



Image from the late, lamented obakemono.com.

[Ama-no-jaku are one of the few creatures in Japanese folklore that are a “type” of oni—most oni are just oni. In Pathfinder RPG, each oni are associated with a different type of humanoid or giant. So making these stealthy, small oni associated with halflings seemed a logical step]

Oni, Ama-no-jaku

This grinning red-skinned fiend stands only half as high as a human, but its sharp teeth and claws suggest it is not to be trifled with.

Ama-no-jaku are among the least of the oni, but they are no less perverse and sadistic for it. Ama-no-jaku are typically obsessed with wealth, preferring to gain prestige through covetous actions rather than assuming places of authority in human societies. They are typically wanderers, moving into a community long enough to steal its greatest treasures and leave strife and distrust in its wake.

Ama-no-jaku are the incarnate forms of small and petty spirits, and their forms are similarly stunted compared to their mighty kin. They have a special affinity for halflings, joining in their traveling caravans and using words and magic to draw the little folk towards crime and treachery. All ama-no-jaku can read thoughts, and typically use this ability in order to determine the greatest desires of humanoid victims. They then use their suggestion abilities to force their victims to act on these desires, delighting in the conflicts that arise.

An ama-no-jaku stands only three feet tall, but is monstrously strong for its size.

Ama-no-jaku CR 3

XP 800

NE Small outsider (halfling, native, oni, shapeshifter)

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +9

Defense

AC 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 natural)

hp 30 (4d10+8); regeneration 3 (acid or fire)

Fort +3, **Ref** +7, **Will** +6

SR 14

Offense

Speed 30 ft.

Melee 2 claws +8 (1d4+2), bite +8 (1d6+2)

Special Attacks jinx

Spell-like Abilities CL 4th, concentration +6

Constant—*detect thoughts* (DC 14)

3/day—*suggestion* (DC 15)

1/day—*invisibility*, *levitate*, *knock*, *produce flame*

Statistics

Str 15, **Dex** 17, **Con** 14, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +4; **CMB** +5; **CMD** 18

Feats Combat Expertise, Weapon Finesse

Skills Bluff +9, Disguise +9, Intimidate +9, Knowledge (local) +9, Perception +9, Sense Motive +9,

Sleight of Hand +10, Stealth +14

Languages Common, Halfling, Infernal

SQ change shape (Small humanoid, *alter self*)

Ecology

Environment urban

Organization solitary, pair or family (3-6)

Treasure double standard

Special Abilities

Jinx (Su) Three times per day as an immediate action, an ama-no-jaku can force any opponent within 30 feet making an attack roll, saving throw or skill check to roll 2d20 and take the worse result. A creature can resist this ability with a successful DC 14 Will save. This is a curse effect. The save DC is Charisma-based.