DUALINK

Oyecomova

Monster



JoJo's Bizarre Adventure Edition

Oyecomova

Medium humanoid (human, Stand user), neutral evil

Armor Class 15 (studded leather)
Hit Points 180 (24d8 + 72)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	16 (+3)	18 (+4)	14 (+2)	12 (+1)

Saving Throws Dex +6, Wis +5
Skills Deception +4, Perception +5, Stealth +6
Senses passive Perception 15
Languages Common
Challenge 8 (3,900 XP)

Boku no Rhythm wo Kiitekure. Oyecomova's Stand makes anything he touches into a bomb, and his Stand attacks use Intelligence. His bombs can't harm him. He can have two bombs at a time and can't make a third. All of them go inert if he dies or after 1 minute.

Pinned Bomb. Each bomb has a clock-shaped detonator and one pin. A bomb detonates at the end of Oyecomova's next turn after its pin comes out. Each creature within 10 feet of it must make a DC 15 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much on a successful one. A creature bearing the bomb automatically fails. Only one bomb can detonate per turn; any other waits until the end of his next turn.

A creature within 5 feet of a bomb can use an action to reinsert its pin with a DC 15 Dexterity (Sleight of Hand) check, which stops the

countdown.

Hold the Pin. A creature bearing a bomb must keep one hand or other appendage on the pin, and it can't be used for anything else. If it ends its turn without doing so, the pin comes out.

Actions

Multiattack. Oyecomova makes two Detonating Strikes. He can replace one with Plant Bomb.

Detonating Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature that isn't bearing a bomb, it must succeed on a DC 15 Dexterity saving throw or Oyecomova makes it bear one.

Plant Bomb. Oyecomova touches an unattended object, a Tiny beast (he carries rats; AC 10, 1 hit point), or a 5-foot cube of water and makes it a bomb. An object or water bomb's pin comes out when a creature touches or moves it. A beast bomb moves up to 30 feet toward a creature of Oyecomova's choice at the end of each of his turns, and its pin comes out when it reaches that creature.

Cigarette Smoke (Recharge 5–6). Oyecomova exhales bombs too small to see in a 20-foot cone. Each creature in the cone that is breathing must make a DC 15 Constitution saving throw. On a failed save, it takes 21 (6d6) fire damage and is poisoned until the end of its next turn. On a successful save, it takes half as much damage and isn't

poisoned.

Bonus Actions

Sweating Palms. One creature bearing a bomb within 30 feet of Oyecomova must succeed on a DC 15 Strength saving throw or the pin comes out.

Stay Out of Reach. Oyecomova moves up to half his speed without provoking opportunity attacks.

Reactions

Shed Skin. When a creature within 5 feet of Oyecomova hits him with a melee attack, a layer of his skin peels away onto the attacker. The attacker must succeed on a DC 15 Dexterity saving throw or bear a bomb, if it isn't already bearing one.