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

**Black Japan's Familiars**

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

### Small Familiars

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

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<td>Master gains a +2 bonus on REF Saves</td>
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<td><em>Dolfie</em></td>
<td>Master gains a +3 bonus on Perform (model or dance) checks</td>
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<tr>
<td>Heart Plush</td>
<td>Master gains a +3 bonus on Craft (sewing/seamstress) checks</td>
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<tr>
<td>Hitotsume-Kuzo</td>
<td>Master gains a +3 bonus on Knowledge (either pop culture or local) checks</td>
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<td><em>Jaku</em></td>
<td>Master gains a +3 bonus on Perform (sexual) checks</td>
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<td>Kamaitachi</td>
<td>Master inflicts +1 damage with one handed slashing weapons</td>
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<td>Panty Fairy</td>
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<tr>
<td>Penguin</td>
<td>Master gains Cold Resistance 2</td>
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<td>Pooplet</td>
<td>Master gains a +2 bonus on saving throws versus spells and effects with the <em>skatto</em> descriptor</td>
</tr>
<tr>
<td>Sankai</td>
<td>Master gains +1 bonus on Knowledge (religion) and +2 bonus on Treat Injury checks made to aid pregnancy or childbirth</td>
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<tr>
<td>Spark Fox</td>
<td>Master gains a +3 bonus on Stealth checks in urban areas</td>
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<tr>
<td>Teru Teru Bozo</td>
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<td>Master gains a +3 bonus on Profession (chef) checks</td>
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<tr>
<td><em>Uwan Lantern</em></td>
<td>Master gains a +3 bonus on Drive or Ride checks (choose one)</td>
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<tr>
<td>Zashiki-Warashi</td>
<td>Master gains a +3 bonus on Profession (farmer) checks</td>
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* indicates a reskinned version of another familiar in this sourcebook
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<td>Kamaitachi</td>
<td>CR ½</td>
<td>Tiny CN Magical Beast</td>
<td>Fast and nasty tiny predator</td>
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<tr>
<td>Panty Fairy</td>
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<td>Penguin</td>
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<td>Pooplet</td>
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<td>Sankai</td>
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<td>Spark Fox</td>
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<tr>
<td>Teru Teru Bozo</td>
<td>CR 1/4</td>
<td>Tiny NG Undead (air, water)</td>
<td>Benevolent ghostly rain spirit</td>
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<tr>
<td>Zashiki-Warashi</td>
<td>CR 1/2</td>
<td>Small NG Fey (earth)</td>
<td>Childlike house kami</td>
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</table>

**Familiar, Heart Plush**  
**CR 1/3**

Small N Construct  
XP 135  
Init +0  
Senses  
Perception +1,  
Darkvision 60 ft

**Defense**  
AC 11 Touch 11  
Flatfooted 11 (+1 size)  
HP 1d10 hp (5 HP)  
FORT +0 REF +0  
WILL +1  
Immune construct immunities, Bludgeoning damage

**Offense**  
Spd 20 ft  
Melee +0 slam (1d3-1 bludgeoning)

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

**Base Atk** +1  
**CMB** +0  
**CMD** 10

**Ecology**  
Environment any urban  
Organization solitary or accompanying a master  
Treasure solitary

**Special Abilities**  
Spellrunner (EX)  
Heart Plushes are specially made as familiars. When delivering a touch spell on behalf of its master, the Heart Plush receives a +1 competence bonus to its attack roll.
**Roleplaying**

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

**Similar Creatures**

**Dolfie (CR 1/4)**

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

**Modifications**

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

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

**Familiar: Hitotsume-Kozo**

**CR 1/3**

Small NG Fey

XP 135

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

Languages Japanese, Sylvan

**Defense**

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

HP 1d6 hp (4 HP)

FORT +0 REF +3 WILL +1

Immune gaze attacks

**Offense**

Spd 20 ft

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

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

At Will – light, mending

**Statistics**

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

Base Atk +0 CMB -4 CMD 7

Feats Skill Focus (Knowledge: local)

Skills Acrobatics +6, Knowledge (local) +5,

Stealth +9, Perception +3 (racial modifiers: +8 on visual perception checks in bright light)

**Ecology**

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

Organization usually solitary

Treasure standard

**Roleplaying**

Hitotsume-Kozo are child-like fey spirits that appear as a bald headed boy or girl of about eight, with a single huge eye in the center of their forehead, who dresses in the archaic costume of a long ago Buddhist monk. Hitotsume-Kozo are intensely curious and clever creatures, who often cross from their homes in the Tatakama to see the sights and experience the wonders of the Earth Realm. They can be
insanely enthusiastic about even the most mundane facets of modern life—vending machines and subways are wonders, television and J-pop are revelations, and automobiles are fierce dragons to be tamed. Hitotsume-Kozo are often chosen as familiars by Dodoma and Kami spellcasters.

**Similar Creatures**

**Tofu-Kuzo (CR 1/3)**

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

**Modifications**

Use the statistics for a Hitotsume-Kuzo with the following changes. Remove the creature’s immunity to Gaze attacks and racial bonus on Perception checks in bright light. Change the Hitotsume-Kizo’s ranks in Knowledge (local) and Skill Focus for equal ranks in Profession (chef) and a Skill Focus in the same.

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

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

**Familiar, Kamaitachi (CR 1/2)**

Tiny CN Magical Beast
XP 200
Init +2 **Senses** lowlight vision, scent, Perception +3
Languages None

**Defense**

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

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<tr>
<td><strong>HP</strong></td>
<td>1d10 (6 HP)</td>
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<tr>
<td><strong>FORT</strong></td>
<td>+2</td>
</tr>
<tr>
<td><strong>REF</strong></td>
<td>+4</td>
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<tr>
<td><strong>WILL</strong></td>
<td>+1</td>
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**Offense**

Spd 35 ft
Melee slash +3 (1d4-4 slashing plus supernatural sickle)

**Statistics**

Str 3  Dex 15  Con 10  Int 3  Wis 12  Cha 5  
Base Atk +1  CMB -3  CMD 9 (13 vs trip)
Feats Weapon Finesse
Skills Arcobatics +10, Stealth +10, Perception +3 (Racial Modifiers +4 Stealth, +8 Acrobatics)

**Ecology**

Environment temperate and cold plains or urban
Organization solitary or hunting trio
Treasure none
Special Abilities

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

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

Similar Creatures

Basan (CR ½)
The Basan is a kind of magical chicken-yokai native to Ehime Prefecture. This ugly bird is noticeably skittish, and will usually flee from human voices, especially those raised in anger or fear. The Basan lives on rodents, smaller birds and insects, though it has no problem scavenging garbage for its meal.

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

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

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

Familiar, Panty Fairy CR 1/3
Tiny N Fey
XP 135
Init +7 Senses Perception +2, lowlight vision Languages Japanese, Sylvan

Defense
AC 15 Touch 15 Flatfooted 12 (+2 size, +3 DEX)
HP 1d6 hp (3 HP)
FORT +0 REF +5 WILL +2

Offense
Spd 10 ft Flight 30 ft (Perfect)
Melee -1 unarmed slam (1 point nonlethal)
Spell Like Abilities (CL 1st, Concentration +2)
At Will – Light, Prestidigitation (clean a small object or produce a pleasant scent only)
**Statistics**
- **Str** 5  
- **Dex** 16  
- **Con** 10  
- **Int** 11  
- **Wis** 10  
- **Cha** 13  

- **Base Atk** +0  
- **CMB** -5  
- **CMD** 8  

**Feats** Improved Initiative  

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

**Gear** tiny string bikini  

**Ecology**
- **Environment** any urban  
- **Organization** clique (3-8) or accompanying a master or mistress  
- **Treasure** standard  

**Roleplaying**

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

**Similar Creatures**

**Jaku (CR 1/3)**  

Jaku are the male equivalent of Panty Fairies. Where Panty Fairies are beautiful, Jaku are stunted and ugly little men with mud colored flesh. They have warty, somewhat frog-like faces. They fly as nimbly as their ‘sisters’ even though they lack wings. Jaku usually go nude except for a brightly colored tiny yakuta, worn open on their chest, revealing their genitals, which are disproportionately large, for such a little creature.
Jaku are little perverts who like nothing better than masturbating while watching their master’s intimate adventures. They usually shout encouragement or criticism, which usually gets shoes thrown in their general direction.

**Familiar, Penguin**

Small N Animal

XP 100

Init +0  Senses Perception +1, lowlight vision

**Defense**

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

HP 1d8 + 1 hp (5 HP)

FORT +3  REF +2  WILL +1

Resist Cold 2

**Offense**

Spd 10 ft, Swim 30 ft

Melee -2 beak (1d4-3 piercing)

**Statistics**

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

Base Atk +0  CMB + CMD +

Feats Dodge

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

**Ecology**

Environment cold oceans and coastlines

Organization solitary or pod (several dozen) in the wild

Treasure none

**Special Abilities**

- **Hold Breath (EX)**
  
  Penguins can hold their breath for about 5 minutes before needing to make FORT Saves to resist suffocation or drowning.

**Roleplaying**

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

**Familiar, Pooplet**

Tiny N Ooze

XP 135

Init +0  Senses Perception +3, Blindsight 30 ft

**Defense**

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

HP 1d8+1 hp (5 HP)

FORT +0  REF +0  WILL +1

Immune Ooze immunities

**Offense**

Spd 15 ft Swim 30 ft

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

**Statistics**

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

Base Atk +0  CMB -6  CMD 4

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

**Ecology**

Environment any

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

Treasure none

**Roleplaying**

Pooplets are tiny oozes that resemble long snakes of human shit, made of gelatinous brown slime. Pooplets have ‘eye spots’ on the head made of white, black and pinkish sludge
that resemble big, friendly anime eyes. Pooplets smell almost exactly like what you’d expect them too—considerate owners use *prestidigitation* or feed their ooze special fragrant chemicals to improve its odor. They leave a trail of clear, sticky slime as they travel.

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

**Similar Creatures**

**Noppera-Bo**

*(CR 1/3)*

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

---

**Familiar, Sankai CR 1/2**

Tiny NE Undead

**XP 135**

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

**Defense**

- **AC 14**  
- **Touch 14**  
- **Flatfooted 12 (+2 size, +2 DEX)**
- **HP 1d8 hp (4 HP)**
- **FORT +0 REF +1 WILL +3**
- **Immune** undead immunities
**Offense**

Spd Flight 30 ft (average)

Melee +3 umbilical cord (10 ft reach, 1 slashing)

**Statistics**

Str 1  Dex 12  Con  -  Int 2  Wis 13  Cha 3

Base Atk +0    CMB -9    CMD 2

Feats Weapon Finesse (umbilical cord)

Skills Perception +1, Fly +3

**Ecology**

Environment any

Organization solitary or accompanying a master or mistress

Treasure none

**Roleplaying**

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

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

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

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**Familiar, Spark Fox**

**CR 1/2**

Tiny N Magical Beast (electrical)

XP 200

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

**Defense**

AC Touch Flatfooted (+2 size, + DEX)

HP 1d10 (5 HP)

FORT +2  REF +5  WILL +1

Immune Electrical damage

**Offense**

Spd 30 ft

Melee +4 bite (1 slashing plus 1 electrical)

**Statistics**

Str 4  Dex 15  Con 10  Int 2  Wis 13  Cha 5

Base Atk +1    CMB -5    CMD 8

Feats Weapon Finesse (bite)

Skills Perception +2

**Ecology**

Environment cold or temperate forests or urban

Organization solitary, pack (3-6) or accompanying a master or mistress

Treasure none

**Roleplaying**

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

Spark Foxes resemble especially tiny Japanese red foxes. Brighter patches of auburn fur form spark like patterns on their flanks and at the crown of their head. When especially angry or scared, golden lightning crackles between their sharp little fangs.
**Familiar.**
**Teru Teru Bozo CR 1/4**

Tiny NG Undead (air, water)
XP 100
Init +1 Senses Perception +2, Darkvision 60 ft

**Defense**
AC 13 Touch 13 Flatfooted 12 (+2 size, +1 DEX)
HP 1d8 hp (4 HP)
FORT +0 REF +1 WILL +4
Immune undead immunities

**Offense**
Spd Flight 40 ft
Ranged +1 douse (1d2 acid, 10 ft maximum range)
Spell Like Abilities (CL 1st – Concentration +3)
3x/day – Create Water

**Statistics**
Str 1 Dex 13 Con - Int 2 Wis 14 Cha 3
Base Atk +0 CMB -7 CMD 4
Feats Acrobatics
Skills Fly +7 (+4 racial bonus on Fly checks)

**Ecology**
Environment any
Organization solitary or storm (3-4) or accompanying a master or mistress
Treasure standard

**Roleplaying**
Teru Teru Bozo are rain stopping ghosts, fragmentary little spirits that are born on stormy nights in Shinto graveyards. Exorcists believe these mostly harmless little spirits are created from the souls of small animals or very young children- babies who died less than an hour after birth or even stillborn or aborted fetuses. Unlike most undead, they hold no malice towards the living. Superstition holds that Teru Teru Bozo can stop the rain- kids and vacationers often implore the little ghosts to make storms vanish. However, these spirits have no such great power, but can conjure a sudden downpour to slake a living creature’s thirst or cool it on a hot afternoon.

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

**Similar Creatures**

**Uwan Lantern (CR ¼)**
The Uwan Lantern is a tiny, weak ghost created from the soul of someone who died by accident, most likely a traffic accident these days. Uwan Lanterns are cowardly little ghosts who take the form of drifting balls of cold blue light shot with static. If not commanded to do anything else in particular, they drift along highways and through crowded streets, most common in the minutes after sunset and just before dawn. They delight in distracting drivers and causing minor crashes.

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

**Familiar.**
**Zashiki-Warashi CR 1/2**

Small NG Fey (earth)
XP 200
Init +0 Senses Perception -1, lowlight vision
Languages Japanese, Terran

**Defense**
AC 11 Touch 11 Flatfooted 11 (+1 size)
HP 1d8 hp (4 HP)
FORT +0 REF +2 WILL +1

**Offense**
Spd 20 ft
Melee +0 slam (1d3-1 bludgeoning)
Spell Like Abilities (CL 1st)
At Will – Prestidigitation (clean a small object or flavor food only)
1x/day – Mending

Statistics
Str 8  Dex 11  Con 10  Int 6  Wis 9  Cha 13
Base Atk +0  CMB -2  CMD 8
Feats Stealthy
Skills Escape Artist +2, Stealth +6

Ecology
Environment temperate or cool plains or mountains (especially in rural Japan)
Organization solitary or accompanying a master or mistress
Treasure standard

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

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

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

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

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

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

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

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

Crawling Hand
Necromancers love these things, and why wouldn’t they? Sometimes spellcaster
Goryohime choose Crawling Hands, liking the fact the little undead hands strangle their prey to death. The perverse implications of owning a Crawling Hand also appeal to more ecchi spellcasters.

**Leshy, Leaf**

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

**Sagari**

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

**Tsukumogami (Tiny Animated Object)**

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

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

**Reskinned Familiars**

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

**Bakeneko**

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

**Modification**

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

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

**Crow**

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

**Modifications**

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

**Fox, Red**

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

**Nekomata**

Nekomata are a magical breed of very intelligent feline that serve as the inspiration for
the prosperity statues of beckoning cats that adorn cash registers throughout Asia. These vain and personable felines have ivory fur with golden patches at each paw and at the crown of the forehead. They demand almost constant affection.

**Purse Dog**

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

**Rabbit**

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

**Rabbit, White Pollen**

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

** Modifications**

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

**Ryujin Snake**

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

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

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

**Tanuki**

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

**Temple Rat**

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

**Modifications**

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