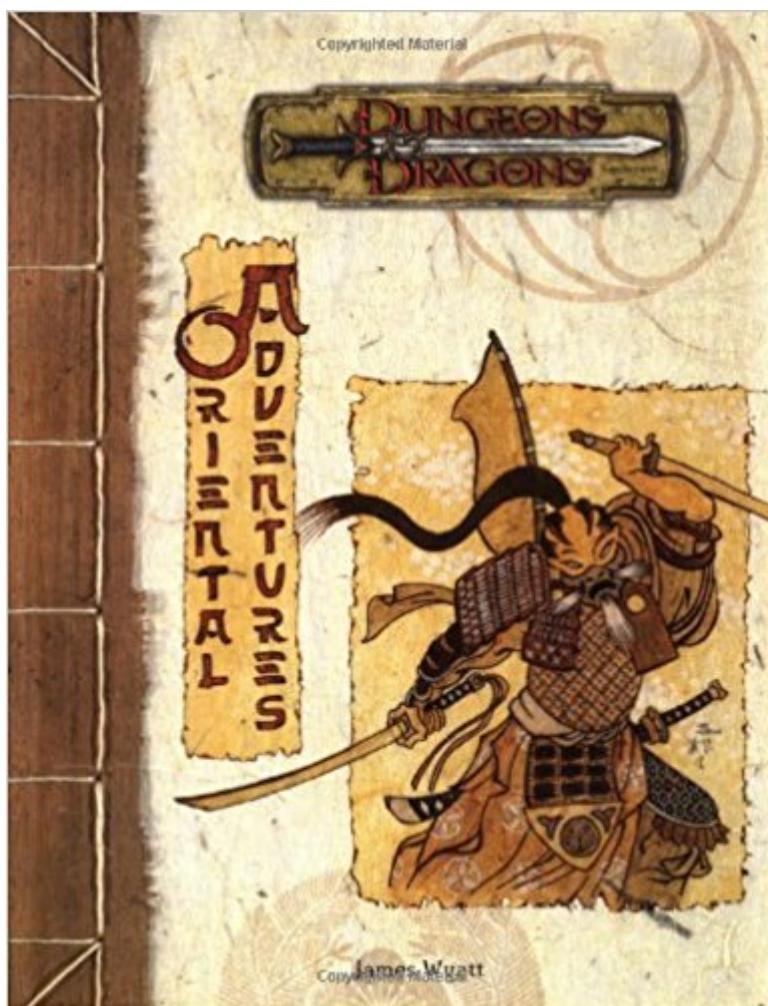


The book was found

Oriental Adventures (Dungeons & Dragons Supplement)



Synopsis

Silk, Steel, and Magic Oriental Adventures introduces the infinite worlds of fantastic Asia to the Dungeons & Dragons game. In these pages, you'll find: 5 new races, including hengeyokai, nezumi, and spirit folk. 5 new classes, including the samurai, the shugenja, and the wu jen. Over 25 new prestige classes, including the ninja, the tattooed monk, and the yakuza. 100 new spells. 75 new monsters. A complete campaign setting: Rokugan, the world of the Legend of the Five Rings trading card game. To use this supplement, a Dungeon Master also needs the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual. A player needs only the Player's Handbook.

Book Information

Series: D&D Supplement

Hardcover: 256 pages

Publisher: Wizards of the Coast (October 2001)

Language: English

ISBN-10: 0786920157

ISBN-13: 978-0786920150

Product Dimensions: 8.6 x 0.7 x 11.1 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.2 out of 5 stars 57 customer reviews

Best Sellers Rank: #308,410 in Books (See Top 100 in Books) #114 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons #28175 in Books > Teens

Customer Reviews

Despite being sold as used and in 'good' condition, the copy I received was pristine and still had its 'new book smell'. I couldn't be happier with this purchase. It arrived about two weeks before it was scheduled and makes a fantastic addition to the 3.5 campaign if you are looking for an oriental flavour.

The long-awaited revision of the classic "Oriental Adventures" book (I once had the original copy, then foolishly sold it), the latest Oriental Adventures version is a definite thumbs-up. Players are given new races, character and prestige classes, skills, feats and spells. For those wanting a preprepared campaign, a map of the Japanese-oriented land of Rokugan is included. If you liked the first Oriental Adventures, you will definitely like the second. As for the price - who cares? It's only money, and you only live once!!!

i play 3.5 exclusively and this adds those extra bits that keeps the game fresh. adds a slew of new weapons, a couple of new races, an incredible number of spells, and best of all ninjas (and other themed classes). the new flavor this book can add to even an existing campaign is fantastic. the only draw back on this book is when you get that DM that says "not everyone can be a ninja"

Almost a four, but after reading the book i have a few reservations. The presentation is great with robust artwork and the detail we've come to expect from 3rd edition. That said, i think the books lacks the edge of the orginal OA. Also, the world of Rokugan, while not bad at all, just doesn't perk my interest quite as much as Kara-Tur did. In fact, much of the book describes which elements Rokugan does NOT incorporate, but still provides the rules so that DM's and players can use them in their own campaigns. This to me just seemed silly. If you are going to through the trouble of using this Oriental universe then why not make it compatible with all the rules presented? I suppose it's a minor quibble, and otherwise the book does have some good material. The monsters are great and have a lot of flavor, and there is so much info about the Shadowlands in the book it would be a waste not to use it, even if you ARE playing in Kara-Tur. For those DM's and players who want an Oriental feel to their games, you can certainly use this book and pick elements from it. A good product, just not quite all i had hoped for.

came in a little sooner than I expected and was used but that's ok. It provides many good things but bare in mind it also cuts out a lot of play from the player's handbooks since your in asia not supposed Europe.. I found this works kinda well with 5th edition and 3rd edition.

I liked the earlier edition much better. This one gives with one hand and takes away with the other. Classes given then not allowed in the official game, races, skills etc. treated the same way. Why give half the book and then disallow it?

I bought this book for a better samurai class then the one I found in Complete Warrior. While it is more like the Fighter, it was still fun. This book has everything you need for an Oriental campaign setting. New gear, magic enchantments, new races, a few prestige classes and a list of some monsters you could add to your campaign. Definitely worth the buy.

If you like samurai, ninja, giant rats standing on two legs, dragons, and demons.....buy this. It's got

everything you need for an Asian themed adventure. Not just Japan either. Plenty of Chinese, Thai, and Indian influences available.

[Download to continue reading...](#)

Oriental Adventures (Dungeons & Dragons Supplement) Dungeons and Dragons: Dungeons & Dragons - Dungeon Master's Screen (Fifth Edition) How to Play Dungeons and Dragons: Your Step-by-Step Guide to Playing Dungeons and Dragons for Beginners Monster Manual II (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement) Curse of Strahd: A Dungeons & Dragons Sourcebook (D&D Supplement) Complete Adventurer: A Guide to Skillful Characters of All Classes (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) The Complete Thief's Handbook: Player's Handbook Rules Supplement, 2nd Edition (Advanced Dungeons & Dragons) The Complete Wizard's Handbook, Second Edition (Advanced Dungeons & Dragons: Player's Handbook Rules Supplement #2115 Premium 3.5 Edition Dungeons & Dragons Magic Item Compendium: Rules Supplement V.3.5 (D&D Accessory) Sharn: City of Towers (Dungeons & Dragons d20 3.5 Fantasy Roleplaying, Eberron Supplement) Deities and Demigods (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement) The Complete Ranger's Handbook (Advanced Dungeons & Dragons, 2nd Edition, Player's Handbook Rules Supplement/PHBR11) Races of Stone (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) Dungeons & Dragons: Forgotten Realms Player's Guide-Roleplaying Game Supplement Races of the Wild (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) Dialect, Culture, and Society in Eastern Arabia: Glossary (Handbook of Oriental Studies/Handbuch Der Orientalistik) (Handbook of Oriental Studies: Section 1; The Near and Middle East) Oriental Rugs: Turkish (Oriental Rugs) (Vol 4) Dungeon Tiles Master Set - The Wilderness: An Essential Dungeons & Dragons Accessory (4th Edition D&D) Of Dice and Men: The Story of Dungeons & Dragons and the People Who Play It Empire of Imagination: Gary Gygax and the Birth of Dungeons & Dragons

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)