i>	Maho 2, Wuj 2
<i>Undeath to death</i>	Sha 6, Wuj 6
<i>Waves of exhaustion</i>	Maho 7
<i>Waves of fatigue</i>	Maho 5





**Iron Scarf:** You use your base attack bonus plus your Intelligence bonus for attack rolls made with an iron scarf.

**Scales of the Lizard:** This spell grants you an enhancement bonus to your natural armor, like the *barkskin* spell. Thus, it stacks with natural armor you might already possess, but not with other enhancement bonuses to your natural armor.

**Snake Barrier:** For purposes of this spell, a reptilian creature is a humanoid with the reptilian subtype, or a monstrous humanoid, magical beast, or outsider with obvious snakelike, lizardlike, or other reptilian features. This category includes, but is not limited to, yuan-ti, behirs, basilisks, nagas, marilith demons, medusas, hydras, and ethereal marauders. Celestial and fiendish snakes and lizards are also affected. It does not affect creatures of the dragon type.

**Spirit Ally:** This spell calls a single spirit of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12.

**Spirit Ally, Greater:** This spell calls a single creature of 18 HD or less, or up to three creatures of the same kind, whose Hit Dice total no more than 18.

**Spirit Ally, Lesser:** This spell calls a single spirit of 6 HD or less.

**Spirit Binding:** This spell calls a single spirit of 12 HD or less, or two creatures of the same kind whose Hit Dice total no more than 12.

**Spirit Binding, Greater:** This spell calls a single creature of 18 HD or less, or up to three creatures of the same kind whose Hit Dice total no more than 18.

**Spirit Binding, Lesser:** This spell calls a single spirit of 6 HD or less.

**Tetsubo of Earth:** The tetsubo is considered a magic weapon for purposes of bypassing damage reduction.

**Vulnerability:** The subject's damage reduction is reduced by 5 points. The type of weapon needed to bypass the damage reduction (magic, silver, bludgeoning, etc.) does not change.

**Words of the Kami:** Creature with the Shadowlands subtype or with a Taint score suffer the following ill effects:

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Blinded, deafened
Up to caster level -5	Paralyzed, blinded, deafened
Up to caster level -10	Killed, paralyzed, blinded, deafened

**Yari of Air:** The yari is considered a magic weapon for purposes of bypassing damage reduction.



## CHAPTER EIGHT: MAGIC ITEMS

In the 3.5 *DUNGEON MASTER's Guide*, some of the formulas used to set prices for magic items changed, and other prices were adjusted as needed. When an item from the *DUNGEON MASTER's Guide* appears on the tables in *Oriental Adventures*, its price should be altered to agree with the *DUNGEON MASTER's Guide*. (For example, *sandals [boots] of striding and springing* should now cost 5,500 gp.)

### Armor

Several prices for special abilities need alteration.

**Magic Chahar-Ainas and Dastanas:** Both dastanas and chahar-ainas provide special armor bonuses to AC that stack with other armor bonuses granted by certain forms of light armor. However, it is still the case that only one enhancement bonus can apply to a character's armor bonus at any time. Thus, if a character wears +2 dastanas, a +1 chahar-aina, and +1 cloth armor, only the +2 bonus from the dastanas increases his AC. A character can still gain the benefit of special abilities attached to multiple pieces of armor, however, so a character wearing +2 balance dastanas and a +1 displacement chahar-aina has a +2 enhancement bonus to AC and can use the balance and displacement special abilities.

**Balance:** Price +9,600 gp.

**Blurring:** Price +36,000 gp.

**Displacement:** On command, this armor's magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, Extend Spell, *displacement*; Price: +72,000 gp.

**Presence:** Price +6,000 gp.

**Shapeshifting:** The wearer of a suit of armor with this ability preserves her armor bonus (and any enhancement bonus) while using the alternate form or change shape supernatural abilities. While the wearer is in a non-humanoid alternate form or shape, the armor cannot be seen.

Moderate transmutation; CL 9th; Craft Magic Arms and Armor, *baleful polymorph*; Price +3 bonus.

**Wild:** This armor ability is replaced by the one of the same name that appears in the *DUNGEON MASTER's Guide*. Price +3 bonus.

### Weapons

As with armor, certain special abilities need to be repriced.

**Balance:** Price +9,600 gp

**Blurring:** Price +36,000 gp.

**Displacement:** On command, this weapon's magical properties distort and warp light waves. This displacement works just like the *displacement* spell and lasts for a total of 15 rounds per day, which the wearer can divide up as she sees fit.

Moderate illusion; CL 7th; Craft Magic Arms and Armor, Extend Spell, *displacement*; Price: +72,000 gp.

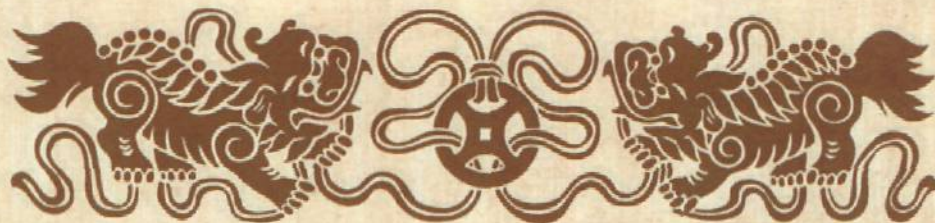
**Flying:** Each use of this property lasts 5 minutes, not 50.

**Focus:** Price +2,400 gp.

**Honorable:** Change the name of this weapon ability to soul of honor. A soul of honor weapon is considered an honorable weapon for purposes of bypassing damage reduction.

**Silent Moves:** The normal version of this property grants a +5 competence





bonus on Move Silently checks and has a market price of +3,750 gp. The improved version grants a +10 competence bonus and has a market price of +15,000 gp.

**Kuni Crystal Weapons:** Kuni crystal weapons bypass the damage reduction of Shadowlands creatures as if they were magic jade weapons.

**Nekode of Spider Climbing:** Price (per pair) 11,810 gp.

#### Wondrous Items

The price for skill bonuses and energy resistance changed in the 3.5 *DUNGEON MASTER's Guide*, so items that grant these benefits need new market prices.

**Courtier's Obi:** This item gives a +5 competence bonus on Diplomacy checks. Price 2,500 gp.

**Kimono of Storing:** Price 20,000 gp.

**Pearl of Protection from Fire:** This item comes in three varieties. The minor version grants fire resistance 10 and has a market price of 24,000 gp. The major version grants fire resistance 20 and has a market price of 56,000 gp. The greater version grants fire resistance 30 and has a market price of 88,000 gp.

**Wondrous Writing Set:** This item grants a +2 competence bonus on Craft (calligraphy) checks, as well as a +5 competence bonus on Forgery checks. Price 2,900 gp.

#### Special Materials

The revised damage reduction system suggests new qualities for special materials, as detailed here.

**Jade Weapons:** Jade weapons bypass the damage reduction of many incorporeal, spirit, and Shadowlands monsters, including many of the new monsters in Chapter 9 of *Oriental Adventures*.

**Obsidian Weapons:** Obsidian weapons are treated as jade for purposes of bypassing the damage reduction of Shadowlands creatures and negating their regeneration.



## CHAPTER NINE: MONSTERS

The two most significant changes to monsters in the 3.5 revision are the new damage reduction system and a new way of calculating skills and feats for monsters. The elimination of the beast and shapechanger types also has an impact on some monsters.

**Damage Reduction:** The revision to the damage reduction system in version 3.5 has far-reaching impact, not just on monsters with damage reduction, but on spells, character classes, and weapons. This revision of *Oriental Adventures* introduces two new weapon qualities that bypass damage reduction: honorable and jade.

An honorable weapon is a weapon imbued with the spirit of honor. A samurai's ancestral weapon is always considered honorable when the samurai who owns it wields it. A shaman or a sohei can imbue a weapon with honor using the *honorable weapon* spell (equivalent to the *align weapon* spell in the core D&D rules). A weapon with the soul of honor property is considered honorable, and deals additional damage to dishonorable creatures.

A jade weapon is manufactured from jade or is coated with jade powder. For purposes of bypassing damage reduction, weapons fashioned of Kuni crystal or obsidian are also considered to be jade weapons.

**Humanoid Warriors:** As described on page 7 of the *Monster Manual*, every humanoid presented as a 1st-level warrior now has the nonelite array of ability scores (13, 12, 11, 10, 9, 8). Except where noted below, the warriors presented here began with the following ability scores before applying their racial modifiers: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

#### Monster Manual Monsters

To enhance the unique flavor of an *Oriental Adventures* campaign, change the damage reduction of certain monsters from the *Monster Manual* when using them in an *Oriental Adventures* game, as shown on the Damage Reduction table.

#### Revised Monsters

The entries below present changed information for every monster in *Oriental Adventures*. The format follows the presentation of monsters in the book, but only shows information that is different from what is printed. Separate entries for attack and full attack are not always shown. Damage reduction is shown on a line by itself, separate from any special qualities that might have changed.

#### ☸ Bajang

Space/Reach: 5 ft./5 ft.

Damage Reduction: 5/cold iron

Skills: Climb +18, Hide +15, Knowledge (nature) +12, Listen +13, Move Silently +11, Spot +13, Survival +11

Feats: Alertness, Toughness, Weapon Finesse

Alternate Form: See the *Monster Manual* glossary.

#### DAMAGE REDUCTION REVISION

Monster	Damage Reduction
Demon, Bebilith (Kiri no Oni)	10/jade
Monstrous Spider, Large, Fiendish (Goblin Spider)	5/honorable
Octopus, Giant, Fiendish (Garegosu no Bakemono)	5/honorable
Rakshasa	15/honorable and piercing





### ☸ **Bakemono**

**Hit Dice:** 1d8+2 (6 hp)  
**Full Attack:** Bite +4 melee (1d8+2) and 2 claws -1 melee (1d6+1)  
**Space/Reach:** 5 ft./5 ft.  
**Abilities:** Str 15, Dex 11, Con 14, Int 2, Wis 9, Cha 4  
**Saves:** Fort +4, Will -1  
**Level Adjustment:** +0  
 The entry given describes a bakemono warrior 1.

### ☸ **Bisan**

**Space/Reach:** 5 ft./5 ft.  
**Damage Reduction:** 5/cold iron  
**Skills:** Hide +15, Knowledge (arcana) +14, Knowledge (spirits) +14, Listen +17, Move Silently +15, Spot +17, Survival +15  
**Feats:** Alertness, Dodge, Improved Initiative, Weapon Finesse

### ☸ **Bog Hag**

Medium Monstrous Humanoid (Shapechanger)  
**Full Attack:** 2 claws +2 melee (1d6 plus disease)  
**Space/Reach:** 5 ft./5 ft.  
**Saves:** Fort +2  
**Skills:** Bluff +7, Disguise +7\*, Listen +5, Sense Motive +3, Spot +5  
**Fire Vulnerability:** See the *Monster Manual* glossary.

### ☸ **Buso, Tigbanua**

**Hit Dice:** 8d8+3 (39 hp)  
**Space/Reach:** 5 ft./5 ft.  
**Skills:** Listen +7, Spot +8  
**Feats:** Alertness, Toughness, Weapon Finesse

### ☸ **Centipede, Spirit, Least**

**Space/Reach:** 1 ft./0 ft.  
**Skills:** Escape Artist +8, Hide +20, Intimidate +1, Move Silently +8  
**Feat:** Weapon Finesse  
**Change Shape (Su):** Replaces Alternate Form, otherwise as written.

### ☸ **Centipede, Spirit, Lesser**

**Space/Reach:** 2-1/2 ft./0 ft.  
**Skills:** Diplomacy +6, Escape Artist +6, Hide +19, Intimidate +4, Move Silently +11, Spot +5  
**Feats:** Stealthy, Weapon Finesse

**Change Shape (Su):** Replaces Alternate Form, otherwise as written.

### ☸ **Centipede, Spirit, Greater**

**Space/Reach:** 5 ft./5 ft.  
**Skills:** Diplomacy +8, Escape Artist +10, Hide +14, Intimidate +8, Knowledge (spirits) +8, Listen +11, Move Silently +10, Spot +11  
**Feats:** Alertness, Weapon Finesse  
**Change Shape (Su):** Replaces Alternate Form, otherwise as written.

### ☸ **Doc Cu'o'e**

**Space/Reach:** 5 ft./5 ft.  
**Damage Reduction:** 5/jade  
**Skills:** Bluff +17, Concentration +14, Diplomacy +19, Gather Information +6, Hide +13, Intimidate +19, Knowledge (local) +16, Knowledge (nature) +18, Knowledge (spirits) +16, Listen +19, Spot +19, Survival +17  
**Feats:** Alertness, Blind-Fight, Combat Expertise, Improved Trip  
**Spell-Like Abilities:** Replace *oath* with *lesser geas*.

### ☸ **Dokufu**

Huge/Medium Aberration (Shapechanger)  
**Space/Reach:** 15 ft./15 ft.  
**Saves:** As human: Fort +6, Ref +7; as spider: Fort +13, Ref +9  
**Skills:** Bluff +21, Climb +27 (+20 as human), Diplomacy +4, Disguise +11\*, Intimidate +23, Listen +6, Spot +25  
**Implant Eggs:** Add at the end, "A *remove disease* spell rids a victim of the eggs, as does a successful DC 20 Heal check. If the check fails, the healer can try again, but each attempt deals 1d4 points of damage to the patient."

### ☸ **Dragon, Lung, General**

Refer to the *Monster Manual* entry on true dragons for introductory material. Lung dragons have alternate form, *detect thoughts*, *invisibility*, and *plane shift* (as detailed in *Oriental Adventures*), but their abilities otherwise conform to those in the *Monster Manual*.  
**Damage Reduction:** Young adult 5/magic; Mature adult 10/magic; Very old 15/magic; Wyrm 20/magic

**Treasure:** Triple standard

**Skills:** In addition to the skills noted in the *Monster Manual* as class skills for all dragons, Disguise, Perform, and Swim are class skills for all lung dragons.

### ☸ **Gaki, Jiki-Niku-Gaki**

**Space/Reach:** 5 ft./5 ft.  
**Skills:** Hide +4, Listen +4, Move Silently +4, Spot +4  
**Feats:** Alertness, Multiattack

### ☸ **Gaki, Shikki-Gaki**

**Space/Reach:** 5 ft./5 ft.  
**Damage Reduction:** 5/honorable  
**Skills:** Hide +3, Listen +5, Move Silently +4, Search +1, Spot +5

### ☸ **Gaki, Shinen-Gaki**

**Space/Reach:** 5 ft./5 ft.  
**Damage Reduction:** 5/honorable  
**Skills:** Intimidate +5, Listen +7, Search +4, Sense Motive +5, Spot +7  
**Feats:** Alertness, Weapon Finesse  
**Fire Subtype:** See the *Monster Manual* glossary.

### ☸ **Gaki, Jiki-Ketsu-Gaki**

**Space/Reach:** 5 ft./5 ft.  
**Damage Reduction:** 10/honorable  
**Skills:** Hide +11, Listen +14, Move Silently +11, Perform (string instruments) +13, Spot +14

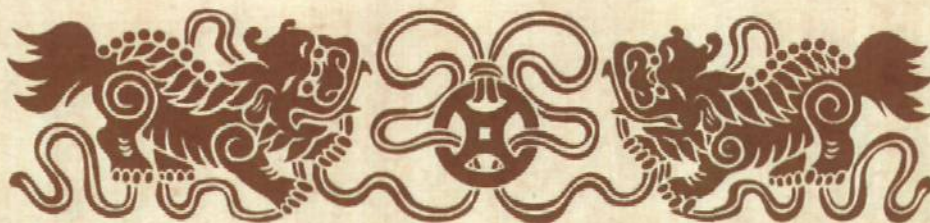
### ☸ **Hannya**

**Space/Reach:** 5 ft./5 ft.  
**Skills:** Hide +9, Listen +9, Spot +10  
**Feats:** Alertness, Blind-Fight, Dodge  
**Change Shape (Su):** A hannya can assume the form of any humanoid creature. (This replaces its *polymorph self* spell-like ability.)

### ☸ **Hebi-no-onna**

**Initiative:** +1  
**Space/Reach:** 5 ft./5 ft.  
**Skills:** Bluff +12, Concentration +9, Diplomacy +15, Hide +9, Intimidate +13, Listen +12, Move Silently +9, Perform (singing) +11, Search +12, Sense Motive +12  
**Feats:** Combat Casting, Empower Spell, Great Fortitude, Still Spell, Weapon Finesse





### ☸ Hengeyokai

Medium Humanoid (Shapechanger)  
 Hit Dice: 1d8+1 (5 hp)  
 Attack: Katana +4 melee (1d10+1)  
 Space/Reach: 5 ft./5 ft.  
 Abilities: Str 13, Dex 11, Con 12, Int 10, Wis 7, Cha 8  
 Saves: Fort +3, Will -2  
 Skills: Climb +4, Disguise -1\*, Jump +4  
 Feat: Weapon Focus (katana)  
 Level Adjustment: +0

### ☸ Hopping Vampire

Space/Reach: 5 ft./5 ft.  
 Full Attack: 2 claws +11 melee (1d4+3)  
 Damage Reduction: 10/honorable  
 Skills: Climb +10, Intimidate +7, Jump +10  
 Feats: Toughness, Power Attack, Weapon Focus (claw)

### ☸ Kappa

Space/Reach: 5 ft./5 ft.  
 Full Attack: 2 claws +9 melee (1d3+3)  
 Damage Reduction: 5/magic  
 Skills: Escape Artist +5, Hide +8, Listen +6  
 Feats: Toughness, Weapon Focus (claw)  
 Level Adjustment: +3

### ☸ Ki-rin

Initiative: +4  
 Space/Reach: 15 ft./10 ft.  
 Skills: Concentration +20, Diplomacy +8, Knowledge (arcana) +19, Listen +22, Sense Motive +20, Spellcraft +21, Spot +22  
 Feats: Alertness, Blind-Fight, Flyby Attack, Iron Will, Lightning Reflexes

### ☸ Korobokuru

Hit Dice: 1d8+2 (6 hp)  
 Attack: Scimitar +3 melee (1d4+1/18-20), shortbow +2 ranged (1d4)  
 Space/Reach: 5 ft./5 ft.  
 Abilities: Str 13, Dex 11, Con 14, Int 7, Wis 10, Cha 8  
 Saves: Fort +4  
 Skills: Listen +4, Spot +2, Survival +2  
 Feat: Alertness  
 Level Adjustment: +0

### ☸ Mamono

Space/Reach: 5 ft./5 ft.  
 Damage Reduction: 5/honorable  
 Skills: Bluff +15, Diplomacy +9, Disguise +15\*, Intimidate +7, Sense Motive +10  
 Feats: Dodge, Mobility, Spring Attack  
 Taint (Su): Those hit by a mamono's bite or claw attack must succeed at a DC 17 Fortitude save or have their Taint score increased by +2. The DC is Constitution based.  
 Skills: A mamono gains a +4 racial bonus on Bluff and Disguise checks.  
 \*When using its *alter self* ability, it gains an additional +10 bonus on Disguise checks.

### ☸ Naga, Shinomen, Greensnake

Hit Dice: 1d6 (3 hp)  
 Attack: Spear +0 melee (1d8), composite shortbow +2 ranged (1d6)  
 Space/Reach: 5 ft./5 ft.  
 Abilities: Str 10, Dex 14, Con 9, Int 11, Wis 12, Cha 13  
 Saves: Fort -1, Ref +2, Will +3  
 Skills: Bluff +4, Diplomacy +4, Knowledge (local) +4, Listen +5, Sense Motive +5, Speak Language (Rokugani), Spot +5  
 Level Adjustment: +1  
 The entry describes a greensnake expert 1. The expert began with the following ability scores before applying the greensnake racial modifiers: Str 8, Dex 10, Con 9, Int 11, Wis 12, Cha 13.

### ☸ Naga, Shinomen, Chameleon

Large Monstrous Humanoid  
 Attack: Spear +2 melee (2d6+1), or composite shortbow +1 ranged (1d8)  
 Space/Reach: 10 ft./10 ft.  
 Saves: Will +3  
 Skills: Hide +9\*, Listen +2, Move Silently +13, Spot +7  
 Level Adjustment: +2

### ☸ Naga, Shinomen, Asp

Large Monstrous Humanoid  
 Attack: Spear +4 melee (2d6+3), or composite shortbow (+2 Str bonus) +1 ranged (1d8+2)  
 Space/Reach: 10 ft./10 ft.  
 Saves: Will +3

Skills: Climb +6, Listen +4, Spot +4  
 Feats: Cleave, Power Attack  
 Level Adjustment: +2

### ☸ Naga, Shinomen, Cobra

Large Monstrous Humanoid  
 Attack: Spear +4 melee (2d6+3) or composite shortbow +3 ranged (1d8)  
 Space/Reach: 10 ft./10 ft.  
 Saves: Will +5  
 Skills: Concentration +8, Knowledge (arcana) +7, Spellcraft +9  
 Feats: Combat Casting, Spell Penetration  
 Level Adjustment: +3

### ☸ Naga, Shinomen, Constrictor

Huge Monstrous Humanoid  
 Attack: Slam +7 melee (1d6+7)  
 Space/Reach: 15 ft./15 ft.  
 Saves: Will +9  
 Skills: Heal +13, Knowledge (arcana) +8, Knowledge (religion) +8  
 Feats: Iron Will, Skill Focus (Heal)  
 Level Adjustment: +5

### ☸ Nat, Einsaung Nat

Space/Reach: 5 ft./5 ft.  
 Special Qualities: Resistance to electricity 5 and fire 5  
 Damage Reduction: 5/cold iron  
 Skills: Craft (any) +5, Diplomacy +6, Hide +12, Knowledge (local) +5, Listen +4, Search +5, Spot +3

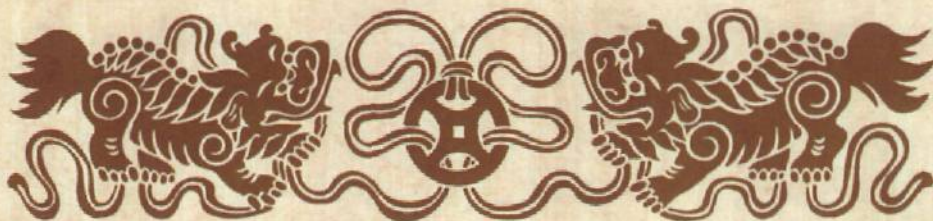
### ☸ Nat, Hkum Yeng Nat

Space/Reach: 5 ft./5 ft.  
 Special Qualities: Resistance to electricity 5 and fire 5  
 Damage Reduction: 5/cold iron  
 Skills: Bluff +8, Diplomacy +3, Hide +8, Intimidate +10, Listen +6, Move Silently +8, Spot +5  
 Feats: Alertness, Dodge  
 Spell-Like Abilities: Replace *oath* with *lesser geas*.

### ☸ Nat, Lu Nat

Space/Reach: 5 ft./5 ft.  
 Special Qualities: Resistance to electricity 5 and fire 5  
 Damage Reduction: 5/cold iron  
 Skills: Hide +12, Intimidate +11, Move Silently +12, Spot +11  
 Feats: Dodge, Mobility, Multiattack





### ☸ Nature Spirit

Damage Reduction: 5/cold iron

Wild Empathy (Ex): This power works exactly like the druid's wild empathy class feature. The nature spirit's effective druid level equals its Hit Dice.

### ☸ Nature Spirit, Small

Space/Reach: 5 ft./5 ft.

Skills: Hide +10, Listen +4, Move Silently +6, Sense Motive +5, Spot +5, Survival +5

### ☸ Nature Spirit, Medium

Space/Reach: 5 ft./5 ft.

Skills: Diplomacy +12, Hide +10, Knowledge (nature) +11, Listen +12, Move Silently +10, Sense Motive +10, Spot +12, Survival +10

Feats: Alertness, Improved Initiative

### ☸ Nature Spirit, Large

Space/Reach: 10 ft./10 ft.

Skills: Diplomacy +17, Hide +13, Intimidate +15, Knowledge (nature) +16, Listen +17, Move Silently +13, Sense Motive +15, Spot +17, Survival +15  
Feats: Alertness, Combat Expertise, Improved Initiative

### ☸ Nezumi

Hit Dice: 1d8+2 (6 hp)

Attack: Nagamaki +3 melee (2d4+1/x3), or unarmed strike +2 melee (1d4+1), or composite shortbow +1 ranged (1d6+1)

Space/Reach: 5 ft./5 ft.

Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6

Saves: Fort +4, Will -1

Skills: Climb +4, Hide +1, Jump +4, Move Silently +1

Level Adjustment: +0

### ☸ Oni, Common

Space/Reach: 10 ft./10 ft.

Feats: Cleave, Improved Bull Rush, Power Attack

Spit Copper: A copper globule is worth 1d4 gp and weighs 5 pounds.

### ☸ Oni, Go-Zu Oni

Space/Reach: 10 ft./10 ft.

Skills: Climb +19, Jump +19, Listen +17, Spot +17

Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Sunder, Power Attack

### ☸ Oni, Me-Zu Oni

Space/Reach: 10 ft./10 ft.

Skills: Climb +19, Jump +19, Listen +16, Spot +16

Feats: Cleave, Combat Casting, Improved Sunder, Power Attack

Spells: Change *polymorph other* to *fire shield*.

### ☸ Oni, Shadowlands

Regeneration: All oni take normal damage from jade or Kuni crystal weapons.

### ☸ Oni, Haino no Oni

Space/Reach: 5 ft./5 ft. (15 ft. with tongue)

Skills: Balance +5, Bluff +11, Climb +15, Diplomacy +15, Disguise +11\*, Hide +10, Intimidate +13, Jump +11, Move Silently +10, Sense Motive +8, Tumble +14

Feats: Acrobatic, Weapon Finesse

### ☸ Oni, Ashi no Oni

Space/Reach: 10 ft./10 ft. (15 ft. with tentacles)

Damage Reduction: 10/jade

Skills: Concentration +13, Escape Artist +14, Hide +10, Intimidate +13, Listen +12, Move Silently +14, Spot +12, Survival +12

Feats: Dodge, Power Attack, Weapon Focus (thorns)

### ☸ Oni, Sanru no Oni

Space/Reach: 5 ft./5 ft.

Damage Reduction: 10/jade

Skills: Balance +12, Bluff +12, Diplomacy +5, Intimidate +14, Knowledge (Shadowlands) +10, Listen +13, Move Silently +12, Search +10, Spot +13, Survival +11

Feats: Alertness, Flyby Attack, Power Attack

### ☸ Oni, Kamu no Oni

Space/Reach: 10 ft./10 ft.

Damage Reduction: 10/jade

Skills: Balance +14, Climb +20, Intimidate +13, Jump +20, Listen +12, Survival +12

Feats: Cleave, Earth's Embrace, Improved Bull Rush, Power Attack

### ☸ Oni, Shikibu no Oni

Space/Reach: 5 ft./5 ft.

Damage Reduction: 10/jade

Skills: Bluff +10, Diplomacy +6, Disguise +10, Hide +11, Intimidate +12, Knowledge (Shadowlands) +10, Listen +9, Move Silently +11, Search +10, Sense Motive +9, Spot +9

Feats: Dodge, Improved Initiative

*Enlarge* (Sp): At will, a shikibu no oni can grow to Medium size as though affected by an *enlarge person* spell cast by a 7th-level maho-tsukai.

### ☸ Oni, Ugulu no Oni

Space/Reach: 10 ft./10 ft.

Damage Reduction: 10/jade

Skills: Bluff +12, Diplomacy +4, Intimidate +14, Jump +20, Knowledge (Shadowlands) +12, Listen +14, Search +12, Sense Motive +14, Spot +14

Feats: Cleave, Great Cleave, Improved Bull Rush, Power Attack

### ☸ Oni, Akuma no Oni

Space/Reach: 10 ft./10 ft. (5 ft. with tongues)

Damage Reduction: 15/jade

Skills: Bluff +17, Concentration +19, Diplomacy +6, Knowledge (Shadowlands) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15, Spot +16  
Feats: Cleave, Dodge, Great Cleave, Mobility, Power Attack

### ☸ Oni, Kyoso no Oni

Full Attack: 4 claws +10 melee (1d6+4), or unholy fire +6/+6 ranged (1d4 temporary Charisma)

Space/Reach: 10 ft./10 ft.

Damage Reduction: 15/jade

Skills: Bluff +15, Concentration +13, Diplomacy +19, Hide +8, Intimidate +17, Knowledge (Shadowlands) +13, Listen +14, Move Silently +12, Search +13, Sense Motive +14, Spot +14

Feats: Point Blank Shot, Precise Shot, Rapid Shot

Spell-Like Abilities: Remove *enlarge*.

### ☸ Oni, Yattoko no Oni

Space/Reach: 15 ft./15 ft. (0 ft. with bite)

Damage Reduction: 15/jade

Skills: Bluff +20, Climb +23,





Concentration +22, Diplomacy +7, Hide +14, Intimidate +5, Jump +23, Knowledge (Shadowlands) +19, Listen +19, Search +19, Sense Motive +19, Spot +19  
Feats: Cleave, Expertise, Great Cleave, Improved Sunder, Power Attack

#### ☸ Oni, Byoki no Oni

Space/Reach: 10 ft./10 ft.  
Damage Reduction: 15/jade  
Skills: Climb +20, Concentration +20, Diplomacy +3, Intimidate +17, Jump +24, Knowledge (Shadowlands) +17, Listen +18, Sense Motive +18, Spot +18, Survival +18  
Feats: Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Power Attack

#### ☸ Oni, Gekido no Oni

Space/Reach: 10 ft./10 ft.  
Damage Reduction: 15/jade  
Skills: Climb +19, Hide +17, Intimidate +15, Jump +23, Knowledge (Shadowlands) +14, Listen +15, Move

Silently +17, Spot +15  
Feats: Cleave, Improved Bull Rush, Multiattack, Power Attack  
Spell-Like Abilities: Remove *enlarge*.

#### ☸ Oni, Tsuburu no Oni

Space/Reach: 15 ft./15 ft.  
Damage Reduction: 15/jade  
Skills: Bluff +18, Concentration +23, Diplomacy +4, Intimidate +20, Knowledge (Shadowlands) +18, Listen +18, Search +18, Sense Motive +16, Spot +18  
Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack

#### ☸ Onikage

Space/Reach: 10 ft./5 ft.  
Skills: Jump +25, Listen +8, Spot +7  
Feats: Alertness, Power Attack

#### ☸ Pennaggolan

Special Qualities: Resistance to cold 10 and electricity 10  
Damage Reduction: 5/honorable

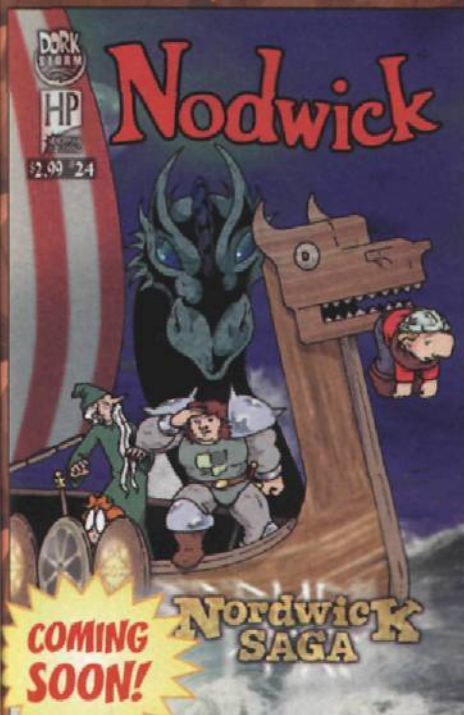
#### ☸ Rokuro-Kubi

Space/Reach: 5 ft./5 ft. (20 ft. with bite)  
Skills: Bluff +7, Diplomacy +2, Disguise +10, Intimidate +2  
Feats: Improved Initiative, Skill Focus (Disguise)

#### ☸ Shirokinukatsukami

Space/Reach: 10 ft./10 ft.  
Special Qualities: Resistance to fire 10  
Damage Reduction: 15/evil  
Skills: Balance +17, Concentration +18, Diplomacy +22, Jump +11, Knowledge (arcana) +19, Knowledge (spirits) +19, Listen +19, Search +19, Sense Motive +19, Spellcraft +21, Spot +19, Survival +19, Tumble +15  
Feats: Combat Expertise, Flyby Attack, Improved Disarm, Improved Initiative, Superior Expertise  
Rake (Ex): Melee attack bonus +16, damage 2d4+2. See the *Monster Manual* glossary.

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### ☸ Spirit Folk

Hit Dice: 1d8+1 (5 hp)  
 Attack: Short sword +3 melee  
 (1d6+1/19-20), or javelin +1 ranged  
 (1d6+1)  
 Space/Reach: 5 ft./5 ft.  
 Abilities: Str 13, Dex 11, Con 12, Int 9, Wis  
 10, Cha 8  
 Saves: Fort +3  
 Level Adjustment: +0

### ☸ Tako

Space/Reach: 5 ft./5 ft.  
 Skills: Climb +12, Hide +13\*, Move  
 Silently +9, Swim +13  
 Feats: Multiweapon Fighting, Power  
 Attack  
 CR: 3  
 Feats: Multiweapon Fighting (In combina-  
 tion with its natural abilities, a tako's  
 Multiweapon Fighting feat allows it to  
 attack with seven arms at no penalty.)

### ☸ Tasloi

Hit Dice: 1d8+1 (5 hp)  
 Full Attack: Spear +2 melee (1d6), or 2  
 claws +2 melee (1d4), or spear +3 ranged  
 (1d6)  
 Space/Reach: 5 ft./5 ft.  
 Abilities: Str 11, Dex 13, Con 12, Int 8, Wis  
 9, Cha 8  
 Saves: Fort +3, Ref +1, Will -1  
 Skills: Climb +9, Hide +6, Listen +2,  
 Move Silently +2, Spot +2  
 Organization: Solitary, clutch (2-12), band  
 (10-100 plus 30% noncombatants plus 1  
 4th-level fighter, 1 3rd-level shaman, and  
 2-8 spider eaters)  
 Level Adjustment: +0  
 The entry describes a tasloi warrior 1.

### ☸ Tengu, Crow-Headed

Space/Reach: 5 ft./5 ft.  
 Skills: Diplomacy +3, Iaijutsu Focus +6,  
 Intimidate +6, Sense Motive +7  
 Feats: Dodge<sup>B</sup>, Mobility  
 Level Adjustment: +3  
 Spell-Like Abilities: 1/day—shout.

### ☸ Tengu, Human-Headed

Space/Reach: 5 ft./5 ft.  
 Skills: Diplomacy +12, Iaijutsu Focus +10,  
 Intimidate +10, Sense Motive +11  
 Feats: Dodge<sup>B</sup>, Mobility<sup>B</sup>, Spring Attack,

Weapon Focus (katana)

Level Adjustment: +5

### ☸ Toad, Giant

Medium Animal  
 Hit Dice: 2d8+2 (11 hp)  
 Space/Reach: 5 ft./5 ft. (10 ft. with  
 tongue)  
 Feat: Dodge  
 Swallow Whole: The interior of a giant  
 toad has an AC of 12.  
 Skills: All varieties of giant toad receive  
 a +12 racial bonus on Jump checks.

### ☸ Toad, Fire

Space/Reach: 5 ft./0 ft.  
 Skills: Jump +4, Listen +4, Spot +3  
 Swallow Whole: The interior of a fire  
 toad has an AC of 10.  
 Fire Subtype: See the *Monster Manual*  
 glossary.

### ☸ Toad, Poisonous

Medium Animal  
 Hit Dice: 2d8+4 (13 hp)  
 Space/Reach: 5 ft./5 ft. (10 ft. with  
 tongue)  
 Skills: Hide +11\*, Jump +6  
 Feat: Dodge  
 Swallow Whole: The interior of a poison-  
 ous toad has an AC of 10.  
 Skills: \*A poisonous toad's skin colors  
 give it a +4 racial bonus on Hide checks.

### ☸ Toad, Ice

Space/Reach: 10 ft./5 ft. (10 ft. with  
 tongue)  
 Skills: Hide -1\*, Jump +16, Listen +3,  
 Spot +3  
 Feats: Dodge, Improved Initiative  
 Swallow Whole: The interior of an ice  
 toad has an AC of 13.  
 Cold Subtype: See the *Monster Manual*  
 glossary.  
 Skills: \*An ice toad's coloration gives it a  
 +4 racial bonus on Hide checks in areas  
 of snow and ice.

### ☸ Tsuno

Full Attack: Falchion +12/+7 melee  
 (2d6+7), and bite +7 melee (1d8+2), and  
 gore +7 melee (1d8+2)  
 Space/Reach: 10 ft./10 ft.  
 Damage Reduction: 10/ honorable

Skills: Bluff +14, Climb +16, Diplomacy  
 +5, Jump +16, Listen +14, Spot +14  
 Feats: Cleave, Great Cleave, Power  
 Attack  
 Level Adjustment: +2  
 Fear Cone: A tsuno can use this ability  
 three times per day.

### ☸ Wang-Liang

Initiative: +2  
 AC: 20 (-1 size, +5 natural, +6 splint),  
 touch 9, flat-footed 20  
 Space/Reach: 10 ft./10 ft.  
 Abilities: Dex 15  
 Saves: Ref +4  
 Skills: Bluff +12, Diplomacy +14,  
 Intimidate +14, Listen +12, Spot +12  
 Feats: Exotic Weapon Proficiency  
 (lajatang), Two-Weapon Fighting, Weapon  
 Focus (lajatang)  
 Level Adjustment: +3  
 Wields a lajatang sized for a Large crea-  
 ture; damage is correct.

### ☸ Yeti

Space/Reach: 10 ft./10 ft.  
 Skills: Climb +8, Hide -1\*, Move Silently  
 +3, Survival +4  
 Feats: Power Attack, Stealthy  
 Level Adjustment: +3  
 Cold Subtype: See the *Monster Manual*  
 glossary.

### ☸ Yuki-on-na

Space/Reach: 5 ft./5 ft.  
 Damage Reduction: 5/cold iron  
 Skills: Bluff +15, Diplomacy +19, Hide  
 +16\*, Intimidate +6, Listen +15, Sense  
 Motive +13, Spot +15, Survival +13  
 Level Adjustment: +3  
 Cold Subtype: See the *Monster Manual*  
 glossary.  
 Skills: \*A yuki-on-na gains a +4 racial  
 bonus on Hide checks. In areas of snow  
 and ice, the bonus rises to +12.  
 Lose the Way (Sp): The character cannot  
 use Survival to avoid becoming lost, and  
 loses his innate sense of north if he has  
 5 or more ranks in Survival. The char-  
 acter cannot even find his way out of a  
 closet without assistance, although he is  
 perfectly capable of following other  
 characters. <sup>D</sup>