Weekly Wonders Forgotten Oni



BATHFINDER ROLEPLAYING GAME COMPATIBLE

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Oni, Shikoru

This hulking creature has jade-green skin, marbled with golden streaks. Its single eye takes up almost a third of its face, and it glares menacingly with a blood-red iris, and a pupil shaped like a 5-pointed star.

SHIKORU

CR 10

XP 9,600 NE Large outsider (giant, native, oni, shapechanger) Init +4; Senses darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 24, touch 9, flat-footed 24 (+9 armor, +6 natural, -1 size) hp 127 (15d10+45); regeneration 5 (acid or fire) Fort +12, Ref +7, Will +15

OFFENSE

Speed 20 ft., fly 40 ft. (good) Melee mwk greatsword +19/+14/+9 (3d6+4/19-20) Ranged composite longbow [+3 Str] +14/+9/+4 (2d6+3/x3) Space 10 ft.; Reach 10 ft. Special Attacks eye beams Spell-Like Abilities (CL 15th; concentration +18) Constant—fly

At Will—augury, charm person (DC 14)

3/day—greater command (DC 18), greater dispel magic, prying eyes

1/day—deeper darkness, fire shield, greater scrying, mass suggestion (DC 19), true seeing

STATISTICS

Str 17, Dex 10, Con 16, Int 15, Wis 19, Cha 16 Base Atk +15; CMB +19; CMD 29 Feats Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike, Weapon Focus (greatsword) Skills Bluff +21, Diplomacy +13, Intimidate +21, Knowledge (arcana) +13, Knowledge (planes) +20, Perception +28, Sense Motive +22, Spellcraft +20, Stealth +14 Languages Common, Cyclops, Giant SQ change shape (Medium or Large humanoid; *alter self* or *giant form I*), twisted insights

ECOLOGY

Environment any temperate or tropical Organization solitary Treasure double (composite longbow [+3 Str], full plate, masterwork greatsword, other treasure)

SPECIAL ABILITIES

Eye Beams (Su): As a standard action, a shikoru can fire a beam of fire from its eye. Treat this as a ranged touch attack with a maximum range of 60 feet. On a successful hit, it deals 10d6 points of fire damage. Additionally, three times per day (but no more than once per hour), the shikoru can fire a more powerful beam of fire from its eye as a full-round action. This takes the form of a line 10 feet wide and 120 feet long, which deals 15d6 points of fire damage to each creature in the area. A successful Reflex save (DC 20) halves this damage. The saving throw DC is Constitution-based.

Twisted Insights (Su): Three times per day, as an immediate action, a shikoru can peer into an occluded visual

spectrum of possible futures, gaining insight that allows it to find the possible futures where events pass as it desires. This allows it to change the result of a single d20 roll. The new result is equal to 20 minus the original result (so a roll of 1 would become a 19, a roll of 2 would become an 18, a roll of 20 would effectively become o, and so on). This does not cause rolls to be treated as critical failures, even if the new result is 1 (or lower). In order to use this ability, the creature making the roll must be within 60 feet of the shikoru. If this ability is used on the same roll as another ability that would modify the result of the roll (such as the cyclops' flash of insight ability), the shikoru and the creature using the other ability make opposed Charisma checks: the winner's effect applies, and the other effect is ignored.

Ecology

It does not take an expert on oni lore to identify what humanoid form the shikoru oni is based upon: the single, massive eye that dominates a shikoru's visage declares without any room for uncertainty that these oni are some manner of cyclops. Like many oni that take the form of savage, brutal giants, the oni prove far more cunning than the dull creatures from which they take their form. Because cyclopes were once a much more intelligent race than they are today, however, many have made the mistake of believing that shikoru are not oni at all, but actually an offshoot of the ancient cyclops race, which created the ancient cyclopean empire. This is, of course, entirely untrue, though shikoru are often quick to exploit those who are mistaken in this way, claiming to possess ancient knowledge.

Shikoru are far more solitary than most oni, and very rarely bother with gaining followers or carving out dominions for themselves. Instead, they tend to spend their lives seeking out new and unusual sensations, especially visual ones. Indeed, there is little that a shikoru values more than a remarkable sight: whether it is a beautiful sunset over a majestic waterfall, a meticulously sculpted statue crafted by one of the great masters of the arts, or the bleak beauty of an ancient and crumbling ruin from an ancient time.

Because they are so drawn to novel sights, shikoru often spend much of their lives travelling, and they often gain quite a collection of unusual and esoteric knowledge from their various wanderings. In fact, of all the races of oni, shikoru are among the least hostile towards humanoids that they encounter. Most shikoru become disinterested in the affairs of humanoids before too long (except for artists, the exceptionally beautiful or hideous, or any other humanoids that are responsible for or have particular access to unusual sights). In a few rare cases, a shikoru may even take a permanent residence as a reclusive mountain sage, trading the knowledge that he has gained from his travels for rare and exotic works of art.

In some very rare cases, particularly aged and knowledgeable shikoru oni have been known to stumble upon the secrets of mystical enlightenment, and have transcended their origins to become neutral- or even good-aligned. Legends even tell of shikoru that, through dedication and study over the course of centuries, managed to ascend from oni status, and were reborn as either mortal humanoids or even returning to their previous status as kami.

Oni, Tororu

This awkward, gangly humanoid has bright red skin, with ropy muscles. It stands in a deep crouch, its knobby knees splayed wide, its knuckles dragging across the ground as it swings its arms slowly. It leers menacingly, its narrow nose bulging out nearly a foot from its face.

TORORU XP 9,600

CR 10

CE Large outsider (giant, native, oni, shapechanger) Init +2; Senses darkvision 60 ft., low-light vision; Perception +18

DEFENSE

AC 23, touch 11, flat-footed 21 (+4 armor, +2 Dex, +8 natural, -1 size)

hp 138 (12d10+72); regeneration 10 (acid or fire) **Fort** +14, **Ref** +10, **Will** +9 **SR** 21

OFFENSE

Speed 20 ft. **Melee** greatclub +17/+12/+7 (2d8+7) or 2 claws +16 (1d6+5) **Ranged** composite longbow [+5 Str] +13/+8/+3 (2d6+5/x3) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks frenzied strike, rend (2 claws, 1d6+7) **Spell-Like Abilities** (CL 7th; concentration +9)

Constant—jump

3/day—darkness, rage 1/day—stoneskin, shout (DC 16)

STATISTICS

Str 21, Dex 15, Con 22, Int 12, Wis 17, Cha 14 Base Atk +12; CMB +18; CMD 30 Feats Combat Reflexes, Intimidating Prowess, Iron Will, Power Attack, Weapon Focus (greatclub), Vital Strike Skills Acrobatics +15 (+35 to attempt high jumps or long jumps), Bluff +17, Climb +11, Disguise +17, Intimidate +22, Perception +18, Stealth +10, Survival +15, Swim +11 Languages Common, Giant SQ change shape (Medium or Large humanoid; *alter self* or *giant form I*), regeneration burst, spell eater

ECOLOGY

Environment cold or temperate mountains **Organization** solitary, pair, or gang (1-2 plus 3-4 trolls) **Treasure** double (composite longbow [+5 Str], greatclub, hide armor, other treasure)

SPECIAL ABILITIES

Frenzied Strike (Ex): A tororu in the midst of battle is often gripped with a sudden surge of energy and fighting spirit—especially when it is winning. If a tororu makes a fullattack action with its greatclub, and all three attacks hit their target (even if they are different targets), the tororu can make one additional attack with the greatclub at its highest base attack bonus.

Regeneration Burst (Ex): A tororu can greatly increase its regenerative power for a short period in times of need, although once it does so it is severely weakened. As a swift action, once per day, the tororu can increase its regeneration to 30 for a number of rounds equal to its Constitution modifier (typically 6). Further, suffering acid or fire damage does not cause the regeneration to stop, but only lessens it: if the tororu suffers acid damage, its regeneration is reduced by 10 for 1 round, and if it suffers fire damage, its regeneration is also reduced by 10 for 1 round. Multiple instances of acid or fire damage do not stack. After 6 rounds have passed and the effect ends, the tororu is exhausted.

Spell Eater (Su): A tororu's spell resistance allows it to absorb the energy of spells that it resists, fueling its regenerative abilities. Whenever a spell fails to overcome the tororu's spell resistance, it heals a number of hit points equal to twice the spell's level.

Ecology

One of the least civilized of all of the oni races, tororu are oni that take the form of trolls, though their forms are even uglier than the hideous race that their bodies are based upon.

Tororu share trolls' insatiable hunger, and much of their attention is devoted to pursuits of gluttony, seeking out new and unusual delicacies, as well as single-mindedly pursuing previous dishes that proved particularly tasty. Of course, what a tororu considers "tasty" varies wildly from one to another, and certainly is not restricted to human norms. While some tororu are inclined towards rich fatty foods, others develop a sweet tooth, and others are inclined to much stranger things, such as filth and rotting garbage, leaves, grasses, and other inedible parts of plants, or even different types of soil. Whatever types of food they find themselves drawn to, tororu almost universally love the taste of raw humanoid fresh (and, in fact, prefer their humanoid meals to still be living as they rip the flesh from their bodies, whenever possible, claiming that such "fresh" meat is far more delectable).

In addition to consuming a great variety of foods (including things that cannot truly be called food in any real sense of the word), tororu also consume their food in great quantities. If they are in a position to indulge their hunger to their heart's content, a tororu can easily consume twice its own body weight in material in a single day.

Of course, in order for a tororu to be able to indulge itself in this way, it must have a steady supply of its chosen meal available. For this reason, most tororu set themselves up as petty overlords over small communities of humanoids. Unlike most oni, tororu rarely have the patience or the subtlety to use their shapechanging abilities to aid them in taking over these communities, and usually rule by brute force and intimidation rather than by guile. For this reason, the tororu generally prefer to take over communities of humans or other similarly weak creatures, rather than communities of trolls, the way that many oni prefer to associate with the humanoid race their form is based on.

Tororu who live alone in the wilderness are more likely to make judicious use of their change shape ability, often posing as a hermit, lost traveler, or something similar, in order to lure humanoid prey into their clutches.

Oni, Waste Yai

This grey-skinned humanoid is almost entirely bald, with an oversized top-knot topping his head like a lonely palm tree. He is dressed in a shabby collection of furs harvested from fearsome beasts, and wields a large flail in one hand.

WASTE YAI

CR 16

XP 76,800 CE Large outsider (giant, native, oni, shapechanger) Init +7; Senses darkvision 60 ft., low-light vision; Perception +21

DEFENSE

AC 31, touch 12, flat-footed 28 (+4 armor, +3 Dex, +13 natural, -1 size, +2 shield)

hp 216 (16d10+128; regeneration 10 (acid) Fort +18, Ref +10, Will +14 Immune disease, poison

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OFFENSE

Speed 30 ft., fly 40 ft. (average); 40 ft., fly 60 ft. without armor

Melee Large flail +28/+23/+18/+13 (2d6+13 plus disease) **Ranged** Large composite longbow [+5 Str]+19/+14/+9/+4

(2d6+5/x3)

Space 10 ft.; Reach 10 ft.

Special Attacks control vermin, gut strike

Spell-Like Abilities (CL 15th; concentration +19)

Constant—*fly*

- At Will—deeper darkness, gaseous form, ghoul touch (DC 16), invisibility (self only)
- 3/day—epidemic^{UM} (DC 21), giant vermin, insect plague, quickened ghoul touch (DC 16)

1/day—horrid wilting (DC 22)

STATISTICS

Str 37, Dex 16, Con 26, Int 17, Wis 14, Cha 18 Base Atk +16; CMB +30; CMD 43

Feats Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*ghoul touch*) Skills Bluff +23, Climb +29, Intimidate +23, Heal +18, Perception +21, Sense Motive +21, Spellcraft +22, Stealth +15, Survival +21 Languages Common, Giant SQ change shape (Medium or Large humanoid; *alter self* or

sq change shape (Medium or Large humanoid; *alter self* or *giant form I*)

ECOLOGY

Environment any wastelands **Organization** solitary, raiding party (1 plus 3-6 ash giants) **Treasure** standard (Large composite longbow [+5 Str], Large flail, heavy wooden shield, hide armor, other treasure)

SPECIAL ABILITIES

Control Vermin (Sp): Waste yai have an inexplicable affinity for vermin, and are able to exert great influence over them. Whenever a vermin begins its turn within 60 feet of the waste yai, it must succeed on a Will save (DC 22) or be affected as though by the spell *charm monster* for as long as it remains within 60 feet of the waste yai, and 10 minutes thereafter. Even vermin that are normally immune to mind-affecting effects are subject to this effect.

Further, the waste yai can issue suggestions to vermin affected in this way telepathically, and can also receive sensory input from them, similar to the *dominate monster* spell (he is not able to control them directly, in the way that *dominate monster* allows, however).

Disease (Su): While waste yai are immune to disease, their very touch spreads a virulent and deadly sickness known as grey wasting. Any creature struck by a waste yai's attacks, including attacks made with manufactured weapons, is exposed to this virulent disease.

Grey Wasting: Injury; *save* Fort DC 26; *onset* 1d4 rounds; *frequency* 1 hour; *effect* 1d2 Con damage, creatures that die from this disease rise as a plague zombie in 1d4 hours; *cure* 2 consecutive saves. The save DC is Constitution-based.

Gut Strike (Ex): Waste yai love to strike their opponents in the gut, knocking the wind from them and leaving them temporarily unable to fight back. Whenever the waste yai confirms a critical threat with a melee weapon, the target must succeed on a Fortitude save (DC 31) or be nauseated for 1d4 rounds. The saving throw DC is Strengthbased.

Ecology

Waste yai are a curious exception amongst the oni, in that they do not seek out sensory experiences in the same way that many other oni do. While it is believed that most oni become jealous of mortals and their material world, and take physical form in order to take part in the same pleasures that they see humanoids enjoying, waste yai seem to have little interest in enjoying the riches and fruits of the Material Plane, but rather prefer to destroy and ruin everything that they can, in order to ensure that no one can enjoy any pleasures or sensations that the waste yai himself cannot enjoy.

All oni base their forms on a humanoid race, and waste yai are no exception, taking forms that are inspired by the twisted ash giants. Like ash giants, they have an affinity for both diseases and vermin, although the diseases that they carry are much more virulent, and their control over vermin is much more dynamic and absolute.

Most waste yai spend their time roaming the countryside like a plague, visiting death, destruction, and corruption everywhere that they go. They take great delight in summoning insects to spoil great feasts, afflicting the beautiful and privileged with wasting diseases, and generally destroying all things of beauty and delight.

Ironically, this can sometimes bring them into conflict with other oni, who prefer to savor and enjoy such delicacies, and the pleasurable sensations that they bring, rather than seeing the waste yai, who are often perceived as dull and barbaric by their kin, simply waste them. Curiously, the waste yai seem to derive the most pleasure from depriving their kin of such treats, and will actively seek out communities ruled by oni, completely devastating them in what appears to be a high-stakes game of familial bullying. Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

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Strange and Exotic Oni

Introduced in the Pathfinder Bestiary 3, oni are a race of evil outsiders inspired by eastern mythology. In Pathfinder, each oni is associated with a particular race of humanoid creature, and many of them are based on giants. By now, a wide variety of humanoid races have had oni made in their image, each oni using the original race as a starting point and expanding or building upon it to create a new and exciting foc, but there are still some humanoid races that have been left behind and forgotten. This is particularly a shame, because some of the races left behind are those that could make the most interesting oni.

This book contains three new oni: the shikoru (CR 10), based on the cyclops, the tororu (CR 10), patterned after the troll, and the waste yai (CR 16), made in the image of the ash giant. The shikoru can fire beams of energy from its single massive eye to burn its foes to a crisp, and can twist and distort fate, turning a roll into the opposite of what it actually was. The tororu, by contrast, can rend foes asunder with its deadly frenzied strike, and in times of dire need, can call upon its regeneration burst to increase its healing power immensely for a short time. Finally, the waste yai spreads a particularly virulent and deadly disease that causes its victims to rise as zombies, can control vermin, and has a nasty debilitating gut strike.

Whether you want to round out your east of oni for an oriental=themed campaign, or are just looking for new and exciting takes on some classic giants, you'll find what you're looking for in these unusual oni.

