



Artist unknown, accessed at the Mythology Wiki [here](#)

[The most redundant monster I'm still posting from the original Creature Codex, since there is both a [tengu oni](#) and a [daitengu](#) in PFRPG. When I ran the Jade Regent AP, I used these as the leaders of yamabushi tengu gangs.]

Oni, Hanadaka

This tall scarlet-skinned man wears rough white robes and wooden sandals, but his sword is finely made and keen. White feathered wings grow from his back and his bulging eyes glare from over a foot-long nose.

Cunning tricksters and superb swordsmen, the hanadaka oni are rightfully feared by all who travel through the remote mountains they call home. Hanadaka oni share a particular affinity for tengu, but do not view their mortal counterparts with a desire for dominion. In the capricious minds of the hanadaka oni, they see only respect as worth pursuing. If a hanadaka oni is shown what it considers proper respect, it can prove to be a great teacher. Tales are told of hidden monasteries where hanadaka teach the art of perfect swordsmanship to tengu pupils.

Those who do not pay proper respect to the oni, or to the tengu, or the mountains or winds or whatever else a particular hanadaka oni has decided to defend the honor of are subjected to violent pranks. Most victims are merely humiliated and robbed by the shapeshifting tricksters, but hanadaka oni do not need much of an excuse to resort to violence. They have a special ire for the religious, as they are offended that anyone could respect the gods more than themselves. As such, they enjoy disguising themselves as priests, then engaging in shockingly lustful, gluttonous or greedy behavior to ruin the reputations of churches and clergymen.

A hanadaka oni stands seven feet tall and weighs three hundred pounds, but their mastery of the winds allows them to fly as if they were light as a feather. Hanadaka oni are often garbed in white robes, wear wooden sandals and carry large fans made of feathers or leaves, but any and all of these accoutrements may be left behind when assuming a disguise. The only thing a hanadaka oni will never part with is its fantastically sharp sword—a hanadaka oni robbed of its sword will destroy

entire villages in order to retrieve the weapon.

Hanadaka Oni CR 10

XP 9,600

CE Medium outsider (native, oni)

Init +7; **Senses** darkvision 60 ft., Perception +17

Defense

AC 27, touch 18, flat-footed 20 (+7 Dex, +9 natural, +1 dodge)

hp 115 (11d10+55); regeneration 7 (acid, fire) **Fort** +12, **Ref** +14, **Will** +6

Defensive Abilities evasion, uncanny dodge

Offense

Speed 40 ft., fly 60 ft. (good)

Melee +1 *adamantine katana* +19/+14/+9 (1d8+12/15-20x2) or 2 claws +17 (1d4+6)

Special Attacks blasting critical, change size, hurricane fan

Spell-like Abilities CL 11th, concentration +15 (+19 casting defensively)

At will—*ghost sound* (DC 14), *greater teleport* (self plus 50 pounds of objects only),

invisibility, *misdirection* (DC 16), *suggestion* (DC 17)

1/day—*mirage arcana* (DC 19), *mirror image*, *veil* (DC 20)

Statistics

Str 22, **Dex** 24, **Con** 21, **Int** 15, **Wis** 17, **Cha** 18

Base Atk +11; **CMB** +17; **CMD** 35

Feats Combat Casting, Combat Reflexes, Dodge, Mobility, Quick Draw, Spring Attack

Skills Acrobatics +21 (+25 when jumping), Bluff +18, Craft (weaponsmithing) +16, Fly +19,

Intimidate +18, Perception +17, Perform (wind instrument) +15, Stealth +21, Sleight of Hand +16

Languages Common, Giant, Tengu

SQ change shape (human, tengu or [giant raven](#), *polymorph*), weapon mastery

Ecology

Environment cold and temperate mountains

Organization solitary or monastery (1-3 plus 10-40 tengu)

Treasure standard plus +1 *adamantine katana*

Special Abilities

Blasting Critical (Su) On a successful critical hit, a hanadaka oni's blade generates a powerful blast of wind. Creatures struck by a hanadaka oni's critical hit must succeed a DC 21 Fortitude save or be knocked prone and pushed 20 feet. The save DC is Strength based.

Change Size (Sp) Twice per day, a hanadaka oni can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the hanadaka oni chooses when using the ability), except that the ability can also work on the hanadaka oni. A DC 16 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Hurricane Fan (Su) As a standard action, a hanadaka oni can wave its fan to generate a 120 foot line or 60 foot cone of powerful winds. Creatures in the area must succeed a DC 21 Fortitude save or be knocked prone and pushed 20 feet away from the hanadaka oni. A hanadaka oni can use this ability once every 1d4 rounds. This is an ability of the oni, not its fan. The save DC is Strength based.

Weapon Mastery (Su) A hanadaka oni is proficient with all swords and sword-like weapons. In addition, they gain the benefits of the Weapon Focus, Weapon Specialization and Improved Critical feats on all attacks made with swords and sword-like weapons.