

Kitsune Compendium



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE



Kitsune Compendium

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Author's Preface

Thank you for purchasing the *Kitsune Compendium*. In all of my social media outlets, I don't disguise the fact that kitsune are my absolute favorite *PATHFINDER RPG* race, so writing this product has been a labor of love for me. Kitsune are a dynamic race with an unrivaled amount of roleplaying potential. This product was not only designed to give readers a new rules to play with, but also to provide a comprehensive source of information on what the kitsune are and could be within your campaign. In writing the *KITSUNE COMPENDIUM*, I studied many different racially themed products and took the best aspects of each in order to create the most thorough coverage on the kitsune race that has ever been compiled. It is my sincerest hope that as you browse this PDF, you'll discover as much as a fraction of the fondness that I have for kitsune within yourself.

— Alexander Augunas, Everyman Gaming, LLC

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Life as a Kitsune (Pgs. 6–7): Next, the *KITSUNE COMPENDIUM* discusses the ecology of the kitsune race and provides 10 new alternate racial traits for kitsune characters to select from during character creation.

Kitsune Culture (Pgs. 8–11): After describing the race's ecology, the *KITSUNE COMPENDIUM* details a broad array of kitsune cultural topics, including their language, architecture, and several special occasions that they celebrate.

Kitsune Origins (Pgs. 12–13): Included in this section of the *KITSUNE COMPENDIUM* are three different takes on the kitsune's racial origin story. Also included are three new bardic masterpieces that correspond to each tale.

Kitsune Religion (Pgs. 14–15): In addition to briefly detailing how kitsune view religion and worship, this section provides a sample deity for kitsune, Inari Okami, and includes two new subdomains that complement this new deity.

Kitsune Subraces (Pgs. 16–17): This section of the includes a brief description of how kitsune have adapted to different environments. Five subraces are also detailed here, each with at least one complimentary alternate racial trait. Also, this section includes favored class bonuses for 24 base classes found in the *PATHFINDER ROLEPLAYING GAME*.

Nine-Tailed Kitsune (Pgs. 18–19): Nine-tailed kitsune are a major part of the kitsune fantasy, and this section in the *KITSUNE COMPENDIUM* is devoted to discussing how a kitsune can come to possess additional tails. Furthermore, this section includes three new archetypes for multitailed kitsune and a new alternate racial trait for kitsune looking to possess multiple tails.

Martial Combat (Pgs. 20–21): This section is devoted to presenting four new archetypes to the *PATHFINDER ROLEPLAYING GAME* that personify the fighting style and spirit of kitsune warriors.



Kitsune Racial Traits

+2 Dexterity, +2 Charisma, –2 Strength

Size: Kitsune are Medium creatures and have no bonuses or penalties due to their size.

Type: Kitsune are humanoid with the kitsune and shapechanger subtypes.

Normal Speed: Kitsune have a base speed of 30 feet.

Agile (Ex): Kitsune receive a +2 racial bonus on Acrobatics checks.

Change Shape (Su): A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when he uses this ability. A kitsune in human form cannot use his bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as *alter self*, except the kitsune does not adjust his ability scores.

Kitsune Magic (Ex/Sp): Kitsune add +1 to the DC of any saving throws against enchantment spells that they cast. Kitsune with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—*dancing lights*.

Low-Light Vision: Kitsune can see twice as far as humans in conditions of dim light.

Natural Weapons (Ex): In his natural form, a kitsune has a bite attack that deals 1d4 points of damage.

Languages: Kitsune begin play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human languages, Aklo, Celestial, Elven, Gnome, and Tengu.

Kitsune Magic (Pgs. 22–25): As kitsune are renowned for their magical abilities, this section is devoted to adding new archetypes and class options for kitsune spellcasters.

Kitsune Feats (Pgs. 26–27): This section includes new feats that are appropriate for kitsune characters. It also introduces a special action that any shapechanger (such as a kitsune) can take called remedial shapechanging.

Kitsune Traits (Pg. 28): Rounding out the *KITSUNE COMPENDIUM* are new race traits and drawbacks for kitsune characters.

Citations

This product makes use of the following citations:

^{APG} *PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE*

^{UM} *PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC*

^{UCN} *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*

^{UC} *PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT*

^{ARG} *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*

^{ACG} *PATHFINDER ROLEPLAYING GAME ADVANCED CLASS GUIDE*

[†] *KITSUNE COMPENDIUM*

The Kitsune Condition

“Call me sentimental if you must, but in a strange way I almost feel sorry for the humans. There they go, living their entire lives in pursuit of one thing or another. Power. Wealth. Material things. Its same with any human—they always need and want more. They spend their whole lives just needing things. And what does it get them in the end? A fancier tombstone? A page or two in a dusty tome? Humans are far too busy trying to make their own success stories to care about the stories of those who came before them, so their tombstones get covered by moss and their dusty tombs sit forgotten in some esoteric monastery. Though scholars remember their history well and the occasional bard might sing of deeds long since past, the people forget those who came before them. That’s why we concern ourselves not with the material, but with legacies that never die: art, music, and a good story or two. People of all ilk, whether human or kitsune, may forget faces in time, but they never forget the way something, or someone, made them feel. Feelings live on forever.”

— Kitsune Proverb

Kitsune are an enigma. A race of shapechanging fox folk, kitsune are able to not only survive in humanity’s shadow but thrive amidst them thanks to their ability to assume a unique human guise. Although kitsune appear localized to specific regions at first, upon closer inspection it is apparently that these capricious folk inhabit nearly every human kingdom in the world, living their lives directly under humanity’s collective nose.

Despite their human masks, most kitsune have none of humanity’s ambition for power or desire for riches. Rather, kitsune have a passion for less hazardous claims to fame and seek success and notoriety through more eternal means such as art-work, storytelling, and song. For this reason, kitsune embrace art in all of its forms and seek to build a legacy for themselves through their creations.

As most kitsune keep to their human forms when travelling outside of the rare kitsune village, it is difficult for others to identify a kitsune from an ordinary human. Despite differences in psychology from humanity, kitsune are extremely skilled at impersonating humans and are seldom revealed unless they choose to make their true nature known. The kitsune’s ability to not only survive among warring and bickering humans, but thrive despite them bears testament to their tenacity, resourcefulness, and guile as a race. Kitsune make loyal friends and companions to those they trust, but those who cross a kitsune are often dealt retribution in tenfold.

Kitsune Psychology

Though kitsune are just as individualistic as any other race, as a whole they share a consistent mentality that defines their people as a race.

Inter-Kitsune Relations: Prone to wanderlust and possessing little ambition for political power, kitsune rarely form lasting villages, let alone mighty kingdoms or nations. For this reason, a kitsune isn’t necessarily guaranteed to meet or befriend other kitsune, limiting most inter-kitsune relationships to those between family and their widely-spread communities. When kitsune do group together to form settlements, it is often out of a necessary need for protection or resource management.

Ingenious Problem Solvers: Though others are quick to label kitsune as clever and guileful, an average kitsune is no more intelligent than his human peers. Rather, kitsune approach problems differently than humans do, often taking the time to mentally tackle the situation from several different angles while assessing potential tools and factors at hand. A kitsune’s creative and resourceful solutions to his problems often result in more effective problem solving skills and strategies.

Loyal to Their Beloved: When a kitsune claims to be “building a home,” he refers to a social home, not a physical one. Kitsune are slow to befriend others because they are prone to quickly uprooting themselves to wander somewhere else whenever they find the people surrounding them too boring or unrelatable. When a kitsune does find a worthy companion, however, they become fiercely attached and build their home surrounding that person. Kitsune claim that the most fortunate kitsune are those who have many to whom they have bonded in this way and the most difficult trial that a kitsune could face is having to choose between two or more such people. Even when circumstances force the kitsune apart from his dear friends and family, however, he willingly goes out of his way to maintain ties with them.

Secretive: Whether they live hidden amidst humans or simply trade with human caravans once or twice a month, most kitsune must deal with outsiders on a regular basis. Humans often regard a kitsune’s supernatural power to disguise himself with superstition and fear, which leads to hatred and violence. Kitsune learn to live dual lives as a defense against human irrationality and are very suspicious of others. Whether by choice or by circumstance, most kitsune reveal their true nature sooner or later to somebody, and the experience often shapes the kitsune’s outlook on foreigners, for better or worse.

Vengeful: Kitsune are easily offended and when wronged, they seek revenge with uncharacteristic single mindedness. The degree to which a kitsune will go to avenge himself varies based upon the slight, but such pursuits can quickly become increasingly dastardly and malicious as the kitsune becomes more and more desperate to even things between himself and his enemy.

Five Facts about Kitsune

The five following facts represent key information about kitsune that virtually everyone who has heard of this wily, foxlike race knows.

Fact 1: “Kitsune are Fonts of Supernatural Mysticism”

Virtually anyone who knows of the kitsune has heard of their kind's shape-changing powers, but this is only one of an array of supernatural powers that are commonly accredited to kitsune, some of which they actually possess and others that they don't. Worshipers of the goddess Inari Okami respect the kitsune as her children and messengers while their affinity with fey magic is well documented by many a druidic sect. Additionally, some kitsune possess a surplus of life energy that allows them to perform incredible feats of skill. Whether these powers stem from a divine, sorcerous, or natural source, many superstitious legends surround kitsune as a result of these mystic powers.

Fact 2: “Kitsune Love to Tell Stories”

Ask any kitsune, “If you've heard one tale about a kitsune, then you've heard one tale about a kitsune.” Kitsune pride themselves on their storytelling skills and they aren't shy about turning just about anything into an entertaining story, whether the tale is truthful or not. To a kitsune, the truth is only as good as its entertainment value, and they find little issue in altering a story so that it becomes more suspenseful, more exciting, or more memorable. Plus kitsune love to see what others will believe about them; kitsune constantly spread outlandish tales about their racial powers and abilities just to see what they can get gullible folk to believe. In any case, kitsune stories are often based on true events, but over generations of retellings they become so vastly altered and generalized that it is nearly impossible to find the history within the tale.

Fact 3: “Kitsune Aren't Lucky”

Compliment any kitsune on his good fortune and he will promptly correct you, claiming that kitsune aren't lucky. When a kitsune accomplishes something, he never admits that luck had anything to do with his success. Kitsune are determined folk and pride themselves upon their skills, never shying away from pointing out their experience or special training. To a kitsune, being called lucky is an insult because it implies that he wasn't competent enough to accomplish his ends by his own prowess or that he needed to rely on random chance or supposed fate in order to achieve success. To a kitsune, there are few greater insults (even when its true).

Fact 4: “Kitsune Notice Everything”

If you ask a kitsune to recount a scenario or event, it is very likely that you will receive far more information than you bargained for, though not always of the most useful sort. Kitsune have highly eidetic memories and can often recall images they have seen in great detail without relying on information retention techniques. A kitsune's memories also decay at a slower rate

than other humanoids, allowing kitsune to retain short term and long term memories nearly twice as well as humans. This skill is often of little help when text is involved, however, but a kitsune's sharp memory makes him terrifyingly vengeful when wronged, as kitsune clearly recall every slight or misdeed done to them with near perfect accuracy and detail.

Fact 5: “Kitsune Can Outrun Anyone”

Even the greatest sprinters have trouble keeping pace with a kitsune moving at top speed. This is because of their light, lean frames and a series of small, sharp claws on a kitsune's paws that allow him to spring off against the ground as he runs, pushing him further forward with every step. Although they are poor distance runners when running in this manner, a kitsune can run fast enough from a threat to create a diversion or hide from pursuers before running out of breath. For this reason, kitsune are infamously difficult to capture without specialized training or mounts.



Life as a Kitsune

Kitsune seldom form nations and kingdoms of their own, and instead choose to live among humans in order to support their capricious whims. Kitsune seldom stay comfortable with one way of life for long and switch careers and dwellings without much hesitation, but when they find passion, be it a person, a profession, or both, a kitsune seldom relinquishes it and is quite willing to remain where they are comfortable. For kitsune, life is about searching for what makes one happy and then devoting one's life to that pursuit. Therein each kitsune hopes to find that which will add their names to history in order to leave a lasting legacy upon the world.

Kitsune Biology

Kitsune are remarkable shapeshifting humanoids that possess a unique human guise in addition to their true, foxlike form.

Life Cycle

An infant kitsune is born live after a gestation period of 8-1/2 months. Newborn kitsune are often 19 to 20 inches long and weigh 6 pounds.

Kitsune kits are born blind and deaf. Most kitsune hear their first sounds a day or two after birth and open their eyes about two weeks afterwards. Though physically weaker than humans, kitsune make up for their lack of bodily strength with a superior sense of coordination and balance, which helps young kitsune rapidly master motor skills. For example, while a kitsune kit often lacks the strength to stand up and take his first steps until he is 14 to 15 months old, most kitsune are able to walk fairly well by 17 months of age. Shapeshifting comes naturally to even the youngest kitsune and even infants are able to maintain a degree of control over their transformation a few days after birth.

A kitsune is considered physically mature when he is 15 years old and reaches his adult height and weight shortly afterwards. Male and female kitsune are roughly the same size, with males being scarcely 10 pounds heavier and 3 inches taller than their female peers on average. Male and female kitsune display similar sexual dimorphisms to those observed in humans and have an average life expectancy of 70 years, although a healthy kitsune can expect to live well into his 80s.

External Physiology

An average kitsune stands about 5' 4" tall and weighs 135 pounds. Kitsune possess slender frames that gift them with remarkable agility and balance.

In their true forms, kitsune have a foxlike appearance, which leads many other races to refer to them as fox folk. Kitsune have narrow faces with long snouts, large, pointed ears, and eyes with large, shiny pupils that come in a dazzling array of colors. A kitsune's eye color is much more vivid than those of his human peers and typical colorations include golden yellows, radiant oranges, brilliant blues, vivid greens, and deep purples. Kitsune are digitigrade and possess short, black nails at the ends of their hands and paws.

Kitsune have fine, silky fur that covers their body. A kitsune's fur is colored in a pattern that is unique to that individual. Most kitsune possess red fur, although fulvous, gray, yellow,

and brown coats aren't uncommon. A kitsune's fur typically possesses one or two additional colors that help define the kitsune's fur pattern. White fur often covers the inside of the kitsune's upper arms, legs, and ears as well as his abdomen, pelvis, and the tip of his tail. Referred to as a personal pattern because it mostly covers a kitsune's private regions, some kitsune have black, gray, red-brown, or yellow fur in this area instead of white. Finally, some kitsune have a third color that accents their fur pattern. This third color is usually black, white, or a shade of brown or gray. A kitsune's fur grows to a certain length (usually about half an inch) and stops, though the fur on their heads grows indefinitely and has similar properties to human hair.

Kitsune folklore highly prizes those who are born with snow-white fur and crimson eyes, for this is said to be a blessing of Inari Okami, the kitsune's patron deity. In contrast, kitsune born with coal-black fur are believed to be touched by evil spirits and are considered unlucky. As if to add credence to the myth, most kitsune with white fur become oracles while those with black fur manifest sorceress powers from seedy bloodlines such as fey, oni, or shadow heritages.

All kitsune have a tail that is roughly 2' 6" long, or about as long as one of their arms. Kitsune use their tail primarily for balance and they help kitsune move quickly and gracefully. Some legends claim that kitsune grow additional tails as they age and that every new tail adds to the kitsune's natural mysticism. In truth, few kitsune have the ability to grow additional tails and most kitsune only possess the single tail that they are born with throughout their lifetime. True multi-tailed, also called polytailed, kitsune are as mythical among the kitsune as they are among races, if not more so.

Internal Physiology

Kitsune are omnivorous, though their less defined premolars make chewing raw vegetables something of a chore. A kitsune's stomach can handle a variety of foods and flavors and kitsune consider most meats, fresh fruits, fish, shellfish, cheeses, and rice dietary staples.

Kitsune do not sweat as much as humans because of their fur coats, which makes cooling off on a warm day more difficult for a kitsune in his true form. Kitsune shed most of their body heat through their hands, footpads and ears.

Female kitsune rarely give birth to more than one child at a time and twins are rarer among kitsune than they are among humans.

Magic and Shapechanging

Kitsune are highly magical folk and most kitsune are able to perform a few minor magical tricks. Those kitsune who are actually trained in the magical arts have an innate affinity for illusion and enchantment magic. Kitsune who manifest arcane powers often become sorcerers, as magic comes so naturally to kitsune that few are attracted to the monotonous study of wizardry, instead choosing to explore their own inherent powers rather than spend their lives searching for new ones.

Kitsune are shapeshifters by nature and every kitsune can assume a secondary human form. A kitsune's human form is a unique individual that is as much a part of the kitsune's self as his true form. The appearance of this human form is not random—a kitsune inherits his human form's physical appearance from his parents' human forms. This guise is nearly foolproof, though telltale signs do exist. A kitsune's hair color, eye color, and body frame do not change much between his forms, so humans who are unusually slender or who possess unnaturally vivid eyes are likely candidates for kitsune in disguise.

It is difficult for a kitsune to maintain his transformation while stressed or impaired. The amount of stress that a kitsune can endure before returning to his true form is astounding, and nearly all kitsune can remain human while performing the strenuous activities that occur during combat. Rather, it is often physical or mental impairment, not stress, that causes a kitsune to revert to his true form. By far alcohol has the most effect on a kitsune's ability to remain in his human form, and many stories abound of kitsune who were discovered after a night of vigorous drinking are shared among kitsune bards. Likewise, any substance that similarly affects the body or mind can impair the kitsune's ability to change shape.

Alternate Racial Traits

The following racial traits may be selected instead of existing kitsune racial traits.

Affable: Many kitsune are warmly cordial and easy to converse with. A kitsune with this racial trait gains a +1 racial bonus on Bluff, Diplomacy, and Knowledge (local) checks and one of these skills is always a class skill for him. This racial trait replaces agile.

Eidetic: Many kitsune have an uncanny memory for visual images. The kitsune gains a +1 racial bonus on Perception and Sense Motive checks. This racial trait replaces agile.

Fey Sorcery: Many kitsune possess traces of fey blood in their bloodlines. If the kitsune is a sorcerer with the Fey or Kitsune bloodline, he treats his caster level as 1 higher when casting bonus spells and bloodline powers and he increases the saving throw DC of his bloodline spells and bloodline powers by +1. This trait does not give the kitsune early access to level-based powers; it only affects powers that he could already use without this trait. This racial trait replaces kitsune magic.

Kitsune Chakra (Su): Some kitsune are born with a natural wellspring of *ki*, supernatural energy that can be used to perform amazing feats. The kitsune can spend 1 point from his

Author's Note: Digitigrade Paws

In *KITSUNE COMPENDIUM*, kitsune are described as being digitigrade creatures, meaning that they walk on their toes (or their "digits") in their true forms rather than their ankles, as humans do. This is not stated as a feature of the race elsewhere in the *PATHFINDER ROLEPLAYING GAME*, but was added here to further differentiate a kitsune's true form from his human form. Additionally, digitigrade creatures tend to move more quickly and quietly than other creatures, which helps to justify several of the kitsune's racial traits. Ultimately, if you don't enjoy the thought of kitsune as digitigrade creatures, then omit this detail.



ki pool as a swift action before making an ability or skill check in order to gain a +2 bonus on the check. Additionally, kitsune with this racial trait gain a *ki* pool with 1 point to activate this ability with. The number of points in the kitsune's *ki* pool increases by 1 for every 4 levels that he possesses. If he already has a *ki* pool from another source, the kitsune does not gain *ki* points from this ability but may use *ki* points from other sources to activate it instead. This racial trait replaces kitsune magic.

Natural Finesse: Sophisticated kitsune hone graceful and precise movements at the expense of their skill with their natural attacks. The kitsune gains Weapon Finesse as a bonus feat at 1st level. This racial trait replaces natural weapons.

Naturalized: Kitsune who live their entire lives around humans are able to perfectly mimic how humans talk, act, and think. While in human form, the kitsune no longer needs to make Disguise checks in order to appear human and he can take 10 on Bluff checks to convince others that he is human. This racial trait replaces agile.

Nimble Dash: Kitsune are light on their feet and capable of quick movement in a pinch thanks to their lithe bodies and limber frames. The kitsune gains Run as a bonus feat at 1st level. Additionally, the kitsune receives a +5 foot bonus to his speed when using the charge, run, or withdrawal actions. In his true form, this bonus increases to +10 feet. This racial trait replaces agile.

Prankster: Kitsune pranksters are experts at fooling and tricking others. A kitsune gains a +1 racial bonus on Bluff and Sleight of Hand checks and one of these skills is always a class skill for him. This racial trait replaces kitsune magic.

Shifting Mind: A kitsune's shapeshifting abilities make him resistant to mental attacks. The kitsune gains a +2 bonus on Will saves. Additionally, once per day the kitsune can roll twice when making a Will save and use the better result. He must choose to use this ability before attempting the saving throw. This racial trait replaces kitsune magic.

Skulker: Kitsune are able to hide undetected from others with ease. The kitsune gains a +1 racial bonus on Stealth checks and Stealth is always a class skill for him. This racial trait replaces agile.

Kitsune Culture

“Creeping through the underbrush and briars, the young lad saw it; foxes, dozens of them. They wore clothes like people and marched in procession down an aisle of spring flowers to an alter of mossy rocks as they carried a lady-fox dressed in the finest silks and jewels. A young man-fox stood waiting upon the mossy alter as raindrops fell around them, even though the sun shone brightly in the sky. The most beautiful music the lad had ever heard rang through the hills. As a rainbow shone brightly across the sky, the boy was certain that it was no ordinary gathering that he had stumbled upon; it was a foxes’ wedding.”

— *The Foxes’ Wedding*, also known as *The Wedding Crasher*

Kitsune culture is something of an enigma to outsiders because kitsune take great efforts in order to hide both it and their true identities from others. For this reason, kitsune often live dual lives, one human and one kitsune. As humans, kitsune take great efforts to maintain their individuality while adhering to as many of the customs and cultural rules of the lands that they find themselves in as possible, assuming such rules suit their whims.

Kitsune history is not recorded in history books. Instead, it can be found by way of songs, stories, and art. Kitsune possess a rich oral history that shadows that of humanity. In many ways, kitsune history and human history are one and the same, with kitsune songs and legends often becoming adopted by humanity without anyone realizing that the author was anything but an ordinary human. Not even kitsune can distinguish their authors from those of humans, so most kitsune treat all forms of storytelling as part of their oral history, adopting what they like and altering what they don’t until the story suits their needs. Well-liked human kings and heroes are often reimagined as kitsune, though kitsune are more likely to make members of other races, especially humans, the dim-witted antagonists of their tales, which speaks more about the kitsune perception of humanity than a thousand stories could tell.

Birth

For a race that prides itself on loyalty and companionship, kitsune find few better reasons to celebrate than the coming of a child. Most kitsune couples that are expecting host a celebration in honor of the conception while the family’s friends host a celebration of birth for the young child called a manyue to welcome the infant to the community. Traditional manyues are customarily held one month after the child’s birth and celebrate its health and the family’s good fortune. Although infant mortality rates aren’t significantly higher for kitsune than they are for humans, it is viewed as bad luck to host a manyue before the child has lived for one full month.

Kitsune are meticulous in caring for their young. After a child is born, both father and mother spend at least one week with the newly born kit. During this time, the father is expected to care for the child and assist his wife as she recovers from what is often a very stressful and straining delivery. Even after the mother has recovered enough for both parents to return to some semblance of normalcy, the father remains as an important contributor to the kit’s life and to kitsune, few actions

bring greater shame than those of a father who does not involve himself properly in his child’s life. While kitsune are certainly orphaned, it is nearly unheard of for a kitsune couple to willingly give up their child to adoption; doing so is considered an unforgivable, abominable act of heartlessness and cruelty.

Coming of Age

Kitsune attain maturity around the same time as humans and this milestone is considered the most important one in a kitsune’s life. To celebrate, communities of kitsune hold a special, formal celebration for the young adults called a genpuku. Unlike manyues, which are private and hosted in honor of a specific infant, there is only one genpuku per year ceremony and it is held during the first full moon of the first month of a new year. During genpuku, young adults born between the previous year’s genpuku and the current year’s genpuku are honored by community leaders and are given a small gift to commemorate their passage into adulthood. Kitsune from many communities gather together at a sacred location to celebrate genpuku and the ceremonies are usually presided over by a well-known community member, such as a priest or an honored elder.

Following the ceremonies, the kitsune community feasts well into the night in honor of the new adults. A genpuku includes much singing and dancing, and when the celebration has ended the community gathers around a massive bonfire to tell stories, with the final story always belonging to the master of ceremonies. It would be foolish to assume that genpuku ends simply because the master of ceremonies has told the final story of the night, however. Afterwards, the new adults often break off into small groups and romp around local settlements causing good-natured mischief well into morning.

To outsiders, the night of a genpuku is known as a Fox’s Dance because of another genpuku tradition—kitsune participating in genpuku remain in their true form for the entire day. Usually hidden kitsune flood the streets of their villages, celebrating in the streets long before genpuku begins. Curious humans often meet these kitsune in the streets and celebrate with them while fearful or superstitious ones hold up in their homes, avoiding the fiasco for as long as possible.

Marriage

Kitsune marriage tradition is remarkably simple—two kitsune need only to say they are married in order to be married. This

simplicity stems from the fact that kitsune do not typically govern themselves and while living among humans, kitsune who wish to gain any legal benefit from the marriage often use the appropriate channels to acquire them. Despite this, kitsune adore reasons to celebrate and lavish celebrations are a staple of a kitsune marriage. Kitsune tend to adopt wedding ceremonies and receptions from other cultures, using iconography from other faiths as something akin to a fashion statement. A master of ceremonies presides over the wedding and although it is not mandated, kitsune often ask priests to assume this role for authenticity.

The only real tradition that kitsune keep to during a marriage ceremony is the procession, in which the groom, his father, and the master of ceremonies await the bride atop an alter as she is carried to the wedding by all of the wedding guests. When the bride has reached the ceremony, the guests take their places and the ceremony begins. It is also traditional for a kitsune illusionist to create a number of mystifying spells to protect the wedding from interlopers. Never harmful, these illusions include rain showers in the middle of the day while the sun shines above and eerie, glowing orbs that patrol the celebration grounds at night.

A more recent kitsune marriage tradition is affectionately called “human soup,” in which a large pot is filled with warm water and placed near the center of the festivities. Should an uninvited human (or a member of any non-kitsune race) wander into the wedding reception, the kitsune grab him, strip him, and throw him into the pot as if they meant to cook him. Instead, they humiliatingly scrub their “guest” clean with soap and dress him in wedding finery that marks him as “cooked,” where he is hence force able to remain at the celebration until its conclusion. Kitsune delight in this tradition so much that young kitsune spread stories of kitsune weddings among their human peers weeks in advanced in order to entice curious youths to “stumble” upon the wedding to act as entertainment for the wedding’s guests.

Death

Death is biting for kitsune, especially for family and close friends. Kitsune cremate their dead rather than bury them. When the cremation has finished, the kitsune’s loved ones carefully pick out the bones of the departed from the ashes using wooden chop sticks and place them into a stone urn. It is customary to place the bones into the urn feet-first so the kitsune will not enter the afterlife upside-down. After the bones are in place, the urn is filled to the brim with ashes and sealed with wax—any remaining ashes are divided amongst family and friends in smaller urns, which are likewise sealed.

Later, the bone-filled urn is buried in a cemetery underneath a stone tombstone. Kitsune tombstones traditionally have the names of the departed and his spouse engraved upon them at the same time; if the spouse has not passed away, her name is inked in red until she dies, after which the ink is scrubbed off. This tradition symbolizes how love between kitsune is able to

transcend death.

After the departed is buried, the kitsune close to him gather together to celebrate his life in a festival called shoshiki. This somber occasion uses storytelling to celebrate the deceased’s life, allowing the friends and family of the departed to recount his life and honor his legacy. A scribe then records the tales and binds them into a small tome that is presented to the spouse of the departed, or his children if the spouse has also passed away. Kitsune are known to collect their families’ shoshiki tomes and some kitsune have a library that goes back several generations. Eventually, most kitsune donate their elders’ tomes to a special library where the books are kept in good condition to honor the spirits of the departed.

Architecture

Kitsune architecture is similar to human architecture and tends to match the predominant architectural style of nearby human cultures. In this way, kitsune can make sure that their homes and businesses are not discriminated against by superstitious folk. Just as there are telltale signs of a kitsune in human guise, there are telltale signs of a kitsune built-building. Kitsune architecture typically takes longer to construct than human architecture because kitsune are willing to spend extra time improving the quality of their buildings. Kitsune treat home construction like an art form, and any self-respecting kitsune would scoff at the idea of cutting corners when designing art. In the long run, kitsune benefit greatly from the extra care spend building their homes, as kitsune architecture is more resistant to most common types of wear and tear. Likewise, kitsune often plan ahead and design their homes to withstand flooding and other natural occurrences.

In addition, kitsune do not constrain their construction to human conventions. On the inside, kitsune use exotic materials when decorating their homes, such as using obsidian tiling on their walls or training vines to grow across a ceiling instead of painting it. Kitsune adore shiny materials and find ways to work bits of gold, silver, and jewels in their home designs as well.

Kitsune take exceptionally good care of their dwellings, as they view a home as both an extension of a family as well as piece of art to be maintained. Kitsune homes are often spotless and possess wide areas of open space. The wealthiest kitsune purchase kitsune-made furniture that creates more usable space by folding into a smaller size or withdrawing into another object. In this way, kitsune furniture is often multi-purposed, adding an element of secrecy and mystery to a kitsune dwelling.

Communities & Nations

How rare kitsune communities are depends on one’s definition of a community. Most kitsune within the same community live within 12 miles or so of one another, but they seldom live in close quarters as other racial communities do. The reason for this is discretion. As most kitsune live among humans who are often fearful or suspicious of them, it is important for kitsune to remain discrete and the more kitsune that get together, the



harder discretion is to maintain. Furthermore, kitsune without any emotional ties to a region are prone to simply picking up their things and leaving for new, more exciting venues as the winds of change begin to blow and the whispers of the open road begin to call. All kitsune eventually find a place where they wish to settle down and stay, though it takes some kitsune longer than others to find such a place.

Because kitsune communities are typically spiritual, not physical, kitsune nations are likewise rare as few kitsune are willing to submit to a sovereign power. In the rare occasions that this happens, however, kitsune are known to flock around leaders who are also folk heroes to their people and it is said that at least one kitsune kingdom has existed before, having been lead by the family of a great kitsune hero. Without this sort of loyal bond, kitsune often ignore governmental rule, obeying what laws benefit them and outright disobeying the ones that don't. When a kitsune can no longer bear a government's regulations, he often leaves the nation in search of a land more to his tastes, though there are some stories of kitsune who have been slighted by a human government who remain behind to reap vengeance upon its leaders, ranging from humiliating pranks to murder if the slight was severe enough.

Crafts & Professions

Although kitsune excel at many different kinds of professions and trades, they are most renowned for the crafts they produce, specifically artwork.

Kitsune find the graceful, delicate strokes of a painter appealing and many kitsune have a gift for painting in a variety of mediums. Inks and watercolors are favorites of kitsune artists, although just as many use oil-based paints. Kitsune art is typically very bold in color and makes use of simple but precise linework to great effect. As a race, kitsune don't have a favored

subject, although many kitsune use their talents to paint scenes from famous stories and legends.

For many kitsune, practical crafting such as basket weaving or carpentry is a more profitable profession than painting. Although they lack the sophistication and exotic materials that define most elven goods, kitsune crafts are often considered very trendy as kitsune are much more flexible in the application of their talents than elves are. Better still, kitsune crafts are much less expensive than their elven counterparts, and many would argue that their craftsmanship is as good, if not better.

Kitsune are physically weaker than humans, so they tend to shy away from careers that require physical strength, such as logging or mining. They also aren't keen on taking on careers that keep them tied down in one place should they feel the desire or need to leave abruptly. The only exception to this trend is agriculture, specifically rice farming. Rice is a favored food of kitsune and as their patron god is associated with rice, tending to a rice crop is considered an essential and honorable career.

Cuisine

Kitsune have a refined palette and enjoy many different kinds of food. For this reason, it is somewhat tragic that in his natural form, a kitsune is somewhat limited in the types of food that he can eat. A kitsune's mouth has few molars, making the consumption of food that must be grinded down a bit of a chore. Most kitsune solve this problem either by cutting their food down into smaller pieces or by simply assuming human form when they eat. At a formal kitsune gathering, however, it is considered impolite for a kitsune to eat in his human form in the same way that a human would consider it rude to sit down to a table to eat while wearing a hat.

Favored kitsune ingredients include rice, cheese, fruit, and most types of meat and shellfish. Ingredients in a kitsune dish

are typically prepared and served together. Open flame cooking is a staple of kitsune cuisine, and techniques such as pan-frying and stir-frying are used in many kitsune dishes.

The most renowned style of kitsune cooking is known as teppanyaki. Although teppanyaki means “iron-girdle frying,” it is used to refer to a specific style of cooking in which the chef performs a number of tricks for his diners using his iron girdle and a number of props such as spinning eggs, juggling knives, and similar feats of dexterity. Although this style of cooking has slowly spread to other races that have dealings with kitsune, kitsune teppanyaki chefs are widely regarded as the masters of their trade, for they incorporate a style of performance into their cooking that other races cannot; their shapeshifting. As they toss knives or pour rice wine into open mouths, a kitsune teppanyaki chef is constantly shifting between his kitsune form and his human form in a dance-like display of shapeshifting and cooking. Rarely, a chef may lose a few hairs of fur during their performance. Should a diner find a hair from his chef’s fur in his meal, the traditional response is a wry, “My compliments to the chef,” which is said to bring good luck to the diner.

Language

Sylvan is the native language of kitsune, though in reality most kitsune speak whatever human tongue is native to their region more often than Sylvan. Kitsune are naturally hard-wired to learn to speak Sylvan and acquire this language, as well as their first human tongue, alarmingly fast. Because of its infamously small vocabulary, most young kitsune pick up Sylvan quickly and are fluent in the language before their second birthday.

Although kitsune have no special aptitude for languages, they are masters of human dialects and most kitsune are able to speak Common as well as the preferred human tongue of their native population. By fully immersing themselves in humanity, kitsune are able to learn human languages faster than most. Oddly enough, this doesn’t apply to languages of other races—kitsune seem to be able to assimilate human languages faster than others, perhaps as part of their shapechanging abilities.

Names

Kitsune are particular about names. For a kitsune, a good name is like a good prank—the joke isn’t apparent to someone who isn’t already in on it. Because of this, most kitsune follow the naming traditions of whatever human lands they are in to an extent. For example, if elven names are popular one year, then a kitsune may also give his child an elven-sounding name. Giving a child a Sylvan name is considered unlucky because it gives yet another clue to a kitsune’s true identity when he is consorting with humans. That said, most kitsune give their own spin on existing names by adding a short, one-syllable Sylvan word to their otherwise human name. Humans often can’t tell the difference, but kitsune commonly refer to one another by that Sylvan word when in company.

Kitsune typically possess two surnames, one familial name and one human name. A familial name is shared by all members

of the kitsune’s family, much in the same matter as a human’s surname is. A kitsune’s human surname, on the other hand, is often as blandish and human sounding as possible and serves little purpose except to act as a cover for the kitsune. Kitsune belonging to the same family often adopt the same surname in order to preserve their disguise, but kitsune hold little attachment to this name and will shed it for another if the need arises.

Female Names: Ayaki, Jiyoki, Kaori, Kyomi, Lei, Masami, Miyaro, Shinyai, Shira, Usaryo, Yulai

Male Names: Chankotu, Danshi, Imhakaru, Kaito, Kyr-saku, Namkitu, Ohnaha, Ren, Shai, Yansu, Yanyeeuku

Relations

Listed below are common reactions that a typical kitsune has to members of the *PATHFINDER ROLEPLAYING GAME* core races.

Dwarves: Kitsune respect dwarves’ loyalty and dedication to their families, but the two races often butt heads. Dwarves are slow to make friends and are reserved around kitsune because of the mischief they are said to bring.

Elves: Despite similarities, kitsune rarely get along with elves because of their arrogance and flightiness. Elves are also slow to make decisions, which kitsune find infuriating.

Gnomes: Kitsune find gnome cheerfulness and optimism refreshing and admire gnome craftsmanship, although most kitsune hold the opinion that gnomes take their work far too seriously. For a kitsune, work is a labor of love. For a gnome, it is an obsession, keeping kitsune on-edge around gnome artisans and craftsmen.

Half-Elf: Kitsune are puzzled by half-elves’ constant lamentations about not fitting in with their parents’ society and will often try to console these wayward souls with their own experiences as shapechangers. Should a half-elf overcome her somber attitude, kitsune and half-elves can become very close.

Half-Orcs: Kitsune find half-orcs to be delightfully easy to fool, though they are cautious of violent outbursts made in retaliation. In time, kitsune grow bored of half-orcs and avoid them altogether when possible.

Halflings: Kitsune and halflings share many similarities and get along well, although kitsune see no sense in the halfling desire to remain unnoticed in human society. Likewise, halflings view kitsune pranks and similar grabs for fame as childish cries for attention that could sabotage an otherwise happy life.

Humans: Most kitsune have a fairly low opinion of humanity. Kitsune view humans as being overly ambitious and materialistic and note that humans often shun that which brings true happiness in favor of wealth or possessions. Despite this, many kitsune find companionship in individual humans and they admit that humanity as a whole is not wicked, just misguided.

Romance: Though rare, kitsune sometimes fall in love with members of other races, with humans and half-elves being the most predominant pairing. In human form, kitsune can procreate with any race that humans can. Children born to a kitsune mother are always kitsune, but only one of four children sired by a kitsune father in mixed race unions is also a kitsune.

Kitsune Origins

Kitsune adore storytelling and as a result, numerous legends about kitsune exist. Many legends regarding their powers and talents are fabricated—as tricksters, kitsune often spread falsehoods about themselves just to see what they can convince superstitious humans to believe. So many legends about kitsune exist, in fact, that it is nearly impossible to discern the truthful ones from the fabrications. Complicating the matter is that small shards of truth exist within every story and every legend. Though infuriating to scholars, kitsune believe that any story is true if its audience believes in it and, as a result, are ambivalent about whether or not their legends are factual.

The following stories are told by kitsune to explain the origin of their race.

Rise of the Okami

Before the age of man, spirits roamed the world more freely than they do now. In that long-forgotten age, there was a fox spirit named Inari. Inari cared only for himself and hunted mice within a rice field without care or concern for any other.

One day while Inari was skulking through his field, he fell into a hole and was trapped. As the sun shone brightly overhead, Inari called out to it, begging for help. The sun kami, Amaterasu heard Inari's calls and came down to greet him. Inari begged the kami lord to help him end his suffering. In reply, Amaterasu asked Inari why he suffered. Inari quickly replied, "Because I am trapped!" But this answer was not enough for Amaterasu, and so he asked again. Inari was a clever fox and when he realized what Amaterasu meant, he replied once more, "I suffer because I feel pain. Because I do not always get what I desire. Because I will age, become sick, and will die."

"Not quite," the wise kami replied. "You suffer because you are ignorant of how to give up suffering. But now that you are ignorant no longer, you may learn to give up suffering entirely." And with that, Amaterasu reached down and pulled the fox kami from his hole and leaped high into the sky, setting him down in the middle of a forest. "Now go and find more kami so that you may learn to give up suffering as well," Amaterasu said.

Inari did as he was told and wandered the wood, encountering many kami lords. From each, Inari learned lessons on how to overcome both suffering and temporary happiness, gaining an additional tail from every lesson. From Moekyoji, the phoenix kami, Inari earned his second tail by learning to accept his imperfections and harbor a willingness to change his ways. From Nurehebi, the serpent kami, Inari earned his third tail by learning to abstain from abusive and divisive speech. From Hanasaru, the simian kami, Inari earned his fourth and fifth tails by learning to abstain from misconduct, such as thievery and murder, and apply his fourth lesson to all aspects of his livelihood. From Inoshishi, the boar kami, Inari earned his sixth tail by learning to abandon unwholesome thoughts,

words, and deeds. From Itosuushi, the ox kami, Inari earned his seventh tail by learning to make his actions mindful and deliberate. And from Kasuhitsuji, the lamb kami, Inari earned his eighth tail by learning to meditate on his troubles.

Though he now understood the nature of suffering, Inari was unsure of what to do with this knowledge, so he sought out Yomigaeru, the dragon kami, and asked the wise dragon for his council. Yomigaeru imparted onto Inari the final, most important lesson: those who travel must leave a path for others to



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follow. With this knowledge, Inari earned his ninth tail, completing the Nine-Tailed Path and becoming the Okami.

Now a god, Inari looked down upon the rice fields where he had once lived and saw other foxes, dull and unable to cope with their suffering. In his kindness, Inari blessed the foxes that were as he once was with enlightenment, transforming them into the first kitsune, the messengers of his Nine-Tailed Path.

The Preachers of Rice

After taking on the first communities as her ward, Inari Okami watched as they grew and grew with the blessings of a bountiful harvest. In time, the communities grew too large and the farmers whom Inari Okami taught to sow and reap rice grew too greedy. In order to live in their communities, the greedy farmers demanded exuberant gifts and backbreaking service from their workers, and for the first time Inari Okami watched her wards begin to wither.

From Nirvana, Inari Okami sent her most faithful servants, the vulpinals, to intervene. The vulpinals made peace with the farmers and the workers by harrying the greedy farmers with all manner of playful pranks and tricks, and so Inari Okami asked those vulpinals to stay behind on the Material Plane to spread her message of community and prosperity. However, it became apparent that the Lord of Lords' mortal worshipers feared her messengers, so she gifted onto them human forms so they could spread her message as friends and equals instead of justiciars. In time, the vulpinals grew tall and strong while living on the Material Plane, becoming the beings of flesh and blood and soul now known as kitsune.

The Starseekers

As the first community grew and thrived, many were the blessings given unto it by Inari Okami, the Lord of Lords. But for every blessing, a terrible curse came to bear as well. As more and more people began living together, it became even easier for dark spirits to whisper curses into their ears unnoticed. One such curse was a dreadful disease that transformed mortals into slobbering beasts who craved the flesh of their kin.

Inari Okami watched in horror as the citizens of his treasured communities slaughtered one another, craving each other's meat and blood. The mortals wept at the death and carnage, begging for help. That very night, as the moon shone high in the sky, Inari Okami blessed a spring located at the heart of an ancient wood guarded by a jinushigami, giving it the power to cure any cursed mortal who swam within it of their bloodlust. To guide the way, Inari Okami scattered rice high in the heavens, creating the first stars. By following these stars, a group of cursed mortals with incredible willpower found Inari Okami's spring and bathed within it. When they emerged, the mortals had been cured of their accursed hunger, but not of other, more physical signs of the curse. Through Inari Okami's blessings, they had taken on her likeness and had become the first kitsune.

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New Bardic Masterpieces

The following bardic masterpieces are available to any bard who meets their prerequisites, but involve kitsune mythology and are thereby more common among kitsune.

Cessation of Suffering (Oratory, Sing)

Your enchanting words temporarily part an ally from its suffering.

Prerequisites: Perform (oratory) or Perform (sing) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: You recite an epic that removes one ally within 30 feet from its worldly aches and pains. While you perform, several of the ally's conditions are lessened. If he is nauseated, he is instead sickened. If he is stunned, he is instead dazed. If he is exhausted, he is instead fatigued. If he is frightened, he is instead shaken. If he is paralyzed, he is instead staggered. The condition's duration remains unchanged and resumes when the performance ends.

Use: 1 bardic performance round per round.

Action: 1 standard action.

Starseeker Rhapsody (Keyboard, Sing, String)

Motes of starlight engulf your enemies during your performance.

Prerequisite: Perform (keyboard), Perform (sing), or Perform (string) 10 ranks.

Cost: Feat or 4th-level bard spell known.

Effect: You perform a free-flowing, episodic melody that begins with a fluttering crescendo that suddenly crashes down into a deep, booming cacophony. When you perform this masterpiece, you summon motes of starlight as though you had cast *wandering star motes*^{APG}, except the motes last for as long as you continue the performance and once a target has successfully saved against the performance, it cannot be the target of it again for 1 minute. If a creature saves against the motes, you can redirect them as described by the spell.

Use: 1 bardic performance rounds plus 1 bardic performance round per round.

Action: 1 full-round.

The Vulpinal's Whispers (String, Wind)

Your melody relaxes its listeners with serene chords.

Prerequisite: Perform (string) or Perform (wind) 4 ranks.

Cost: Feat or 2nd-level bard spell known.

Effect: Taught to mortals by vulpinal agathions, this calming melody relaxes any who hear it, wiping away all emotions that cloud judgment. Each creature within range receives a Will save (DC 10 + 1/2 your ranks in either Perform [string] or Perform [wind] + your Charisma modifier) to negate the effect. If a creature's saving throw succeeds, it becomes immune to this performance for 24 hours. If a creature's saving throw fails, its emotions are suppressed while you maintain the performance, as *calm emotions*.

Use: 1 bardic performance round per round.

Action: 1 full-round.

Kitsune Religion

“Wise Inari gazed unto Inoshishi as the great boar feasted upon the filth that poisoned the river, his great mane abuzz with clouds of grotesque insects looking to feed upon his scrapings. ‘Do you not like what you see, Little Fox?’ Inoshishi sneered as swallowed the filth in a single gulp. He knelt down to the river to drink, the water turning as black as coal as his filth-matted beard touched the river’s surface. Raising his head once more, he bellowed, ‘Can you see how filth begets filth? It breeds and grows like any living being. This is why filth, Little Fox, is my ward. Only a ward that grows and prospers in spite of all else is fit to belong to Inoshishi.

‘But you are wrong, Inoshishi,’ Inari replied. ‘With every drink you take and every morsel you eat, you poison those around you. Your ward is unwholesome. I see now that unwholesomeness spreads like a sickness; first it clouds one’s thoughts, then one’s words, and finally one’s deeds. Lasting happiness cannot exist where unwholesomeness flourishes.’”

— Excerpt from *The Nine-Tailed Path*

Kitsune are faithful worshipers, but are seldom devout. Kitsune see religion as a series of unified tales that, when applied to life, help to keep one spiritually and morally strong. Most kitsune honor their race’s patron deity with a small shrine in their dwelling. Kitsune also occasionally adopt deities from other races when they provide a message that is particularly meaningful to them. Deities who represent art, freedom, community, loyalty, and trickery are favored by kitsune. On the other hand, it is uncommon for kitsune to worship deities of luck or fate because of their stubborn assertion that their race doesn’t need luck.

Kitsune depict most deities as kitsune in artwork, even those who have ascended from mortality into divinity. When questioned on their logic, kitsune are quick to point out that they are capable of assuming different forms, so why shouldn’t the gods be able to do the same?

The few kitsune devout enough to become priests quickly become respected members of their church. Kitsune priests use their personal magnetism to inspire fellow worshipers and in return, find a sense of communal belonging created by loyalty and forged in the fires of faith. Because of their dedication, most kitsune priests match their alignment to that of their religion or deity in time, as most kitsune are too loyal to consider heresy.

Sample Worship

The following deity has been provided as an example of the type of religion that kitsune are attracted to. This religion can be used or discarded at the GM’s leisure.

Inari Okami, The Lord of Lords

The goal of farming is not the growing of crops, but the perfection of the mortal soul.

— *The Nine-Tailed Path*

Inari Okami, whose name means “Revered Carrier of Rice,” is the god of prosperity and worldly success. According to *The Nine-Tailed Path*, the Lord of Lords’ holy text, prosperity is not possible without community, and so Inari Okami is sometimes

known as the Communal Warden. Inari Okami is also heavily identified with agriculture and industry, the professions that make communities thrive and bring prosperity to mortals.

Before written history, it is said that Inari Okami was a kami lord who concerned itself with nothing but the protection of rice crops. When approached by a band of starving mortals, Inari Okami took pity upon them by teaching them how to grow and harvest rice. As these first farmers tended to the land, word spread of their bounty and others flocked to their farms, forming the first communities around them. Inari Okami took to protecting this village. As more and more mortals began to cultivate the land, more villages appeared and Inari Okami took to protecting those settlements too until the Lord of Lords became the deity that is widely worshiped today.

Inari Okami possesses three separate aspects that comprise the holy trinity of the Lord of Lords’ faith. First is the Flower of Foxes, depicted as a youth with a wide-brimmed hat who carries a crop of rice. Second is the Smith of Swords, depicted as an elder sword smith who brandishes a gleaming katana. Finally, the last and greatest of Inari Okami’s aspects is the Lord of Lords, depicted as a kitsune with snow-white fur and nine tails. Inari Okami is traditionally depicted as being androgynous in all aspects. The Flower of Foxes and the Smith of Swords are more malleable in depictions than the Lord of Lords, and are shown as either as kitsune or humans and are sometimes assigned a specific gender. On the other hand, the Lord of Lords is always androgynous as it represents spiritual enlightenment, which does not bother itself with discriminations of the flesh. Worshipers refer to Inari Okami as both male and female interchangeably regardless of aspect.

Inari Okami is said to dwell directly upon the Material Plane and it is believed that the gateway to Inari Okami’s spiritual realm lies within a mountain spring. Inari Okami’s scriptures claim that the Lord of Lords visits places of industry and commerce each spring until the autumn harvest, blessing each settlement visited along the way. Many settlements erect a shrine to Inari Okami in hopes that the Lord of Lords will visit it and bring prosperity to their community.

Inari Okami's attitude towards worshipers and their communities mirrors the psychology of kami. Though they thrive like living beings, communities are unable to protect themselves from corruption and greed, so Inari Okami actively works to help communities prosper. The Lord of Lords does not, however, believe in stopping communities from changing and growing as they prosper. Like grains of rice into healthy stalks, all things change and grow in time.

Like many deities, Inari Okami takes an active interest in mortal affairs. Those who ask the Lord of Lords for assistance with prayer and sacrifice will often find themselves blessed with innovation. In one such tale, Inari Okami was said to have traveled down to a mortal village in the dead of winter to assist a blacksmith in crafting a blade when he lacked an apprentice skilled enough to help him. Another claims that when a child fell from an open window, Inari Okami answered the mother's cries for help by sending a fox to catch the babe in its mouth and place her on the ground unharmed.

Temples devoted to Inari Okami are often lavishly decorated in red and white and furnished with stone statues of foxes, lines of ceremonial prayer flags, and mystic torii gates that are erected at each of the temple's entrances. It is customary for visitors to Inari Okami's temples to leave a small offering at the feet of a fox statue when praying to Inari Okami, for it is believed that foxes bring prayers directly to Inari Okami's ears when pleased. Traditional offerings include fried bean curds, rice balls, and cups of rice wine.

According to *The Nine-Tailed Path*, Inari Okami attained divinity through lessons learned from other kami lords, allowing the Lord of Lords to obtain true enlightenment through the cessation of suffering. Inari Okami teaches that true prosperity of the soul is acquired when one awakens spiritually by acknowledging that mortal cravings conditioned by ignorance causes all worldly suffering. Once this veil has been lifted, the Lord of Lords teaches that anyone can learn to spurn suffering and temporary happiness by following the path that Inari Okami left behind in ascending to divinity.

Although Inari Okami is the greatest of kami, few kami outright worship the Lord of Lords, though they speak Inari Okami's name with great respect. Though the majority of Inari Okami's worshipers are humans, kitsune worship Inari Okami as a parental deity, referring to the Lord of Lords as both mother and father of their people. Most kitsune keep a small shrine to Inari somewhere in their dwelling in the form of a piece of artwork or a small, foxlike effigy. Although kitsune are in no better standing with Inari Okami's clergy than any other race, kitsune born with snow-white fur are quickly noticed by the church as been blessed by Inari and often enjoy a fair amount of influence among those faithful to the Lord of Lords.

Inari Okami's priests garb themselves in white and crimson, the holy colors of the faith. As Inari Okami has more shrines than temples, priests devoted to the Lord of Lords are expected to travel from shrine to shrine while attending to the needs of the communities who maintain them.

Inari Okami, the Lord of Lords



NG god of agriculture, kitsune, prosperity, and rice

Domains Artifice, Community, Good, Plant, Protection

Subdomains Agathion, Agriculture, Family, Growth, Kami, Purity

Favored Weapon katana

Sacred Animal fox

Sacred Colors crimson and white

Symbol nine-tailed fox

Nationality human or kitsune

The goal of farming is not the growing of crops, but the perfection of the mortal soul and spirit.

—*The Nine-Tailed Path*

New Subdomains

The following new subdomains complement Inari Okami.

Agriculture

Associated Domain: Plant.

Replacement Power: The following granted power replaces the wooden fist power of the Plant domain.

Touch of Nourishment (Su): As a standard action, you can touch an ally to nourish it with divine energy, granting it fast healing 1 for 1 minute. In addition, this healing provides nourishment to the ally as if it had eaten a normal meal for a Medium creature. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*goodberry*, 3rd—*create food and water*, 6th—*heroes' feast*

Kami

Associated Domain: Protection

Replacement Power: The following granted power replaces the aura of protection power of the Protection domain.

Ward (Su): Once per day at 8th level, you may designate one ally as your ward as a standard action. You must touch your ally in order to use this ability. You gain a constant *status* effect upon your ward and can target it with harmless touch spells, *cure wounds* spells, and the resilient touch power at a range of 30 feet. This benefit lasts 24 hours.

Replacement Domain Spells: 4th—*commune with nature*, 5th—*telepathic bond*, 9th—*antipathy*

Kitsune Subraces

The fact that few races have heard of the kitsune is a testament to their skill at staying out of sight and blending into human society. In truth, kitsune can be found anywhere humanity has settled and over countless generations, kitsune have slowly adapted to life in different parts of the world. Although differences exist between groups of kitsune living in different region in the world, most kitsune consider them too petty to be worth mentioning and do not draw racial lines between themselves, instead preferring to refer to one another as belonging to different clans. These regional clans are named after the five elements: earth, fire, void, water, and wind. Each clan's basic description is noted below, plus an alternate racial trait for that subrace.

The five kitsune clans are described below. Note that a kitsune does not require the alternate racial trait associated with its clan in order to belong to it—not all kitsune possess the same natural abilities and talents.

Earthkin (Standard Kitsune)

By far the most populous of kitsune, earthkin can be found living in virtually any region inhabited by humans. Outsiders are more likely to encounter earthkin than any other kitsune clan, and as a result earthkin attributes are considered standard and other clans deviations from their norm. Kitsune of all ilk refute such foolishness, but admittedly understand where the misconception arises from. Earthkin have become dominant among kitsune because of their versatility. Rather than adapting to one specific environment, earthkin are flexible enough to excel anywhere. Furthermore, earthkin are more likely to wander than members of other kitsune are and the image of the capricious, wandering kitsune almost exclusively applies to earthkin, though their wandering has significantly aided their clan's expansiveness.

Earthkin vary heavily in appearance and can be encountered with all of the fur colors of other kitsune clans. Earthkin tend to be average in appearance compared to the other clans and have no remarkable features by comparison.

Earthkin Alternate Racial Traits

Earthkin kitsune gain access to the following racial trait.

Versatility: Earthkin kitsune may choose two favored classes at 1st level and gain +1 hit points or +1 skill rank whenever they take a level in either of those classes. Alternatively, an earthkin may choose to gain both +1 hit point and +1 skill rank when he gains a level in his favored class instead of choosing either one or the other benefit or he can choose an alternate class reward. This choice must be made at 1st level and once selected, it cannot be changed. This racial trait replaces agile.

Firekin (Desert Kitsune)

Firekin inhabit the sandy deserts of the world. According to their songs and stories, firekin once lived peacefully amidst the sands until human kingdoms encroached upon their lands, forcing them to fully integrate among humans to avoid battling them for resources. For this reason, firekin tend to be more vengeful than other kitsune when slighted and revel in the fear

and superstition that humans have of them. Although not inherently evil, firekin have less respect for laws than other kitsune and often ignore legal processes, especially when enraged.

Firekin are slightly shorter than kitsune of other clans and possess enlarged ears and puffy, fulvous fur. These adaptations help a firekin to deflect and release heat during the day and keep warm during the frigid night.

Firekin Alternate Racial Trait

Firekin kitsune gain access to the following racial trait.

Desert Runner: Firekin kitsune receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue and exhaustion, as well as any other ill effects from running, forced marches, starvation, thirst, and hot or cold environments. This racial trait replaces agile.

Voidkin (Aberrant Kitsune)

Voidkin possess a unique place among the different kitsune subraces, for voidkin are considered either blessed or cursed. A voidkin's traits are identical to any one of the other four types of kitsune detailed here except for one detail—the color of their fur. Voidkin possess either snowy white or shadowy fur, with white fur symbolizing divine blessings and black fur revealing a spiritual uncleanness or a taint in the kitsune's bloodline.

Although both types of voidkin are considered two halves of the same whole, white-furred voidkin enjoy popularity among their ilk while black-furred voidkin are pitied as if they had some terminal illness. However, black-furred voidkin enjoy much more freedom than white-furred voidkin, who are expected to follow strict religious tradition after being spirited away for training.

Voidkin Alternate Racial Traits

Voidkin kitsune gain access to the following racial traits.

Heritage Focus: A voidkin kitsune gains Skill Focus as a bonus feat at 1st level. He must choose Disguise, Knowledge (nature), or Stealth as his chosen skill with this feat. In addition, the chosen skill is always a class skill for the voidkin. This racial trait replaces kitsune magic.

Sacred Study: A voidkin kitsune must select a divine spell-casting class as his favored class. He may not select archetypes that replace or diminish his favored class's ability to cast divine spells. Threat the voidkin's caster level as +1 higher when cast-

ing divine spells from his favored class. This racial trait replaces kitsune magic.

Waterkin (Arctic Kitsune)

Native to the frozen wastes, waterkin thrive in the most deadly climates known to mortals. Waterkin are often somber and serious towards outsiders, reserving their cheer and laughter only for close companions and allies. Waterkin spend comparatively more time in their true forms than other kitsune races as a result of their decreased interactions with foreigners. Despite their cold demeanor, waterkin kitsune are generally benign and have been known to save strangers from certain doom on many an occasion. Waterkin are said to have close ties with the scintillating lights that glow in the northern sky and are able to produce similar effects to confound their enemies.

Waterkin appear thicker than kitsune of other clans because of their fur, which is pale gray during the cold months and dark brown during warmer seasons. During the winter, their fur is warm enough that waterkin are able to survive the night in all but the most extreme cold without equipment if needed to.

Waterkin Alternate Racial Trait

Waterkin kitsune gain access to the following racial trait.

Aurora Magic (Ex/Sp): Waterkin kitsune treat their caster level as +1 higher when casting pattern spells. Waterkin with a Charisma of 11 or higher gain the following spell-like ability: 1/day—*color spray*. This racial trait replaces agile.

Windkin (Steppe Kitsune)

Named for the scouring winds that sweep across their homes, windkin dwell in steppes and on mountains. Once nomadic, most windkin now dwell among humans, but stubborn windkin communities that cling to the old ways exist. Windkin are very relaxed compared to other kitsune and have a benign relationship with humans. They are less mischievous than other kitsune but are also much more reserved and slower to befriend others. They have strong ties to wildlife and are widely considered the most nature-conscious kitsune, but other kitsune consider them to be dreadfully plainspoken.

Windkin are of average height and possess slightly larger ears than standard kitsune. Their fur is a medley of gray, brown, orange, and fulvous and most prefer to wear their hair long. Windkin often adorn themselves in ritualistic beads that they claim bolsters their connection to their community's ancestors, making them in-tune with nature and spirits alike.

Windkin Alternate Racial Traits

Windkin kitsune gain access to the following racial trait.

Sure Step (Ex): Windkin are immune to altitude sickness and do not lose their Dexterity bonus to AC when making Climb checks or Acrobatics checks to cross narrow or slippery surfaces. In addition, windkin receive a +4 racial bonus to their CMD when resisting bull rush or trip attempts while standing on the ground. This racial trait replaces agile.

Favored Class Options

Kitsune can select from the following favored class options in addition to those presented in the *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE*.

Alchemist: The alchemist gains 1/6 of a new discovery.

Arcanist: The arcanist gains 1/6 of a new arcane exploit.

Barbarian: Add +1 foot to the speed bonus provided by fast movement. This only has an effect for every five increases to fast movement that the barbarian selects.

Bloodrager: Select one Intelligence-, Wisdom-, or Charisma-based skill that the bloodrager cannot use while raging. After selecting this bonus four times, the bloodrager gains Raging Concentration^{ACG} with the selected skill as a bonus feat.

Brawler: Increase the number of times per day that the brawler can use martial flexibility by 1/4.

Cavalier: Increase the number of times per day that the cavalier can use tactician by 1/4.

Cleric: Select one cleric domain power at 1st level that is normally usable a number of times per day equal to 3 + the cleric's Wisdom modifier. The cleric adds 1/2 to the number of uses per day of that domain power.

Fighter: Add +1/6 to the fighter's AC while wearing light or no armor as a dodge bonus. The fighter loses this bonus while he is flat-footed or denied his Dexterity bonus to AC.

Gunslinger: Add +1/4 point to the gunslinger's grit pool.

Hunter: Add 1 to the hunter's total number of animal focus minutes per day.

Inquisitor: Add +1/4 to the number of times per day the inquisitor can change her most recent teamwork feat.

Investigator: Increase the number of times per day that the investigator can use inspiration by 1/4.

Magus: Add 1/2 of an enchantment or illusion spell from the sorcerer/wizard spell list to the magus's spell list. The spell must be at least one level below the highest spell level he can cast. The spell is also added to the magus's spellbook.

Monk: Add +1/4 point to the monk's ki pool.

Paladin: The paladin gains 1/4 of a new mercy.

Ranger: Add +1/3 to the ranger's AC as a dodge bonus against attacks made by his favored enemies.

Shaman: The shaman gains 1/6 of a new hex. This hex must be one granted by the shaman's spirit rather than one from a wandering spirit.

Skald: The skald gains 1/6 of a new rage power.

Slayer: The slayer gains 1/6 of a new slayer talent.

Summoner: Add +1 skill rank to the summoner's eidolon.

Swashbuckler: Increase the number of times per day that the swashbuckler can use charmed life by 1/4.

Warpriest: Increase the number of times per day that the warpriest can use blessings by 1/4.

Witch: When casting enchantment, illusion, or transmutation spells, add +1/3 to the witch's caster level when determining the spell's duration.

Wizard: The wizard gains 1/6 of a new bonus feat.

Nine-Tailed Kitsune

“The young girl followed the beautiful sound to the clearing where a youth garbed in flowers and grasses stood in the moonlight. He was a willow tree, his pale skin perfectly reflecting the moon as his straight, black hair swayed peacefully in the breeze. He was perfection, the most beautiful man she had ever seen. Barely noticing as her feet pulled her ever closer to his splendor, the young girl’s eyes were transfixed upon the youth. He turned around slowly and her heart stopped as his crimson orbs studied her with a court smile. With the poise of a man many times his senior, the youth glided closer to the young girl as his features began to shift. Black fur sprouted from across his body as his legs twisted into paws, his face became sharp and foxlike, and many tails sprouted from his backside. The girl scarcely had time to moan before the fox’s hand was inside of her, piercing her ribs as though they were butter before gently pulling out her still-beating heart. The girl’s last thought was one of adoration as she collapsed. As her final breath left her body, the young girl’s killer bit into her heart as though it were no more than an apple.”

— Excerpt from *The Demon with Nine Tails*

One of the largest misconceptions that outsiders have about kitsune involves their tails. In folklore, all kitsune grow additional tails as they age, each tail granting fantastic magical powers to the kitsune. Furthermore, it is believed that the acquisition of additional tails is a natural part of the kitsune life cycle and like rings on a tree, one can tell how old a kitsune is judging by the number of tails he possesses. Stories vary from telling to telling, but common numbers include every tail being worth 10 years, 50 years, or even 100 years.

In truth, these legends are falsified accounts told to humans and other outsiders by misguided minstrels and xenophobic kitsune communities. Polytailed kitsune are incredibly rare and even among kitsune, the process by which one earns additional tails is not well understood. Most agree that the number of tails a kitsune possesses is related to the kitsune’s life energy in some manner, however.

Nine-Tailed by Ascension

Although not all polytailed kitsune are mythic characters, many are or become mythic later. Alone, the acquisition of a new tail is not enough to trigger a kitsune’s moment of ascension but in any case, a polytailed kitsune’s powers are greatly enhanced by his moment of ascension and the best-known polytailed kitsune were mythic characters.

Paths: Nine-tailed kitsune can belong to any mythic path, though they have an affinity for the trickster path.

Nine-Tailed by Blessing

According to kitsune mythology, their patron deity was the first nine-tailed kitsune. As a result, many kitsune believe that the manifestation of additional tails is a blessing given to mortals as a sign of divine favor. For this reason, polytailed kitsune are often believed to be omens from divine entities and messengers of the gods and their words are often heeded seriously by others.

Classes: Most kitsune who become polytailed by deific intervention are oracles, their bodies unable to contain this great power without consequence (the oracle’s curse). Occasionally,

kitsune shamans are championed by spirits that grant them additional tails as a sign of their bond.

Nine-Tailed by Blood

In some cases, the power needed to become polytailed sleeps within a kitsune’s blood. This power can be the result of a polytailed ancestor somewhere in the kitsune’s bloodline but other times the presence of weird creatures or circumstances can predestine a kitsune with multiple tails.

Classes: Kitsune who become polytailed by blood always possess bloodline abilities, either by sorcerer levels, bloodrager levels, or the Eldritch Bloodline feat. Common bloodlines for polytailed kitsune include destined, fey, kitsune, and oni.

Nine-Tailed by Enlightenment

Although far from being as glamorous as the alternatives, more kitsune become polytailed by personal enlightenment than by any other method of. Unlike other methods, virtually any kitsune can become polytailed in this manner, though doing so requires extreme mental discipline. As a result, few kitsune are willing to devote themselves to the hard work needed to gain the ability to manifest additional tails.

Classes: Monks almost exclusively become polytailed by means of personal enlightenment and discipline. It is said that monasteries consisting entirely of kitsune exist in the world that devote themselves endlessly to the perfection of their physical bodies through the manifestation of additional tails, though these organizations seldom interact with the outside world.

Nine-Tailed Class Options

The following archetypes may only be selected by kitsune.

Jiuweihiu (Shaman; Kitsune)

Considered bringers of fortune and prosperity, a jiuweihiu is a kitsune shaman who has been blessed with multiple tails by the spirits of unseen kami. In rare cases, evil jiuweihiu who are instead championed by wicked oni are created.

Star Jewel (Ex or Sp): At 1st level, the jiuweihu gains the jewel bound familiar witch hex[†]. This replaces the spirit animal ability of the shaman's spirit.

Spirit Tails: At 1st level and every two levels thereafter, a jiuweihu gains Magical Tail as a bonus feat. After she has selected Magical Tail eight times, she instead chooses one of her Magical Tail spell-like abilities and increases the number of times per day that she can cast it by one. She cannot select a spell-like ability more than once in this way. This ability replaces spirit magic.

Kyuubi Visionary (Monk; Kitsune)

Kyuubi visionaries are kitsune monks who use their *ki* in order to manifest additional tails.

Bonus Feats: Whenever a kyubi visionary would receive a monk bonus feat, he receives Magical Tail instead. A kyubi visionary cannot select Magical Tail as a feat from character advancement during any level that he receives Magical Tail from his monk class levels. After he selects Magical Tail eight times, a kyubi visionary may select any remaining monk bonus feats from the standard list of monk feats. This ability alters the monk's bonus feats.

Invoke Ki (Sp): At 1st level, 4th level, and every 4 levels thereafter a kyubi visionary selects one 1st-level spell from the sorcerer/wizard spell list from the enchantment, evocation, illusion, or transmutation schools. Spells with a material component with more than 1 gp cannot be selected. The kyubi visionary can cast the selected spell as a spell-like ability twice per day. At 8th level and every 4 levels thereafter, the maximum spell level that he can select using this ability increases by 1. For example, the kyubi visionary can select a 2nd-level or lower spell at 8th level, a 3rd-level or lower spell at 12th level, and so on. Once the kyubi visionary has selected a spell-like ability, it cannot be changed. This ability replaces stunning fist.

Magical Fist (Su): At 7th level, a kyubi visionary can attack with his martial arts and cast spell-like abilities at the same time. During a flurry of blows, a kyubi visionary can cast a single spell-like ability he possesses from his racial traits, the Magical Tail feat, or his monk class levels with a casting time of 1 standard action or less in place of one of his melee attacks. The kyubi visionary must choose the melee attack with the highest base attack bonus to cast the spell-like ability. If the spell-like ability requires an attack roll, it suffers a -2 penalty (as Two-Weapon Fighting). If he casts the spell defensively, he can decide to take a penalty on all attack rolls he made during the flurry of blows, up to his Wisdom bonus, and add the same amount as a circumstance bonus on his concentration check. If the check fails, the spell-like ability is wasted, but the attacks still take the penalty. The kyubi visionary may choose to cast the spell first or make the weapon attacks first, but if he has more than one attack, he cannot cast the spell between weapon attacks. This ability replaces wholeness of body.

Mystic Recall (Su): At 12th level, a kyubi visionary can fuel his mystic powers using his *ki*. As a swift action, a kyubi visionary can regain one use of a spell-like ability he possesses

Creating Nine-Tailed Kitsune

The following feat has been reprinted from *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE* for convenience.

Magical Tail

You grow an extra tail that represents your growing magical powers.

Prerequisite: Kitsune.

Benefit: You gain a new spell-like ability, each usable twice per day, from the following list, in order: *disguise self*, *charm person*, *misdirection*, *invisibility*, *suggestion*, *displacement*, *confusion*, *dominate person*. For example, the first time you select this feat, you gain *disguise self* 2/day; the second time you select this feat, you gain *charm person* 2/day. Your caster level for these spells is equal to your Hit Dice. The DCs for these abilities are Charisma-based.

Special: You may select this feat up to eight times. Each time you take it, you gain an additional ability as described above.

Nine-Tailed Alternate Racial Trait

The following alternate racial trait is available to kitsune.

Nine-Tailed Inheritor: The kitsune is a wellspring of magical energy that manifests as additional tails. The kitsune gains Magical Tail as a bonus feat at 1st level. In addition, he adds Magical Tail to all class lists of bonus feats as initial feat choices for those lists, including all ranger combat styles and all sorcerer bloodlines. For example, a monk can select Magical Tail when he gains his first bonus feat at 1st level while a ranger can select it when he gains his first combat style feat at 2nd level. Additionally, the kitsune treats Magical Tail as all types of feats (except teamwork) when determining which feats he can select with a class's bonus feats feature. A kitsune with this racial trait cannot select Magical Tail as a class bonus feat and as a feat from character advancement during the same level. This racial trait replaces natural weapons.

by spending a number of points from his *ki* pool equal to the spell's level (minimum 1). The kyubi visionary regains his use of the chosen spell-like ability as if it had not been cast. This ability replaces abundant step.

Nine-Tailed Mystic (Oracle or Sorcerer; Kitsune)

Nine-tailed mystics are kitsune with such volatile magical powers that they grow additional tails in order to contain it.

Nine-Tailed Spells: A nine-tailed mystic grows additional tales as his powers blossom, allowing him to unlock his inherent powers at the cost of spell lore. Each time the nine-tailed mystic would earn a bonus spell from her bloodline or mystery, she gains Magical Tail as a bonus feat instead. After she has selected Magical Tail eight times, she instead chooses one of her Magical Tail spell-like abilities and increases the number of times per day that she can cast it by one. She cannot select a spell-like ability more than once in this way. For an oracle, this ability replaces the oracle's mystery spells. For a sorcerer, this ability replaces the sorcerer's bloodline spells.

Martial Combat

Kitsune are no strangers to conflict and possess wickedly sharp teeth and favor light weapons that are easy to conceal. Tricksters to the core and all too aware of their physical weakness compared to other creatures, kitsune employ bamboozling tactics and skillful wit against foes in combat to gain the upper hand.

The following archetypes and alternate class features are common among kitsune, but can be selected by any character unless noted otherwise.

Dancing Blade (Fighter)

Rather than rely on brute force, some fighters study graceful techniques so they move like dancers on a stage rather than warriors on a battlefield.

Dancer's Finesse (Ex): At 1st level, the dancing blade selects one fighter weapon group. He gains the benefits of the Weapon Finesse feat with all light or one-handed melee weapons that belong to the chosen weapon group. Treat these weap-

ons as one-handed piercing weapons for all feats and class abilities that require such a weapon (such as a swashbuckler's or duelist's precise strike). This ability counts as having the Weapon Finesse feat for the purpose of meeting feat prerequisites. This ability replaces the 1st-level fighter bonus combat feat.

Panache and Deeds: At 2nd level, the dancing blade gains Amateur Swashbuckler^{ACG} and Extra Panache as bonus feats. This ability replaces the 2nd-level fighter bonus combat feat.

Bonus Feats: The dancing blade may choose combat feats or panache feats as bonus feats. Additionally, he may select one swashbuckler deed with a level equal to or less than his fighter level in place of a fighter bonus feat or a feat earned from character advancement.

Formless Ninja (Ninja; Kitsune)

Although all kitsune are shapechangers, a dedicated few master the art of transforming into a myriad forms. These kitsune often sell their talents others as assassins and spies.

Realistic Likeness: At 1st level, the formless ninja gains Realistic Likeness^{ARG} as a bonus feat. This ability replaces poison use.

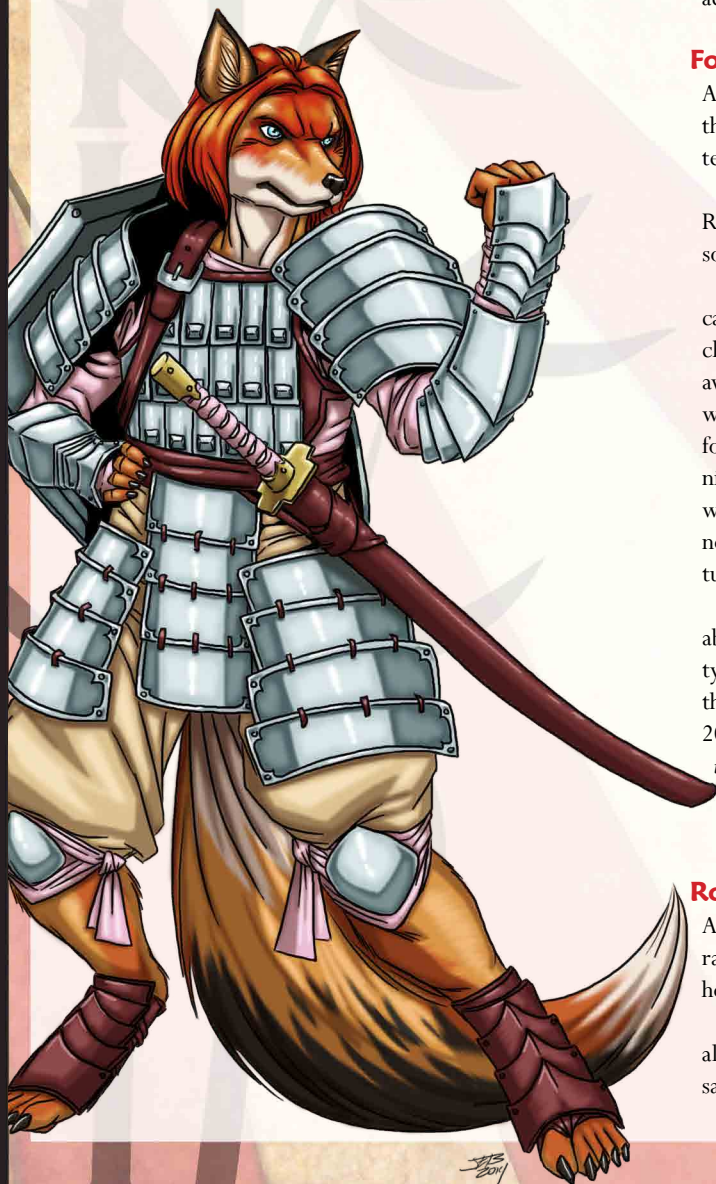
Ki Transformation (Su): At 4th level, the formless ninja can spend 2 points from her *ki* pool when she uses her racial change shape ability in order to assume a form normally unavailable to her. She does not adjust her ability score modifiers while transformed, but gains any abilities granted by her new form. This transformation lasts 1 hour or until the formless ninja changes back. If the formless ninja's *ki* pool is depleted while she is transformed into a creature whose form she could not normally assume using change shape, she immediately returns to her true form.

At 4th level, this ability works as *alter self*. At 8th level, this ability works as *alter self* or *beast shape I*. At 12th level, this ability works as *alter self*, *beast shape III*, or *plant shape II*. At 16th level, this ability works as *alter self*, *beast shape III*, or *plant shape II*. At 20th level, this ability works as *alter self*, *beast shape IV*, *form of the dragon I*, or *plant shape III*. This ability replaces the ninja tricks earned at 4th level, 8th level, 12th level, 16th level and 20th level.

Ronin (Swashbuckler)

A ronin is a lordless swordsman, sometimes called a knight-errant. Although most ronin seek a new master to restore their honor, others become ronin for personal reasons.

Ronin's Code: At 1st level, a ronin adopts a set of personal edicts that he must abide by, as if he belonged to the ronin samurai order^{UC}. If he violates these edicts, he loses all of his



panache points and cannot regain panache for 24 hours.

If the ronin has levels in a class that grants an order, he must belong to the ronin samurai order and cannot change his order. If he belonged to an order before acquiring this ability, he must immediately abandon his previous order and become a ronin.

Favored Weapon (Ex): At 1st level, the ronin gains the benefits of the Weapon Finesse feat with a single one-handed melee weapon of her choice. Treat the chosen weapon as a one-handed piercing melee weapon for all feats and abilities that require such a weapon (such as a swashbuckler's or duelist's precise strike). This ability counts as having the Weapon Finesse feat for the purpose of meeting feat prerequisites. If she has a feat or ability that allows her to use her Dexterity modifier instead of her Strength on damage rolls with her favored weapon, she doesn't add 1-1/2 times her Dexterity modifier to her damage roll while wielding it in two hands.

At 5th level, the ronin gains a +1 bonus on attack and damage rolls when using her chosen weapon. When a ronin wields her favored weapon, she gains the benefits of the Improved Critical feat with that weapon. Every 4 levels thereafter, the bonus on attack and damage rolls increases by 1. This ability replaces swashbuckler's finesse and swashbuckler weapon training.

Deeds: The ronin gains the following deeds, each of which replaces an existing deed.

Fluid Strike (Ex): At 3rd level, while the ronin has at least 1 panache point, she can draw a weapon as a free action and she is treated as having the Quick Draw feat for the purpose of determining if she can draw a weapon with the swashbuckler's initiative deed. Additionally, if the ronin draws a weapon on the first turn of combat and attacks a foe within her reach, she can spend 1 panache point as a swift action to make a feint attempt against the target of her attack. This deed replaces kip-up.

Precise Strike (Ex): At 3rd level, as long as the ronin has at least 1 point in her panache pool, she can use her precise strike deed with her favored weapon while wielding it in two hands, but her swashbuckler is reduced by half when determining the damage dealt by this deed while doing so. This deed alters precise strike.

Resolve (Ex): Starting at 2nd level, the ronin gains the samurai's resolve class feature. She can use resolve once per day at 2nd level, plus one additional time per day for every four swashbuckler levels beyond 2nd. Instead of regaining uses of resolve by defeating the target of a challenge, the ronin can spend 2 panache points as a free action in order to regain one use of resolve, up to her maximum number of uses per day. If the ronin gains resolve from another class, the daily uses of this ability stack and the ronin may regain uses of resolve as detailed by both classes. This ability replaces charmed life.

Order Abilities: Beginning at 4th level, the ronin may select the self reliant ronin order ability in place of a bonus feat. At 8th level, she may select the without master order ability in place of a bonus feat if she has previously selected the self reliant ronin order ability. At 16th level, she may select the chosen destiny ronin order ability in place of a bonus feat if she has pre-

viously selected both the self reliant and without master order abilities. This ability alters the swashbuckler's bonus feats.

Rogue Talents

Any rogue can select the following rogue talents if she meets the talent's prerequisites.

Kitsune Trick: A rogue that selects this talent gains one feat of her choice that lists "kitsune" as a prerequisite as a bonus feat. She must meet this feat's prerequisites, if any. This talent can be selected multiple times. This talent can be selected as an investigator talent or a slayer talent by members of those classes.

Improved Ki Pool (Su): A rogue that selects this talent can use her Intelligence score as her Wisdom when determining the number of points in her ki pool. In addition, the rogue adds half of her rogue level to the total number of ki points she possesses and any flanking bonus she receives increases by +1 so long as she has at least one point in her ki pool. A ninja who selects this talent gains the increase to her flanking bonus but does not gain additional ki points and cannot use her Intelligence score in place of her Wisdom when determining her ki points. The rogue must have the ki pool talent before selecting this talent.

Rogue's Finesse: Select a light or one-handed weapon that the rogue is proficient with. The rogue may use her Dexterity bonus in place of her Strength on attack rolls with the selected weapon. Additionally, she treats the selected weapon as a one-handed piercing weapon for all feats and class abilities that require such a weapon (such as a swashbuckler's or duelist's precise strike). The rogue must have Weapon Finesse before selecting this talent. This talent can be selected as an investigator talent or a slayer talent by investigators and slayers, respectfully.

Skulking Hunter (Hunter)

Skulking hunters use their magic to lie in wait for their prey, ambushing them with a decisive, fatal strike.

Skulking Spells: A skulking hunter casts divine spells drawn from the druid, ranger, and sorcerer/wizard spell list. Only druid and sorcerer/wizard spells of 6th level and lower and ranger spells that belong to the enchantment, illusion, and transmutation schools are considered to be part of the skulking hunter's spell list. If a spell appears on any combination of these spell lists, the skulking hunter uses the lower of the two spell levels listed for the spell. This ability modifies the standard spells and orisons abilities and replaces nature training.

Studied Target (Ex): At 1st level, the skulking hunter gains the slayer's studied target class feature. She uses her hunter level as her effective slayer level to determine the effects of studied target. The skulking hunter shares the bonuses granted by her studied target ability with her animal companion as long as it is within 60 feet of her. This ability replaces animal focus.

Stalker (Ex): At 8th level, the skulking hunter gains his studied target bonus on Disguise, Intimidate, and Stealth checks against her studied opponent. This ability replaces second animal focus.

Kitsune Magic

There are many legends of kitsune magic, most of which have been romanticized and exaggerated by kitsune bards. Kitsune possess a wide array of powerful magical abilities in these tales, including the ability to transform into virtually any form, bend the will of others with a thought, and possess other creatures by relocating their souls into mystical jewels called star gems. The kitsune in these legends are both benign and malevolent, with antagonistic kitsune usually serving to punish equally wicked humans for heinous crimes against their kin. As with any kitsune story, it is impossible to know which tales are true and which are exaggerations. That said, nearly every kitsune legend has its basis in truth.

The following archetypes and alternate class features are common among kitsune, but can be selected by any character unless noted otherwise.

Communal Guardian (Inquisitor)

Rather than rooting out enemies of the faith, communal guardians focus on protecting the faithful from outside threats.

Communal Bond (Ex): At 1st level, a communal guardian can form a bond with a number of allies (including herself) equal to 3 + her Wisdom modifier as a standard action. Bonded allies use the communal guardian's speed as their overland speed outside of combat and regain 1 additional hit point per HD when spending 8 hours taking a normal rest or 2 additional hit points per HD when spending 24 hours taking a complete rest. Additionally, when a bonded ally flanks with or receives an aid another bonus from another bonded ally, increase the bonus received by +1.

Bonded allies must remain within 30 feet of the communal guardian in order to receive the benefits of her communal bond; if they leave this range, they lose the benefits of the bond until the communal guardian designates these allies for inclusion within her bond again.

At 4th level and every three inquisitor levels thereafter, the maximum range of the communal guardian's bond increases by 5 feet, to a maximum of 60 feet at 19th level. This ability replaces the inquisitor's domain.

Communal Blessing (Su): At 1st level, a communal guardian can bless the recipients of her communal bond as a swift action. This ability functions as an inquisitor's judgment except the benefits and abilities granted by communal blessing are granted to all bonded allies instead of the communal guardian herself. The communal guardian may only select the healing, protection, purity, and resilience judgments when using communal blessing. This ability modifies and replaces judgment.

Communal Tactics (Ex): At 3rd level, a communal guardian's bonded allies are treated as if they possessed the same teamwork feats as the communal guardian for the purpose of determining whether the communal guardian receives a bonus from her teamwork feats. Her bonded allies do not receive any bonuses from these feats unless they actually possess the feats themselves. The allies' positioning and actions must still meet the prerequisites listed in the teamwork feat for the inquisitor to receive the listed bonus. This ability replaces solo tactics.

Shield Other (Sp): At 5th level, a communal guardian can split an ally's damage with herself, as per the spell. This effect lasts for a number of rounds per day equal to her inquisitor level. These rounds do not need to be consecutive. Activating this ability is an immediate action. This ability replaces *discern lies*.

Adaptable Bond (Ex): At 8th level, a communal guardian can change her communal blessing as an immediate action or a swift action. This ability replaces second judgment.

Enhanced Bond (Ex): At 16th level, when a bonded ally flanks with or receives an aid another bonus from another bonded ally, increase the bonus received by +2 instead of +1. This ability replaces third judgment.

Limited Telepathy (Su): At 17th level, a communal guardian can mentally communicate with any bonded ally with whom she shares a language. Otherwise this ability is identical to the telepathy ability. This ability replaces slayer.

True Unity (Su): At 20th level, a communal guardian works seamlessly with the members of her communal bond. She no longer needs to spend an action to change her communal blessing and members of her communal bond cannot be caught flat-footed. She can only change her blessing once per round in this manner. This ability replaces true judgment.

Hexes (Kitsune)

The following hexes are available to kitsune witches.

Jewel Bound Familiar: The witch bonds her familiar to a jewel, allowing it to change shape into a grape-sized jewel as a standard action. When her familiar is in her square or in an adjacent square, it transforms in a way that the witch is holding the jewel when the transformation is complete. Alternatively, the witch's familiar can orbit her head as an *ioun stone* or affix itself to an amulet, belt, or ring she is wearing or a staff, wand, or weapon she is wielding.

While in this form, treat the familiar as an intelligent magic item with the familiar's mental ability scores but no magical abilities. The witch can add magical enhancements, intelligent item powers, and intelligent item senses to her familiar if she possesses Craft Wondrous Item. The witch must first enhance her familiar into a *kitsune star gem* before adding any intelligent item powers or senses. While in jewel form, the familiar retains its original hit points, but gains the hardness of the item it transforms into. If the familiar takes enough points of damage in item form to become broken, it automatically reverts to its

familiar form and cannot change to item form again until it is healed to its maximum hit point total. In its true form, the familiar's eyes appear as cut, sparkling gemstones. The witch must be a kitsune to select this hex.

Skullbound Shapechanger: The witch receives Realistic Likeness as a bonus feat. If she possesses the skull or face of the individual whom she wishes to transform into using Realistic Likeness, she reduces the bonus on Perception checks that those who are familiar with the individual receive to oppose her Disguise check by half. The witch must be a kitsune in order to select this hex.

Kitsune Bloodline (Bloodrager)

One of your ancestors was a kitsune with particularly volatile blood that now resides within you. You are able to harness this power while raging in order to transform into a foxlike monster.

Bonus Feats: Combat Reflexes, Eldritch Claws^{APG}, Improved Feint, Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike.

Bonus Spells: *alter self* (7th), *invisibility* (10th), *greater magic fang* (13th), *confusion* (16th).

Bloodline Powers: The shapechanging blood that runs through your veins transforms you into a savage, foxlike beast.

Kumiho Form (Su): At 1st level, you fall on all fours and transform into a terrifying foxlike magical beast when you enter your bloodrage, as *beast shape I* except you do not gain a Strength bonus or natural armor bonus to your AC. In this form, you are a Medium quadruped creature and gain low-light vision, scent, and a bite attack that deals 1d6 points of damage. At 4th level and every 4 levels thereafter, you gain a +1 natural armor bonus to AC while bloodraging.

Kumiho Spellcraft (Su): At 4th level, you can complete the verbal and somatic components of bloodrager spells while transformed while using kumiho form. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This power does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while transformed. Additionally, the Spellcraft DC to identify spells that you cast while transformed increases by half of your bloodrager level.

Heart Strike (Ex): At 8th level, when you attack an opponent with a bite attack as a standard action using the attack action, your bite has a critical multiplier of x3 and you deal additional damage equal to your bloodrager level. Any creature immune to sneak attack damage is immune to the extra damage done by this power and any item or ability that protects a creature from critical hits also protects it from this extra damage. The damage done by this power is precision damage and isn't multiplied on a critical hit.

Improved Kumiho Form (Su): At 12th level, the damage dealt by your bite attack increases to 1d8 points and you gain the trip special attack with your bite attack. At 16th level, the

Nogitsune Ecology

Nogitsune are a type of oni, spiteful former kami who became disembodied after abandoning their wards. Although normally harmless, oni sometimes manifest physical bodies based on the shapes and depraved desires of humanoids when they come in contact with a place that was despoiled by sin or tragedy.

Nogitsune are by far one of the most dangerous types of oni. Though all oni are shapechangers, nogitsune are able to transform into an array of humanoid and animal creatures, though their true form resembles that of a kitsune with sharp, vulpinal features and savage claws. Representing the sin of murder and possessing a taste for human flesh, nogitsune are master infiltrators and assassins with an array of powerful spell-like effects, including the ability to warp the minds of crowds of people simultaneously. Although they are capable of wielding weapons, they prefer to kill with their claws and teeth in order to lap up their victims' still-warm blood.

These depraved acts are well known by humans and many of the legends and superstitions surrounding kitsune, especially the darker ones, were likely the handiwork of nogitsune rather than kitsune. Although nogitsune strive to keep their true identities a secret, they never shy away from a chance to frame an innocent kitsune for their misdeeds and use their influential magics to frame such folk for their misdoings, reveling in the destruction of order and stability that such lies cause for the kitsune, his family, and his community.

damage dealt by your bite attack increases to 1d10 points. At 20th level, the damage dealt by your bite attack increases to 2d6 points.

Heart Snatch (Su): At 16th level, you can use your kumiho form's improved senses to help fell your opponent with a single strike by ripping its still-beating heart from its chest. This ability functions as the assassinate master ninja trick^{UC} except it applies to the precision damage caused by your heart strike power instead of sneak attack damage.

Kumiho Paragon (Su): At 20th level, all enchantment, illusion, and transformation spells you cast with a duration longer than 1 round are extended, as *Extend Spell*.

Kitsune Bloodline (Sorcerer)

One of your ancestors was a kitsune who achieved the apex of their race's mystical powers. Your sorcerous abilities stem from the same font of mystic power, allowing you to effortlessly dominate the minds of your enemies with powerful enchantments and illusions.

Class Skill: Disguise

Bonus Spells: *silent image* (3rd), *invisibility* (5th), *major image* (7th), *charm monster* (9th), *magic jar* (11th), *mislead* (13th), *project image* (15th), *mass charm monster* (17th), *wish* (19th).

Bonus Feats: Alertness, Craft Wondrous Item, Dodge, Lightning Reflexes, Improved Initiative, Skill Focus (Disguise)

Bloodline Arcana: Whenever you cast an enchantment or illusion spell, creatures targeted by or that interact with your spell suffer a -2 penalty on their saving throw if you have won

them over with Diplomacy or fooled them with Bluff in the past 24 hours.

Bloodline Powers: You manifest mystical powers that allow you to befuddle and outwit your enemies with magic.

Foxfire (Sp): At 1st level, as a standard action, you can create up to four eerie spheres of light that function as *dancing lights*. While in possession of one or more of these spheres, you can attack one target within 30 feet as a ranged touch attack by directing a sphere at it. This sphere deals 1d6 points of fire damage. Whether or not the sphere hits, it disappears as if its duration ended. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Shift Form (Su): At 3rd level, you gain the ability to change shape (as the spell *alter self*) for a number of minutes per day equal to your sorcerer level. These minutes need not be consecutive. At 7th level, you can also change shape into any animal allowed by *beast shape I*. At 11th level, you can also change shape into any animal allowed by *beast shape II*. At 15th level, you can also change shape into any animal allowed by *beast shape III*. At 19th level, you can also change shape into any natural, inanimate object (such as a rock or a tree) as the spell *statue* except this ability is a polymorph effect and grants you a +10 racial bonus on Disguise checks to appear as an ordinary object.

Potent Illusions (Su): At 9th level, any illusion spell that you cast with a duration of concentration lasts an additional number of rounds equal to half your sorcerer level. Additionally, when casting an illusion spell you can expend two spell slots of the spell's level (including level adjustments from metamagic) as a free action in order to imbed an illusion within your illusion. Effectively, if a creature disbelieves the illusion, it sees a second, identical illusion in its place, which it must attempt to disbelieve separately. You cannot imbed more than two illusions into a spell using this ability or any similar one.

Formless Casting (Su): At 15th level, you can complete the verbal and somatic components of spells while polymorphed into any creature allowed by *greater polymorph* or while possessing a living creature with *magic jar* by substituting various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. At 20th level, you gain this benefit while under any polymorph effect, even if the form you take cannot normally make any noise or gestures.

Master Manipulator (Su): At 20th level, you no longer need to make concentration checks to cast enchantment spells and can concentrate on illusion spells as a swift action, rather than a standard action. Additionally, you can expend a spell slot as a free action in order to regain a number of minutes of your shift form ability equal to the spell's level. This ability does not allow you to exceed the ability's maximum minutes per day—any excess minutes are lost.

Mutated Bloodlines (Sorcerer)

The following mutated bloodlines are designed for sorcerers

with the wildblooded archetype^{UM}. Mutated bloodlines replace sorcerer powers with new abilities.

Nine-Tailed Bloodline

The ki of a powerful nine-tailed kitsune sleeps within your blood, which you harness to empower your spellcasting.

Associated Bloodline: Kitsune.

Bloodline Arcana: You gain a +1 bonus to your caster level with enchantment and illusion spells.

Bloodline Powers: You enhance your considerable magical prowess with the *ki* of a nine-tailed kitsune.

Ki Pool (Su): At 9th level, you gain a pool of *ki* points, supernatural energy you can use to accomplish amazing feats. The number of points in your *ki* pool is equal to 1/3 of your sorcerer level + your Charisma modifier. The *ki* pool is replenished each morning after 8 hours of rest or meditation; these hours do not need to be consecutive. If you possess levels in another class that grants points to a *ki* pool, *ki* points gained from the sorcerer class stack with those gained from the other class to determine the total number of *ki* points in the combined pool, but only one ability score modifier is added to the total. The choice of which score to use is made when the second class ability is gained, and once made, the choice is permanent. You can use *ki* points from this pool to power the abilities of every class you possess that grants a *ki* pool.

As long as you have at least 1 point in your *ki* pool, your gain a +1 bonus on caster level checks made to overcome spell resistance per 4 sorcerer levels you possess (max. +5). As a swift action, you may spend 1 point of *ki* to gain one of the following benefits.

Ki Insight: Gain a +4 insight bonus on skill checks made with your bloodline's associated class skill for 1 round.

Ki Magic: Add +1 to the DC of the next spell you cast on your turn.

Ki Impact: Add +1 to all damage dice dealt by the next spell that you cast on your turn.

This bloodline power replaces potent illusions.

Nogitsune Bloodline

Through trickery or seduction, your bloodline was tainted by a nogitsune, causing you to manifest seductive powers.

Associated Bloodline: Oni.

Bloodline Arcana: Spells you cast that obscure vision (such as *darkness* or *obscuring mist*) do not hamper your ability to see. Additionally, you may move up to your speed as part of the spell's casting time of such spells.

Bloodline Powers: Your honeyed words simultaneously confound and command others.

Confounding Compulsions (Su): When you cast a charm or compulsion spell that targets one or more creatures, you may target one additional creature with the spell. When you cast a charm or compulsion that targets an area, increase the spell's targeted area by 10 feet. This bloodline power replaces windborne.

New Spells

The following spells are available to kitsune characters. Characters of other races may cast these spells with GM permission.

Baleful Fox Form

School transmutation (polymorph); **Level** sorcerer/wizard 5, witch 5, shaman 5

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one humanoid

Duration permanent

Save Fort negates, Will partial, see text; **Spell Resistance** yes

You transform the subject into a fox, functioning as *beast shape III*. If the new form would prove fatal to the creature, such as an aquatic creature transformed in the water, the subject gains a +4 bonus on the save.

If the spell succeeds, the subject also makes a Will save. If this second save fails, the creature loses its extraordinary, supernatural, and spell-like abilities, loses its ability to cast spells (if it had the ability), and gains the special abilities of its new form in place of its own. It retains its class and level (or HD), any class features it possesses that aren't extraordinary, supernatural, or spell-like abilities (other than spellcasting), and its alignment and Intelligence, Wisdom, and Charisma ability scores. Any polymorph effects on the target are automatically dispelled and the target cannot use polymorph spells or effects to assume a new form while *baleful fox* is active, as *baleful polymorph*. Kitsune are immune to this spell and a creature with the shapechanger subtype can revert to its natural form as a standard action.

When you cast *baleful fox form*, you may choose to include a *contingency*, as the spell. This *contingency* may include a duration for *baleful fox form* other than permanent, a condition that, when fulfilled, dismisses the spell, or both. This effect is not considered a *contingency* for the purpose of determining how many *contingency* spells the target may use at once.

Baleful Theriocephaly

School transmutation (polymorph); **Level** sorcerer/wizard 5, witch 5

Duration permanent

Save Fort negates, Will partial, see text; **Spell Resistance** yes

This spell functions as *theriocephic blessing*, except as noted. If the spell succeeds, the subject must also make a Will save. If this second save fails, the creature's Intelligence becomes 2. It still retains its class, Hit Dice, and level and any benefits deriving from its Hit Dice and level remain unchanged. The creature may still cast spells, though it must do so using its newly modified Intelligence score.

Any polymorph effects on the target are automatically dispelled when a target fails to resist the effects of *baleful theriocephaly*, and as long as *baleful theriocephaly* remains in effect, the

Kitsune Spellcasting

Below is a quick summary of a typical kitsune spellcaster's opinions on each school of magic.

Abjuration: Defense spells are great and all, but let's be honest here: I'm much too clever to be caught with my pants down and abjuration works best for the pantsless.

Conjuration: Summoning creatures is too much work for too little gain. I mean, who wants to micromanage an entire army of mindless creatures? Now, teleportation magic? There's some practical spellcasting!

Divination: It can be nice to know what's coming but it can also be a bummer to know everything that's going to happen. Takes some of the spice out of life. Cast sparingly.

Enchantment: I take back what I said about micromanaging armies, it's not too bad. There is little better than turning enemies into friends (or servants, as the case may be). The fact that I'm naturally better at enchantment than just about everyone else is icing on the proverbial cake.

Evocation: I love *fireball* as much as the next mage, but this is a "sometimes" school. I prefer to use evocation only when all my other tricks don't work.

Illusion: Illusion spells are the best! Have you ever seen the look on a guy's face when he thinks that you've teleported him to the Nine Hells? Priceless!

Necromancy: I'm not big on necromancy, gives me the creeps. There are a couple of good spells here, though; possessing others is an all-purpose trick, after all.

Transmutation: Few things in life are as satisfying as literally cowing foes with a single word...

target cannot use other polymorph spells or effects to assume a new form. A creature with the shapechanger subtype can revert to its natural form as a standard action.

Theriocephic Blessing

School transmutation (polymorph); **Level** sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 round/level

Save Fortitude negates (harmless); **Spell Resistance** yes

You change the target's head into that of an animal of your choice. The creature gains low-light vision and any natural weapons that the chosen animal possesses that are located on its head, typically a bite attack or a gore attack if the animal has horns on its head. While transformed, any items equipped on the target's head meld into its body. Affected items that grant passive benefits continue to do so, though items that require activation become nonfunctional for the duration of the spell.

Nonliving creatures, such as constructs and undead, and incorporeal or gaseous creature are immune to this spell.

Kitsune Feats

Whether brawling or spellcasting, kitsune are renowned for their trickery and deception. In combat, kitsune offset their physical weakness by fighting dirty. Bluffs, feints, and dirty tactics are hallmarks of kitsune combat, which reveal a very dangerous survival instinct when confronted. Kitsune spellcasters use similar tactics to get the best of their opponents; they use deceit and trickery in order to catch their enemies unaware by playing their own knowledge and expectations against them.

The following feats are common among kitsune characters, though any character may select one of these feats if he meets the feat's prerequisites. The following types of feats are presented in this section.

Combat Feats: Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats provided they meet the prerequisites.

Style Feats: Style feats allow a character to employ a unique fighting discipline against adversaries. Refer to *PATHFINDER ROLEPLAYING GAME: ULTIMATE COMBAT* for rules regarding style feats.

Equipment Trick

You understand a number of tricks for using a kitsune star gem.

Prerequisite: Base attack bonus +1.

Benefits: You may use any of the equipment tricks relating to kitsune star gems listed below if you meet the appropriate trick requirements. If the item would normally be considered an improvised weapon, you may treat it as a normal weapon or an improvised weapon, whichever is more beneficial for you.

Special: You may gain Equipment Trick multiple times. Each time that you take the feat, it applies to a new type of equipment.

Kitsune Star Gem Tricks: In addition to the requirements listed for each of these tricks, you must have the Equipment Trick (kitsune star gem) feat. You may use these tricks with any *kitsune star gem*. For more information on *kitsune star gems*, refer to *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE*.

Disguise Aid (kitsune): You can expend one use from a *kitsune star gem* when you use change shape in order to treat your Disguise check result as a natural 20.

Focus Component (ability to cast spells, kitsune): You can add a *kitsune star gem* to a spell or spell-like ability as an additional focus component, expending one use from it in order to increase the spell's caster level by +1.

Skillful Edge (kitsune): You can expend one use from a *kitsune star gem* as a swift action in order to gain a +4 insight bonus on the next skill check you make. This check must be made within 1 round or this bonus is lost.

Star Strike (Arcane Strike, kitsune): You can expend one use from a *kitsune star gem* as a free action when you use Arcane Strike in order to increase the bonuses received by +1 for the feat's duration.

Magical Recharge (Craft Wand or Craft Staff, kitsune): You can expend one use from a *kitsune star gem* as a standard action to re-

store one charge to a wand (if you have Craft Wand) or a staff (if you have Craft Staff).

Fox Elusion (Combat, Style)

You are able to effortlessly dodge your opponent's strikes against you by distracting it with disruptive feints.

Prerequisites: Int 13, Combat Expertise, Fox Style, Improved Feint; base attack bonus +9 or Bluff 9 ranks.

Benefit: While using this stance, increase the duration of the concealment that you gain from Fox Style by a number of rounds equal to your Charisma bonus (minimum 0).

Fox Style (Combat, Style)

Your flamboyant flourishes open gaps in your opponent's defense while strengthening your own.

Prerequisites: Int 13, Combat Expertise, Improved Feint; base attack bonus +3 or Bluff 3 ranks.

Benefit: While using this stance, when you successfully feint an opponent you gain 20% concealment against melee attacks made by that opponent for 1 round. You cannot use this concealment to make Stealth checks.

Fox Trickery (Combat, Style)

Your quick flourishes and distracting feints allow you to play even the most experienced combatants for fools.

Prerequisites: Int 13, Combat Expertise, Fox Style, Improved Feint; base attack bonus +6 or Bluff 6 ranks.

Benefit: Reduce the penalties for feinting a non-humanoid or a creature of animal intelligence by half. While using this stance, when a creature that is denied its Dexterity bonus to AC makes a melee attack against you and misses due to concealment, it provokes an attack of opportunity from you.

Normal: You take a -4 penalty on Bluff checks made to feint a non-humanoid and a -8 penalty on Bluff checks made to feint a creature of animal intelligence (Int 1 or 2).

Extra Remedial Shapechanging

You are able to use your shapechanging to repair your body more often than most.

Prerequisites: Con 13, shapechanger.

Benefit: You can use remedial shapechanging to heal your wounds a number of times per day equal to your Constitution modifier (minimum 1).

Normal: A shapechanger can attempt to heal its wounds with remedial shapechanging once per day.

Improved Remedial Shapechanging

When you use remedial shapechanging to repair your body, you recover additional wounds.

Prerequisites: Con 13, shapechanger.

Benefit: When you successfully use remedial shapechanging, the next time you heal hit point damage during the next 24 hours you heal 2 hit points of damage per Hit Die you possess plus 1d4 points of Strength, Dexterity, or Constitution damage. You may divide this healing up between multiple ability scores.

Additionally, you can use remedial shapechanging in new ways by increasing the Constitution check DC. First, you can add +5 to the DC in order to perform remedial shapechanging in 1d4 rounds instead of 1 minute. Second, you can add +5 to the DC in order to immediately heal this hit point and ability damage without needing to receive healing from another source. You may choose to apply one, both, or neither of these modifications to your Constitution check.

Normal: A successful use of remedial shapechanging causes your remedial shapechanging to heal 1 hit point of damage per Hit Die you possess and 1 point of Strength, Dexterity, or Constitution damage.

Spell Feint

You foil an opponent's attempts to counterspell your magic by surprising them with an unexpected spell.

Prerequisites: Spell Bluff^{UM}.

Benefit: You gain a +4 bonus on Sense Motive checks to determine if an opponent has readied an action to attempt to counterspell your spells. If you determine that your opponent has readied an action to attempt to counterspell one of your spells, you can attempt a Bluff check opposed by the opponent's Sense Motive as a standard action to fool them into wasting their counterspell attempt. If your check succeeds, your opponent wastes his readied action and expends one 1st-level spell slot or prepared spell. For every 5 by which your Bluff exceeds your opponent's Sense Motive, increase the level of the wasted spell slot or prepared spell by 1, up to the maximum level of spell that your target can cast.

Remedial Shapeshifting

When examining a shapechanger, some are surprised to realize that shapechangers do not seem to heal their wounds between their forms. While not entirely impossible, it is extremely difficult for such a creature to heal its wounds because it can only guide its body from one form into the next; reknitting their own flesh and bone together is not only a painful prospective, but it is downright impossible without some sort of healing agent, be it time or magic, to solidify the process. The practice of using one's shapechanging abilities for self healing is called remedial shapeshifting, and all shapechangers can perform this special action.

Once per day, a creature with the shapechanger subtype can spend 1 minute using its change shape ability to close minor wounds and set broken bones by slowly changing from one form to another. After this minute, the shapechanger makes a DC 15 Constitution check. If successful, the next time it heals hit point damage during the next 24 hours it heals 1 additional point of damage per Hit Die as well as 1 point of Strength, Dexterity, or Constitution damage. Additionally, any wounds that the shapechanger possessed from caltrops or similar effects are healed as if the shapechanger had rested for 24 hours. Whether or not the shapechanger succeeds, it cannot use this ability again for 24 hours. Creatures that are unable to control their shapeshifting (such as afflicted lycanthropes) or who are unable to change shape cannot make use of this ability.



Kitsune Traits

Whether living among humans or in their own, private communities, the formulate years of a kitsune's life are rife with adventure and discovery. Young kitsune must learn to temper their enthusiasm with subtlety and their wry wit with a silver tongue. As adults, these skills help kitsune make their way in the world.

The following race traits are available to kitsune characters. Traits are selected at 1st level in pairs and when combined, they roughly equate to a feat in power. Ask your GM how many traits your character may select (if any). The Additional Traits feat can be used to acquire more traits and if your GM allows you to select a drawback, you are entitled to an additional trait. A character cannot have more than one trait from a given list. The following categories of traits are expanded upon here. For additional information on traits, refer to *PATHFINDER ROLEPLAYING GAME: ADVANCED PLAYER'S GUIDE*.

Race Traits: These traits are keyed to specific races or ethnicities. A character must be a member of the specified race or ethnicity in order to select a race trait. All of the race traits included here require the kitsune race, but some require one of the specific subraces noted on pages 16–17.

Religion Traits: These traits are keyed into specific faiths. The traits presented here are associated with Inari Okami, who is detailed on pages 14–15.

Drawbacks: A drawback is a special kind of trait that places a penalty on the character. In exchange, the character earns an extra trait. Refer to *PATHFINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN* for more information on drawbacks.

Race Traits

The following race traits are available to kitsune characters.

Bloodline Affinity (Kitsune, Voidkin): Your black fur and melanistic complexion is the result of an ancient bloodline that runs through your veins that you may or may not be aware of. Regardless, you manifest unusual powers as a result of your heritage. Your sorcerer level is considered to be 1 level higher when determining the effects of your 1st-level bloodline power.

Exuberant (Kitsune): Your lively performances help to improve the morale of anyone who experiences them. Once per day, when you use a spell or special ability to provide a morale bonus to an ally, you may improve that morale bonus by +1 for 1 round.

Inspired Artisan (Kitsune): You have a passion for the arts and are particularly skilled in a particular vocation. Select 1 Craft or Perform skill. You gain a +1 trait bonus on checks made with that skill.

Kitsune Loyalty (Kitsune): You never go back on your word and you are unquestionably devoted to your friends and allies. You gain a +1 trait bonus on saving throws against charm and compulsion effects.

Mysticism (Kitsune): You have learned to tap into your inner wellspring of magical power. Once per day when you cast a spell or spell-like ability, you can treat your caster level

as 1 higher than your actual caster level. Additionally, increase your maximum age at each category after Youth (including your maximum age) by 10 years each time you have selected the Magical Tail feat. Adjust your aging bonuses and penalties according to your new age category.

Neighborly (Kitsune): You grew up in a kitsune community surrounded by supporting friends and family. When using the aid another action, you grant your ally a +3 bonus instead of a +2 bonus.

Omen of Greatness (Kitsune, Voidkin): When you were born, your brilliant, white fur was decreed to be an omen of greatness. As a result, your word holds great weight with other kitsune. You receive a +1 trait bonus on Bluff, Diplomacy, and Intimidate checks when dealing with kitsune.

One Step Ahead (Kitsune): You constantly scheme, to stay ahead of your adversaries. You gain a +1 dodge bonus to your AC against attacks of opportunity.

Prankster (Kitsune): You spent your days constantly getting in and out of trouble as a youth. You quickly learned that the best way to avoid repercussions from your pranks was to leave before you were ever noticed. You gain a +1 trait bonus on Stealth checks and Stealth is always a class skill for you.

Religion Traits

The following religion traits are available to worshipers of Inari Okami.

Blessed Artisan (Inari Okami): You were trained in the art of sword crafting by the followers of Inari Okami from a young age. You gain a +1 trait bonus on Craft (weapons) checks.

Touch of Prosperity (Inari Okami): Inari Okami has gifted you with the power to help others prosper. You gain the following spell-like ability: 2/day—*guidance* (caster level 1st). If you have levels in a class that can cast *guidance*, your caster level for this spell-like ability is equal to that class's level.

Drawbacks

The following drawbacks are available to kitsune characters.

Involuntary Shapechange: You are unable to maintain proper control over your shapeshifting abilities while impaired, causing features such as your ears, legs, tail, or tail to revert to their true form. While using change shape, you lose the +10 racial bonus on Disguise checks granted by change shape while you are sickened or nauseated. Additionally, each time you become sickened, nauseated, or suffer any amount of ability damage or ability drain while using change shape you must reroll your Disguise check and use the worse result. You cannot select this drawback if you possess the naturalize alternate racial trait.

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