

Oriental Adventures Errata

Version 09242002

Here are the rules corrections and official errata for *Oriental Adventures*. Additional, typographical corrections and clarifications are also being made to the book, but these are not necessary to use the book in your game. As always, we're happy to address specific rules questions you have; contact custserv@wizards.com. Thanks and good gaming!

p. 11, Table 1–2: Crane and sparrow hengeyokai should list (average) after the fly speeds.

p. 13, Table 1–3: Hengeyokai Animal Forms: The AC for a dog should be 15 (+1 size, +3 Dex, +1 natural).

p. 25–26, Shugenja Class Features, Spells: The second paragraph gives the example of Kitsu Mari knowing *burning hands*. Change to *sleep* in both places.

p. 30, Wu Jen Characteristics: Delete the first sentence. Change the second sentence to read: As with wizards, the wu jen's spells are her primary class feature.

p. 30, Elemental Mastery: Replace with new text below:

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 these five elements. Thereafter, whenever a wu jen casts a spell of that element, the saving throw DC is increased by 2, while the wu jen herself gets a +2 competence bonus on saving throws against spells of that element. This bonus stacks with the bonus conferred by the Spell Focus feat. 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.

Also, move this paragraph to after the Spell Secret paragraph and before the Spellsbooks paragraph.

Finally, on Table 2-7, replace "spell secret" at 6th level with "Elemental mastery".

p. 35, Special mount table: The HD at 4th–6th should be 8d8+24, not 8d8+32.

p. 35, Battle Maiden Requirements, Skills: Change Handle Animal to 5 ranks instead of 10.

p. 36, 1st paragraph: In the second sentence, replace "when fighting from horseback" with "when she begins a combat mounted on a horse."

p. 36, Bear Warrior Class Skills: Replace: "Ride (Dex)" with "Spot (Wis)".

p. 36, Bear Form: After "At 1st level," add "as a full-round action". After that sentence, add the sentence: "The bear warrior can use this spell-like ability while raging despite it requiring concentration."

p. 38, Enchanted Blade III: Add ", or one enchanted blade I ability and one enchanted blade II ability" to the sentence that begins: "Alternatively, he can add . . ."

p. 38: Change the blade dancer alignment requirement to: "any nonchaotic."

p. 39, Weapon and Armor Proficiency: Replace "They are not proficient" with "They gain no proficiency".

p. 40, Root the Mountain: Change "4th level" to "3rd level".

p. 41, Hitsu-Do: Insert "fire" so the phrase reads: "an extra 1d6 points of fire damage per attack".

p. 42, One Strike, Two Cuts: After the first sentence, add "The character makes the second attack at a –5 penalty from her base attack bonus."

p. 50. Tattooed monk, Crab tattoo. Add "whichever is less," to the second sentence so that it reads: This damage reduction is negated . . . than the tattooed monk's Constitution bonus (if any) or +5, whichever is less, by magical attacks, or by energy attacks.

p. 58–59: Strike the sentence that crosses the page, "Your extra damage is halved, just like your ordinary damage."

p. 62 and 64, For the Pain Touch, Falling Star Strike, and Freezing the Lifeblood feats, add the following sentence to the end of the entry: Using this feat uses up one of your stunning attacks for the day (either a monk stunning attack or a use of the Stunning Fist feat).

p. 63, Insert the following feat in alphabetical order.

GREAT THROW [GENERAL]

You can throw your opponents to the ground, choosing where they land and dealing damage in the process.

Prerequisites: Improved Unarmed Strike, Dexterity 13+, Dodge, Improved Trip, Combat Reflexes.

Benefit: When you make a successful unarmed trip attack against a creature no larger than your own size, you can choose where the creature lands, within the area you threaten. In addition, you deal your normal unarmed strike damage to the opponent. The creature's movement does not provoke attacks of opportunity, no matter how far you move it. When you use this option, however, you cannot make a follow-up melee attack using the Improved Trip feat.

p. 63–4, Karmic Strike: Change the phrase in the last sentence from "these special attacks of opportunity" to: "a karmic strike".

p. 71, Chijiriki: Change: "you can drop the chain" to "you can drop the chijiriki".

p. 72, Fukimi-bari, kawanaga (table entries): Delete the delta symbols from these weapons.

p. 76, Kappa Shell shield. Change the weight entry to 20 lb.

p. 82, Example: Change Kakita Kudako from a Sam5/iaijutsu master 7, to a Sam6/iaijutsu master 6.

p. 84, "Class Abbreviations" Add: "Maho (maho tsukai) see page 237" after the colon and before the Shaman entry.

p. 85, (8th-level Shaman Spells) *Greater Spirit Ally*. Add an asterisk after the y.

p. 88, Change the single-sentence description of the *magic stone* spell (under Stone Domain Spells) to read: "Three stones gain +1 attack, deal 1d6+1 damage."

p. 92, (Tamori School spells): "*Magic Stone*" see above.

p. 93, (2nd Level Sohei Spells): Change *remove paralysis* description to match that of p. 90, 1st-Level Shugenja Spells, Water.

p. 99, *Commune with Lesser Spirit* spell: Add the following to the second sentence after: "...through the *trance* spell)": "or a Knowledge (spirits) check with a DC 10 + the Hit Dice of the spirit".

p. 102, Elemental Burst, first paragraph: "composed of one of the five elements (wood, fire, water, stone, or air)" should be "composed of one of the five elements (wood, fire, water, stone, or metal)"

p. 108, *Lightning Blade*

Casting Time: Change "10 minutes" to "1 action"

Duration: Change "1 minute" to "1 minute/level"

Second paragraph, 1st sentence: Change "(maximum 10d6)" to "(maximum 5d6)"

p. 109, *Magic Circle Against Taint*

3rd paragraph, 1st sentence: Change "(...third function of *protection from evil*)" to "(...third function of *protection from Taint*)"

p. 109, *Melt*

3rd sentence: Change: "...cold creatures take 2 points of damage per caster level (maximum 10 points)" to "...cold creatures take 1d4 points of damage per caster level (maximum 5d4 points)"

p. 110, *Mental Strength*

Change "Enchantment (Compulsion) [Mind-Affecting]" to "Abjuration"

1st paragraph: Change: "...+8 resistance bonus..." to "...+4 resistance bonus..."

p. 110, *Minute Form*

Duration: Change "1 minute" to "1 minute/level"

p. 112, *Scales of the Lizard*

Duration: Change "2 rounds/level" to "1 minute/level"

p. 113, *Snake Barrier*

Duration: Change "3 rounds/level" to "1 minute/level"

p. 115, *Steam Breath*

Change Material Component from: "A glowing piece of charcoal..." to "A piece of charcoal..."

p. 116, *Swim*

Duration: Change "3 rounds/level" to "10 minutes/level"

p. 116, *Sword of Darkness*

1st paragraph, 4th sentence: Change "The blade attacks with your base attack bonus..." to "The sword performs a melee touch attack with your base attack bonus..."

Material Component: Change "A katana or long sword worth at least 100 gp, which is shattered against a stone while casting the spell." to "A miniature sword worth at least 100 gp, which is shattered by the casting of the spell."

p. 118, *Wall of Bones*

Duration: Change "10 minutes" to "10 minutes/level"

p. 122, Armor Special Abilities, Presence

Market Price: Change "+2 bonus" to "+8,000 gp"

p. 123, Table 8–5

Change Presence from "+2 bonus" to "+8,000 gp" and rebuild table accordingly

p. 126, Magic Weapon Special Abilities Description, Honorable

1st paragraph: Change "...nongood and nonlawful alignment, creatures with..." to "...nongood and nonlawful alignment (CE, CN, N, and NE), creatures with..."

p. 127, Tainted Weapon property:

Replace the text with the following:

Caster Level: 7th; *Prerequisites*: Craft Magic Arms and Armor, *cloud of taint*, creator must have a Taint score of 6 or higher; *Market Price*: +2 bonus.

p. 129, Table 8–18

Change this table to the following:

| Rokugan | Non-Rokugan | Type |
|---------|-------------|-----------------------------|
| d% | d% | |
| 01–15 | 01–50 | Arcane (sorcerer or wu jen) |
| — | 51–85 | Divine (shaman or sohei) |
| 16–100 | 86–100 | Divine (shugenja) |

- p. 137, Table 8–26: Change price for *Sandals [boots] of striding and springing* to 6,000 gp.
- p. 138, *Wings of flying* should cost 22,000 gp, which would move them onto Table 8–27.
- p. 140, *Kimono of storing*: Insert after "to be held in one hand,": While stored, the item has negligible weight.
- p. 142, Obsidian, second paragraph: Insert before the last sentence ("If the character fails five saving throws..."): "Each bout of madness lasts 8 hours, but if..."
- p. 144, *Monster Manual* Monsters:
 Celestial, Avoral (Gandharva): Add at the end: "Gandharvas have the spirit type modifier."
 Dire Wolf, Celestial and Dire Lion, Celestial (Foo Creatures): Add at the end: "Both types of foo creatures have the spirit type modifier."
- p. 145, Planetouched, Aasimar (Rishi): Add at the end: "Rishis have the spirit type modifier."
- p. 146, Bakemono: Fort save should be +3.
- p. 148, Buso, Tigbanua: Ref save should be +8
- p. 151, Doc cu'o'c, Spell-Like Abilities: The *oath* spell got cut from the book. Replace *oath** with *lesser geas*.
- p. 152, Dokufu, Implant Eggs: Add at the end: "A *remove disease* spell rids a victim of the eggs, as does a successful Heal check (DC 20) by someone with that skill. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient." (from the xill entry in the MM)
- p. 164, Jiki-Ketsu-Gaki: Bite damage should be 1d6+2, not 1d6.
- p. 170, Ki-rin: Change its CR to 29
- p. 175, Cobra nagas: Add to the end of the Spells paragraph: "A carved pearl used as a focus is worth 25 gp and a carved pearl used as a scroll is worth 10 gp after the spell is cast from it (and the carving disappears)."
- p. 177, Hkum yeng nat, Spell-Like Abilities: Replace *oath** with *lesser geas*.
- p. 179–180, Common Oni: Spit copper attack: Add to the end of the paragraph: "A copper globule is worth 1d4 gp and weighs 2d4 pounds."
- p. 181, Add a new paragraph to the Combat section:
Fear Aura: Subjects that make their saving throws against this ability are immune to that oni's aura for one day.
- p. 182, Haino no oni: Change the Climb skill modifier to +11.
- p. 186, Yattoko no oni: improved grab: it transfers a creature to its mouth as a partial action. Change "partial action" to: "move-equivalent action".
- p. 193, Tako: Change this creature's CR 2 to CR 3.
- p. 193, Tasloi, Add the Organization entry: "Solitary, clutch (2–12), band (10–100 plus 30% noncombatants plus 1 4th-level fighter, 1 3rd-level shaman, and 2–8 spider eaters)"
- p. 198, Tsuno: *Fear Cone*: Add to the end of the paragraph: "A tsuno can use this ability three times per day."
- p. 231, Add Balance (Dex) to list of Mantis Mercenary skills.