



“Fukuro Mujina” © Newgrounds user Vertiras, accessed at their gallery [here](#)

[Commissioned by [@mr-w-rambles](#), who requested it be a player character race a la the kitsune. I wanted to mechanically distinguish it from both the kitsune and my previous [kawauso](#). Part of that was giving it a Charisma penalty, which is unusual for D&D shapechangers. But typically, mujinas just want to be left alone, so I thought it fitting.]

Mujina

CR ½ CN Humanoid (shapechanger)

This humanoid stands about a head shorter than a human, and has the head and fur coat of a badger.

A mujina is a shapechanging humanoid with badger-like features. Unlike kitsune or kawauso, they are shy and retiring, and live in small villages far from other humanoids. Those few that do live in mixed society typically take great care to disguise their true nature. They often use layers of disguises in this process, and may encourage belief that they are a tanuki, nopperabou or other, more dangerous, shapeshifter. Mujina are usually standoffish, and prefer to attempt to scare interlopers away rather than invite them in.

Many mujina have hoarding tendencies, and they like to collect things, the more unusual the better. Some mujina can be convinced to come out of their shell by talking about crafts or trade goods, but others become covetous and attempt to steal these things instead. Of all the humanoids, they get along best with gnomes, as both peoples have a tendency for becoming fixated on a special interest. Mujina are carnivorous, but will occasionally supplement their diets with fruits, nuts and flower bulbs. Earthworms are a particular favorite food, and mujina villages typically feature large compost piles that act as worm farms.

Mujina as Player Characters

Mujina do not have racial hit dice—they are defined by their class levels. Mujina have the following racial traits

+2 Con, +2 Int, -2 Cha Mujinas are hearty and cunning, but reserved and wary of others

Medium size A mujina gains no penalties or bonuses for its size

Darkvision 60 ft.

Slow and Steady A mujina has a land speed of 20 feet, but her movement is never modified by armor or encumbrance

Burrow A mujina has a burrow speed of 10 feet

Blustering A mujina gains a +2 racial bonus on Disguise and Intimidate checks

Spell-like Ability A mujina with an Intelligence of 10 or higher can use *disguise self* as a spell-like ability once per day. She uses her Intelligence modifier for the purposes of determining the save DC

Change Shape see below

Languages A mujina begins play speaking Common and Sylvan. Mujina with high Intelligence scores can choose from the following as bonus languages: Dwarf, Gnome, Orc, Terran, Undercommon

Mujina wizard 1 CR ½

XP 200

CN Medium humanoid (mujina, shapechanger)

Init +1; **Senses** darkvision 60 ft., Perception -1

Defense

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 10 (1d6+4)

Fort +3, **Ref** +1, **Will** +1

Offense

Speed 20 ft., burrow 10 ft.

Melee quarterstaff +2 (1d6+3)

Ranged light crossbow +1 (1d8)

Special Attacks battleshaping (6/day)

Spell-like Abilities CL 1st, concentration +4

1/day—*disguise self* (DC 14)

Spells Prepared CL 1st, concentration +4

1st—*cause fear* (DC 14), *grease* (DC 14), *enlarge person* (DC 14)

0th—*acid splash*, *detect magic*, *mage hand*

Favored School transmutation ([shapechanging subschool](#)); **Barred Schools** abjuration, evocation

Statistics

Str 14, **Dex** 12, **Con** 16, **Int** 17, **Wis** 8, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 14

Feats Dodge, Scribe Scroll (B)

Skills Appraise +7, Disguise +1, Intimidate +2, Knowledge (arcana) +7, Spellcraft +7, Stealth +2;

Racial Modifiers +2 Disguise, +2 Intimidate

Languages Common, Orc, Sylvan, Terran, Undercommon

SQ arcane bond (amulet), change shape, physical enhancement (Strength), slow and steady

Ecology

Environment cold and temperate hills

Organization solitary, band (2-12) or hamlet (13-100 plus 50% noncombatants and 1 3rd level elder per 15 individuals)

Treasure NPC gear (quarterstaff, light crossbow with 20 bolts, spellbook [with spells prepared, *comprehend languages*, *expeditious retreat*, *mage armor*]

Special Abilities

Change Shape (Su) A mujina can assume the appearance of a specific single Medium humanoid. The mujina always takes this specific form when she uses this ability. A mujina in human form cannot use her burrow speed, but gains a +10 racial bonus on Disguise checks made to appear as a member of that race. This ability otherwise functions as *alter self*, except that the mujina does not adjust her ability scores.