

THE FAMILIARS OF BLACK JAPAN

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Fully Compatible with the PFRPG.

Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

Black Japan is a weird setting, and even the familiars owned by its spell casters tend to be a little strange. Living garage-kit models, lewd fairies, pitiful child-ghosts and even living tendrils made of animated feces are available familiar options.

BLACK JAPAN'S FAMILIARS

The new familiars presented here are fairly common among Black Tokyo's spellcasters. In many cases, these statistics can be used for normal creatures as well. These familiars use the standard rules for familiars presented in the Pathfinder RPG Core Rulebook. Tiny or smaller familiars in this section use DEX to modify Climb and Swim skill checks.

SMALL FAMILIARS

As Small creatures, Small Familiars threaten the areas around them, and can be used to flank enemies, though both familiars and their masters are loath to use such tactics, as the usual result is a dying familiar. Small familiars are harder to conceal and keep out of sight than Tiny familiars.

Familiar	Special Ability Granted
* Basan	Master gains a +2 bonus on REF Saves
*Dolfie	Master gains a +3 bonus on Perform (model or dance) checks
Heart Plush	Master gains a +3 bonus on Craft (sewing/seamstress) checks
Hitotsume-Kuzo	Master gains a +3 bonus on Knowledge (either pop culture or local) checks
*Jaku	Master gains a +3 bonus on Perform (sexual) checks
Kamaitachi	Master inflicts +1 damage with one handed slashing weapons
*Noppera-Bo	Master gains a +2 bonus on Intimidate checks
Panty Fairy	Master gains a +3 bonus on Knowledge (pop culture) checks
Penguin	Master gains Cold Resistance 2
Pooplet	Master gains a +2 bonus on saving throws versus spells and effects with the <i>skatto</i> descriptor
Sankai	Master gains a +1 bonus on Knowledge (religion) and a +2 bonus on Treat Injury checks made to aid pregnancy or childbirth
Spark Fox	Master gains a +3 bonus on Stealth checks in urban areas
Teru Teru Bozo	Master gains a +3 bonus on Survival checks
* Tofu-Kuzo	Master gains a +3 bonus on Profession (chef) checks
* Uwan Lantern	Master gains a +3 bonus on Drive or Ride checks (choose one)
Zashiki-Warashi	Master gains a +3 bonus on Profession (farmer) checks
	* indicates a reskinned version of another familiar in this sourcebook

Familiars	Challenge Rating	Size, Type and Subtypes	Core Concept
Heart Plush	CR 1/3	Small N Construct	Stuffed familiar
Hitotsume-Kozo	CR 1/3	Small NG Fey	Clever one eyed fey spirit
Kamaitachi	CR ½	Tiny CN Magical Beast	Fast and nasty tiny predator
Panty Fairy	CR 1/3	Tiny N Fey	Sarcastic little fairy familiar
Penguin	CR 1/4	Small N Animal	A smarter bird than you'd expect
Pooplet	CR 1/3	Tiny N Ooze	Friendly shit ooze
Sankai	CR 1/3	Tiny NE Undead	Miscarried ghost familiar
Spark Fox	CR 1/2	Tiny N Magical Beast (electricity)	Clever, electrically charged vulpine
Teru Teru Bozo	CR 1/4	Tiny NG Undead (air, water)	Benevolent ghostly rain spirit
Zashiki-Warashi	CR 1/2	Small NG Fey (earth)	Childlike house <i>kami</i>

FAMILIAR, HEART PLUSH CR 1/3

Small N Construct
XP 135

Init +0 **Senses**

Perception +1,
Darkvision 60 ft

Defense

AC 11 **Touch** 11

Flatfooted 11 (+1 size)

HP 1d10 hp (5 HP)

FORT +0 **REF** +0

WILL +1

Immune construct
immunities, Bludgeoning
damage

Offense

Spd 20 ft

Melee +0 slam (1d3-1
bludgeoning)

Statistics

Str 8 **Dex** 10 **Con** -
Int 2 **Wis** 12 **Cha** 3



Base Atk +1
CMB +0
CMD 10

Ecology

Environment

any urban

Organization

solitary or
accompanying a
master

Treasure

solitary

Special Abilities

Spellrunner
(EX)

Heart Plushes
are specially
made as
familiars. When
delivering a
touch spell on
behalf of its
master, the Heart
Plush receives a
+1 competence
bonus to its
attack roll.

Roleplaying

Heart Plushes are big floppy creations of colorful cloth stuffed with scrap felt, cotton batting and crushed herbs to both animate the construct and provide a pleasant scent. Each Heart Plush has a unique design, and is handstitched by its creator but most look like big, floppy stuffed animals- bears, tanuki, dogs, cats, rabbits and hybrid cat-rabbit creatures are especially common. Heart Plushes seem a little more willful and intelligent than most constructs, and most have a rather feline demeanor.

Similar Creatures

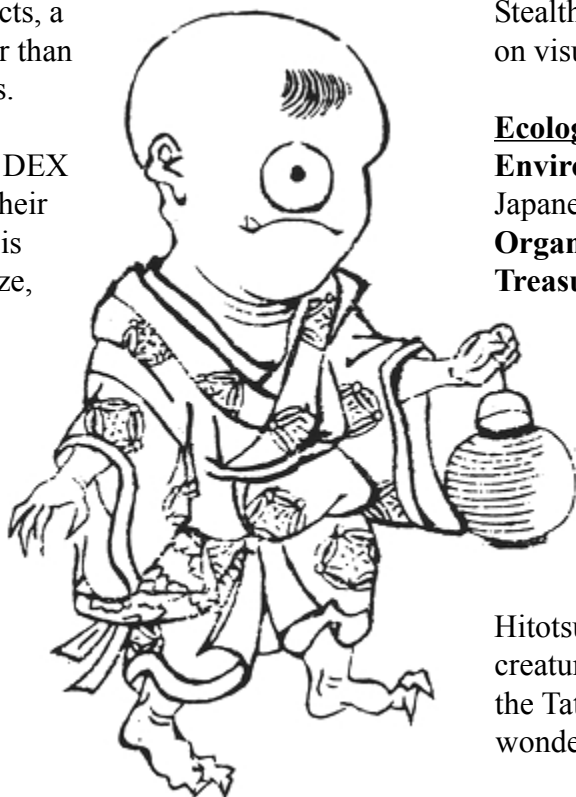
Dolfie (CR 1/4)

Dolfies are similar to Heart Plushes- toys animated to serve as familiar. Where a Heart Plush is a stuffed animal, a Dolfie is an amazingly realistic, well articulated 12-18 inch high doll. Dolfie owners take great pride in their creations, spending thousands of yen to buy or hand-sew miniature versions of the latest Gothic Lolita fashions for their dolls.

Modifications

Dolfie are Tiny Constructs, a little bit faster than Heart Plushes.

Their DEX Score is 14; their Armor Class is AC 14 (+2 size, +2 DEX).



FAMILIAR, HITOTSUME-KOZO **CR 1/3**

Small NG Fey

XP 135

Init **Senses** lowlight vision, Perception +3 (+8 visual Perception checks in bright light)

Languages Japanese, Sylvan

Defense

AC 12 **Touch** 12 **Flatfooted** 11 (+1 size, +1 DEX)

HP 1d6 hp (4 HP)

FORT +0 **REF** +3 **WILL** +1

Immune gaze attacks

Offense

Spd 20 ft

Melee -3 unarmed strike (1d4-3 subdual)

Spell-Like Abilities (CL 1st Concentration +3)

At Will – light, mending

Statistics

Str 4 **Dex** 13 **Con** 11 **Int** 7 **Wis** 9 **Cha** 15

Base Atk +0 **CMB** -4 **CMD** 7

Feats Skill Focus (Knowledge: local)

Skills Acrobatics +6, Knowledge (local) +5, Stealth +9, Perception +3 (racial modifiers: +8 on visual perception checks in bright light)

Ecology

Environment any land (most common in Japanese plains and rural areas)

Organization usually solitary

Treasure standard

Roleplaying

Hitotsume-Kozo are child-like fey spirits that appear as a bald headed boy or girl of about eight, with a single huge eye in the center of their forehead, who dresses in the archaic costume of a long ago Buddhist monk.

Hitotsume-Kozo are intensely curious and clever creatures, who often cross from their homes in the Tatakama to see the sights and experience the wonders of the Earth Realm. They can be

insanely enthusiastic about even the most mundane facets of modern life- vending machines and subways are wonders, television and J-pop are revelations, and automobiles are fierce dragons to be tamed. Hitotsume-Kozo are often chosen as familiars by Dodoma and Kami spellcasters.

Similar Creatures

Tofu-Kuzo (CR 1/3)

Like their cousins, the Hitotsume-Kizo, Tofu-Kuzo are clever and friendly minor *kami*, who appears as a small child dressed in archaic costuming. However, the Tofu-Kuzo have two eyes and usually carry a ceramic serving tray bearing a block of tofu stamped with a leaf or lattice pattern. Tofu-Kuzo are more subservient than curious (though they are still very curious), and make it a point of pride to ensure their masters are well fed.

Modifications

Use the statistics for a Hitotsume-Kuzo with the following changes. Remove the

creature's immunity to Gaze attacks and racial bonus on Perception checks in bright light. Change the Hitotsume-Kizo's ranks in Knowledge (local) and Skill Focus for equal ranks in Profession (chef) and a Skill Focus in the same.

The Tofu-Kuzo's spell-like abilities are as follows.

At Will – ghost sound

3x/day – Goodberry (in the forms of small blocks of tofu rather than berries)

FAMILIAR, KAMAITACHI **CR 1/2**

Tiny CN Magical Beast

XP 200

Init +2 **Senses** lowlight vision, scent, Perception +3

Languages None

Defense

AC 14 **Touch** 14 **Flatfooted** 12 (+2 size, +2 DEX)

HP 1d10 (6 HP)

FORT +2 **REF** +4 **WILL** +1

Offense

Spd 35 ft

Melee slash +3 (1d4-4 slashing plus supernatural sickle)

Statistics

Str 3 **Dex** 15 **Con** 10 **Int** 3 **Wis** 12 **Cha** 5

Base Atk +1 **CMB** -3 **CMD** 9 (13 vs trip)

Feats Weapon Finesse

Skills Acrobatics +10 Stealth +10, Perception +3 (Racial Modifiers +4 Stealth, +8 Acrobatics)

Ecology

Environment temperate and cold plains or urban

Organization solitary or hunting trio

Treasure none



Special Abilities

Supernatural Sickle (SU)

The Kamaitachi's claws are supernaturally sharp. Anytime it rolls a 4 on D4, inflicting maximum damage with its slash, reroll the D4 and add the result to the damage total. If the result is also a 4, keep rerolling and adding to the damage total.

Roleplaying

Kamaitachi are supernaturally stealthy, vicious predators nicknamed 'sickle weasels'. In reality, their dark, sleek bodies are a combination of weasel, cat and rat. They have a nasty habit of going for the eyes or Achilles tendons of human-sized prey, and have absolutely no fear of humans. Kamaitachi were initially creatures of the fields and rice paddies, but have adapted well to modern Japan. In the cities, they hunt stray dogs and the homeless.

Similar Creatures

Basan (CR ½)

The Basan is a kind of magical chicken-yokai native to Ehime Prefecture. This ugly bird is noticeably skittish, and will usually flee from human voices, especially those raised in anger or fear. The Basan lives on rodents, smaller birds and insects, though it has no problem scavenging garbage for its meal.

Modifications

Use the statistics for a Kamaitachi with the following modifications. Remove the creature's Supernatural Sickle power, and replace it by giving the Basan the following attack.

Flaming Peck +3 (1d4-4 slashing plus 1 fire)

The Basan is immune to Fire and gains Cold Resistance 5.

FAMILIAR, PANTY FAIRY CR 1/3

Tiny N Fey

XP 135

Init +7 **Senses** Perception +2,
lowlight vision

Languages Japanese, Sylvan

Defense

AC 15 **Touch** 15 **Flatfooted** 12 (+2 size, +3 DEX)

HP 1d6 hp (3 HP)

FORT +0 **REF** +5 **WILL** +2

Offense

Spd 10 ft **Flight** 30 ft (Perfect)

Melee -1 unarmed slam (1 point nonlethal)

Spell Like Abilities (CL 1st,
Concentration +2)

At Will – *Light*, *Prestidigitation* (clean a small object or produce a pleasant scent only)





Statistics

Str 5 Dex 16 Con 10 Int 11 Wis 10 Cha 13

Base Atk +0 CMB -5 CMD 8

Feats Improved Initiative

Skills Fly +17, Knowledge (pop culture) +1, Perception +2 (+8 racial bonus on Fly checks)

Gear tiny string bikini

Ecology

Environment any urban

Organization clique (3-8) or accompanying a master or mistress

Treasure standard

Roleplaying

Panty Fairies are in high demand as familiars because of their intelligence and cheerful natures. Even non-ecchi spellcasters pay high prices to hire a Panty Fairy- the perky little fey make excellent scouts and spies, and can be trusted to TiVo the spellcaster's favorite shows while they're out adventuring. More perverted spellcasters enjoy having a nimble little fairy as their own personal pornography.

Panty Fairies resemble toy-sized Japanese or Korean women, about 3-4 inches high. They have membranous wings, like those of a dragonfly, or ornately decorated wings like those of a butterfly or moth, projecting from their shoulder blades. They dress exclusively in a skimpy two piece string bikini. Personality wise, they're sarcastic little things, especially to their masters. They tend to be a little bit lazy, and are definitely couch-potatoes. These mostly vegetarian fey adore fruit- a master who regularly buys his or her Panty Fairy fresh watermelon or cherries has a friend for life.

Similar Creatures

Jaku (CR 1/3)

Jaku are the male equivalent of Panty Fairies. Where Panty Fairies are beautiful, Jaku are stunted and ugly little men with mud colored flesh. They have warty, somewhat frog-like faces. They fly as nimbly as their 'sisters' even though they lack wings. Jaku usually go nude except for a brightly colored tiny yakuta, worn open on their chest, revealing their genitals, which are disproportionately large, for such a little creature.

Jaku are little perverts who like nothing better than masturbating while watching their master's intimate adventures. They usually shout encouragement or criticism, which usually gets shoes thrown in their general direction.

FAMILIAR, PENGUIN

CR 1/4

Small N Animal

XP 100

Init +0 **Senses** Perception +1, lowlight vision

Defense

AC 12 **Touch** 12 **Flatfooted** 11 (+1 size, +1 dodge)

HP 1d8 + 1 hp (5 HP)

FORT +3 **REF** +2 **WILL** +1

Resist Cold 2

Offense

Spd 10 ft, **Swim** 30 ft

Melee -2 beak (1d4-3 piercing)

Statistics

Str 5 **Dex** 11 **Con** 13 **Int** 1 **Wis** 12 **Cha** 3

Base Atk +0 **CMB** + **CMD** +

Feats Dodge

Skills **Swim** +5 (+4 racial bonus on **Swim** checks)

Ecology

Environment cold oceans and coastlines

Organization solitary or pod (several dozen) in the wild

Treasure none

Special Abilities

Hold Breath (EX)

Penguins can hold their breath for about 5 minutes before needing to make **FORT** Saves to resist suffocation or drowning.

Roleplaying

These fairly intelligent, trainable birds are sometimes imported to Japan by spellcasters wanting a truly distinctive familiar- especially those who watched way too much *Evangelion* growing up. Penguins, especially Emperor Penguins are a lot smarter than they look, and can learn an astounding variety of tricks. Those enhanced by a familiar bond are even cleverer.

FAMILIAR, POOPLET

CR 1/3

Tiny N Ooze

XP 135

Init +0 **Senses** Perception +3, **Blindsense** 30 ft

Defense

AC 13 **Touch** 12 **Flatfooted** 13 (+2 size, +1 natural armor)

HP 1d8+1 hp (5 HP)

FORT +0 **REF** +0 **WILL** +1

Immune Ooze immunities

Offense

Spd 15 ft **Swim** 30 ft

Ranged +2 squirt (1d3 acid, 10 ft maximum range)

Statistics

Str 3 **Dex** 11 **Con** 12 **Int** - **Wis** 12 **Cha** 1

Base Atk +0 **CMB** -6 **CMD** 4

Skills +4 **Swim** (+4 racial bonus on **Swim** checks)

Ecology

Environment any

Organization solitary or swarm (3d6), or accompanying a master or mistress

Treasure none

Roleplaying

Pooplets are tiny oozes that resemble long snakes of human shit, made of gelatinous brown slime. Pooplets have 'eye spots' on the head made of white, black and pinkish sludge

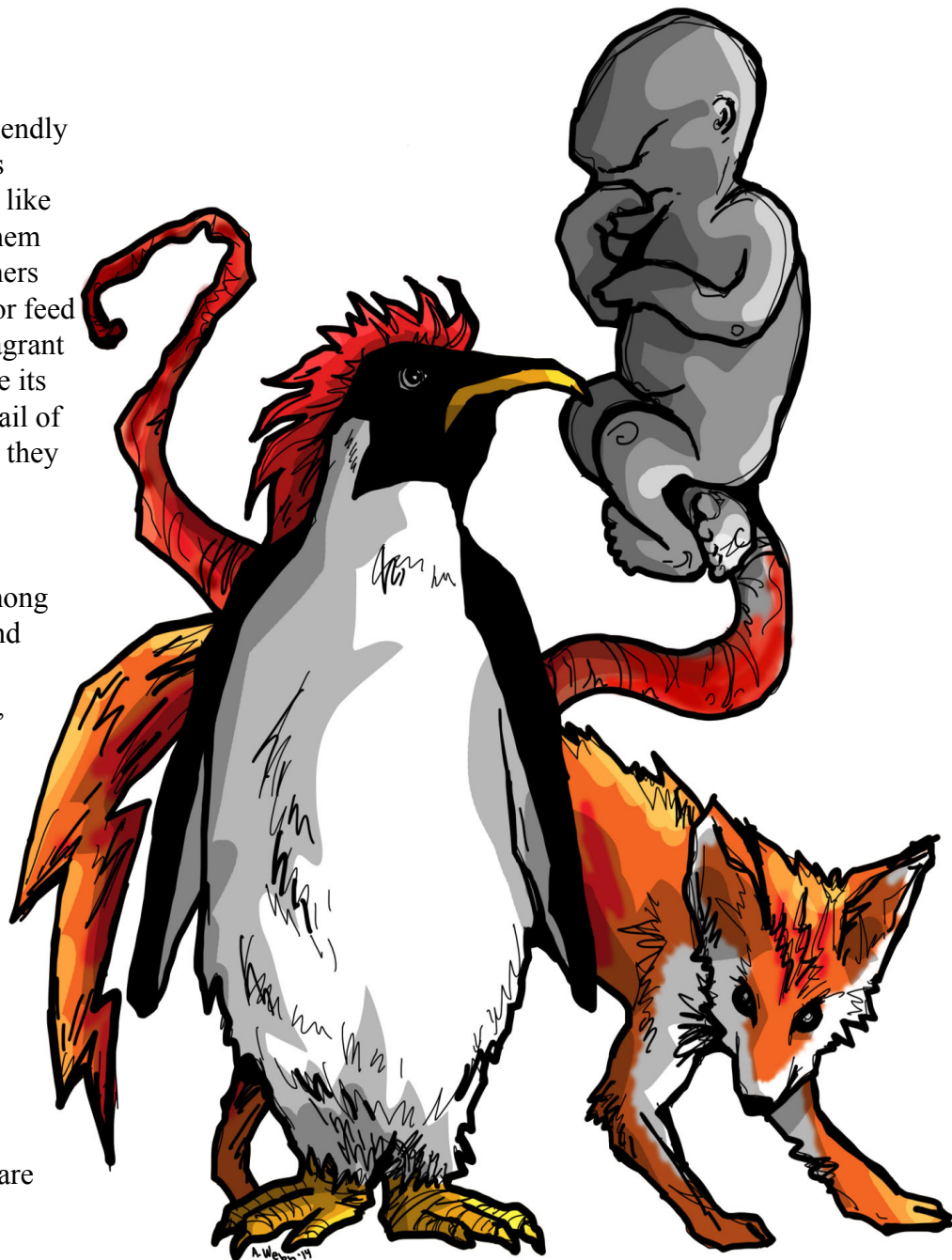
that resemble big, friendly anime eyes. Pooplets smell almost exactly like what you'd expect them too- considerate owners use *prestidigitation* or feed their ooze special fragrant chemicals to improve its odor. They leave a trail of clear, sticky slime as they travel.

Pooplets are favorite familiars among *skatto* spellcasters and especially Akaname mages. As a familiar, pooplets gain an INT score of 1, and their INT gradually increases as their master gains levels.

Similar Creatures

Noppera-Bo (CR 1/3)

Noppera-Bo are odd little puddles of human fat that occasionally take a semi-bipedal form. In this form, they resemble a roly-poly little figure with a crudely animated, laughing (or leering) face in the center of its 'chest'. Noppera-Bo often lurk in hospitals and plastic surgery facilities, concealing out of medical waste. They are more willful and mischievous than Pooplets, and like to play tricks on unsuspecting mortals, startling them.



FAMILIAR, SANKAI CR 1/2

Tiny NE Undead

XP 135

Init +1 **Senses** Perception +1, lowlight vision, Darkvision 60 ft

Defense

AC 14 **Touch** 14 **Flatfooted** 12 (+2 size, +2 DEX)

HP 1d8 hp (4 HP)

FORT +0 **REF** +1 **WILL** +3

Immune undead immunities

Offense**Spd** Flight 30 ft (average)**Melee** +3 umbilical cord (10 ft reach, 1 slashing)**Statistics****Str** 1 **Dex** 12 **Con** - **Int** 2 **Wis** 13 **Cha** 3**Base Atk** +0 **CMB** -9 **CMD** 2**Feats** Weapon Finesse (umbilical cord)**Skills** Perception +1, Fly +3**Ecology****Environment** any**Organization** solitary or accompanying a master or mistress**Treasure** none**Roleplaying**

Sankai are horrid little monsters created when a woman exposed to magical toxins or to the predations of undead while pregnant do not receive proper care. Instead, they miscarry and a Sankai is 'born' instead. Sankai are common in the Tatakama, and ghostly swarms of the pathetic undead drift in the wake of traveling Ubume. They are especially common in Nagasaki, because the Ubume Empress' schemes in the Earth Realm have polluted the region with a dark *karma* that causes miscarriages.

Sankai resemble pale, grey-skinned fetuses, floating at about waist height in the air. They are surrounded by a chill aura, and their limbs are twisted and misshapen, almost resembling a turtle's flippers more than human limbs. A vermillion umbilical cord trails beneath the Sankai's body- the creature can use this cord as a whip to defend itself.

Necromancers and undead spellcasters sometimes choose Sankai familiars. For Ubume magic users, a Sankai is often the undead remnant's of it's stillborn child's body, while the ghostly burden they carry is a remnant of the child's soul.

FAMILIAR, SPARK FOX

CR 1/2

Tiny N Magical Beast (electrical)

XP 200**Init** +3 **Senses** Perception +2, lowlight vision, scent**Defense****AC Touch Flatfooted** (+2 size, + DEX)**HP** 1d10 (5 HP)**FORT** +2 **REF** +5 **WILL** +1**Immune** Electrical damage**Offense****Spd** 30 ft**Melee** +4 bite (1 slashing plus 1 electrical)**Statistics****Str** 4 **Dex** 15 **Con** 10 **Int** 2 **Wis** 13 **Cha** 5**Base Atk** +1 **CMB** -5 **CMD** 8**Feats** Weapon Finesse (bite)**Skills** Perception +2**Ecology****Environment** cold or temperate forests or urban**Organization** solitary, pack (3-6) or accompanying a master or mistress**Treasure** none**Roleplaying**

Spark Foxes are magical animals that slipped into the Earth Realm through cracks between dimensions. Clever and adaptable, Spark Foxes have adapted well to life in urban Black Japan, scavenging from dumpsters and unattended garbage bins. Spark Foxes are popular pets among the wealthy and occult community- quite a few idols carry a beloved Spark Fox pet in their purses.

Spark Foxes resemble especially tiny Japanese red foxes. Brighter patches of auburn fur form spark like patterns on their flanks and at the crown of their head. When especially angry or scared, golden lightning crackles between their sharp little fangs.

FAMILIAR, TERU TERU BOZO CR 1/4

Tiny NG Undead (air, water)

XP 100

Init +1 **Senses** Perception +2, Darkvision 60 ft

Defense

AC 13 **Touch** 13 **Flatfooted** 12 (+2 size, +1 DEX)

HP 1d8 hp (4 HP)

FORT +0 **REF** +1 **WILL** +4

Immune undead immunities

Offense

Spd Flight 40 ft

Ranged +1 douse (1d2 acid, 10 ft maximum range)

Spell Like Abilities (CL 1st – **Concentration** +3)

3x/day – Create Water

Statistics

Str 1 **Dex** 13 **Con** - **Int** 2 **Wis** 14 **Cha** 3

Base Atk +0 **CMB** -7 **CMD** 4

Feats Acrobatics

Skills Fly +7 (+4 racial bonus on Fly checks)

Ecology

Environment any

Organization solitary or storm (3-4) or accompanying a master or mistress

Treasure standard

Roleplaying

Teru Teru Bozo are rain stopping ghosts, fragmentary little spirits that are born on stormy nights in Shinto graveyards. Exorcists believe these mostly harmless little spirits are created from the souls of small animals or very young children- babies who died less than an hour after birth or even stillborn or aborted fetuses. Unlike most undead, they hold no malice towards the living. Superstition holds that Teru Teru Bozo can stop the rain- kids and vacationers often implore the little ghosts to make storms vanish.

However, these spirits have no such great power, but can conjure a sudden downpour to slake a living creature's thirst or cool it on a hot afternoon.

Teru Teru Bozo look like the archetypical kid's conception of a ghost, an amorphous little shape about 8 inches high wrapped in a gauzy, ectoplasmic white shroud. They are always vaguely damp to the touch.

Similar Creatures

Uwan Lantern (CR ¼)

The Uwan Lantern is a tiny, weak ghost created from the soul of someone who died by accident, most likely a traffic accident these days. Uwan Lanterns are cowardly little ghosts who take the form of drifting balls of cold blue light shot with static. If not commanded to do anything else in particular, they drift along highways and through crowded streets, most common in the minutes after sunset and just before dawn. They delight in distracting drivers and causing minor crashes.

The Uwan Lantern's attack deals cold damage, not acid damage. It can use *Cause Fear* 3x/day rather than *Create Water*.

FAMILIAR, ZASHIKI-WARASHI CR 1/2

Small NG Fey (earth)

XP 200

Init +0 **Senses** Perception -1, lowlight vision

Languages Japanese, Terran

Defense

AC 11 **Touch** 11 **Flatfooted** 11 (+1 size)

HP 1d8 hp (4 HP)

FORT +0 **REF** +2 **WILL** +1

Offense

Spd 20 ft

Melee +0 slam (1d3-1 bludgeoning)

Spell Like Abilities (CL 1st)

At Will – Prestidigitation (clean a small object or flavor food only)

1x/day – Mending

Statistics

Str 8 Dex 11 Con 10 Int 6 Wis 9 Cha 13

Base Atk +0 CMB -2 CMD 8

Feats Stealthy

Skills Escape Artist +2, Stealth +6

Ecology

Environment temperate or cool plains or mountains (especially in rural Japan)

Organization solitary or accompanying a master or mistress

Treasure standard

Roleplaying

Zashiki-Warashi are good natured hearth spirits- very minor kami who inhabit old buildings and truly ancient onsen. A building will not attract a Zashiki until it has been lived in for at least 70 years; Black Japan is currently under going a Zashiki boom, as the spirits are attracted to buildings erected after WWII for the first time. Zashiki are dumb, basically childlike creatures, but good natured. They do household chores, mend clothes and take their payment in stolen food and toys. Homeowners living with a Zashiki tend to treat the little fey like a beloved child.

Spellcasters in rural areas often find a Zashiki to serve as their familiar, but the little fey absolutely refuse to enter larger, built up urban areas and are near catatonic with fear if brought within the confines of a city like Tokyo or Osaka.

Zashiki resemble Japanese toddlers. Most are vaguely male, and dress in school shorts and uniform shirts. Zashiki have cheerful, cherry red faces like wooden noh masks.

OTHER FAMILIARS

In addition to the creatures from the four volumes of *The Bestiary* that are specifically called out as possible familiars, Black Japan's spellcasters might choose stranger creatures as their familiar. The following creatures are found in the listed volume of *The Bestiary*.

Abumi-Guchi (Tiny Animated Object)

The Abumi-Guchi is a particular breed of **Tsukumogami** that is formed from the stirrup of a great military commander or cavalry warrior. Unlike other tsukumogami, this creature has an aggressive, war like nature and carries itself with a military bearing, which is comical as it hops about.

Centipede, Giant

Giant Centipedes are scavengers of the dead, and are often chosen by necromancers, or more rarely by those who hunt the undead. Centipedes are feared and loathed in the Tatakama, and send a shiver down the spine of even non-superstitious mortals in Black Japan. Spellcasters choosing centipedes as their familiar are usually forced to keep them hidden.

Cockroach, Giant

Giant Cockroaches are viewed in much the same light as Giant Centipedes. Akaname spellcasters and homeless urban magic users sometimes choose cockroaches as their familiar, viewing them as urban spirits.

Clockwork Spy

Clockwork Spies are extremely useful and easy to construct in the modern world, and magi-tech stores catering to Black Japan's occultists sell these droid-like familiars in shopping malls and electronics mega-stores. Most Clockwork Spies these days are fully iPad-compatible, and can play music, take photos or run simple apps.

Crawling Hand

Necromancers love these things, and why wouldn't they? Sometimes spellcaster

Goryohime choose Crawling Hands, liking the fact the little undead hands strangle their prey to death. The perverse implications of owning a Crawling Hand also appeal to more ecchi spellcasters.

Leshy, Leaf

Leaf Leshy are small, weak *kami*, spirits of the land. Rural spellcasters often choose the pudgy little leaflings as familiars. Kami often choose Leaf Leshy as familiar and treat them as beloved, if dimwitted little siblings rather than pets.

Sagari

Possession of a Sagari familiar is pretty solid evidence that a spellcaster has been corrupted by the Black Else.

Tsukumogami (Tiny Animated Object)

Possessions that have seen at least 100 years of service might spontaneously develop a spirit. Such animated objects are called *tsukumogami*. These things desire only to serve their masters in their intended manner, but if they become damaged, or even worse, abandoned, their thoughts turn to mischief. Tsukumogami take a dizzying array of forms, from old paper lanterns to straw sandals, heirloom kimono or umbrella, tea kettles and kitchen tools, or virtually anything else.

Reskinned Familiars

The following familiars use the statistics for another familiar, with minor changes. The volume of the Bestiary that the base creature is found in is listed.

Bakeneko

Bakeneko are magical cats with fur as black as the deepest shadow, broken only by silvery patches on their toes and a silver crest on their forehead, which resembles a mystical kanji or a crescent moon. They have a fierce rivalry with Nekomata.

Modification

Bakeneko receive a +4 racial bonus on Stealth checks in area of dim illumination.

Up to three times per day, the Bakeneko familiar can lick a dying creature as a standard action to cast *stabilize* as a first level cleric. The Bakeneko will always act to save its master even if not specifically commanded to do so.

Crow

Among the Ainu especially, the crow is seen as a friend to mankind. During a great famine, a crow led the Ainu people to the flesh of a whale, washed up on the shore and thus saved mankind.

Modifications

Use the statistics for a Raven Familiar, but remove its ability to speak.

Fox, Red

In Japanese folklore, foxes are often the messengers of Inari, a sometimes benevolent trickster god/dess. Kitsune spellcasters often take a fox as a familiar, as do many occultists, human and otherwise hailing from the Saga Prefecture, where foxes grow especially clever. Kitsune are common, and Inari's influence is felt most strongly.

Nekomata

Nekomata are a magical breed of very intelligent feline that serve as the inspiration for

Familiar	Special Ability
Abumi-Gughi (B1)	Master gains a +3 bonus on Knowledge (nobility) checks
Centipede, Giant (B1)	Master gains a +2 morale bonus on saving throws against supernatural and spell like abilities wielded by Undead
Cockroach, Giant (B2)	Master gains Great Fortitude as a bonus feat
Clockwork Spy (B3)	Master gains a +3 bonus on Computer Use checks
Crawling Hand (B2)	Master gains a +2 bonus on CMB checks made to grapple
Leshy, Leaf (B3)	Master gains a +3 bonus on Knowledge (nature) checks
Sagari (B3)	Master gains a +3 bonus on Stealth checks
Tsukumogami (B1)	Master gains a +3 bonus on one Craft or Profession skill of choice

the prosperity statues of beckoning cats that adorn cash registers throughout Asia. These vain and personable felines have ivory fur with golden patches at each paw and at the crown of the forehead. They demand almost constant affection.

Purse Dog

Breeds of miniature terriers and tea cup Chihuahuas are selectively inbred to make them even smaller, cuter and more helpless than normal. These twitchy little canines can easily fit in a woman's purse, and are an affection among Black Japan's ultra-rich, especially up and coming idol singers.

Rabbit

The rabbit is a trickster figure in Japanese mythology, often getting the better of the greedy and venal. The rabbit appears as a ghostly shape seen in the crater-shadows on the moon; where Westerners see a man in the moon, the Japanese see a rabbit pounding *mochi*. Rabbits have a knack for warning their owners of scams and deceptions.



Rabbit, White Pollen

Another breed of mythical rabbit, these hares are distinguished by their extremely soft, pure white fur. The breed supposedly had its genesis when a rabbit lost its fur crossing a river infested by crocodiles. In great pain, the rabbit was aided by the mythic hero Okuninushi, who used white pollen to heal the little creature. Since then, White Pollen Rabbits have aided mankind using traditional methods.

Modifications

Use the statistics for a Raccoon Familiar, but the White Pollen Rabbit can cast *stabilize* 3x per day, as a spell like ability. (CL 1st Concentration +4)

Ryujin Snake

In traditional myth, snakes are often the messengers of Ryugin, the dragon god of water, rain and storm. Ryujin Snakes are vipers with azure and silver scales; static electricity crackles between their fangs, and their eyes are bright and intelligent.

Modifications

Use the statistics for a Viper Familiar, but remove the viper's poison bite. Instead, the Ryujin Snake inflicts 1 point of Electrical damage with a successful bite and is itself immune to Electricity.

Reskinned Familiar	Base Familiar	Special Ability
Bakeneko	Cat (B1)	Master can cast <i>stabilize</i> 3x/day as 1 st level cleric
Crow	Raven (B1)	Master gains a +3 bonus on Knowledge (nature) checks
Fox, Red	Fox (B3)	Master gains a +2 bonus on Bluff checks and Diplomacy checks made against Kitsune
Nekomata	Cat (B1)	Master gains a +2 bonus on Appraise and one Profession check of choice
Purse Dog	Rat (B1)	Master gains a +3 bonus on one Perform check of choice
Rabbit	Raccoon (B3)	Master gains a +3 bonus on Sense Motive checks
Rabbit, White Pollen	Raccoon (B3)	Master gains a +3 bonus on Heal checks
Ryujin Snake	Viper (B1)	Master gains Electricity Resistance 2
Tanuki	Raccoon (B3)	Master gains a +3 bonus on Bluff checks
Temple Rat	Rat (B1)	Master gains a +1 bonus on Sleight of Hand, Stealth and Knowledge (religion) checks

Tanuki

The fat, roly-poly raccoon dog is a badger-like animal native to Japan. They have a reputation as tricksters, in part due to the animal's innate cleverness. However, most of the reputation comes from the antics of Tankui shapechangers getting up to mischief in the form of one of these little creatures.

Temple Rat

Temple Rats are a strange and malicious breed of rodent found in old temples throughout Black Japan. They lurk in the shadows and crawl spaces of deteriorating Buddhist temples or half-forgotten Shinto shrines, where they subsist by stealing food from the monks. They are said to be the reincarnated souls of evil monks who broke their vows or strayed from the path of enlightenment.

Modifications

Use the statistics for a Rat Familiar, but the Temple Rat's natural weapons are considered magic weapons for the purpose of overcoming Damage Reduction. Temple Rats have a Lawful Evil or Neutral Evil alignment exclusively.



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