Way of the Oni



You have stupendously studied the ways of deadly disconcerting demonic giants known as Oni. Known for their elemental and trickster magics as well as a spine-chilling specialized form of fighting using iron clubs, Oni are as frantically frightful as fables would lead one to believe. Masterful monks of this path ultimately undergo unnerving, terrible transformations as the Ki flowing through their body permanently produces petrifying adaptations as consequence of using the Oni's awesomely awful arcane arts and mad martial might.

Oni Tutelage

Your observations of obstreperous oni and their particularly powerful proprietary brand of fighting begun bearing benefits. Beginning at 3rd level, you may use a great club as a monk weapon. You also learn abyssal and giant and gain proficiency in your choice of Deception or Intimidation.

Additionally, once per turn when you hit a creature with an unarmed strike or a monk weapon, you may roll your martial arts die and the result to the total damage. The added damage is either lightning or thunder, your choice.

Yokai Magic

Also at 3rd level, you begin to laudably learn how to use scarily similar sensational magic to the oni you emulate. You learn the following spells at the monk levels listed and can cast each spell once per short or long rest. Wisdom is your spellcasting ability for these spells and if you fail a concentration saving throw for any of these spells, you may spend 1 Ki point to maintain concentration.

Yokai Spells	
Monk Level	Spells
3rd	Disguise Self, Invisibility (self only)
6th	Darkness, Elemental Weapon
11th	Call Lightning, Gaseous Form
17th	Cone of Cold, Control Winds

Oni Hide

At 6th level your body begins balefully transforming into that of an oni. Your skin thoroughly thickens and changes color to red, blue, black, or yellow. You also begin to grow small fangs and horns. You have resistance to lightning and thunder damage and while you are not wearing armor or using a shield, you gain a +1 bonus to your AC.

Thundering Kanabo

Starting at 11th level, all damage you deal with a monk weapon or unarmed gains the extra damage benefit of your Oni Tutelage.

Demonic Fighting

Also starting at 11th level, your fearful form and face become more delightfully and decadently demonic. You grow horrid horns and frightful fangs in both your upper and lower jaws. Once per long rest, you may cast the Fear spell and if you would fail the saving throw to maintain concentration, you may instead spend 1 Ki point to maintain concentration.

Additionally, when a creature succeeds on the saving throw for your Stunning Strike, it is instead frightened of you until the end of its next turn.

Kijin Transformation

At 17th level you can channel your Ki through your body to undergo a transformation into a Kijin, or Oni God. As a bonus action you can any amount of Ki points and for a number of rounds equal to the Ki points spent, you gain the following benefits:

- You have a flight speed equal to your walking speed.
- You are immune to lightning and thunder damage and you resist bludgeoning, piercing, slashing, fire, and cold damage and gain a +2 bonus to your AC.
- You may add extra damage to all attacks you make with a monk weapon. The extra damage equals a roll of your martial arts die and is the same damage type as the weapon used.
- Your size becomes large and if you have at least 1 hit point remaining, you regenerate an amount of hit points equal to 2 x your Wisdom modifier.

Once you use this ability you cannot do so again until you finish a long rest.

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