

KITSUNETSUKI

The kitsune, originally thought to be a close relation to the weretouched shifters due to their shifting nature, is a fox spirit who has possessed a young woman's body. It is believed there are two types of kitsune spirits, nogitsune and zenko. The nogitsune is a dark trickster fox, and the zenko is a celestial fox.

The spirits are thought to be messengers, but the patron or deity they serve is unknown.

When the possession happens, the woman takes on features of the fox's spirit with a narrow face, close-set eyes, thin eyebrows, and high cheekbones. The kitsune spirit can fully change its host into their fox form at will or can temporarily enhance its host with animalistic features without fully turning into a fox. The kitsune finds possessing human women the easiest, though there are records of other races and genders being possessed.

A kitsune spirit will only possess a host if they have the same alignment as to not conflict with the host's nature.

A kitsune can be exorcised but the ritual is unknown.

DARKVISION

The kitsune possessing you is accustomed to hunting during the night.

If you don't already have darkvision, you can now see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

KITSUNE SPELLS

Starting at 1st level, your kitsune possession has added its influence over your mind. You learn additional spells when you reach certain levels in this class, as shown on the Kitsune Spells table.

The cantrips count as a sorcerer cantrip and against the number of cantrips you know. The spells count as a sorcerer spell for you but don't count against the number of sorcerer spells you know. These cantrips and spells can't be replaced when you gain a level in this class.

KITSUNE SPELLS

Sorcerer Level	Spells
1st	Minor Illusion, Prestidigitation, Disguise Self, Hunter's Mark
3rd	Alter Self, Silence
5th	Sending, Tongues
7th	Banishment, Freedom of Movement
9th	Contact Other Plane, Seeming

KITSUNE FORM

There are two types of kitsune spirits, nogitsune and zenko. The nogitsune is a necrotic fox, and the zenko is a radiant fox. The kitsune spirit that has possessed you can shift you into a foxlike creature that contains the traits related to the spirit's essence.

While you are transformed, the following rules apply:

Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain all of your skill and saving throw proficiencies, in addition to gaining those of the creature. If the creature has the same proficiency as you and the bonus in its stat block is higher than yours, use the creature's bonus instead of yours. If the creature has any legendary or lair actions, you can't use them.

When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. For example, if you take 10 damage in animal form and have only 1 hit point left, you revert and take 9 damage. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell, such as call lightning, that you've already cast.

You retain the benefit of any features from your class, race, or other source and can use them if the new form is physically capable of doing so. However, you can't use any of your special senses, such as darkvision, unless your new form also has that sense.

You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the DM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Your kitsune form starts with one tail at 1st level and gains scions at 6th, 14th, and 18th levels. Traits from previous forms are retained.

SINGLE-TAILED KITSUNE

At 1st level, the kitsune spirit that has possessed you can shift you into a foxlike creature. The kitsune spirit can fully change you into their fox form at will and takes one of two forms:

Nogitsune: The dark trickster kitsune's spirit gains you resistance to necrotic damage.

OR

Zenko: The celestial kitsune gains you resistance to radiant damage.

Your coloring starts as reddish-orange much like a traditional fox and is considered a tiny creature.

The kitsune can shift into and out of their fox form once a long rest. You can stay in your form for a number of hours equal to half your sorcerer level (rounded down).

FIVE-TAILED SCION

At 6th level, your kitsune form now has five tails and is considered a small creature. With the added tails your kitsune form gains power, your bites are now considered magical and deal extra 1d6 necrotic or radiant damage based on of the spirit possessing you.

Nimble Fox

While in your fox form you can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

Opportunity attacks against you are taken at disadvantage.

Your coloring has also begun to change:

Nogitsune: The tips of your tails now fade from red to a darker gray.

OR

Zenko: The tips of your tails now fade from red to a pale yellow.

SEVEN-TAILED SCION

At 14th level, your kitsune form now has seven tails and is considered a medium creature. You can transform into and out of your form twice a long rest.

The kitsune's influence and understanding over you keeps you from being charmed by others while a humanoid.

You've become immune to necrotic or radiant damage in your kitsune form and can now speak languages you know when transformed.

Swift Fox

Now it only takes a bonus action to enter your kitsune form, and your speed, while you are in your fox form, is 50.

Your coloring continues to change when you transform:

Nogitsune: Your tails are now completely dark gray, and what once was red has begun to darken.

OR

Zenko: Your tails are now a white-yellow, and what once was red has begun to lighten.

NINE-TAILED SCION

At 18th level, your kitsune form now has nine tails and is considered a large creature. As a bonus action, you can transform into or out of your form once per turn. The kitsune's influence and understanding over you keeps you from being frightened by others while a humanoid.

Cunning Fox

You have reached the pinnacle of wisdom and understanding of your kitsune ways. You understand the ways magic flows and can now cast spells with no material components when in your fox form. You can ignore the somatic and material components that lack a cost and aren't consumed by a spell of your sorcerer spells. You gain this benefit in both your normal shape and in your kitsune form.

Your coloration matches the spirit inside you:

Nogitsune: Your form is completely dark gray to black.

OR

Zenko: Your form is completely light yellow to white.

Timeless Body

The spirit possessing you causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.

KITSUNE FORM STAT BLOCKS

SINGLE-TAILED KITSUNE

Tiny monstrosity, any alignment

Armor Class 12
Hit Points 2 (1d4)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	10 (+0)	9 (-1)	10 (+0)	15 (+2)

Skills Acrobatics +4, Perception +2, Persuasion +4, Stealth +4
Damage Resistances Necrotic or Radiant
Senses Darkvision 60 ft., Passive Perception 12
Languages None

Challenge 1/2 (100 XP)

Kitsune Form. There are two types of kitsune spirits, nogitsune and zenko. The nogitsune is a necrotic fox (resistant to necrotic damage), and the zenko is a radiant fox (resistant to radiant damage).

Keen Hearing and Smell. The kitsune has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Multiattack. The kitsune makes two attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage.

FIVE-TAILED KITSUNE

Small monstrosity, any alignment

Armor Class 13
Hit Points 21 (6d6)
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	11 (+0)	12 (+1)	17 (+3)

Skills Acrobatics +5, Perception +3, Persuasion +5, Stealth +5
Damage Resistances Necrotic or Radiant
Senses Darkvision 60 ft., Passive Perception 13
Languages None
Challenge 2 (4500 XP)

Kitsune Form. There are two types of kitsune spirits, nogitsune and zenko. The nogitsune is a necrotic fox (resistant to necrotic damage and deals necrotic damage), and the zenko is a radiant fox (resistant to radiant damage and deals radiant damage).

Keen Hearing and Smell. The five-tailed kitsune has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Weapons. The five-tailed kitsune's weapon attacks are magical.

Nimble Fox. The five-tailed kitsune can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When the kitsune is subjected to an effect that allows the kitsune to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Opportunity attacks against it are taken at disadvantage.

Actions

Multiattack. The five-tailed kitsune makes two attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (2d6) piercing damage plus 3 (1d6) necrotic or radiant based on kitsune form.

SEVEN-TAILED KITSUNE

Medium monstrosity, any alignment

Armor Class 14

Hit Points 77 (14d8+14)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	13 (+1)	14 (+2)	19 (+4)

Skills Acrobatics +7, Perception +5, Persuasion +7, Stealth +7

Damage Immunities Necrotic or Radiant

Condition Immunities Charmed

Senses Darkvision 60 ft., Passive Perception 15

Languages Can speak all languages of possessed humanoid

Challenge 5 (1,800 XP)

Kitsune Form. There are two types of kitsune spirits, nogitsune and zenko. The nogitsune is a necrotic fox (immune to necrotic damage and deals necrotic damage), and the zenko is a radiant fox (immune to radiant damage and deals radiant damage).

Keen Hearing and Smell. The seven-tailed kitsune has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Weapons. The seven-tailed kitsune's weapon attacks are magical.

Nimble Fox. The seven-tailed kitsune can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When the kitsune is subjected to an effect that allows the kitsune to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Opportunity attacks against it are taken at disadvantage.

Swift Fox. The seven-tailed kitsune's speed is 50.

Actions

Multiattack. The seven-tailed kitsune makes two attacks.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (3d6) piercing damage plus 3 (1d6) necrotic or radiant based on kitsune form.

NINE-TAILED KITSUNE

Large monstrosity, any alignment

Armor Class 15

Hit Points 117(18d8+18)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	13 (+1)	15 (+2)	16 (+3)	20 (+5)

Skills Acrobatics +9, Perception +7, Persuasion +9, Stealth +9

Damage Immunities Necrotic or Radiant

Condition Immunities Charmed, Frightened

Senses Darkvision 60 ft., Passive Perception 17

Languages Can speak all languages of possessed humanoid

Challenge 9 (5,000 XP)

Kitsune Form. There are two types of kitsune spirits, nogitsune and zenko. The nogitsune is a necrotic fox (immune to necrotic damage and deals necrotic damage), and the zenko is a radiant fox (immune to radiant damage and deals radiant damage).

Keen Hearing and Smell. The nine-tailed kitsune has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Weapons. The nine-tailed kitsune's weapon attacks are magical.

Nimble Fox. The nine-tailed kitsune can nimbly dodge out of the way of certain area effects, such as an ancient red dragon's fiery breath or an ice storm spell. When the kitsune is subjected to an effect that allows the kitsune to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Opportunity attacks against it are taken at disadvantage.

Swift Fox. The nine-tailed kitsune's speed is 50.

Cunning Fox. The nine-tailed kitsune is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It requires no material components to cast its spells. The nine-tailed kitsune has the following kitsune spells prepared:

Cantrips (at will): Minor Illusion, Prestidigitation

1st level (4 slots): Disguise Self, Hunter's Mark

2nd level (3 slots): Alter Self, Silence

3rd level (3 slots): Sending, Tongues

4th level (3 slots): Banishment, Freedom of Movement

5th level (1 slot): Contact Other Plane, Seeming

Actions

Multiattack. The nine-tailed kitsune makes two attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (4d6) piercing damage plus 3 (1d6) necrotic or radiant based on kitsune form.

Legendary Actions

The nine-tailed kitsune can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nine-tailed kitsune regains spent legendary actions at the start of its turn.

Bite Attack. The nine-tailed kitsune makes one bite attack.

Teleport (Costs 2 Actions). The nine-tailed kitsune magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Cast a Spell (Costs 3 Actions). The nine-tailed kitsune casts a spell from its list of prepared spells, using a spell slot as normal.

NOTES

Surprise surprise, I've never actually played d&d because I have no irl friends close by that play, so I have no clue how balanced this is, if at all, since its never been playtested before.

Thanks to The Homebrewery for the easy PDF formatting.

I'm @lyzbthy on twitter, but don't expect much. It's been a long while since I've interacted with anyone on social media.

COPYRIGHT

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Elizabeth Langley and published under the Community Content Agreement for Dungeon Masters Guild.