

# *Oriental Adventures*

## Frequently Asked Questions

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### About the FAQ

If you have a question about *Oriental Adventures*, chances are that you'll find them within this FAQ. Any new additions or major corrections in a version are provided in blue text for your convenience. Blue text changes to black text in the next version. If you have a question that isn't answered here, please contact [custserv@wizards.com](mailto:custserv@wizards.com) and ask away! You can also contact the Sage, Skip Williams, by writing to him at these handy locations:

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We will be updating this FAQ over time, and each version will have a date stamp on it so that you know which version you have.

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**Is there a limit on the number of times per round or per day that the Falling Star Strike feat can be used? For example, my monk uses a flurry of blows against a humanoid opponent and makes three attacks. Could I force three saves against blindness if all three of my attacks were hits? Do I still cause normal damage on a hit as well? (I notice that you deal no damage when you use the Freezing the Lifeblood feat.)**

You can use Falling Star Strike once a round, and each use expends one of your day's allotment of stunning attacks. Unlike Freezing the Lifeblood, a hit with Falling Star Strike deals damage.

**If a character with the sneak attack ability and the Iaijutsu Focus skill enters into a duel and wins the Iaijutsu Focus check, does the damage from Iaijutsu Focus stack with the sneak attack damage?**

Yes, the bonus damage stacks. Note that in an iaijutsu duel, the character who loses initiative in the strike phase is flat-footed, even though that character took an action in the stance phase (see page 82 in the *Oriental Adventures* book). The flat-footed character is subject to sneak attack damage as well as Iaijutsu Focus damage.

**Does the Improved Grapple feat allow you the opportunity for additional damage on an attack? In other words, if I first strike with an unarmed attack for 1d8 points of damage and then get a grapple check as a free action, can I then deal another 1d8 points of damage if I win the grapple check? Can I start a pin? What about multiple attacks? For example, if I make three melee attacks, could I potentially strike with the first blow for 1d8, win a grapple for 1d8 damage, strike with the next blow for 1d8, win another grapple for 1d8, and then strike with the last blow for 1d8 and win the grapple for a pin? If I won the last grapple check could I instead choose to end the grapple?**

The Improved Grapple feat does not allow you to cause damage when you initially establish a grapple using the feat. The benefit of the feat is that you don't take an attack of opportunity for initiating a grapple, and you can choose to use the feat any time you hit for damage with an unarmed strike. The Improved Grapple feat is not meant to allow you to deal damage twice with one attack.

When using the Improved Grapple feat, you automatically grab an opponent after hitting for damage, and then you attempt to establish a hold with a grapple check. You do not deal damage with this grapple check, but once you have established a hold, any further grapple checks you make can deal damage.

Pinning works the same way as damage. You must first have a hold on your opponent before you can make a grapple check to pin.

When you have multiple attacks and you establish a hold, you can either continue grappling or continue striking. If you choose the latter, any additional hold you might establish through the Improved Grapple feat has no effect. If you choose the former, you can progress through the normal grappling sequence (hold to damage or hold to pin). Note that once you pin your foe, there's no point in making any further grapple checks unless you want to deal damage through

grappling.

The example character could strike once, dealing 1d8 points of damage, and then establish a hold with the same attack. The character's next attack could be a normal strike, or it could be a grapple check. If the latter, a success could damage the opponent or establish a pin. The third and final attack could be a normal strike, it could establish a pin (if a pin had not been established earlier), or it could be another grapple check that deals damage. If you win a grapple check, you can end the grapple.

**The *Oriental Adventures* book has a list of the shugenja schools and the spells belonging to each school, starting on page 91. I can find no such list for the Isawa school. Can an Isawa shugenja choose another shugenja's school? Is there an Isawa school spell list somewhere else?**

Shugenjas of the Isawa school can specialize in any of the four elements, as mentioned on page 27 and page 222. (Shugenjas of the Phoenix clan's Agasha school specialize in fire and use the school spell list on page 91.) An Isawa shugenja can choose any spell of her favored element from the shugenja spell list as her school spell at each level. She cannot choose spells that appear on other school's spell lists but not on the shugenja spell list (such as *fireball*, *soul bind*, or *horse's nose*).

**All the hengeyokai in the *Oriental Adventures* book have animal forms that are size Small or smaller. Can a hengeyokai assume a larger size? Can they assume different animal forms?**

No, a hengeyokai's animal form and the animal form's size is fixed, as is its hybrid form.

**A hengeyokai in hybrid form has hands (at least after a fashion). What happens when a crane or sparrow hengeyokai assumes a hybrid form? Can they still fly if their wings become pairs of hands? Can they fly as if they had the *fly* spell cast upon them? Do they add an extra pair of limbs to use while still retaining the use of their wings? What size can the hybrid form be?**

A crane or sparrow hengeyokai in hybrid form has "hands" at the ends of its wings. They can fly at speed 20 (average maneuverability). When flying, the hengeyokai cannot hold a buckler or shield in either hand and can hold only light weapons or objects weighing 6 pounds or less.

All the hengeyokai listed in the *Oriental Adventures* book have Medium-size hybrid forms.

**If a hengeyokai character were to reach one of the levels where an ability score can be increased and were to add that increase to one of his physical ability scores, would the ability score increase also affect his physical score in his animal form? For example, a dog hengeyokai character advances to 3rd level during a campaign and gains an effective character level of 4. He decides to put the ability score increase into his Constitution. In his human form his Constitution score goes up by 1, while in his hybrid form it goes up by 3 (one for the ability score increase and two for the +2 Constitution bonus his subrace receives). But when the character is in animal form, does he have a Constitution score of 15 (the value**

listed on page 12 of the *Oriental Adventures* book) or does the increase boost it up now to a 16 whenever he is in his animal form? How do the ability score increases affect a hengeyokai in all three forms?

First, the character has to have 4 class levels to get the ability boost, not 3. The ECL affects the XP you need to earn your next level, but it does not increase your actual character level. (You do get a bonus feat for reaching level 3, though.) The example hengeyokai can change form 4 times per day (1 + his character level of 3).

The physical ability scores for an animal form are fixed—you get the same ability scores no matter what yours are. These scores are shown on Table 1–3 of *Oriental Adventures*.

On the other hand, apply hybrid form ability modifiers to the character's current ability scores, whatever they might happen to be at the time the character assumes the form.

A hengeyokai in human form uses his normal ability scores.

**Is it possible for my nezumi character to swing his sword and also make a bite attack if he uses the full attack action? If so, what would the attack modifiers be?**

A nezumi can make one natural unarmed attack once per round. This attack can be a bite or a claw attack. An unarmed nezumi can't make two claw attacks and a bite attack with a full-attack action nor a single claw attack and a bite attack. A nezumi could, however, make a normal unarmed attack (as a monk, for instance) and then make an additional bite or claw attack with a full-attack action.

If your nezumi character is using a weapon but has one free hand, he could use a single bite or claw attack as a natural secondary attack. The character's weapon attack would be unaffected, and the bite or claw would take a –5 penalty (or –2 if the character had the Multiattack feat). Also, the nezumi could wield a weapon two-handed or carry a weapon and a shield and make a bite attack as a natural secondary attack. The lizardfolk from the *Monster Manual* fights in this manner.

**The dastana and chahar-aina each have an armor check penalty of 1. What armor check penalties do masterwork versions of these items have? What armor check penalty would mithral versions of these items have?**

The armor check penalty for any item of masterwork armor is lessened by 1. (See page 113 in the *Player's Handbook*.) A masterwork dastana or chahar-aina has an armor check penalty of 0.

Mithral lessens armor check penalties by 3. (See page 243 in the *DUNGEON MASTER's Guide*.) The minimum armor check penalty is 0. The reduction for mithral and for masterwork stacks.

**Elven chainmail is very light. Can a player combine a dastana and chahar-aina with elven chainmail?**

No. You can use dastana or chahar-aina (or both) only over padded, leather, or chain shirt armor. (See page 75 in the *Oriental Adventures* book.)

**If you use a dastana or chahar-aina that has an enhancement bonus, does that bonus stack with or replace any enhancement bonuses the foundation armor might have? If you're also using a magic shield, how does**

**using a dastana or chahar-aina affect that? What happens if the armor and the dastana or chahar-aina both have additional special properties?**

When you add a dastana or chahar-aina, you get either the enhancement bonus of the added piece or the enhancement bonus of the foundation armor (not a shield), whichever is bigger; if you add both a dastana or chahar-aina, you use the biggest enhancement bonus of the three.

A magic shield's enhancement bonus still stacks with whatever enhancement bonus you're using for the armor you're wearing on your body.

No matter which enhancement bonus you use for the armor you're wearing on your body, you get the benefit of any special armor qualities any of the items you're using have, except that similar qualities don't stack. For example, you wear a +3 *chain shirt of light fortification*, a +2 *dastana of spell resistance* (13), a +1 *chahar-aina of spell resistance* (17), and a +1 *shield of heavy fortification*. Your panoply of armor has a total enhancement bonus of +4 (+3 from the chain shirt and +1 from the shield), and you benefit from the heavy fortification and spell resistance (17) qualities of the shield and the chahar-aina.

**Say a monk has two tonfas and has 2 unarmed attacks per round. Would the second tonfa give a third attack if the monk had the Ambidexterity and Two-Weapon Fighting feats? Or would that extra tonfa be included in the base unarmed attacks of 2 per round?**

A tonfa is a martial arts weapon, so a monk using one can attack at his unarmed rate. A second tonfa doesn't add any extra attacks, but the monk can use a flurry of blows if armed with two martial arts weapons (see page 39 of the *Player's Handbook*) making the extra attack from the flurry with the second weapon.

**Suppose I'm a multiclass shugenja/wu jen. Does my shugenja's element focus bonus to spell saving throw DCs stack with my wu jen's elemental mastery bonus?**

No. You keep your spell lists and daily spells separate when you're a multiclass spellcaster. Apply the shugenja's element focus bonus only to the spells the character casts as a shugenja. Apply the wu jen's elemental mastery bonus only to the spells the character casts as a wu jen.

**If I'm a multiclass shugenja/wu jen, do the limitations for my shugenja class extend to my wu jen class? For example, I'm a Unicorn shugenja who specializes in water, so I cannot cast shugenja fire spells. Can I learn melt as a wu jen?**

As noted in the previous question, the character's two spellcasting classes are completely separate. The shugenja's elemental limits don't extend to other spellcasting classes the shugenja might have.

**Can a wizard learn wu jen spells? I understand that a wizard cannot simply choose wu jen spells to learn for free at a new level, but if a wizard found a scroll of snake darts written by a wu jen, could that wizard copy it into her spellbook? Could she cast it from the scroll? The scroll descriptions in the DUNGEON MASTER's Guide simply refer to arcane spells.**

A wizard can learn any spell that's on the sorcerer/wizard

list. A wizard cannot learn any spell that is not on the sorcerer/wizard list. Note that there are a few exceptions to both of these statements hiding in the rules here and there; for example, specialist wizards are barred from learning spells from their opposition schools and some prestige classes give wizards access to a few spells that aren't on the sorcerer/wizard list. In any case, *snake darts* is not a sorcerer/wizard spell, so a wizard cannot learn it.

You cannot use a scroll unless the spell is the correct type (arcane or divine) and the spell is on your class list. (See page 203 in the *DUNGEON MASTER's Guide*, where a few more limits to scroll use are explained.) *Snake darts* is not a sorcerer/wizard spell, so a wizard cannot cast it from a scroll.

Note that sorcerer characters can use either the sorcerer/wizard spell list from the *Player's Handbook* or the wu jen spell list from the *Oriental Adventures* book, not both. A sorcerer who uses wu jen spells can read any wu jen spell from a scroll (subject to the limits noted on page 203 of the *DUNGEON MASTER's Guide*), but cannot use scrolls from the sorcerer/wizard list in the *Player's Handbook*.

**The description of the *water to poison* spell specifically says the poison DC is tied to the caster's Intelligence, even though a maho-tsukai (who casts spells according to his taint score) casts it. Should all stat-related DCs throughout the *Oriental Adventures* book use the caster's relevant ability score?**

In general, a spell's saving throw DC depends on the relevant ability for the caster's class. However, if a spell description specifically says what ability to use (for example *kiss of the toad* specifies Intelligence), use that score instead. On the other hand, a maho-tsukai always uses taint instead of the relevant ability score, even when a spell description specifies an ability.

**I have started building a sorcerer/eunuch warlock, level 11/7. It seems that the extra spell level he gains as a 5th-level eunuch warlock is useless, because he should be able to cast 6th-level spells, but as an 11th-level sorcerer he doesn't know any. What happens? Do I have to lose the extra slot?**

If you're a sorcerer, bard, or a member of another class that works with a personal repertoire of spells, you get one spell known (if you need it) when you reach 5th or 10th level. Note that you still can't cast the spell unless you also put one of your bonus spells there or unless you have an ability score high enough to get a bonus spell of that level.

**If a 10th-level weapon master is surrounded by, say, a bunch of low-level thugs, is it possible to use the ki whirlwind ability in conjunction with an iaijutsu attack if they're flat-footed?**

If you can draw the weapon during the same round you make the ki whirlwind attack, yes.

**A katana is defined in the *Oriental Adventures* book as a masterwork bastard sword. Would a Medium-size character with Exotic Weapon Proficiency (bastard sword) be able to wield a katana one-handed? Would a Medium-size character with Exotic Weapon Proficiency (katana) be able to wield a bastard sword one-handed?**

Yes to both questions. Note that a katana is described as a

masterwork bastard sword in both the *DUNGEON MASTER's Guide* and the *Oriental Adventures* book. Exotic Weapon Proficiency (katana) is just another name for Exotic Weapon Proficiency (bastard sword), and vice versa.

**The description of the shugenja says that shugenjas don't use spellbooks, but rather use ofuda scrolls as divine focuses for their spells. Does this apply only to spells that require material components or to all shugenja spells regardless of listed components?**

It applies to all shugenja spells.

**Table 6-2 in the *Oriental Adventures* book seems a bit messed up. There are feats listed under the martial arts styles that don't match the written text. For example, Roundabout Kick is listed in Empty Hand style, but not in the Empty Hand text on the same page. Ki Shout is listed in its place.**

Table 6-2 and the text that accompanies it are both correct. Some players perceive inconsistencies. For example, Roundabout Kick is part of the Empty Hand style, but it is not a requirement for Empty Hand Mastery (you don't have to know all the feats in a style to master it). You do, however, have to meet all the listed mastery requirements before you actually master the style.

**Can you use the Karmic Strike feat when fighting defensively? Can you use Karmic Strike when using the total defense option?**

Yes. It's not a very good option, but you can do it.

Note that you decide whether Karmic Strike is "on" or "off" during your turn, and the -2 armor penalty and ability to make attacks of opportunity against foes who hit you remain until your next turn. Also note that any attacks of opportunity you make via this feat count against your number of attacks of opportunity you are allowed—you won't get a lot of attacks from the feat unless you also have Combat Reflexes and a decent Dexterity score.

You could likewise choose to fight defensively when it's your turn, and the +2 dodge bonus to Armor Class and the -4 attack penalty apply until your next turn. Thus, the attack penalty applies to any attacks of opportunity you might make by virtue of Karmic Strike.

You also can use Karmic Strike when you're using the total defense option. Since total defense doesn't carry an attack penalty, any attacks of opportunity you might make as a result of using Karmic Strike are unaffected. On the other hand, the +4 dodge bonus to Armor Class might well limit the number of foes who hit you and, thus, the number of attacks of opportunity you'll make.

**The *Oriental Adventures* book describes a new way of using the Sense Motive skill: You can estimate an opponent's level. Can anyone do that at any moment? Does it take 1 round or more?**

Attempting to assess an opponent's level is a standard action. Anyone can try, even characters with no ranks in Sense Motive.

**I have a friend who is playing a fighter/iaijutsu master, and our group can't agree what abilities he gets outside of iaijutsu duels. The skill description seems to say you can**

**only use it during iaijutsu duels, but the iaijutsu master class description makes it seem like you gain many abilities that can be used outside of the duels. Can you explain which abilities can be used only in duels and which can be used outside of duels?**

In an iaijutsu duel, your Iaijutsu Focus check doubles as your initiative roll, and you gain extra damage according to your check as shown on page 59 of the *Oriental Adventures* book.

Outside of an iaijutsu duel, you can make a check against a flat-footed opponent and deal extra damage. You can also make a check and deal extra damage to objects. (As noted previously, neither your normal damage nor your extra damage from Iaijutsu Focus is halved when you attack an object, despite what it says on page 59 of the *Oriental Adventures* book).

**The material for the tattooed monk prestige class in *Oriental Adventures* includes descriptions of several tattoos the character can choose. Many of these descriptions say something like: “Once per day per tattoo he possesses, the tattooed monk . . .” What is “per tattoo he possesses” supposed to mean? Do you count up all the tattoos the monk has? Does the monk have to choose the same tattoo more than once to get extra uses of that tattoo each day? For example, let’s say a character has three levels of tattooed monk, and therefore two tattoos. One is the bamboo tattoo and one is the bat tattoo. Can the tattooed monk gain an enhancement bonus to his Constitution score (from the bamboo tattoo) once or twice a day? Does this also hold true when the descriptions talk about adding the number of tattoos? For example, how big can the character’s enhancement bonus to his Constitution be?**

The phrases “once per day per tattoo he possesses” and “add the number of tattoos” both refer to the number of tattoos the character has gained as a tattooed monk. The example character can boost his Constitution score by 2 points twice a day (because the character has two tattoos, including the bamboo tattoo). The character also can boost his Dexterity score by 2 points twice a day (courtesy of his bat tattoo).