

BLACK TOKYO

Chris A. Field



河原屋しました。戸塚や本郷にある和や



Black Tokyo:

The Hentai SRD

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Black Tokyo: The Hentai S.R.D. Hentai as a Genre

By Chris Field.

Pussy.
Cock.
Cum.

Orgasms, kisses and caresses. Tears and saliva and blood, shit and bile, flesh stretching beyond its limits and exploding in a shower of gore. Muscles straining, blood pulsing through engorged veins, bodies slamming together with unbridled, inhuman passion. Mouths opened in ecstasy or lips drawn back in agony.

Other genres may explore sex, flirt with pleasure, toy with relationships and encompass themes of love, desire and obsession, but Hentai is somehow different. Hentai explores the visceral, organic reality of sexuality, embracing and exaggerating the biology of the act of sex itself to shock, to arouse, to tell a story. Hentai reminds viewers that we are meat machines, and revels in spurting fluids and heaving flesh.

Sex can be an act of holy purity, and unabashed love. Some of the worst demons in hentai can only be defeated or contained by a virginal Shinto priestess' selfless act of love. Sex can be power, to be used for any end, from the most noble to the most profane, powering primal mystic rituals that demand blood and ecstasy in exchange for arcane potency. Sex can be rape and domination, as savage creatures of unchecked lust impose their blood-thirsty will on the helpless. Sex can be a metaphor for awakening into a joyous and fantastic new world, or can be another weapon in the arsenal of a cruel dimension-spanning warlord.

Sex can be joy, or it can be death. It can be consensual and loving, or a heartless combat tactic. But no matter what, in a hentai inspired campaign, sex will be disturbing, memorable, and spectacular and exaggerated to biological impossibility.

"When thought is closed in caves, then love shall show its root in deepest Hell."
-William Blake

Hentai encompasses a variety of perversions and stories as diverse as the artists who sketch them. Hentai can be soap-opera like relationship drama, starring everyone from androgynously handsome gay boys to sultry lesbian couples to male/female pairings. Sex can be explicit, or subtle understated, but it is eventually going to hit the page or screen.



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Black Tokyo -The Hentai SRD

Shock-value fetish storylines push viewers past their comfort zones with rape, extreme bondage and bodily fluids of every flavor. Forbidden sexuality like incest and orgies are common themes; rape fantasies are lived out in lurid animated detail. Most of the ‘worlds’ presented in hentai are sarcastically oversexed parodies of our own.

Hentai can also allow its creators to explore fantasies and fetishes impossible in reality. Demonic and half human lovers, flesh that flows like candle wax, ghostly abominations that still lust after the ecstasy of orgasm.....

Black Tokyo focuses on one particular sub-genre of hentai: supernatural horror and bondage. With visually spectacular demon lords, stunning action scenes, virginal heroines, hyper-sexualized magic rituals and psi-talents and cunning modern demon-slayers, horror hentai makes the most ‘gamable’ background for a hentai flavored setting.

The Hentai SRD

A hentai campaign isn’t much different than any other modern magic or supernatural horror campaign. The main difference is that explicit and disturbing scenes that may be glossed over in another campaign become an encounter’s defining element. Where most campaigns fade discretely to black as a player begins seducing their lover, in a hentai campaign, the scene only truly begins with that first kiss. Sex is described as fully and explicitly as combat or an investigatory scene.

Thanks to hentai-inspired feats and supernatural gifts, sexuality can be a source of power, likely the only source in the campaign. Spells have an explicitly sexual component: divine casters masturbate with a holy icon as they regain spells; burning *magic missiles* might take the form of arcane bolts unleashed at the moment of orgasm. In an ordinary campaign a long-dormant magical gateway might require an enchanted key to open, before the demons can breach our world. In a hentai campaign, that same gateway by can only be opened if sprinkled with the virgin’s blood or urine of a young girl, the descendant of the sorceress who first sealed the gate.

Mechanically, most creatures and spells in a hentai inspired campaign are virtually identical to their standard counterparts. The main difference between the two campaign worlds is flavor text and the motivation and tactics of the player characters and NPCs. Changes to familiar monsters are described in detail in a later chapter, allowing gamemasters to easily integrate them into a hentai campaign.

A variety of original advanced classes and starting occupations give an ecchi-edge to D20 Modern’s class options while new spells and feats bring hentai to your gaming table, in all its engorged and lubricated glory. Since many of the projects I’ve personally worked on for Skortched Urf studios have an erotic (or erotic horror) component to begin with, I’ve included suggestions for incorporating character class options like Neo Witches, Forbidden and Innocents into a hentai campaign.

The new classes and starting occupations in Black Tokyo are drawn from the most popular archetypes and character concepts in horror hentai. Of course, none are carbon copies of any particular anime or magna, but take familiar source material into new directions. Hopefully, they’ll be greeted with open arms, open minds and opened thighs.

-CHRIS FIELD

Lolicon, Incest and Rape

If you’re writing a project about hentai and ecchi-culture, you’re going to have to confront the glaring fact that some H-anime is (and I say this with no reservation at all) some pretty sick shit. In most hentai fantasy worlds, rape- the most brutal forms of rapes imaginable, in fact, are constant and ever-present, and rarely ever inflict the serious emotional trauma it can in our world. Worse, adding insult to atrocity, most female hentai characters start to enjoy the brutal rape about halfway through. Lolicon characters might carry a disclaimer (at least stateside), saying the character is over the age of 18, but the loli character will look and act like a hairless six year old. And in fantasy Japan, incest is more common a family past time than going to the movies together.

I deliberately avoided including overt loli elements into Black Tokyo. As always, players and gamemasters can describe their characters anyway they wish, and are free to determine the age and maturity of those characters. But even the youngest characters depicted in Black Tokyo are high school juniors and seniors, and most are at least college age: both writing and art reflects this.

There may be references to child abuse and exploitation, but it's the province of villains, something for the hyper-sexed heroes to prevent or avenge, not engage in. Unlike most sexual activity, loli-sex, if it's included at all, is a background element, a facet of character, and a crime to be solved. Child abuse in Black Tokyo is handled identically to similar situations in mainstream cop shows: it's something evil that happens off screen and must be answered on screen.

Likewise, child incest is not a subject you'll find often in Black Tokyo. Consensual incest between adults is only slightly more common. I've included it as an example of a mystic restriction placed on hentai arcanists, a sacrifice and source of clan-based magical powers for sexual superheroes. Psychological and emotional trauma are as non-existent in Black Tokyo as they are in most hentai. Needless to say, the few references to incest in Black Tokyo don't reflect reality.

Rape is a more difficult subject to escape in hentai. Not only does the omnipresent view of rape say something interesting about the role of women and dark fantasy in real Japanese society, it's a common combat tactic for hentai demons. Rape fantasies spring from feelings of powerlessness, inadequacy, and hatred, all dark emotions that can spur whole panoply of adventure hooks and character motivations. Rape fantasies aren't a happy subject, but they're a main theme of the genre, one that needs to be explored in any setting claiming to accurately model 'the hentai experience'.

However, most players consider their PCs to be an extension of themselves, and many might be disturbed by having their alter ego violated. As a GM myself, I'd recommend the following:

Before running any sexually explicit campaign, warn the PCs what you're doing, and what the 'table rules' about sexuality are. Now, any group running a hentai campaign is probably going to be more willing to discuss sexuality than most groups, and more willing to sit through sexually explicit flavor text and action than other groups. That doesn't mean that all the players are comfortable with being raped in game.

I'd ask the players if something that potentially traumatic and creepy is something they feel comfortable having happen to their character. If the player says yes, have the player pencil a big letter "R" on their character sheet. That particular PC is fair game for the rapacious attentions of demons and villains.

Characters without a mark might be threatened with rape and sexual torture, but for some reason, the threats never come to pass. It becomes the gamemaster's responsibility to ensure the character dies nobly, is rescued or fights his or her way free before the worst happens.

Players can add or erase the mark as the game progresses, and if unpleasant emotions are stirred by an in-game violation, simply slam down the GM Hammer and erase the incident from history, retconning things so the rape itself never occurred. If the player feels his or her character is irreparably ruined by rape, have that PC exit the scene and quickly introduce a new character to the group. Sometimes, if things have gotten particularly bad, you might have to ignore in-game continuity and just let major changes happen to get the game back on track. Otherwise, the campaign might need to just die a natural death, and be reborn as something else.

And if game table events start taking a toll on real-world relationships or peace of mind, put this PDF back into the 'unused gaming products' folder on your computer and get back to playing something less intense and emotionally loaded.

Hentai Character Options

"Aside from a few yarns my boss tells after four bottles of sake, I had no idea the world was other than advertised."

- Jim Wilder, Warren Ellis' *Planetary*

Players have the same character options in a Black Tokyo campaign that they do in any mainstream D20 Modern RPG. Characters might be Fast or Tough Heroes, Soldiers, Investigators or Mages. Players might enhance their characters with feats like Dodge and Far Shot, take ranks in Bluff and Craft, or depending on the campaign, enhance their PCs with bionics and genemods. The characters may be human or something else entirely.

However, players are encouraged to explore hentai specific character options. The hentai campaign makes a few assumptions and follows a few design tropes out of place in more mainstream modern magic campaigns.

1. **Gender Differences.** Unlike most campaigns, there is an obvious difference between male and female characters. Certain classes and feats are only available to a particular gender. As written, neither gender is superior, though a strongly sexist, male dominated world view is a part and parcel of most hentai. In Black Tokyo, men and women are fundamentally different, blessed and cursed with different powers.
2. **Supernatural PCs.** More than most other modern magic campaigns, players can be from inhuman bloodlines. Interbreeding between humans and celestial or infernal creatures is common. Black Tokyo PCs may demonstrate startling magical powers, bloodline abilities and arcane talents. While most standard D20 feats don't grant obviously supernatural effects, Black Tokyo's abilities push the characters into the realm of the supernormal. Players can (and are encouraged to) select outsider, undead and monstrous PCs.

3. **Sex, Seduction and Society:** Since hentai games emphasize sex, they also emphasize relationships, social interaction and seduction. Spending a few extra ranks in Bluff and Diplomacy, purchasing social interaction feats, and checking out Choice & Blood and Corporate Insiders from Louis Porter Jr Designs for a wide selection of new social feats are all recommended.
4. **Demon Beast Invasion:** Demonic creatures lurk just outside reality, hungrily plotting a way to invade the earth-realm. Even traditional D20 Modern creatures are recast as demonic abomination or creatures possessed by unclean spirits. Classes that offer turning abilities (particularly against undead and outsiders) become slightly more powerful and get plenty of use. Technological adversaries, such as robots, cyborgs and power armor are slightly less common, and players should choose abilities and tactics to reflect this.
5. **Unified Origins:** While players can usually choose any origin for their players, remember that demon-magic and barely controlled psi-talents are the norm. There are few tech-enhanced heroes in horror hentai- very few examples of power armor or full conversion cyborgs. However, robotic sex slaves and gene-sculpted cat girls are stock hentai characters. Players wishing to build a robot PC for a Black Tokyo campaign might take a look at some of the sexaroids in Dept Seven Tech Update: Heroic Robotics and build from there.
6. **The Mutability of Flesh:** The one unbreakable law of physics in a hentai universe is: desire shapes reality. Most of the new abilities in Black Tokyo allow the heroes and their demonic opponents to temporarily or permanently reshape their flesh. As the word *hentai* itself originally meant 'transformation' or 'disfigurement', the idea of shape shifting adventurers and strange, barely understood biological processes is a natural one for a Black Tokyo campaign. Almost everything in Black Tokyo can change shape.

7. **Anti-Heroes and Villains:** Hentai embraces violence and savagery like few other art-forms. Everything is pushed to extremes: sexuality is a bloody, hyper speed parable of spurting cum and bulging muscles, and combat always ends with one foe ripping his adversary limb from limb.... And usually eating or violating the corpse. Even the heroes in horror hentai embrace the darkness within themselves, giving into melancholy, angst, rage and lust. Player characters confront impossibly vile and disturbing things, and use the same brutal tactics their enemies do to win victory.

8. **Social Satire:** Most hentai is a parody of Japanese culture, a reflection of that society's flaws. Black Tokyo exposes players to the worst parts of modern Japanese society. Black Tokyo's world is a nation filled with hypercompetitive salary men who give their lives mindlessly to their company, and dream of raping a girl so beautiful she'd never give them the time of day otherwise.

It's a world where members of non-Japanese races are demonized- often literally. The Black Else becomes the outside world pushing rudely into a xenophobic and insular society. It's a world of suicide clubs, fetish porn and 'compensated dates' with high school girls. It's a nation where geriatric billionaires dictate the fates of the young and poor, a nation filled with class struggle and sexual warfare.

9. **Department Seven:** Many anime protagonists work for a secret government agency dedicated to hunting demons, uncontrolled psions and supernatural threats. From *Wicked City's* Black Guard to the special department within the Tokyo PD in *Silent Mobeious* to the aptly named Witchhunters in *Witchhunter Robin*, these groups are a common hentai and anime trope.

Having the PCs backed by a powerful governmental organization means they can afford the very best equipment, armor and gadgets, can expect to be flown to trouble spots any where on the planet on a company jet, and rarely have to worry about explaining their actions to the local cops. A powerful patron helps the PCs avoid getting bogged down in details and get back to the action quickly.

The vaguely defined Department Seven makes an ideal governmental patron. It is 'generic' enough to fit into virtually any campaign, but provides a nice unified backdrop for heroic action and are well organized, exceedingly well funded and well armed.

10. **Pseudo-Christianity:** Japan has a substantial native Christian minority, but for the most part it is not a Christian nation. That doesn't stop animators from incorporating Christian symbols, myths and themes into their anime. With an outsiders eye towards the faith, Japanese storytellers can use familiar symbols in new ways, blend real world traditions and practices with local myths, new inventions and conspiracy theories. The Christianity in most hentai and anime owes as much to the Hammer vampire films of the 60s and 70s as it does any real religious practice: crosses are stylish design elements, and Biblical passages have been used to add mood and suspense in hundreds of anime, both hentai and non-erotic.

Other Works

Department Seven Species Update: Black Tokyo PCs might have the blood of one of the nearly 40 new species presented in this book coursing through their veins. Some of these creatures were inspired by anime action flicks to begin with, and make excellent, flavorful and powerful choices for a hentai campaign. Even more explicit racial options are described later in Black Tokyo itself. Some of the most hentai-flavored races in the Species Update are:

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Celestial Exemplar, The Cityborn, The Crowfolk, Daughters of Stone, Forest Smile Humans, Fur Choice Humans, Brimstone Humans, Dragonscale Humans, Mageborn and Prime Humans, Kitsune (*originally creatures of Japanese myth*), Lie Spawn, Monster Brothers, Primordial Champions, Spider Souled, Succubi Kin, Living Toys, Unbreathing, Dhampirs and Wild Fawn.

Feel free to emphasize the strange bloodlines, raw sexuality and sensuality and exotic beauty of these demihuman adventurers.

The Digital Sorcerer: Digital Sorcerers offer one of many types of magic available to Black Tokyo players. Arcane hackers, in this world, Digital Sorcerers represent a cutting-edge new form of magic. Unlike more primal mages, who are empowered in blood and semen, and demon conjurations, Digital Sorcerers are empowered by clean electricity and sterile silicon.

Digital Sorcerers can indulge in hentai's lusts by creating AI playthings and virtual seductresses, or they can remain a relatively 'chaste' part of the game. The nerdy, sex-crazed virgin hacker is a common anime archetype, so Digital Sorcerers can fill that niche. Digital Sorcerers also make excellent support staff for the kind of covert demon-hunting organizations (Wicked City's *Black Guard*, for example) that many of the heroes in horror hentai belong to.

Lightweavers and other psi-spies: Global anti-demon organizations backed by the Japanese military or world governments are a common trope in horror hentai and anime. The *Black Guard*, the *Spriggan*, the *Livlihood Preservation Group*, even the *Fairy Police* are all examples of federally

funded demon-hunting agencies, and play the same role that Department Seven does in most modern arcana campaigns. Gamemasters can use psi-talented advanced classes like Lightweavers, Forbidden, Cold Bringers and Mind Reapers, among lots of other possibilities, to represent such an organization's psychically enhanced oni-killers. Non-magical classes like the Shotgun Surgeon or Perfect Bowman might represent elite, highly trained but non-psionic soldiers.

Grendel Spawn and Unbound Souls: Selfish to the core, these two classes make excellent villains for a hentai campaign, one brutally carnal, the other intellectual and emotionally detached. Adapting them to Black Tokyo is simply a matter of altering the way their tactics are described: instead of a spiritual wrestling match, when the Unbound Soul casts a living soul out of a host body, describe it as a soul-deep violation, an undead rape. Since demons hungry for both souls and virgin gore are hentai standards, both classes fit in perfectly with the warped, predatory world of Black Tokyo.

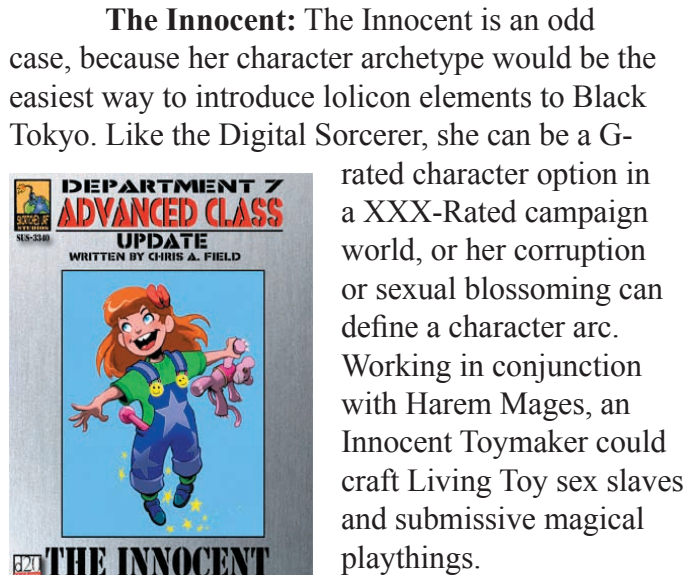
Soul Collectors and NeoWitches: Someone has to fight the demons attempting to breach our reality. Ghost hunting exorcists and wise (but pervy) elderly priests are mainstays of hentai, and often aid the protagonists in the struggles against the demons.

Soul Collectors make excellent ghost-hunters, and may work along side other kinds of necrophile mages, while NeoWitches of all stripes call upon



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ancient pre-Christian power to wage war against *oni*. Since most NeoWitches don't share the Christian distrust of sexuality, many select a unique assortment of hentai inspired feats and learn tantric magical skills.



The Innocent: The Innocent is an odd case, because her character archetype would be the easiest way to introduce lolicon elements to Black Tokyo. Like the Digital Sorcerer, she can be a G-rated character option in a XXX-Rated campaign world, or her corruption or sexual blossoming can define a character arc. Working in conjunction with Harem Mages, an Innocent Toymaker could craft Living Toy sex slaves and submissive magical playthings.

The Scion of Masada:

The Scion's strict code of conduct means he's unlikely to enjoy the wild unbridled sex of his counterparts, but his flashing blades can make short work of demons. The Scion makes an excellent 'straight man' for the party-the serious, stoic hero protecting a decadent world from monsters it can't even begin to imagine.



Sexually Transmitted Future: Since S.T.F is mostly technology focused, parts of it might seem out of place in most Black Tokyo campaigns. However, the body-morphing, sexually explicit gene-feats are great matches for a sci-fi hentai campaign, and sexually voracious ghosts might learn death play feats, showing their living lovers a fatal, final ecstasy.

MegaFeats: New Paths to Victory and Modern Metamagic: Mega-Feats is designed for D20 Fantasy, but many of the feats in the book are appropriate for a hentai-inspired campaign. The most obviously hentai flavored Mega-Feats are:

Animalistic Mutation ; Animalistic Weapons ; Anointed Cleric ; Arresting Images ; Body Hardening Defense ; Bodywalk ; Bell Witch ; Benevolent Haunting ; Blood Stained Blades ; Breeder ; Breed the Forbidden ; Burning Belief ; Burning Counterspell ; Carrion Scavenger ; Child of the Gallows ; Comforting Fetish ; Cyclic Ferocity ; Dead Heart ; Dead Flesh ; Diversity of Experience ; Divine Mandate ; Divine Marriage ; Eugenicist ; Fey Senses ; Gifts of Ecstasy ; Groundshake ; Healing Presence ; Hungerblood ; Kitchen Diviner ; In Darkness Shrouded ; Illuminated Aura ; Lingering Purity ; Mage Scent ; Moon's Purity ; Mooncurse ; Moonwise ; Open Handed Telekinesis ; Pure Zone ; Racial Exotica ; Regenerative Womb ; Reincarnate ; Scaled Perfection ; Sense Life ; Serpentine Mane ; Skillful Executioner ; Sentient Familiar ; Soul Bound Familiar ; Summoner ; Summoner from Nature ; Summon Armory ; Summon Exemplar ; Summon Thrall ; Superheavyweight ; Templated Summoner ; Tantric Wisdom ; Thematic Teleportation ; Unsleeping ; Untraceable ; Zooamorous Breeder.

Forgeblood feats, which blend man and machine, creating deformed bio-borgs present a compelling vision of a demon tech Tokyo. Anime isn't short of brutal, technology enhanced monstrosities, from the feral *Guyver* to the rouge, flesh-morphing 'boomers' in *BubbleGum Crisis*. Shapeshifting alien technology and demonic science fits well with the endlessly morphic plains of flesh that oni hail from.

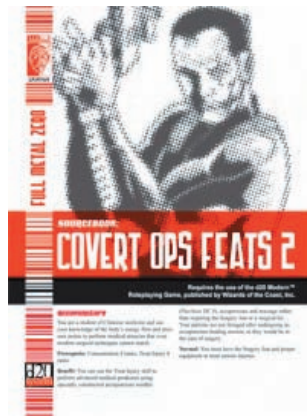
The Metamagic Sourcebook released with the Innocent is another source of interesting feats, some of which were directly inspired by hentai and anime. All the feats are good options for modern mages but some feats of particular interest to hentai gamers are:



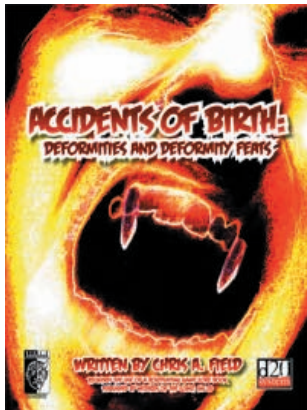
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Animal Speech ; Arcane Dancer ; Arcane Fencer ; Arcane Meltdown ; Arcane Philosopher ; Astrology ; Binding Counterspell ; Beautiful Armor ; Beyond the 5th Circle ; Darkling ; Draconic Fury ; Focusing Stave ; Instinctual Joybringer ; Jinx ; Lifeorce Conduit ; Mage of the Heart ; Mystic Orimagi ; Paper Defense ; Paper Razors ; Regenerative Blessings ; Seasonal Metamagic ; Skyclad Ritual ; Totem Morph.

Covert Ops Feats 2, released in late 2006 by LPJ Designs, contains dozens of new martial arts styles and militaristic feats. Since martial artists, kung fu experts and elite special operations soldiers might all find themselves confronting an *oni* incursion as part of Department Seven, any of the dozens of new combat tactics described within have a place in any hentai campaign.



Accidents of Birth: Deformities & Deformity Feats, is a fairly obscure 2004 release from LPJ Designs, and focuses on hideous natural mutations. Though



tailored to D20 Fantasy gamers wanting to create revolting half-breeds and monster blooded PCs, the book's strange natural abilities and unique weaknesses are a good fit for hentai heroes and villains, especially those cursed at birth as *oni* spawn.

Rape and Reality

“Every normal man must be tempted at times to spit upon his hands, hoist the black flag, and begin slitting throats.”

- Henry Louis Mencken (1880-1956)

Why?

Why do so many hentai stories include rape, violence, sexual coercion and sexual humiliation? Japan's rape fantasies (including loli-rape and more even more extreme subjects) cross all of hentai's sub-genres, and appear as often in manga aimed at gay readers as they do straight readers. Why are rape fantasies so common in hentai, and what does that say about the Japanese culture and view of women?

Despite having one of the most widespread and pervasive porn industries on the planet, Japan has one of the lowest rates of sexual violence and pedophilia among industrialized nations. Despite what appears on page and screen, real sex crimes are rare and abhorant in Japan. A decade long study of the Netherlands, begun in the 1960s showed that sex crimes dropped dramatically after the nation legalized hardcore pornography. X-rated entertainment acted as a pressure release valve for dark fantasies and sexual energy, and its widely held that Japan's comic book rape fantasies serve a similar purpose.

That said, the question of why violent hentai remains so popular remains. A common theory is that hentai reflects the pressures of contemporary Japanese society: many of the working men who make up the manga audience feel powerless and unimportant in their daily lives, trapped by responsibility, respectability and good manners. Fantasizing about rape gives Japan's ordinary citizens a chance to feel powerful and terrifying, even if only for a few minutes of passionate masturbation.

Japan is a stunningly modern nation, but remains traditional in many ways, stubbornly resisting change. Female suffrage came to Japan only during the massive social changes post WWII. Career women in Japan are at an innate disadvantage, and on the job harassment and glass ceilings are both common and socially acceptable. Japan remains a male dominated society, but the rising social and political power of Japan's women can threaten the male ego.... And result in more stories and angst spilled out onto Bristol board and animation cels.

FEARS

王

たい

利平齋


















しそにしき

美田は近のたい

戸田本に於ける

三蔵末の五子

壬戌年

한글서체

おどろき

い・ろ・は・な・の・お・も・て

長崎三ツノトールカステル

を「香行」の字に改め、**河田氏**としてゐる戸名や本姓にある和

Hentai Feats

"Your weapons are phallic, all of them."

-Saul Williams, Said the Shotgun to the Head

The gamemaster allow characters with demonic blood or a supernatural heritage to select hentai feats that grant supernatural abilities even if they do not normally meet the prerequisites, representing innate abilities and blood curses.



1. Anointed Cleric
(required by Sacred Pleasurer)
2. Barbaric Rage
3. Bishonen/Bishoujo Hermaph
4. Black Fatherhood
5. Bodymeld
6. Bodywalk
7. Bones of Paper
8. Burning Misasma
9. Caress of Soiled Cloth
10. Cocoon of Filth
11. Cosplay
12. Dark Lover's Carapace
13. Drippings of Stone
14. Enraged Armory
15. Entropic Rage
16. Familial Bodyswap
17. Gifts of Ecstasy
(required by Death Womb Seductress)
18. Grave Between the Legs
19. Gift of Innocence
20. Gunslinger's Fetish
21. Haze of Pleasure
22. Hissing Bile
23. Hypnotic Beauty
24. Infectious Rage
25. Incestuous Voyeur
26. Innocence Restored
27. Insinuation
28. Junishi Zodiac
29. Moonflit Wings
30. Moonwise (required by Flow Witch)
31. Mother to Demons
32. Misogynist Blade
33. Mystic Psychometry
34. OnmiDexterity
35. Painted with Seed
36. Passions Unbound
37. Passions Uncontrollable
38. Phallic Bloodseeker
39. Phallic Spear Technique
40. Predator's Speed
41. Puzzle of Flesh
42. Racial Exotica
(required by Devil Heart Hunter)
43. Rapist's Camaraderie
44. Ropesong
45. Self Birth
46. Serpentine Mane
47. Sleeping Dragon Exhalation
48. Spellcancer
49. Spelltumor
50. Strength of the Bloodline
51. Sword Saint
52. Tantric Wisdom
(Sacred Pleasurer bonus feat)
53. Tentacled Myriad
54. Transgressive Inspiration
55. Truth of the Body
56. Unbirth
57. Unchanging Hand Technique
58. Vaginal Prison
59. Wards of Filth
60. Wombscape
61. Womanly Ambrosia
62. Womanly Suffocation

Anointed Cleric (General)

You are a member of an organized, respected faith, and have a reputation as a wise consoler and well intentioned servant of the divine.

Prerequisites: CHA 13, Knowledge (theology & philosophy) 4 ranks

Benefit: You hold a rank in a religious hierarchy, can perform important ceremonies like baptisms, marriages, and funerals, are called upon by your faithful to settle disputes and give spiritual guidance. When interacting with members of your faith, you receive a +4 sacred bonus on Diplomacy, Gather Information and Sense Motive checks.

Special: From time to time, at the GM's discretion, you may be called upon to perform counseling, lead important ceremonies, and serve other mundane religious functions. If these duties conflict with your adventuring activities, and if you successfully balance both responsibilities, you may be rewarded with a temporary action point, which must be spent before the end of the current adventure. If you act in a manner contrary to your faith, or gain an incompatible allegiance, you may be stripped of this feat.

Barbaric Rage (General)

You can give in to your most primal, animalistic impulses, becoming a creature of rage, hate and strength. While in your war-trance you are as dangerous as any wild beast, virtually impossible to kill, and completely impossible to reason with.

Prerequisite: Great Fortitude

Benefit: You gain the ability to enter a screaming blood rage. You may use this ability a number of times per day equal to your CON modifier (minimum once daily). While enraged, you become incredibly strong and durable, but your wild swings and haphazard tactics leave you less able to defend yourself.

While raging, you receive a +4 morale bonus to STR and CON, a +2 morale bonus to WILL saves. Unfortunately you suffer a -4 penalty to Defense score. The temporary increase to your CON score grants you +2 HP per character level. These temporary HP are lost when the rages and your CON score returns to normal.

While raging, you cannot use any INT, CHA or DEX based skills (with the exceptions of Balance, Escape Artist, Intimidate, and Ride), nor use any abilities requiring concentration, reason or patience, nor can you cast spells.

The rage state lasts for 3 rounds plus your (newly enhanced) CON modifier. At the end of the rage, you lose the rage bonuses and become *fatigued* until the end of the encounter. You may fly into a rage only once per encounter. You may voluntarily end a normal rage at any time, but may not terminate a sexual rage before it runs its course.

In addition to entering a frothing berserk state, you may also choose to enter a sexually fueled rage, becoming even more dangerous and uncontrollable. While in the grip of a sexual rage, you designate a single gender as the brunt of your rage: you may rage at potential lovers and their rejections or at sexual competitors.

While in your sexual rage state, in addition to gaining the effects of a normal rage, you receive a +2 morale bonus on unarmed attack and damage rolls and grapple checks against members of your chosen, hated gender, and you become immune to *fear* effects. Unfortunately, your mind is consumed with impulse towards rape, dominance and atrocity.

When confronted with a creature you would convivially be sexually attracted to, you must succeed at a DC 18 WILL Save, or immediately attack that creature, striking to kill. Once you have downed your target, you typically begin violating or mutilating the corpse or unconscious form, to the exclusion of all else. Only a DC 30 WILL check can force you to break away from your prey.

Bishonen (or Bishoujo) Hermaph (General)

You are neither truly male nor female, but an especially appealing combination of the two. Your body is androgynously beautiful, and your sex (whatever it is) is a matter of choice and pleasure, not biology.

Prerequisite: character level first

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Benefit: You are a naturally hermaphroditic humanoid, with strange genitals that combine male and female anatomy and features that blend masculine and feminine traits into an appealing whole. You may use sexually oriented feats, skills and special abilities against both genders with equal effectiveness. Your charms are especially appealing to homosexual members of either gender, and you receive a +2 racial bonus on Diplomacy and Bluff checks made against homosexuals of either gender.

As a full round action which provokes acts of opportunity, you can enter a trance state where, through an intense act of concentration, rewrite your chromosomal structure and change gender, temporarily becoming fully male or totally female. When gender shifting, you always shift into a specific member of the opposite sex, which always resembles your natural form, as if your two bodies are close relatives.

When gender shifting, you receive a +10 racial bonus on Disguise checks against those unaware of your hermaphroditic nature. You can father children as a male or carry a child to term while in female form; you cannot gender shift while pregnant or nursing. If you possess any feats or class abilities usable only by a specific gender, you may use the ability in either form, assuming the ability is compatible with your new anatomy.

Black Fatherhood (General SU)

"One of the biggest pieces of propaganda coming out of feminism, the idea that rape is a crime of violence but not of sex. All rape is erotic. All rape is sexual.... Erotic for the man."

-Camille Paglia, Sex, Art and American Culture

Rape and atrocity assures the continuation of the species. Your oni-spawn children violate their mothers during their gestation, taking command of them body

and soul to ensure the continuation of your dark, violent lineage.

Prerequisite: Wombscape or Racial Exotica plus Toughness

Benefit: At any time, you may issue a short command phrase (as the acolyte spell) to anyone who is carrying your offspring. The victim receives no save against this short, primal command, and must be able to see, hear and clearly understand you.

You may also issue more involved commands to your child-bearers. By spending an action point, you may use an effect equivalent to *charm person* as cast by a telepath of your total

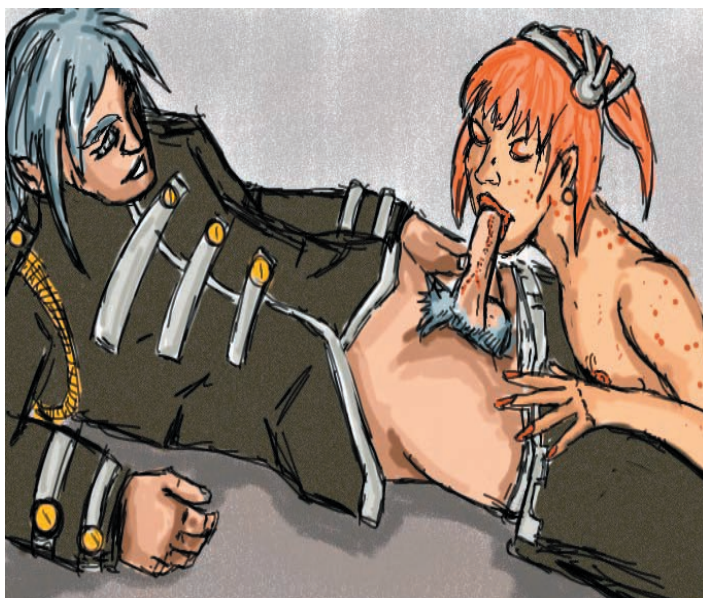
character level. Unlike a typical *charm* effect, the victim resists with a FORT save, as the fetus within her takes temporary control of her autonomic nervous system, on your behalf.

As the command affects the target's physical body, not her mind, you cannot compel her to undertake purely mental actions, have any specific thoughts, nor prevent her from using psionic or

magical abilities that require only a mental action to activate. You cannot use this ability against any creature protected by CBR gear, nor any woman who possesses the Tantric Wisdom feat.

Immediately after the birth of your child, you may spend an additional action point to affect the unwilling mother in one of two ways. You may either attempt to end her life, requiring her to succeed at a FORT save (DC 12 + your CON modifier) to survive. Even if the FORT save succeeds, she still suffers 1d8 points of damage per point of your CON modifier.

Alternatively, you might choose to force her primary allegiance to change to match yours. In this case, the mother resists with a WILL Save (DC 12 + your CON modifier). You must be within 60 ft of the mother to use either ability.



Bodymeld (General SU)

As you make love with a willing partner, your body and theirs flow together, transforming and merging you. Instead of two, you become one creature briefly, sharing your talents and blending your souls in an intimacy deeper than any you've ever known.

Prerequisites: Tantric Wisdom, Great Fortitude, Knowledge: arcane lore 12 ranks

Benefit: During a sexual act with a willing, sentient partner, you may temporarily absorb your lover into your body, borrowing his or her unique gifts and physical talents. Both you and your lover must both spend an action point during the sexual act. No magical or mundane compulsion can force your partner to make this sacrifice, it must be given freely for this ability to take effect.

Your lover does not need to possess this feat. Once the bodymeld begins, your bodies intertwine and melt into a single composite form. Both you and your lover must share at least one allegiance for this ability to function.

Your composite form is always a Large Monstrous Humanoid, and shares the genders of the two lovers. If you and your lover are of different genders, the composite form is hermaphaditic. Among homosexual parings, the composite form shares the lovers' genders. The composite form always physically resembles its component individuals, but is a distinct, unique creature.

The composite form uses your class level, base attack bonus and base saves, since you are the dominant partner in the merger. Each of the combined form's attributes is equal to the better partner's ability score +1.

While combined, you receive a +1 insight bonus on any skill your lover has 10 or more ranks in. You may speak, read and write any language known to either component partner. Your composite form may use any extraordinary abilities or feats possessed by either of its component partners, and may use hentai feats specific to either partner's gender.

The composite form possesses low light vision and gains the *scent* special quality.

Your lover can observe the world and is aware of events during the bodymeld, but cannot take any actions, other than to dissolve the merger early. You may maintain your composite form for 10 minutes per point of your (newly enhanced) CON score. Once the merger ends, your lover appears nude and adjacent to you. Both you and your lover are *fatigued* after the body meld ends.



Bodywalk (General SU)

The disturbing, magical ability to ‘step’ between bodies, using living beings as unwilling gateways is one of the most fearsome *hentai no judo* abilities. You move between living humans like a dark wave, leaving agony and disfigurement in your wake.

Prerequisite: Concentration 8 ranks, Knowledge: arcane lore 6 ranks, Dodge

Benefit: A number of times per day equal to your CON modifier (minimum once daily), you may physically enter a living being’s body, disappearing inside that person. Using this ability is considered a move action.

You may than teleport to any other humanoid within 60 ft, who is the same race and species as the initial victim, reappearing adjacent to that person. For example, if you ‘entered’ through an African American human, you would have to ‘exit’ through another African American human.

The transition is a bloody, disgusting process, as your body seems to liquify and rush into the target’s orifices and through their skin. Both victims used as gates during the body walk suffer 1d8 points of damage and are nauseated for a number of rounds equal to your CON modifier. Either target can resist your body walk by making a successful FORT save (DC 10 + your CON modifier).

If the initial target saves successfully, you do not teleport, but that daily use of the body walk ability is still used up. If the secondary target saves successfully, you cannot exit through his or her body. If there is another acceptable target within range, you can attempt to exit through that person. If not, you reappear adjacent to the original target and suffer 1d8 points of damage, and are nauseated as if you were this feat’s exit point. Bodywalking is a conjuration (teleportation) effect.

You may spend an action point to permanently ‘mark’ either victim you bodywalk through, causing strange growths to appear on the skin, disturbing runes or personal *mon* or tattoos to appear on either victim, or some other minor deformity. Whatever form the mark takes, it inflicts a penalty on all Disguise checks equal to one plus your CON modifier (-2 penalty minimum). The victim may resist being marked by making an additional FORT save.

Bones of Paper (General SU)

Your bones become as supple and flexible as bamboo shoots, and can be folded like fine paper. You are flexible beyond anything humanly possible, seemingly able to dissolve and reform your bones at will.

Prerequisite: Omni Dexterity

Benefit: As a standard action, you may dissolve or restore your strange skeleton. While boneless, you become an undifferentiated mass of flesh and tissue, able to travel at 20 ft round due to muscular contractions, slithering like a serpent. You may not run or charge in this state. You may fit through barriers and crawl around obstructions impassable by a normal human. You may pass through any opening at least 6 inches in diameter.

By spending an action point, you can transform your bones into strong but supple cartilage structures. While in this state, you receive DR 5/- against bludgeoning damage and blunt trauma. This damage reduction stacks with DR from other sources, such as Tough Hero class levels or supernatural sources. This enhancement lasts for a number of minutes equal to your CON modifier (minimum one minute).

Burning Miasma (General SU)

You can exhale a cloud of stinking grey fog which chokes, blinds and burns your foes. The cloud stinks of burning rubber, and blood, and can eat away at all unfortunate enough to oppose you.

Prerequisite: Hissing Bile, Concentration 8 ranks, Knowledge: arcane lore 1 rank

Benefit: A number of times per day equal to your CON modifier (minimum once daily), you can exhale a cloud of deadly acidic toxins. Doing so is a standard action which does not provoke attacks of opportunity.

The fog cloud spreads to fill a 20 ft spherical radius, and remains in existence for 2d6 rounds. Creatures within the dark cloud have total concealment, and the cloud is an anaerobic environment. Creatures within the cloud must hold their breath or begin suffocating. Worse, the acidic vapors deal 2d6 points of acid damage to each creature and object remaining within the cloud.

Caress of Soiled Cloth (Metamagic)

By masturbating into a recently worn article of clothing, you perform a hedonistic magical ritual that binds you intimately to the object of your fetishistic lust.

Prerequisites:

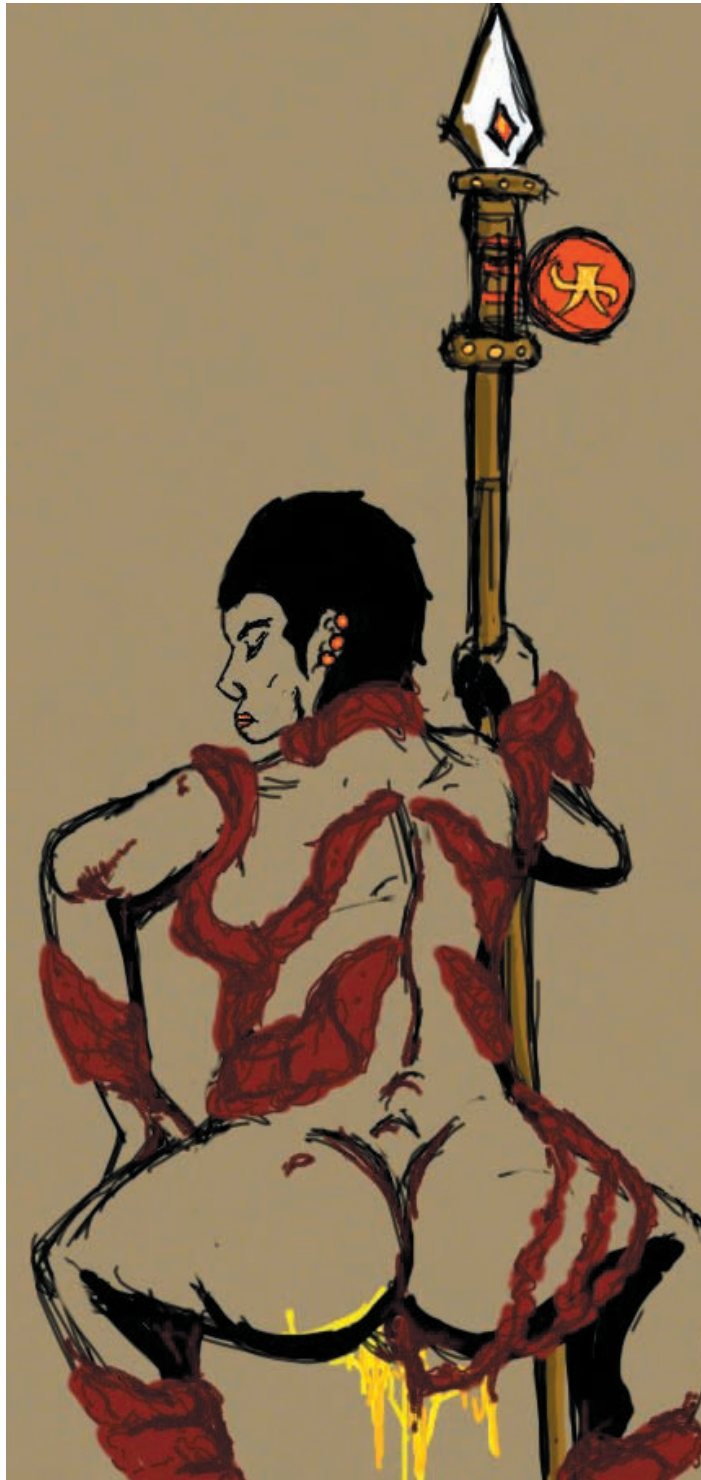
Knowledge: arcane lore 8 ranks, Concentration 6 ranks, Stealthy

Benefit:

By obtaining a recently worn article of clothing, you may perform a fetishistic sexual ritual, orgasm onto the cloth to affect the user with through your sexual arcane talents. The item of clothing must have been worn by the target within the past 24 hours. By orgasming onto the article of clothing, you effectively have a sexual encounter with the target of your lust, allowing you to use sexually oriented feats, spells and class abilities against (or to benefit) that person from a distance.

If you have a feat or class ability that requires you to have a sexual encounter with someone of a specific gender or who meets a specific category (such as the Gift of Innocence feat), and the owner of the clothing meets the conditions, you can activate or enhance the feat. Feats such as Dark Lover's Carapace, which gain potency based on the number of sexual encounters you have each day grow more powerful each time you indulge in solitary, panty fetish sex.

If you have a sexual effect which provides a benefit to your lover, the clothing's owner automatically benefits from your masturbatory orgasm, provided that person is within one mile.



If you have a sexual effect which harms or weakens your lover/victim, the clothing's owner must save against the effect normally, provided that person is within one mile. Due to the lack of intimacy, the DC of all saves against your sexual effects are reduced by -10.

If the clothing used in the masturbatory ritual is stained with the victim's blood, urine, feces or sexual fluids, the DC of all saves against your sexual effects are only reduced by -5.

If the effect does not normally offer a saving throw, the victim receives a WILL save against the effect (DC 10 + your CHA modifier).

Cocoon of Filth (General SU)

The feel of bodily waste against your skin, sliding between thighs and clothes comforts you, transforms you, and protects you.

Prerequisites: Wards of Filth

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice daily), you may soil yourself as a full round action. Imbued with arcane energy, your bodily waste crawls across your skin like a living

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thing, transforming into dense, stinking armor. The foul armor provides you with Damage Resistance 5/magic against piercing and slashing damage, well as Fire and Acid Resistance 10. These resistances stack with Damage or Energy Resistance gained from other sources, such as Tough Hero class levels and supernatural effects.

Each time your armor is activated, it remains in existence a number of minutes equal to your CON modifier (minimum one minute). Your armor can be dismissed at will, or may be destroyed by immersion in water or suffering more than 10 points of water based damage.

The stench of mystical feces is unbelievably foul and cloying, and any living creature who comes within 30 ft of you must succeed at a DC 13 FORT Save or suffer a -2 morale penalty on attack rolls, weapon damage rolls, skill checks and saving throws for 10 rounds. Characters subjected to stench from multiple corpophiles make only one saving throw. Characters affected by the foul armor's stench cannot be affected again until the original effect expires. This feat cannot affect any creature immune to sickness or nausea, nor anyone with a similar stench or feat.

Cosplay (General)

You blend the shamanistic belief that to impersonate a thing is to become it with 21st century fan-girl enthusiasm for pop culture heroes. You can cobble together amazing wardrobe recreations of pop-stars, anime heroes and villains and the latest idol singers.

Prerequisites: Craft: visual arts 8 ranks; Knowledge: popular culture 8 ranks

Benefit: By hand-sewing a unique costume based on one of your pop culture idols, you can borrow a little bit of that hero's style and talent. Hand making a cosplay suit requires at least 10 hours of work, and requires raw material (clothing, dyes, patterns, ect.) with a Purchase DC 10. Crafting the suit requires a DC 20 Craft: visual arts check.

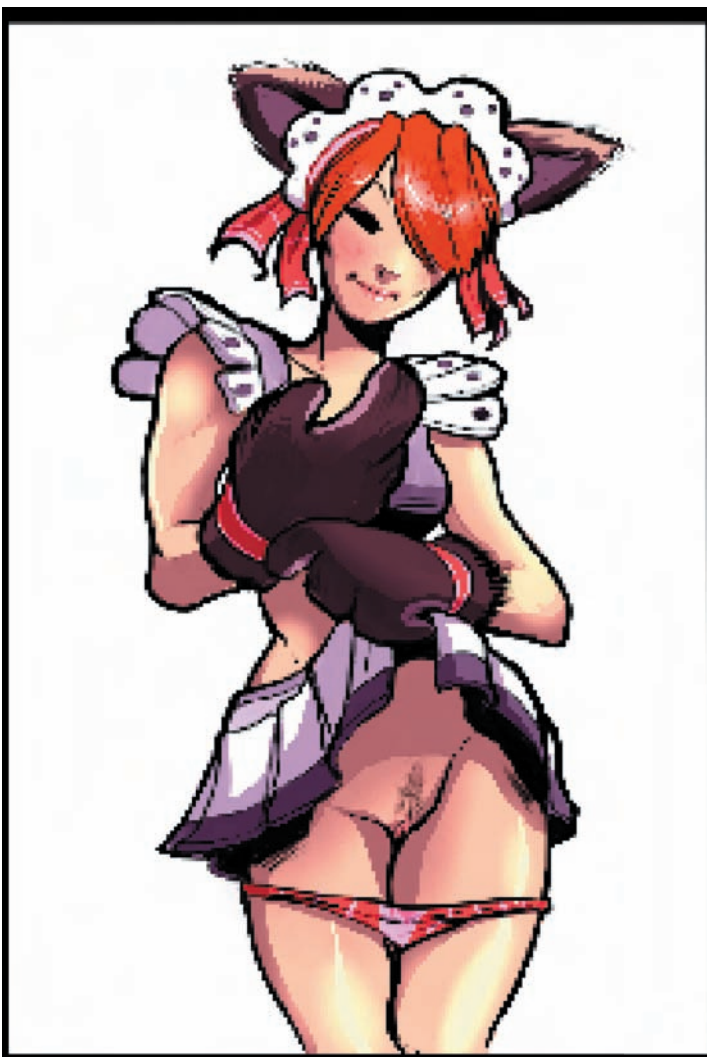
A cosplayer with this feat can hand craft a cosplay suit for a specific other person. A cosplay suit must be specially fitted to the recipient, and confers no benefit to anyone else wearing the costume.

When the cosplayer first sews the costume, he or she chooses the benefit the costume will grant. The costume grants a +1 morale bonus on any of the following skills or checks, plus an additional +1 bonus for every five points the cosplayer beats the Craft check by.

The cosplayer may choose any of the following skills to enhance with her cosplay costume. Once chosen, a costume's benefit can not be changed.

Balance, Bluff, Climb, Craft (visual arts, writing), Disguise, Drive, Escape Artist, Handle Animal, Jump, Knowledge (popular culture), Move Silently, Perform (any), Sleight of Hand, Tumble

In addition, the cosplay costume may grant a mundane equipment bonus to Disguise checks, as well as Hide or Move Silently checks if it incorporates stealth features and camouflage, or an equipment bonus to Defense if it incorporates additional armor.



Dark Lover's Carapace (General SU)

Chitanous spinal plating bursts through your fragile skin, and bone spurs tear through your muscles. The transformation is agonizing, but grants you phenomenal strength and endurance. When wrapped in your demonic armor, there are few things on earth that can harm you.

Prerequisites: Endurance, either Improved Damage Threshold or Toughness

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice daily), you may manifest demonic armor, which bursts from your skin and covers you from head to toe in dense organic plating. This armor is amazingly tough. In it's 'raw' state, the Dark Lover's Carapace grants you a +6 natural armor bonus to Defense. While armored, your maximum DEX bonus to Defense drops to +3. You may maintain your demonic carapace for a number of minutes equal to CON score (minimum one minute) per activation. Activating or dismissing the demonic armor is a standard action, which does not provoke attacks of opportunity.

Your demonic armor becomes stronger when you satisfy your lusts. For every sexual encounter (consensual or not) you have enjoyed during the last 24 hours, your demonic carapace receives Damage Resistance 1/- (maximum DR 5/-). This damage reduction stacks with DR from other sources such as Tough Hero class levels or supernatural effects.

Drippings of Stone (General SU)

More than simply toxic, your orgasmic fluids carry a potent curse: a curse of life suspended forever, of death forestalled endless by an unbreakable cage of stone.

Prerequisites: Iron Will, Tantric Wisdom or Gifts of Ecstasy

Benefit: A number of times per day equal to your CON modifier (minimum once daily), at the moment of orgasm, your bodily fluids become a rushing geyser of warm, liquid the color of grey basalt that smells of fresh earth and black mud. Your liquids erupt from your body, bathing your lover in strange magical fluids. Your unfortunate lover must succeed at a FORT save (DC 14 + your CON modifier) or be turned to stone, starting with their organs in closest contact to you. Those who fail the save are petrified forever, screaming with weird pleasure.

Anyone within a 10 ft radius at the moment of your orgasm is splashed with your dark earthen juices, and must succeed at the FORT save or turn to stone.

Enraged Armory (General SU)

With a scream of rage, you transform your body into a living weapon.

Prerequisite: Barbaric Rage, Heroic Surge

Benefit: When raging, you may spend an action point to physically transform your body to increase your lethal capabilities. Your hands transform into crushing hammers or wicked serrated blades, and a variety of cannon-tumors grow across your chest and shoulders. For the duration of the rage, you may manifest any weapon type you are familiar with, and use it as a natural weapon. You may change weapon types as often as once per round, or may choose to manifest only a single weapon for the duration of the rage.

The created weapons are always at least masterwork quality. You may also manifest a magical weapon with a +1 enhancement or price-equivalent enchantment for every five character levels you possess. Thus, a 15th level character with this feat could choose to manifest a sword or assault rifle with a +3 or equivalent enhancement, or any other, lesser weapon.

Entropic Rage (General SU)

Your rage undermines the fabric of reality, turning the world brittle and aged, collapsing buildings and shattering once beautiful things.

Prerequisite: Barbaric Rage, Iron Will

Benefit: By spending an action point while entering a rage state, you generate a soundless but freezing explosion of dark, entropic energy. This burst of energy affects all structures or objects within a 60 ft radius, immediately and permanently reducing their hardness by 2 + your CON modifier (minimum three points of hardness). Worn or carried objects receive a FORT save (DC 20 + your CON modifier) to resist the effect.

For the duration of your rage, your blows shred armor and crumple steel plate. When facing an armored adversary, you unarmed strikes ignore a number of points of equipment bonus to Defense equal to your CON modifier (minimum one point of equipment bonus ignored).

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Familial Bodyswap (General SU)

“The family that LAYS together STAYS together.”

- R. Crumb

Mother, father, son, daughter, brother, sister. You know their bodies as well as you do your own, and in a moment of pleasure allow them to walk in your skin, while you walk in theirs.

Prerequisites: Strength of the Bloodline, Focused

Benefit: By engaging in a consensual sexual act with an immediate family member, you gain the ability to trade bodies with that person. Both you and your incestuous lover must be willing for the mystic transformation to occur, mystical or mundane coercion cannot force a person to give up their flesh and blood in this manner. Your lover does need to possess this feat for you to body swap with them.

As the incestuous lovers reach orgasm, each person’s consciousness migrates to their lover’s body.

Each consciousness retains its own INT, WIS and CHA scores, skill ranks, class levels and special abilities, but gains the physical ability scores, hit points and extraordinary physical abilities of its new form. Experience gained in one form stays with that body, as does injury, though the consciousness inhabiting the body retains the memory of events that occurred while in their relative’s skin.

If the lovers are of different genders and have class abilities or feats that are only usable by a specific gender, they lose access to those abilities for the duration of the bodyswap. Otherwise, both lovers can use feats possessed by either partner, assuming they meet the feat’s prerequisites. Since the mind remembers its feats and training, and the body retains the muscle memory of those skills as well, both components of the body swap can use feats known to either.

The body swap lasts for a number of hours equal to the lover’s combined WIS modifier. Thus if your WIS modifier is +5 and your lover’s is +0, the body swap lasts for 5 hours. If your WIS modifier is +5 and your lover’s is –1, the body swap would only last for 4 hours. The bodyswap always lasts for at least an hour, and can be dismissed by either party at any time.

When the body swap ends, the lovers’ consciousness returns to their true bodies, regardless of the distance separating them. If the lovers are touching when the body swap ends, they suffer no ill effects. If they are not touching when the body swap ends, the lovers are both *stunned* for 1d6 minutes after the body swap ends. You may use the Familial Bodyswap feat once per day.

Grave between the Legs (General SU)

Your hate, fear and self loathing is focused inward, transforming your body into a poisonous, diseased wasteland: you have made your sexuality a weapon of mass destruction, usually in response to violation and atrocity.

Prerequisite: Knowledge: arcane lore 4 ranks, Iron Will or Great Fortitude

Table: Grave between the Legs

Total Character Level or HD	FORT Save DC (Contact)	FORT Save DC (Ingestion)	Initial Damage	Secondary Damage
1-5	DC 12 + CON modifier	DC 8 + CON modifier	1d4 CON	1d6 CON
6-10	DC 14 + CON modifier	DC 10 + CON modifier	1d4 CON	1d6 CON
11-15	DC 18 + CON modifier	DC 14 + CON modifier	1d4 CON; paralysis 2d6 minutes	1d8 CON
16-20	DC 22 + CON modifier	DC 18 + CON modifier	1d4 CON; unconsciousness 1d3 hours	2d6 CON
21+	DC 26 + CON Modifier	DC 22 + CON Modifier	2d6 CON; unconsciousness 1d3 hours	2d6 CON

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Benefit: Your sexual secretions have become a deadly toxin; anyone having sexual intercourse with you, or who ingests your blood or sexual fluids is at risk. Your bodily fluids are a highly potent toxin, which only becomes more virulent as you gain experience.

This feat may be voluntarily deactivated at will to allow for consensual, non lethal intercourse, or can be resumed at any time, as a free action. Creatures of every gender can select this feat. A victim can be affected by your toxins only once per encounter.

Your sexual toxins remain potent for 1d4 hours after leaving your body

Gift of Innocence (Metamagic)

Few things are more precious than a young lovers first sexual experience. You are a skilled sexual teacher, initiating your lovers into sexuality, and drawing mystical power from the unique bond you share.

Prerequisite: Tantric Wisdom

Benefit: By engaging in their first sexual experience with a willing sentient creature, you gain a special bond with that person, as well as a temporary influx of magical potency.

As long as both you and your virginal lover are on the same plane of existence, you gain a sense of the relative distance and direction between you. You gain an instinctive awareness of your lover's general emotional state and are aware if your lover is ever badly injured (reduced to ¼ HP or less) or afflicted with a disease, poison or magical curse.

If you touch your lover while casting any spell with a personal range, you may extend the spell's effects to the other person. You receive a +2 insight bonus on Sense Motive and Treat Injury checks made against your virginal lover.

For 24 hours (or until you next sleep) after the sexual encounter, you are blessed with a gift for the magic of change, creation and love. You cast all spells from the Conjuration and Enchantment schools at +1 caster level.

Gifts of Ecstasy (General)

You are a skilled and considerate lover, gifted with an almost magical understanding of what brings others pleasure.

Prerequisite: CHA 13+

Benefit: You receive a +4 competence bonus on sexually oriented Diplomacy and Bluff checks, as well as receiving a +4 competence bonus on Profession (prostitute or courtesan) checks.

Gunslinger's Fetish (General SU)

"This was no ordinary gunfight! This was about death! This was about SEX!"

-Barbanne, internet fetish author

You watch with wide eyed lust as your bullets penetrate flesh, ripping through and destroying beautiful targets. You enjoy killing with your phallic weapon as much as you do true sex, if not even more.

Prerequisites: Knowledge: arcane lore 4 ranks, Advanced Firearms Proficiency, Weapon Focus (any firearm)

Benefit: You may affect the victim of one of your gunshots with any sexual skill or feat you possess. You must shoot a victim who you would find sexually attractive and your successful ranged attack must inflict at least one point of damage to activate this feat.

If you have a feat or class ability that requires you to have a sexual encounter with someone of a specific gender or who meets a specific category, and gunshot victim meets the conditions, you can activate or enhance the feat. Feats such as Dark Lover's Carapace, which gain potency based on the number of sexual encounters you have each day grow more powerful each time you penetrate a bullet with your hollow-point penile substitute.

If you have a sexual effect which harms or weakens your lover/victim, the gunshot victim must save against the effect normally, in addition to the normal effects of the wound. Due to the lack of true intimacy, the DC of all saves against your sexual effects are reduced by -10.

If the effect does not normally offer a saving throw, the victim receives a WILL save against the effect (DC 10 + your CHA modifier).

You may not use this violent feat in conjunction with any sexual effect which heals or benefits the target.

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Haze of Pleasure (General SU)

You breathe out a cloud of hedonistic abandon, a mystical fog scented with flower petals, delicate, expensive perfumes and the odor of a beautiful woman at the peak of her arousal.

Prerequisite: Sleeping Dragon Exhalation

Benefit: A number of times per day equal to your CON modifier (minimum once daily), you can breath a cloud of cloying fog and narcotic vapors that lower inhibitions and weaken wills. The fog expands quickly as it leaves your mouth, creating an immobile bank of dense blood red vapor with a 30 ft spherical radius. The cloud is mostly immobile, but drifts slowly on the wind, remaining in existence for 30 minutes.

Winds above 11+ mph disperse the fog in 2d6 rounds, a strong wind (21+ mph) disperses the fog in a single round. The cloying fog grants all creatures within it 25% concealment.

Any living creature caught within the fog suffers a -10 penalty on all WIS based skills and WILL saves as long as they main in the cloud. This effect remains for 2d6 rounds after the creature leaves the fog bank. Creatures caught within the cloud must succeed may attempt a WILL Save (DC 18 + your CON modifier) to resist its will sapping effects.

Hissing Bile (General SU)

Your saliva is a deadly, potent acid. Burning slime drips from your lips when you are enraged.

Benefit: As often as once per round, as a standard action, you can spit a small stream of acid at a target. Your spittle has a maximum range of 20 ft, and if your attack is successful, inflicts 1d4 points of acid damage.

Alternatively, you may coat a melee weapon with your acidic spittle. Doing so is a full round action; for 1d3 rounds after exposure, your melee weapon inflicts 1d4 points of acid damage on a successful hit, in addition to normal damage.

With an act of concentration, you can suppress or reactivate this ability to allow you to dine and interact with others sexually.

Hypnotic Beauty (General)

Your amazing charm and personal magnetism can entrance potential lovers and blind them to everything but your presence.

Prerequisite: CHA 13+, Deceptive, Perform (any) 1 rank

Benefit: A number of times each day equal to your CHA modifier (minimum once daily), you may exploit your beauty and sensuality to fascinate creatures within 30 ft, causing them to stare blankly at you in erotic rapture. This fascination affect lasts for a number of rounds equal to your CON score (minimum one round) Targeted creatures receive a WILL Save (DC 10 + your CON modifier) to resist the fascination effect.

Roll 2d4 to see how many total levels or Hit Dice of sentient creatures (with an INT score of 5 or greater) you can affect. Creatures with fewer HD/levels are affected before more powerful and experienced creatures. Only creatures that can see or hear you are affected, but they do not need to understand you or share a language to be affected. Only creatures who would conceivably be sexually attracted to your gender are affected.

If you attempt to use this feat during combat, each viable target receives a +4 bonus on its saving throw. If you choose to use this feat to affect a target not in combat at the time, that target suffers a penalty on his or her saving throw equal to ½ your ranks your highest ranked Perform skill (rounded down). The fascination effect immediately ends if you or your allies attack or harm a fascinated creature in the way.

In addition, you may use their rapt attention to make your suggestions and requests seem more plausible and reasonable. While fascinated, a creature reacts as it were two steps more friendly in attitude towards you. This allows you to make a single request of the creature, provided you can communicate with it. The request must be brief, reasonable and not conflict with the target's allegiances or self interest. Even after the fascination effect ends, the creature retains its new attitude towards you, but only with respect to that particular request. A creature who fails its saving throw does not remember the post hypnotic suggestion or that you fascinated it.

Infectious Rage (General SU)

When consumed with rage, something in your nature calls out to the primal beasts hidden in all men, compelling them to join you in your fury.

Prerequisite: Barbaric Rage, CHA 13+, Intimidate 12 ranks

Benefit: When raging, you may choose to spend an action point to spread your fury as a kind of telepathic virus. All creatures within 60 ft of you must make a WILL save (DC 11 + the barbarian's CHA modifier) or be swept up in your battle fury. This is a supernatural, mind influencing effect.

While enraged, a creature receives a lesser version of the battlefury which afflicts you, gaining a +1 morale bonus on attack and damage rolls, but suffering a -2 morale penalty on Armor Class and suffering a -4 point penalty on INT, WIS and CHA for the duration of the barbarian's rage. The telepathic virus lasts as long as the barbaric rage that provoked it.

A creature can voluntarily fail its WILL save to benefit from the attack bonus.

Incestuous Voyeur (General SU)

As you watch those closest to you lose themselves to sexual rapture, you are empowered with tantric energy, mystically connected to your familial lovers in a new way.

Prerequisite: Tantric Wisdom

Benefit: By watching any member of your immediate family (children, parents or guardians, siblings) masturbate to orgasm, have a sexual encounter with another person or any other extremely intimate act, you forge a mystic bond between your souls. You may spy unnoticed upon a relative, or may observe openly.

By concentrating, you can see through that person's eyes, hear what they are saying and experience everything they smell, taste or feel. While concentrating on your relative's sensations, you are helpless and entranced. You may end this trance state at any time.

This ability to bind your senses to your relative lasts for 24 hours, or until either you or your relative next sleep. This feat's supernatural effect functions without regard to distance, so long as both you and your relative are on the same plane.

If you choose, you may allow your relative (who need not have this feat) to see through your eyes and experience your sensory input for the feat's duration. To do so, not only must you watch your relative in an intimate moment, you must willingly share a similar intimate act with your relative.

By spending an action point, for the duration of the feat's effect, if the family member you observes possesses or temporarily gains any unusual sensory abilities, such as *low light vision*, *tremorsense*, *scent* or the ability to *see invisibility*, among many others, you also gain those sensory modes.

You may use this ability normally, even when not seeing through your familial lover's eyes for the duration of the effect. If you choose to share an intimate act with your relative, he or she gains any unusual sensory capabilities you possess.

Innocence Restored (General SU)

Through a gentle, loving sexual act, you can wipe away sexual trauma and unwanted memories.

Prerequisites: Tantric Wisdom; Knowledge: behavioral sciences 4 ranks



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Benefits: By engaging in a consensual sexual act with a sentient creature, you can wipe away the ill effects, both physical and psychological of an unwanted sexual encounter. As the encounter comes to a climax, the lingering psychological after effects of sexual trauma vanish, restoring your lover to full emotional health, and removing any lingering status effects from the trauma. If your lover is suffering from any sexually transmitted disease (s) or unwanted pregnancy, both vanish.

Demonic pregnancies receive a must succeed at a DC 28 FORT save (using the mother's CON modifier and base FORT save) or be abruptly terminated. No lingering biological or forensic effects of the disease or pregnancy can be found. If your lover is suffering from a sexually transmitted disease, you are vulnerable to it normally during the act, but are no longer at risk once the sexual ritual is complete.

Your lover is once again considered a virgin for the purposes of certain spells and feats (such as Gift of innocence). The hymen regenerates in females affected by this feat.

If your lover possesses any feats or class abilities directly related to sexual knowledge or sexuality, they lose access to those abilities for a number of days equal to your WIS modifier.

Insinuation (General)

(from Corporate Insiders; LPJ Designs)

By finding common ground, you can twist a target's beliefs to match your own.

Prerequisite: Diplomacy 4 ranks, Knowledge: behavioral sciences 4 ranks, Sense Motive 4 ranks

Benefit: When speaking to any sentient character with an INT score of five or greater, you may attempt to change that creature's allegiances and beliefs. You may only use this feat if you share at least one allegiance with the target at the beginning of the conversation.

After five to ten minutes of conversation, you may spend an action point and make a Diplomacy check (DC 12 + the target's WIS modifier), which is opposed by the target's Sense Motive check. On a successful check, you may alter any one of the target's allegiances to match one of your own. You may only use this ability once on any given character.

Junishi Zodiac (General SU)

The Chinese wheel of the year was imported to Japan thirteen centuries ago, and the celestial animal that attended your birth defines your natural talents and shapes your personality. While many believe in the Junishi Zodiac, you have a deep connection to your Junishi animal, which guides your day to day life and reinforces your skills.

Prerequisite: character level first



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Benefit: You must select a Junishi animal spirit, based upon the month you were born in. Once chosen, this selection can never be changed. Your Junishi animal nature grants you bonuses to specific skills and auspicious actions.

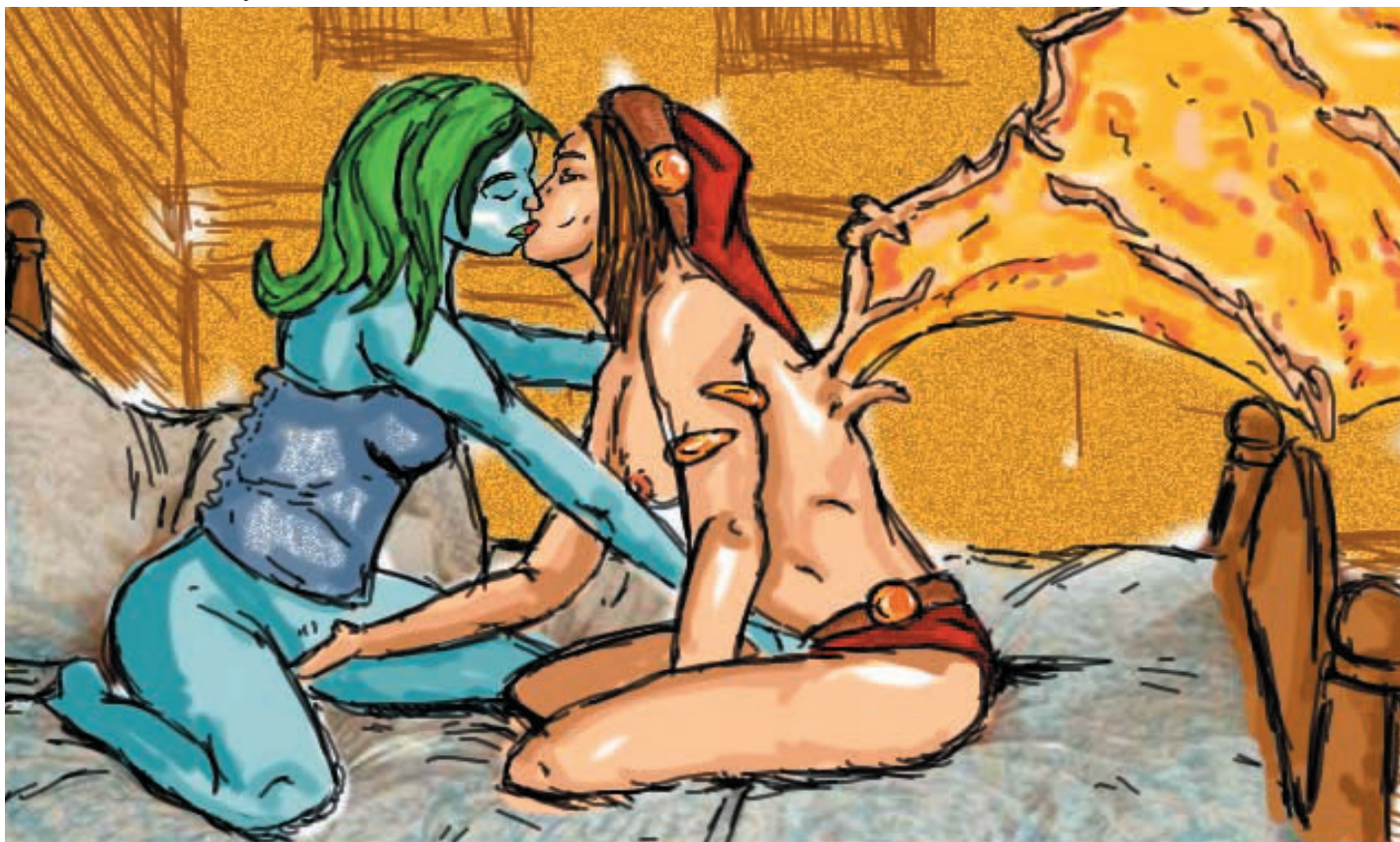
All characters with this feat receive a +2 insight bonus on Handle Animal checks when dealing with earthly representatives of their chosen Junishi animal, or in the case of Dragons, a +2 insight bonus on Diplomacy checks.

In addition, if you have magical talent, you cast spells of a specific, favored school at +1 caster level during your birth month as cosmic forces align in your favor.

- **January (Rat):** Rats are imaginative, charming and honest, but can be miserly and cynical. They have quick tempers and are natural opportunists, but can be amazingly generous with those they love. Rats receive a +2 insight bonus on Initiative checks and on any two Craft, Profession or Perform check of choice. Favored School: Conjuraton
- **February (Ox):** Oxes are stoic, quiet and serious, but when they do speak, their wise and eloquent words carry great weight. Natural leaders, oxen can be arrogant and imperious. Oxen receive a +2 insight bonus on Concentration, Diplomacy and Knowledge: tactics checks. Favored School: Abjuration.
- **March (Tiger):** Tigers are party animals and bon viands. They are naturally bold and courageous, adapting easily to new situations and stress, and have wide circles of friends. They can be flighty, and most have a pathological need to be the center of attention. Tigers receive a +2 insight bonus on Bluff, Perform (any) and Knowledge (streetwise or popular culture) checks. Favored School: Illusion.
- **April (Rabbit):** Rabbits are renowned for their knowledge love of learning and impeccable manners. Rabbits make excellent negotiators, diplomats and scholars. They can be timid, and often spend too much time wrapped in their own heads. Rabbits receive a +2 insight bonus on Decipher Script, Diplomacy and any Knowledge skill check of choice. Favored School: Divination.
- **May (Dragon):** Dragons carry an unquenchable fire and passion within themselves. They are natural leaders, great avant garde artists and innovators. Dragons have great charisma and talent, many becoming respected and forceful politicians. Dragons can be bullies and demagogues, relying on fear and intimidation to accomplish their goals. Dragons receive a +2 insight bonus on Diplomacy, Intimidate and Knowledge: history checks. Favored School: Evocation.
- **June (Snake):** Snakes are dreamers and philosophers, with a keen intuitive mind and a quiet spirituality. Snakes are intensely private and can be stand-offish and unsociable. Snakes receive a +2 insight bonus on Concentration checks as well as Knowledge: theology & philosophy and Sense Motive checks. Favored School: Divination.
- **July (Horse):** Horses are renowned for their stamina and endurance, their raw, earthy beauty and sexual charisma. Horses are hard workers with cheerful demeanors, but are prone to romantic misadventures. Many Horses have a long list of jilted lovers and angry exes. Horses receive a +2 insight bonus on any Craft skill of choice, Repair checks and FORT saves made to perform feats of endurance. Favored School: Transmutation.

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- **August (Sheep):** Sheep are compassionate to a fault, putting the best interests of others above their own needs. They are kind and strong minded, and are excellent in business and the arts. Unfortunately, sheep also tend to be naïve and overly trusting, and tend towards pessimism. Sheep receive a +2 insight bonus on WILL saves made against fear effects and on any two Profession checks of choice. Favored School: Divination.
- **September (Monkey):** Monkeys are clever tricksters, skilled mechanics and occasionally brilliant inventors. Monkeys are known for their quick minds and ingenuity, but also for their occasional selfishness and minor betrayals. Monkeys receive a +2 insight bonus on Bluff, Profession (any one of choice) and Repair checks. Favored School: Conjunction.
- **October (Rooster):** Roosters are hardworking and popular, capable of great focus and dedication to whatever cause or goal they set for themselves. They are determined and confident, but are show offs and braggarts who love nothing better than showing off their talents. Roosters receive a +2 insight bonus on Concentration, Spot checks and any one Perform skill of choice. Favored School: Enchantment.
- **November (Dog):** Dogs seek justice and equality. They are known for their strength of character and strong moral code, but they may be pessimistic and angst ridden, quick to point out others' failures. Dogs receive a +2 insight bonus on Knowledge: civics checks, as well as Balance and Sense Motive checks. Favored School: Abjuration.
- **December (Boar):** Boars are natural warriors, always willing to fight for their friends or what they believe in. Boars are loyal and strong willed, but too often are simple minded and stubborn, not to mention horrible with money. Boars receive a +2 insight bonus on FORT saves made to resist massive damage, Craft: mechanical and Survival checks. Favored School: Abjuration.



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Moonflit Wings (General SU)

*"See you find your wings, now those wings can fly.
And every now and then you gotta clear that sky.
You're such a little demon, what's a demon to do?
Its time to crown yourself the queen of you."*
- Monster Magnet, Queen of You

Enormous leathern wings rip through the skin of your back, and in an explosion of blood and tissue, you take to the night sky. Your bat-like wings carry you with great speed and a predator's silent grace.

Prerequisite: Moonwise, CON 15+

Benefit: A number of times per day equal to your CON modifier (minimum once daily), you may undergo a dramatic transformation, bloodily manifesting enormous bat like wings. Each time you manifest the wings, you suffer 1d6 points of damage, as the wings burst through your shoulders.

While manifesting your bat like wings, you gain a flight speed of 60 ft (good maneuverability). When flying outdoors under a full moon, your flight speed increases to 80 ft (perfect maneuverability). You may maintain your wings upto an hour per activation, or may retract the wings at any time.

You may only fly while unarmored or lightly armored, and carrying a medium load.

Moon Wise (General SU)

You are in tune with the calendar of the moon and your own menstrual flows, and this knowledge gives you amazing arcane gifts.

Prerequisite: Knowledge: earth & life sciences 4 ranks, Treat Injury 4 ranks

Table: Mother to Demons

Birth Point Cat.	Creature Types	Life Span	Cost to Make Permanent
One Point	Bat, Cat , Ferret, Toad, Viper	48 hours	25 XP per creature
Two Points	Dog (medium), Kobold, Hawk, Spider (medium)	24 hours	50 XP per creature
Three Points	Goblin, Horse, Spider (large) Constrictor Snake, Wolf	12 hrs	50 XP + one action point per creature
Four Points	Ape, Crocodile, Gnoll, Troglodyte	6 hours	100 XP + one action point per creature
Five Points	Bear, Bugbear, Crocodile (huge), Tiger	4 hours	200 XP + one action point per creature
Six Points	Minotaur, Monstrous Flytrap , Ogre	2 hours	500 XP + one action point per creature
Seven Points	Rotlord Fiend, Gargoyle, Medusa	1 hour	1,000 XP + one action point per creature

Benefit: During a 4-7 day period each month, chosen when this feat is first selected, you gain an assortment of minor supernatural talents. During your menstrual cycle, your connection to the natural world is sharpened, granting you low light vision with a range of 60 ft (or increasing existing lowlight vision by 60 ft).

In addition, a number of times per day equal to your CON modifier (minimum once daily), you may daub a droplet of your menstrual blood on a wounded creature to speed his recovery. Doing so is a full round action that provokes attacks of opportunity. The touched creature instantly recovers a number of HP equal to 1 + your CON modifier (minimum 2 HP recovered).

Special: Only females can choose this feat.

Mother to Demons (General SU)

Your womb is a gate to a dark and hellish dimension of monsters and foul things, and your vaginal lips are a torrii gate that opens between worlds. You can give birth to powerful, deadly creatures that defend their mother with the dark devotion of a monstrous son.

Prerequisites: Racial Exotica, Vaginal Prison

Benefit: You can give birth to a variety of creatures, an entire ecosystem of monstrous beasts and animalistic demon-kin who emerge naked and feral from your vulva. Many of your creations lack the divine spark that would allow them to remain in existence for long, dying within minutes or hours, but a few of your most beloved 'children' are imbued with a portion of your soul. These favored children can survive indefinitely, and can learn, grow, and gain XP and character levels.

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The children of your womb are fully described in chapter eight of the *D20 Modern Core Rulebook*. Your children have average statistics and abilities for a member of their species. Sentient 'children' have an unshakable loyalty to you as their primary allegiance, but as sentient creatures may change their opinion towards you over time. When first created, even your sentient children will gladly obey even suicidal and atrocious commands.

Most of your children only remain in existence a short time, determined by their relative power level, before dying and rapidly decaying to dust and dried blood. You may spend action points and/or XP to bind your children permanently to the world.

You may birth different combinations of monsters each day, from hordes upon hordes of pitiful creatures to single hulking guardians. The monsters you birth are organized into rough 'birth point' categories, based upon their power level. Each category has an associated numerical value. Each day you may birth any number or combination of creatures, provided the total birth point cost does not exceed your CON score.

Birthing your dark children is incredibly painful and difficult, just like natural childbirth. Birthing a child requires at least 1d4 minutes per size category, and after the birth, you are *nauseated* for 1 minute per size category. During the birth, you are effectively helpless.

There is no limit to the number of demonic children you can birth or have in existence at any one time. Your demonic children may be used as familiars, though they provide no nutritional value if consumed nor leave any useful components unless they are made permanent.

Special: Only females can select this feat.

Misogynist Blade (General SU)

Your brutal combat phallus is especially deadly towards female victims, and your black semen is deadly poison.

Prerequisite: Phallic Spear Technique or Bodywalk

Benefit: If you successfully injure a humanoid female with your combat penis or pass through her via your Bodywalk ability, she risks being afflicted by a debilitating poison.

Initial and secondary damage is 1d6 DEX. The save DC is 12 + your CON modifier. Anyone swallowing your semen or drinking your blood is also at risk, and the save DC for ingested toxin is DC 10 + your CON modifier. Your poison remains potent for 1d4 hours after leaving your body.

Mystic Pyschometry (General SU)

You are one of the most knowledgeable sages and supernaturalists alive today, able to deduce arcane puzzles with a single glance. Your eyes occasionally glow with strange energies, allowing you to see the normally invisible ebb and flow of arcane force.

Prerequisites: Knowledge: arcane lore 12 ranks, Studious

Benefit: A number of times per day equal to one plus your INT modifier (minimum twice daily), you can focus your mind, and with a glance, can discern supernatural effects and auras. This ability remains active for one minute.

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a WILL save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours.

Omni Dexterity (General)

You are amazingly supple and flexible, and your long, flexible toes are as dexterous as any great apes. More than just simply being double jointed or graceful, you are one of the most flexible humans walking the world, a Guinness record athlete.

Prerequisites: Acrobatic, Nimble

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Benefit: You are incredibly acrobatic and dexterous. You are equally proficient with both your left and right hand, and your feet are as capable as fine manipulation as your hands. You can perform any task requiring manual dexterity as easily with your feet as you can with your hands. You may fold and contort your body into seemingly impossible positions, as well as voluntarily dislocating their limbs, or rotating limbs or twisting your head almost completely around without harm.

You receive a +2 bonus on Climb, Tumble and Escape Artist checks, as well as Perform (dance) checks and Profession (prostitute or courtesan) checks. You incur no penalty for fighting while prone or in an unusual position.

Normal: You suffer a -4 penalty on melee attack rolls while prone.

Painted with Seed (General SU)

You live for the warmth of semen hitting your soft skin, and draw raw physical and emotional power from the liquid stuff of life and masculinity.

Prerequisite: Tantric Wisdom

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice per day), you may bathe yourself in semen and male fluids, drawing mystic power from the sexual experience. By rubbing the semen on your skin or accepting it into you body, you receive bonuses, the type of which varies based on where you accept the ejaculation. Your skin seems to glow faintly with a milk white radiance where the mystically charged semen touches it.



You may benefit from a specific bonus only once per day. Each time you use this feat, you must select a new type of bonus and new sensation. A specific male may only assist with this feat once per day; each time you are ejaculated on it must be by a different person, in a different place.

Regardless of which bonus you choose, it remains in effect for a number of hours after the sexual encounter ends equal to your WIS modifier. These bonuses stack with bonuses gained from the tantric wisdom class feature. There is no limit to the number of bonuses you can have in effect at any given time. If a body part offers different bonus choices, you must choose only one. The bonuses you can choose from are:

- *Hair:* +2 morale bonus on Perform (any) checks or a *light* spell (mage level 1) centered on your body
- *Face:* +2 morale bonus on sexually focused Disguise and Diplomacy checks
- *Lips:* ability to cast *charm person* as a telepath of your total character level
- *Throat:* you become immune to suffocation and drowning for the duration of the effect
- *Breasts or chest:* +2 morale bonus to your CON score or a +1 natural armor bonus to your Defense score
- *Stomach:* Energy Resistance 5/- or immunity to disease, poisons and drugs for the duration of the effect
- *Internally (vagina or anus):* Fast Healing 2 for the duration of the effect or +4 morale bonus to STR score
- *Back or buttocks:* immunity to the *sickened*, *nauseated* conditions for the duration of the effect or Damage Reduction 5/magic
- *Legs:* +10 ft increase to base land speed for the duration of the effect, or a +4 morale bonus on grapple checks and checks made to resist being bull rushed or tripped
- *Feet:* spiderclimb as a mage of your total character level for the duration of effect
- *Hands:* +2 morale bonus on the following skills which involve manual dexterity: Craft (any), Disable Device, Forgery, Perform (any instrumental), Repair, Sleight of Hand, Treat Injury

Passions Unbound (General SU)

A whispered, lusty word from you shatters resolve and mental discipline, unleashing your lover's stores of supernatural energy in an explosive burst.

Prerequisite: Passions Unbound

Benefit: Your passionate touch becomes even more potent. While using your Passions Uncontrollable feat, any victim you touch spontaneously activates any chosen limited use talent 1d4 +1 times, potentially 'burning out' a target with a single touch and rendering them unconscious. You may also choose to force your victim to activate as many different limited use talents as there are expended charges.

Conversely, by spending an action point, you can extend a strange, passionate, mind affecting aura from your body. This orgasmic energy affects all creatures (both enemy and allied) within a 60 ft radius. Those who fail their saves spontaneously one limited use power, chosen randomly.

Passions Uncontrollable (General SU)

A gentle touch, a caress of your hand breaks the control your lovers have over their supernatural gifts. Those you touch lose control over their talents, unleashing them an uncontrollable orgasmic rush that leaves them shaking with pleasure and adrenaline.

Prerequisite: Gifts of Ecstasy

Benefit: By making a successful touch attack against any target with a feat, supernatural or spell like ability usable a specific number of times per day, you force your target to activate that talent uncontrollably. Your victim may resist the effect of your touch with a WILL save (DC 18 + your CHA modifier). On a failed save, one of the target's limited use ability (the Barbaric Rage or Sleeping Dragon Exhalation feats, for example) activates spontaneously

If the victim's talent causes them to undergo physical or mental changes, they take effect immediately. If the victim's talent is some form of attack action (fire breath, for example), all attack rolls and saving throw DCs using that attack are reduced by 5 + your CHA modifier, since the victim cannot consciously control or direct the attack. Depending on the attack used, being within touching distance might leave you vulnerable to the attack.

If the victim is already using a talent which has a set duration (such as Barbaric Rage), this additional activation of the talent does not extend the original's duration, nor provide any additional benefit. The additional activation is simply wasted, destroying one of your enemy's resources.

If your enemy possesses multiple limited use talents, you may choose which ability activates when this tactic is used. If you do not know what talents your enemy possesses, the gamemaster chooses an ability to activate randomly. This feat has no effect on targets that have no limited use feats or abilities.

If your victim has already 'used up' all of his or her daily uses of a particular power and it is forced active, the victim gains the benefit of the power but is considered *fatigued*. If already *fatigued*, the victim becomes *exhausted*; if the victim is currently *exhausted*, he or she falls unconscious for 1d3 hours.

Phallic Bloodseeker (General SU)

You have channeled your inner rage and hate, progressing deeper into the new martial art of *hentai no judo*, turning your already terrifying combat penis into a jagged scorpion's stinger capable of penetrating any defense.

Prerequisite: Phallic Spear Technique

Benefit: The wounds you inflict with your combat penis do not close. Your victims continue to bleed, losing 1 HP per round until they receive medical treatment.

Phallic Spear Technique (General SU)

A hateful thought, and your penis bursts through your clothes, your very masculinity transformed into a dangerous edged weapon. You are an arcane practioner of *hentai no judo*, a demonic martial art that emphasizes terrifying physical transformation and extremes of sexual violence.

Prerequisites: Concentration 4 ranks, Knowledge: arcane lore 4 ranks, either Combat Martial Arts or Racial Exotica

Benefit: A number of times per day equal to your CON modifier (minimum once daily), you may transform your penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense. The transformation is a move equivalent action that provokes attacks of opportunity. Once transformed, you may maintain the combat penis for a number of minutes equal to twice his CON modifier (minimum one minute).

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The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance. The phallic spear can grow up to 10 ft per point of your CON modifier. The weapon inflicts 1d8 points of damage and threatens a critical on a roll of 19-20. You are always considered armed and proficient in its use.

Your flexible, muscular combat penis grants you a +2 bonus on trip, grapple and disarm attempts. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The spear has Hardness equal to your WIS modifier, and a number of Hit Points equal to your CON modifier.

If the Phallic Spear is severed, you lose the benefit of this feat for 48 hours, until your magically enhanced phallus regenerates, and suffer severe shock and blood loss. You must make a FORT save (DC 10 + the amount of damage dealt) or be nauseated for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until you receive medical aid.

Special: Only males can choose select this feat.

Predator's Speed (General SU)

You like it when your prey runs. The faster and more graceful your prey, the better the chase, and the greater the thrill when you finally bring your victim down.

Prerequisite: Racial Exotica

Benefit: By making a touch attack against any sentient humanoid of the species and gender you are attracted to, you may steal away that enemy's speed and dexterity and add it to your own. This ability is usable a number of times each day equal to one plus your WIS modifier (minimum twice daily).

Each time you touch an adversary, his or her movement rate is reduced by 10 ft, and his Dexterity score is reduced by -1. You gain the stolen speed and agility as a temporary bonus. This transformation lasts for one minute, after which your opponent regains his lost speed and the bonuses disappear.

Puzzle of Flesh (General SU)

With a grunt of effort, you can separate your limbs from your body, sending them on strange, perverse errands.

Prerequisite: Great Fortitude, Iron Will, Omni-Dexterity, Concentration 8 ranks

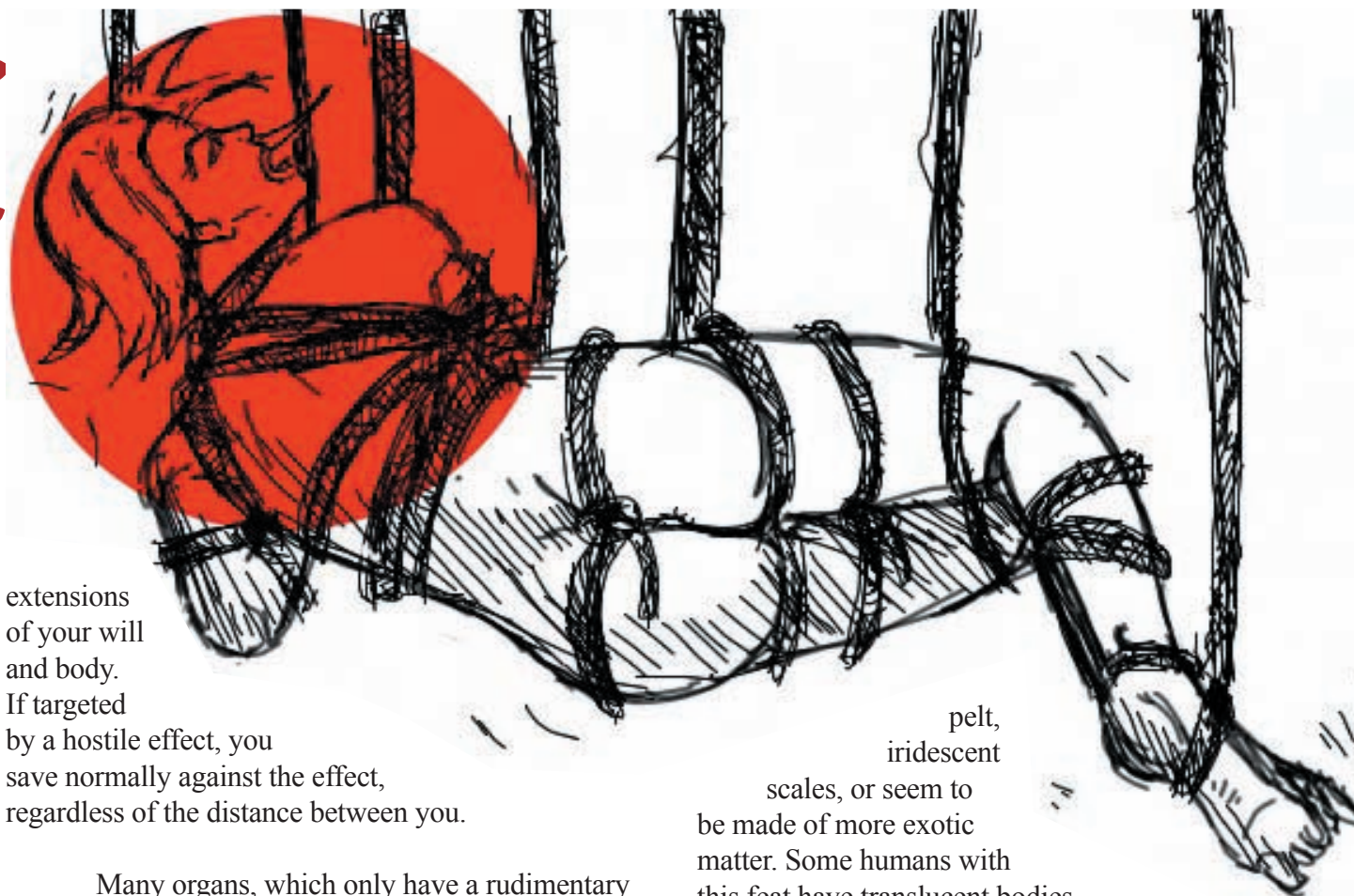
Benefit: As a full round action, requiring the expenditure of an action point, you may separate your limbs, even your skull and send them on errands on your behalf. You may split your body into any combination you can imagine, sending as many of your limbs as necessary to accomplish your mission. Depending on the exact nature of your power, the 'wound' left behind when your limbs separate might resemble a bloody wound, a portal to a strange non-Euclidian dimension, or anything else.

Your limbs can range up to one mile from you. If they move or are taken farther a field than that, they simply become inert until you move within in range again. You may experience sensory input normally for the separated limb: see or hear through a separated eye or ear, experience touch through a limb, or taste through a separated tongue.

If you choose to send a vital organ out on a mission, and it is destroyed, you suffer the effects of losing that organ, possibly dying instantly if a heart or brain is severed. Your severed organs are treated as remote controlled

Table: Puzzle of Flesh

Body Component	Size	Defense Score	Component HP	Slam Attack	Senses	Speed
Eye, Ear or Tongue	Fine	18 (+8 size)	1	-	Normal plus blindsight 1 ft	1 ft (crawling)
Full Head	Small	11 (+1 size)	1 per HD	-	Normal	1 ft (crawling)
Torse	Medium	10	½ base HP	-	Blindsight 1 ft	1 ft (crawling)
Arm	Small	11 (+1 size)	2 per HD	1d2 pts	Blindsight 1 ft	10 ft (crawling)
Leg	Medium	10	2 per HD	1d4 pts	Blindsight 1 ft	10 ft (crawling) or normal, if both legs are separated
Hand or Foot	Tiny	12 (+2 size)	1 per HD	1 pt	Blindsight 1 ft	5 ft (crawling)



extensions
of your will
and body.

If targeted
by a hostile effect, you
save normally against the effect,
regardless of the distance between you.

Many organs, which only have a rudimentary
sense of touch, possess a limited form of blindsight,
with a 1 ft radius, allowing them to navigate by touch,
at least to a limited degree. A severed limb's or organ's
speed is based upon its size. Severed limbs or organs
have a +0 base attack bonus, and some have a slam
attack based upon their size.

You may center any effect that emanates from
your body on any of your severed organs. If you have
sexually related feats or abilities, such as Phallic Spear
Technique, you may use those abilities normally while
bifurcated. You remain separated until you choose to
reintegrate your organs. Reintegrating your organs is a
full round action which provokes attacks of opportunity.

Racial Exotica (General)

The full details of your heritage may never
be fully known, and while your features mark you
as not completely human, your strange beauty and
otherworldly appeal cannot be denied.

Prerequisite: character level first.

Benefit: Your body bears subtle mutations
that make you both more durable and more sexually
appealing. Most noticeably, your skin is an abnormal
but appealing color or texture- you might have a light

pelt,
iridescent

scales, or seem to
be made of more exotic
matter. Some humans with
this feat have translucent bodies
that resemble glass sculptures, while
others have gleaming steel skin. Once your
unusual appearance is chosen, it cannot be altered.

Regardless of appearance, your exotic skin
gives you a +2 natural armor class bonus, and grants
a +4 racial bonus on sexually oriented Bluff and
Diplomacy checks.

Limitations: Characters with this feat suffer a
-4 penalty on Disguise checks.

Rapist's Camaraderie (General)

You are a sexual predator and a coward, at your
most dangerous when surrounded by other monsters
who share your lusts.

Benefit: While within 60 ft of any sentient
male creature who has raped or injured (removed at
least ¼ her total HP) any sentient woman within the
last 24 hours, you receive a +1 bonus on melee attack
rolls, grapple checks and unarmed damage rolls against
women. This bonus increases by +1 for every rapist
within range, to a maximum +10 bonus.

Special: Only males can select this feat.

Ropesong (General SU)

You can sing a song of bondage and restriction, animating robes, cords and cloth to do your bidding, unbreakably bonding both lovers and enemies.

Prerequisites: Concentration 4 ranks, Knowledge: arcane lore 4 ranks, Perform (sing) 1 rank, Focused

Benefit: You can animate any non-animal, non-living ropelike object, such as rope, cord, yarn, line, wire cables, jungle vines, and clothing. You may not animate living tissue. By singing a low, whispered song in an obscure language, comprehensible only to you, you can command an animated rope as if it were a living creature.

You may command the robe to coil itself, form various knots (noose, square knot, ect) and rope shapes, including rope bondage knots, untie itself, or attack or ensnare a creature or object near itself. The rope cannot move quickly enough to attack distant objects, though it can attempt to ensnare an object or creature within 1 ft of itself, and may be thrown at an adversary.

A typical hemp rope has 2 HP, Defense 10 and requires a DC 23 Strength check to burst. Other substances (especially metal or plastic cable) can be significantly more durable.

When animated and commanded to attack, the rope is considered to have a +0 BAB bonus and a STR modifier equal to your WIS modifier. The rope is considered a medium creature for the purposes of grapple checks. The rope receives a bonus on Grapple checks, and inflicts a penalty on an ensnared captive's Escape Artist checks equal to your INT modifier.

Commanding an animated rope is a standard action, which provokes attacks of opportunity. You may only animate a single rope at any given time.

By spending an action point, you may animate a target's non magical clothing. In addition to the normal effects of this feat, the target suffers an encumbrance/armor check penalty equal to your INT modifier as his or her clothes fight every movement. This enhancement lasts for an encounter.

Self Birth (General SU)

You are a creature of both genders, both male and female, and at the same time, truly neither. You can imitate true reproduction, masturbating yourself and becoming pregnant with a short lived clone spawn.

Prerequisite: Bishonen/Bishoujo Hermaph, Concentration 4 ranks, Knowledge: arcane lore 4 ranks

Benefit: By spending an action point, you can enter a hibernation state lasting 1d4+1 hours. During this time, you are semiconscious and helpless, as a genetic duplicate of yourself gestates within your strange masculine womb and pushes free of your pseudo-vagina. Your clone is genetically identical to you, shares your allegiances, ability scores, feats, class levels and genetic enhancements, including soft tech bionics. The clone does not possess any acquired traits that cannot be genetically encoded (like memory can be), such as scars, tattoos or hardtech bionics.

When the cloning process is complete, you and your clone awaken. Though you have no special control over your clone, since your life experiences are identical to that point, he will act as you would, in your best interest. Both you and your clone are *fatigued* for 1d4 hours after the reproductive process is complete.

Your clone remains in existence for a number of hours equal to your CON score. At that point, its cells begin breaking down, and the creature suffers 1d4 points of CON and STR damage per hour thereafter. Once the clone dies, it crumbles into a mass of putrid organs and unreadable genetic trash within a few hours.

This ability only duplicates your body, not any equipment your are carrying. The clone is nude when created, and you cannot use this ability when armored or wearing any restrictive clothing.

Special: This feat is functionally identical to the Pathogenesis feat in Sexually Transmitted Future. Where that feat treated this ability as an extraordinary, genetic mutation, this feat treats the same effect as a supernatural talent.

Serpentine Mane (General SU)

Your long hair writes and moves with a life of its own, twining around opponents and always secretly working for your benefit.

Prerequisite: CHA 15+, Concentration 4 ranks

Benefit: You have total psychic control over every strand of your hair. Your prehensile hair grants you a +2 bonus on all grapple and disarm checks, as well as Sleight of Hand and Escape Artist checks. If your hair is uncovered, you are always considered to have a 'hand free' for the purpose of what combat abilities you can bring to bear.

Limitation: If your hair is ever cut or burned, you lose the benefit of this feat until it regenerates to its full length, which requires 1d6+1 days.

Sleeping Dragon Exhalation (General SU)

The coils of a great dragon have twined around your *ki*, allowing you to quickly send your enemies into a soul deep slumber. Your soft breath brings sleep and helplessness, and you prey on slumbering victims.

Prerequisites: Racial Exotica

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice daily), you may breathe a line of fragrant spices and opium petals, which has an effective range of 30 ft. Any creature caught within your breath weapon's area of effect is affected by a *sleep* spell cast by a mage of your total character level.

Spellcancer (Metamagic)

You can use your dark witchery to rewrite a creature's genome, racking their body with pestilent boils and pulsing tumors. Despite the modified creature's agony, the creature is granted great power.

Prerequisite: Spelltumor

Benefit: Those you imbue with spell tumors (including yourself) are granted a new way to use the arcane growths. If a spell tumor is not used before the end of the day, it pops, releasing potent magical diseases into your body.

An infected creature must succeed at a FORT save (DC 10 + your CON modifier + the imbued spell level), or immediately suffer 1d4+1 points each of temporary CON, DEX and CHA damage as the magic warps flesh and metastasizes healthy tissue.

During the recovery period, the tumor warped creature may choose to accept any of the lost tumor spells as a permanent spell like ability, usable a number of times per day equal to one plus its CON modifier (minimum twice daily). The spelllike ability's effective caster level is equal to the imbued creature's total character level or HD. Once the recovery period ends, the creature can use its new spell like ability normally.

If the tumor warped creature chooses to accept a spelllike ability in this manner, the creature must voluntarily allow the mystic cancer to ravage his or her body. The creature must sacrifice one point from any ability score per level of the imbued spell.

Thus, if you imbue a creature with the ability to use a 1st level spell, it must sacrifice one point from one of its ability scores. If a 5th level spell is imbued, the creature must sacrifice five points from one or any of its ability scores. Zero level imbued spells require a sacrifice of one point of permanent ability loss. Ability scores lost in this manner cannot be restored by magical or scientific means.

Spelltumor (Metamagic)

By raking your virulent nails across flesh (yours or others) you can leave deep welts, charged with mystic energy. The welts quickly close, becoming luminous, painful boils and intramuscular tumors. The hideous growths store potent magic, which is unleashed by pain.

Prerequisite: Spellcraft 8 ranks, Knowledge: earth & life sciences 8 ranks, Treat Injury 4 ranks, Surgery

Benefit: Each day, rather than casting damage dealing spells in the usual manner, you can imbue a selection of spells into a magically created tumor, which infests either you or your living creature your touch. You may imbue a number of spell levels each day equal to twice your CON modifier (minimum two spell levels). You may choose to do so at any time, as a full round action. Tumor imbued spell levels are lost for the day, as if you had cast them. A zero level spell counts as ½ a spell level for this purpose.

Spells unused at the end of the day are simply lost; the tumor bursts painfully, dealing 1 point of HP damage, and heals within a few days.

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Example: A tumor-mage with a CON score of 17 could choose to imbue up to 6 spell levels. She could imbue three 2nd level spells, with a 5th level spell and a first level spell, with six 1st first level spells or with any other combination of spell levels.

If you choose to imbue the spell tumor into your own body, you may activate the stored spell as a free action- a mental command that causes the tumor to rupture and spill its magic. If you imbue another living creature with a spell tumor, they must touch the tumor to activate it, a standard action which does not provoke attacks of opportunity.

When the tumor is ruptured, the stored magic activates normally. In many ways this is similar to drinking a potion. Despite the tumor's seeming fragility, it cannot be ruptured by any creature other than its host. Since the tumor is so intimately bound to the host, the host can choose to sacrifice health and beauty to boost the imbued magic's effectiveness. The host can choose to sacrifice any number of HP when releasing the stored magic.

Any numerical effects of the spell are increased by a number equal to $\frac{1}{2}$ the HP sacrificed. Healing spells heal additional HP, damage dealing spells inflict more harm, and in proportion to the pain they cause their user. Conversely, a spell's duration can be increased by 1 round per HP sacrificed.

Any creature who sacrifices 10 HP or more when casting an imbued tumor spell must also succeed at a FORT Save (DC 12 + the HP lost) or suffer 1d4+1 points each of temporary CON and CHA drain.

Strength of the Bloodline (General SU)

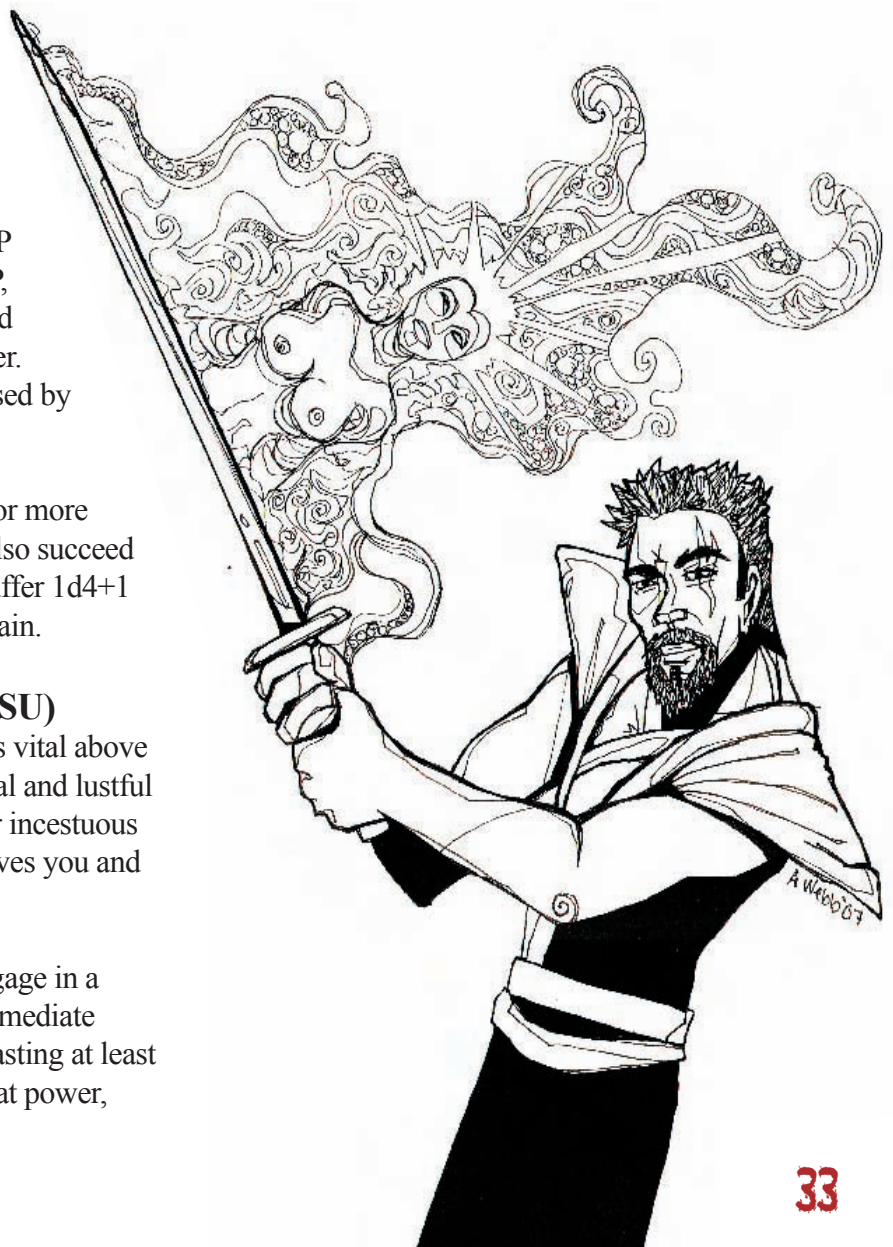
The clan, the family, the bloodline is vital above all. The bonds of family love, both emotional and lustful unite your small, insular clan. Through your incestuous relationship breaks tradition and taboo, it gives you and your family of lovers incredible power.

Prerequisites: Tantric Wisdom

Benefit: Once per day, you may engage in a sexual encounter with a member of your immediate family (child, parent or guardian, sibling), lasting at least one hour. The taboo sexual act provides great power, which you can call upon in a time of need.

The sexual act effectively casts *enhance ability* on both yourself and your sexual partner, who need not have this feat. The enhance ability spell has a caster level equal to five plus the combined WIS modifier of you and your lover. Thus, if you have a WIS modifier of +2, and your lover has a WIS modifier of +1, then the *enhance ability* spell's caster level is eighth.

The enhance ability affect lies dormant within both partners until needed, and remains dormant until 24 hours have passed, or either partner next sleeps. Triggering the stored spell effect is a free action, which can be preformed even on another creature's turn, allowing you an instant defense in the face of danger. You may also activate the spell effect immediately after failing any skill or ability check; if the ability boost raises the check result to a success, you succeed at the task. You choose which ability to enhance at the moment you activate the spell effect.



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If the spell effect is not used prior to the end of its dormant period, the arcane energy dissipates harmlessly without effect.

Sword Saint (General SU)

You can channel your faith and inner strength into your blades, transforming ordinary steel into something which can banish ghosts and annihilate the unquiet dead.

Prerequisites: Knowledge: theology & philosophy 12 ranks; Concentration 9 ranks, Weapon Focus (any bladed weapon)

Benefit: A number of times per day equal to your WIS modifier (minimum once daily), you can concentrate and focus your will into any bladed weapon. Your blade glows with a silvery light and illusory scenes from your faith float around the blade, reflected in the metal. This enhancement lasts for a number of rounds equal to one plus your WIS modifier (minimum two rounds) per activation.

Any undead creature with HD equal to or less than your caster level must succeed on a Will save or be destroyed utterly if struck in combat with this 'sainted' weapon. Spell resistance does not apply against the destruction effect.

Tantric Wisdom (General)

You have studied arcane sexual techniques and incorporated these erotic arts into your meditation. As a result, you have become both a more skilled lover and a more adept martial artist.

Prerequisite: WIS 15+, Concentration 4 ranks

Benefit: By spending at least an hour enjoying sex with a partner, who need not have this feat, you may make a DC 20 Concentration check. If the check is successful, your mind clears and petty distractions vanish. You receive a +2 insight bonus on WILL saves, Spot checks and Craft (any) and Knowledge (theology & philosophy) checks. This insight bonus lasts until you next sleep.

Additionally, your tantric skills mean you can indulge in amazingly lengthy and varied experiences, and have full control over your fertility. You will not become pregnant or impregnate a woman unless you choose to do so.

Tentacled Myriad (General SU)

Semi tangible, magical tentacles, whose appearance is shaped by your most selfish sexual fantasy, burst from your body in search of willing (or unwilling) prey.

Prerequisite: Concentration 8 ranks, Focused

Benefit: A number of times per day equal to one plus your WIS modifier (minimum twice daily), you may summon a field of writing tentacles. You may maintain the tentacled myriad a number of rounds equal to your WIS modifier (minimum one round).

Through sheer force of will, you conjure a limitless number of rubbery, rapacious tentacles, which seemingly burst from your body, passing seamlessly through clothes or armor, and even appearing from the earth, floor, or whatever surface is underfoot. The tentacles will even appear randomly out of pools of darkness or fog, or areas of dark water. Regardless of the tentacle's point of origin, you have a dull awareness of their actions, and can feel echoes of the sensations they enjoy as they grope victims.

The tentacled myriad fills a spherical area with a radius of 20 ft of your position. Every creature within the area of the feat must make a grapple check, opposed by the tentacles.

When grappling, the tentacled myriad are considered a large creature with a base attack bonus equal to your total character level, and a STR modifier of +4 (which grants them a +8 total modifier on grapple checks).

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn against the target to deal 1d6+4 points of damage. The tentacles continue to crush the opponent until the feat's duration ends or the creature escapes.

Any creature entering the area of effect is immediately attacked by the tentacles. Even creatures not grappled may only move at half speed through the tentacled myriad's area. The tentacle myriad may not be physically attacked, but can be immediately ended by a dispel magic effect against a caster level equal to your total character level, and is suppressed in antimagic zones. Inflicting at least 20 points of fire damage on the area within 1 round will also destroy the tentacle field.

Transgressive Inspiration (General SU)

Every satisfied desire arouses the desire for more. By taking your lovers out of their comfort zones, by introducing them to bizarre fetish sex and forbidden acts, you achieve enlightenment, and through the body, bring your submissive lover enlightenment as well.

Prerequisite: Tantric Wisdom

Benefit: By spending at least an hour engaging in some unusual, taboo, fetishistic or ritually humiliating sexual act with a willing partner (or partners), you can transform sexual tension into insight. Your partner (s) need not have this feat. As the sex act ends, you may attempt a

Concentration check (DC 22), in order to derive benefit from the taboo act, beyond the obvious.

If the check is successful, you receive a +2 insight bonus on FORT and REF saves, as well as Sense Motive and Knowledge: arcane lore, Spellcraft and Perform (any) checks. You receive an additional +1 bonus for every 5 points you beat the check DC by. These bonuses are in addition to the bonuses granted by the Tantric Wisdom feat. These bonuses remain in effect until you next sleep.

By spending an action point, you can grant a similar benefit to any of your lovers. If engaging in an act with multiple partners, you grant the bonuses to all lovers involved in the act.

Truth of the Body (General SU)

Men and women may lie to each other, but they share an honesty beyond words during the act of love.

You can taste the flavor of truth in a lover's intimate secretions.

Prerequisites:

Sense Motive 4 ranks

Benefit: By bringing any sentient creature to orgasm and sampling their sexual secretions, you gain insight into your lover's personality and motivations. You learn your lover's primary allegiance, if the creature has an allegiance to any ethos (like law, good, evil or chaos), the creature's sexual preference, if any, and if the creature has lied to anyone within the previous 24 hours.

You receive a +4 insight bonus on all Sense Motive checks made against your lover for 24 hours after the sexual encounter.

Except when dealing with the most virulent forms of disease, the amount of sexual fluid ingested is too small to transmit disease.



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Unbirth (General SU)

Those trapped within your claustrophobic womb return to childhood, with all its weakness and powerlessness, eventually dissolving into bloody nonexistence.

Prerequisite: Vaginal Prison

Benefit: A victim swallowed whole by your vaginal prison begins to disintegrate and disincorporate, mentally and physically as he or she dies inside you. In addition to crushing pressure and acidic damage, each round the victim is trapped within you, he or she suffers a negative level.

If you chose, you may spend an additional action point as often as once per round of captivity, to inflict even more permanent incorporation on your adversary. Your victim must make a WILL Save (DC 16 + your CON modifier). Success indicates that the victim suffers 1d2 points of permanent CON drain. Failure indicates the victim moves to the beginning of the previous age category, immediately incurring the physical changes associated with aging. A creature de-aged past the Child category dies instantly and quickly devolves from baby to fetus to zygote to a mass of bloody, stillborn tissue.

Unchanging Hand Technique (General SU)

The alleys of Black Tokyo are crowded with demonic shape shifters and rapacious were-creatures, and you have developed a martial arts style that nullifies their demonic disguises and orphic combat talents.

Prerequisites: Knowledge: arcane lore 4 ranks, Combat Martial Arts, Improved Combat Martial Arts, Iron Will

Benefit: Your kung fu is so powerful that any time you beat an opponent's Defense score by 5 points or more with an unarmed strike, you lock your shape shifting adversary into its current form. Any creature with the shape shifter subtype or a class ability or feat that functions based on a physical transformation may be affected by this feat.

Once struck, the shape shifter is locked into his current form for 2d4 rounds, and is considered *shaken*. If the

struck creature is currently in a form that can only be maintained for a set duration, it immediately reverts to his true form, and is considered *fatigued*.

You may spend an action point to activate this feat on any successful unarmed strike.



Vaginal Prison (General SU)

Your vulva is an inescapable maw, capable of consuming your lovers whole when you finally tire of them. Trapped in a non-dimensional hell of contracting muscle and boiling liquid, your prey's futile struggles for life only bring you orgasm after orgasm.

Prerequisites: Knowledge: arcane lore 8 ranks, Gifts of Ecstasy, Iron Will

Benefit: By spending an action point, your vagina becomes a strange tesseract, a organic fold in space and time. If you have successfully pinned a foe your own size or smaller, you may elect to make a second grapple check, as though attempting to pin the opponent once again. If the check is successful, your vagina warps and stretches to impossible proportions, swelling your prey whole.

Once swallowed, the victim is shunted into a non-dimensional space within your body. While swallowed, the victim is considered grappled, but you are not. In addition, the victim suffers 1d4 points of bludgeoning damage plus 1d8 points of additional acid damage per round. The victim cannot break free through physical effort, but may escape by casting any form of teleportation or dimensional travel magic, or by succeeding on a WILL save WILL save (DC 10 + the creature's WIS modifier). A freed creature reappears prone and adjacent to you, in a random open square.

This enhancement remains in effect for a number of rounds equal to one plus the your CON modifier (minimum two rounds). If the victim dies while swallowed, he or she is consumed completely, along with all non magical gear.

If the victim is still alive when this enhancement ends, or if the victim breaks free with a successful WILL save, you suffer suffers 1d6 points of damage per the victim's CHA modifier. You may attempt a DC 18 FORT save for half damage. You may choose to birth a swallowed creature at any time; any magical items swallowed can be vomited up at will also.

Special: Only females can select this feat.

Wards of Filth (General SU)

Everything can be turned to an advantage, even the waste expelled from your body. You have mastered a secret runic language, which resembles but is distinctly different from known rune magic traditions. These strange sigils are known only to you and are potent only when painted by your hands, using your own bodily wastes.

Prerequisites: Craft: visual arts 2 ranks, Knowledge: arcane lore 4 ranks

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice daily), you may use your bodily wastes to create an arcane barrier to protect yourself from harm. It requires at least 1d4 minutes to paint the warding circle.

The warding circle creates an invisible mystic barrier 60 ft in diameter that protects those inside from supernatural evil. No outsider, fey or undead can enter the warded area, nor can their attacks (either physical or supernatural) penetrate the barrier. The barrier remains in existence until the painted waste dries and flakes away, which usually requires 1d3 hours. The barrier can be broken by physically destroying the binding circle or wiping away the mystically infused shit and urine that composes it.

Alternatively, you may expend a daily use of the wards of filth feat to duplicate the following the spells *Hold Portal* or *Arcane Lock*, which are cast as a mage of your total character level. Doing so is a full round action.

Wombscape (General SU)

You are one of the vilest and most dangerous practitioners of *hentai no judo*, and have transformed your reproductive tactics into deadly weapons. You can impregnate a woman through blood and pain, and can breathe out a stinking cloud of predatory semen.

Prerequisite: Misogynist Blade

Benefit: Any fertile human being who is wounded by your Phallic Spear Technique, your Bodywalk or a similar hentai feat must succeed at a FORT save (DC 8 + your CON modifier + your Hit Dice) or become pregnant with your offspring. Alternatively, a woman who is pregnant with another mans offspring spontaneously miscarries on a failed save.

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Additionally, by spending an action point, you may exhale a deadly cloud of acidic semen, which fills a cone within 30 ft of your position. Males caught within the cone of semen suffer 1d4 points of acid damage per point of your CON modifier, and may attempt a FORT save at the same DC for half damage, as long as they remain in the cloud.

Any females caught within the cloud must succeed at a FORT save or become pregnant/spontaneously abort, but do not suffer acid damage. The semen cloud remains in existence for 1d4 rounds.

This feat cannot affect any character, male or female, who possesses the Tantric Wisdom feat.

Womanly Ambrosia (General SU)

You may anoint the lips of your lovers with your potent womanly juices, sustaining and strengthening them.

Prerequisites: Moonwise, Tantric Wisdom

Benefit: Once per day, you may perform a ritualized sex act which emphasizes your pleasure and the flavor of your body, which requires an hour to complete. You may share this ritual with a number of supplicants equal to your CON modifier (minimum one person). Those tasting your juices in this manner are cured of all diseases, sicknesses, and nausea, becomes immune to poison for the next 12 hours, or until they next sleep. The supplicants also receive 1d8 bonus HP, plus an additional HP for two character levels you possess (maximum 1d8 + 10 temporary HP).

Those sharing the ritual receive a +1 morale bonus on melee attack rolls and WILL saves for the next 12 hours, or until they next sleep. During this time, your supplicants become immune to fear effects.

Special: Only females can select this feat.

Womanly Suffocation (General SU)

The flesh and fat of your breasts flows like wax, oozing over your lovers and entangled adversaries, crushing and suffocating them.

Benefit: A number of times per day equal to one plus your CON modifier (minimum twice daily), you allow your flesh to flow like syrup, pouring over any creature you are grappling. Each time you activate your Womanly Suffocation ability, you retain the effects for a number of rounds equal to one plus your CON modifier (minimum two rounds).

Your amorphous, crushing flesh grants you a +10 profane bonus on all grapple check for the duration of the effect. If you manage to pin your opponent while grappling, your flesh constricts mercilessly, automatically dealing 1d6 + your STR modifier points of bludgeoning damage per round the grapple is maintained.

Special: Only females can select this feat.



Hentai Character Classes

1. **The Death Womb Seductress**
(spiderlike seducer and assassin)
2. **The Devil Heart Hunter**
(demon hunting cannibal)
3. **The Flow Witch**
(transforms others with blood and bodily fluids)
4. **The Freudian Oni**
(projects an unstoppable psychic monster)
5. **The Ghostkiss Investigator**
(necrophiliac ghost hunter)
6. **The Harem Mage**
(creates magical servants and concubines)
7. **The Sacred Pleasurer**
(sexually focused healer and oracle)

The Death Womb Seductress

Black Tokyo is a world of rape and inequality, of brutality and abuse, of twisted love and power fueled by rage, jealousy and hate. Supernatural predators are born out of every day atrocities. The Death Womb Seductress is a demonic predator, a shapeshifting spider that disguises herself as an appealing Black Tokyo club girl, a pretty piece of furniture. She plays the vapid whore gleefully, giving the men she seduces exactly what they want: a glimpse between her delicate thighs. And more than anything about her demonic life, the Death Womb Seductress enjoys hearing a man's shrill screams when he finally feels the secret she's hidden there.

Profile of a Death Womb Seductress

Death Womb Seductresses are cunning, deadly shapeshifters who wield their sexuality as a weapon... the same way it was used against them once. No matter where they come from or why they choose

to swallow the spider demon's eggs and become something inhuman, all Death Womb Seductresses share an origin. All have been victims: victims of rape, of brutality, of a gender they've developed a murderous contempt for. Empowered by vile supernatural forces, the Death Womb Seductress is an urban predator, who seduces and cannibalizes men, living well thanks to their spider-legged spells and ill gotten wealth.

The fastest path into the Death Womb Seductress is through the Charismatic Hero basic class, though other paths are possible.

The Death Womb Seductress in the Campaign

There's no infiltrator more gifted and silver-tongued than a Death Womb Seductress. Properly motivated, the spider women can seduce or sneak their way virtually anywhere, and their well rounded skill set allows them to become top notch spies and assassins.

The Seductress' most likely role in the campaign though will be an antagonist. Most Death Womb Seductresses are broken by their early experiences, and further corrupted by the spider soul they've bound to their own. Murderous black widows with a taste for the finer things in life, they will invariably be responsible for high profile murders and disappearances among Black Tokyo's male elite- exactly the murder victim profile an organization like Department Seven will be quickly tasked with investigating.

Captured Death Womb Seductresses are sometimes given a choice of involuntarily service or execution (though many of these dangerous shapeshifters are summarily executed when their assignments end). As unquestioned masters of the spy game, clever Death Womb Seductresses often infiltrate and subvert the very organizations tasked with hunting them. An extremely rare few fight for justice and to protect women from predators (both mortal and supernatural), but even the most noble Death Womb

Table: Black Cum

Class Level	Initial Damage	Secondary Damage	FORT Save DC (ingestion)	FORT Save DC (injury)
7 th	1d2 WIS	1d4 DEX	DC 10 + CON Modifier	DC 15 + CON Modifier
8 th	1d2 WIS	1d4 DEX, 1d4 STR	DC 10 + CON Modifier	DC 15 + CON Modifier
9 th	1d4 CON, 1d4 WIS	1d6 DEX, 1d6 STR	DC 12 + CON Modifier	DC 17 + CON Modifier
10 th	1d4 CON*, 1d6 WIS	1d8 DEX*, 1d8 STR	DC 12 + CON Modifier	DC 17 + CON Modifier



The Death Womb Seductress

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1	+0	+1	+1	+0	Razor Slit ; Shadeclimber	+1	+1
2	+1	+2	+2	+0	Dark Grace ; Night Eyes	+1	+1
3	+2	+2	+2	+1	Bonus Feat	+2	+1
4	+3	+2	+2	+1	Faceless Fantasy	+2	+2
5	+3	+3	+3	+1	Vaginal Ichor	+3	+2
6	+4	+3	+3	+2	Bonus Feat	+3	+2
7	+5	+4	+4	+2	Black Cum	+4	+3
8	+6	+4	+4	+2	Deathkiss	+4	+3
9	+6	+4	+4	+3	Bonus Feat	+5	+3
10	+7	+5	+5	+3	Blood Soaked Sheets	+5	+4

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Seductress is a bloodthirsty, vengeful assassin.

Requirements:

To qualify to become a Death Womb Seductress, a character must fulfill the following criteria.

Skills: Bluff 8 ranks, Diplomacy 4 ranks, Knowledge: arcane lore 4 ranks, Knowledge: streetwise 4 ranks, Sense Motive 2 ranks

Feats: Combat Martial Arts, Deceptive, Gifts of Ecstasy (*new feat; reprinted here*)

Gender: The Death Womb Seductress must be female.

Special: A potential Death Womb Seductress must have a reason to loathe the men she seduces and murders beyond normal hatred. All potential Death Womb Seductresses have been the victims of sexual abuse or violence at some point in their lives, and their dark powers are a by-product of their rage and pain.

Class Information

The following information pertains to the Death Womb Seductress advanced class.

Hit Die

The Death Womb Seductress gains d6 hit points per level. The character's Constitution modifier applies. The Seductress is a predator who hunts by stealth and deception, not raw brute force, and can be outmatched by more physically powerful opponents.

Action Points

The Death Womb Seductress gains a number of action points equal to 6 + one-half of her character level, rounded down every time she attains a new level in this class.

Class Skills

The Death Womb Seductress' class skills are as follows.

Balance (DEX), Bluff (CHA), Computer Use (INT), Concentration (CON), Climb (STR), Diplomacy (CHA), Disable Device (INT), Disguise (CHA), Escape Artist (DEX), Forgery (INT), Gamble (WIS), Gather Information (CHA), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (arcane lore, behavioral sciences, business, popular culture, streetwise) (INT), Move Silently (DEX), Read/Write Language, Sense Motive (WIS), Sleight of Hand (DEX), Speak Language, Tumble (DEX)

Skill Points at Each Level: 6 + INT Modifier

Bonus Feats: At 3rd, 6th and 9th level, the Death Womb Seductress receives a bonus feat, which must be chosen from the following list.

Acrobatic, Agile Riposte, Alertness, *Animalistic Weapons*, *Beautiful Armor*, Blind Fight, *Bodywalk*, Combat Expertise, Combat Throw, *Comforting Fetish*, Confident, *Cyclic Ferocity*, Dodge, Educated, Frightful Presence, *Hungerblood*, **Grave Between the Legs**, *In Darkness Shrouded*, Improved Trip, Lightning Reflexes, Low Profile, *Mooncurse*, *Moonwise*, **Mother to Demons**, *Racial Exotica*, Run, *Serpentine Mane*, *Skillful Executioner*, *Thematic Teleportation*, **Unbirth**, *Unsleeping*, **Vaginal Prison**, Weapon Finesse, **Womanly Suffocation**, Windfall

Italicized feats presented in another product written by the author

Bold feats presented in Chapter: Hentai Feats

Black Cum (EX): The Death Womb Seductress's center is as toxic and hostile to all life as a black widow spider. The Seductress's fluids become a potent, deadly neuro toxin. Anyone tasting the Seductress's blood, urine or vaginal secretions must succeed at a FORT save or succumb to the deadly toxin, and anyone injured by her razor edged vagina is at even greater risk.

This deadly poison only becomes deadlier as the Seductress gains age and wisdom. The Seductress can voluntarily suppress her toxic secretions to engage in non-lethal sex with a lover, and can allow her toxins to flow again at will, as a free action. The toxins quickly lose their potency, becoming inert seconds after leaving the creature's body.

A victim of a 10th level Death Womb Seductress' toxin must attempt an additional FORT save, at the same DC each day of the recovery period, or the temporary ability damage becomes permanent drain instead.

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Blood Soaked Sheets (EX): The Death Womb Seductress' razor-sharp pussy transforms itself into a blood thirsty, vampiric predator. While having sex with any male victim, instead of transforming her vagina into a razor storm, the Seductress can wreak a more subtle, and even deadlier vengeance. The creature's vagina inflicts thousands of tiny, painless cuts and laps up the man's spilled blood greedily.

Each round of sexual activity, the Seductress inflicts one point of CON drain on her unsuspecting lover. The lover must succeed at a WILL Save (DC 15 + the Seductress' CHA modifier) to even notice the deadly assault; if he notices he can attempt to escape her warm and deadly embrace with a successful grapple check. Each round the hold is maintained the victim suffers a point of temporary CON drain.

Each point of CON drained allows the Seductress gains 5 HP; excess hit points are gained as temporary HP which are lost after a number of minutes equal to the Seductress' CON score. Alternatively, the Seductress can choose to gain a temporary one point boost to her STR, DEX or CHA scores per point of CON drained. This temporary attribute boost lasts for a number of minutes equal to the Seductress' CON score.

Once a creature is completely drained, the Seductress usually abandons the lifeless, mutilated husk and leaves in search of her next meal. There is no limit to the amount of power the creature can murder from her lovers.

Dark Grace (EX): The Death Womb Seductress becomes inhumanly lithe and graceful; and she moves as nimbly as adroitly as the spider who skitters through her dreams. Starting at 2nd level, the Death Womb Seductress may add half her class level (rounded down) as a bonus on all Escape Artist, Perform (dance) and Profession (prostitute or courtesan) checks, as well as all Grapple checks due to her inhuman agility.

The creature is as comfortable moving on four legs as two, and suffers no penalty for engaging in melee combat while prone or for fighting in an unusual position.

Action Enhancement: The Seductress has an unholy vitality, and with a few sickening pops can force dislocated bones into their sockets. The seemingly rubber bodied seductress may spend an action point to become

resistant to blunt trauma. While enhanced, the Death Womb Seductress suffers only half damage from blunt/bludgeoning attacks. This enhancement lasts for a single encounter.

Deathkiss (EX): The same deadly fluids that flow between her legs moisten her lips. An 8th level Death Womb's Seductress can spread her toxin with a kiss, or spit her venom with deadly accuracy.

Anyone kissing the Seductress must save against her toxin, as if it had been ingested. The Seductress can also spray a line of toxin with a 30 ft range as a standard action. Those stuck by the line of venom must save against the toxin as if it had been ingested.

Faceless Fantasy (SU): The Seductress is every man's dream, a malleable demoness which can transform into the spitting image of any woman. As a full round action, which provokes attacks of opportunity, the Death Womb Seductress can reshape her features into another female form altering her appearance, physical age, race, skin color and texture, even seeming to alter her height and weight by 1 ft or 50 lbs in either direction.

This is a physical transformation, not an illusionary effect. The transformation affects the creature's body, not her clothing or equipment. This shapeshifting ability grants the Death Womb Seductress a +10 bonus on Disguise checks. The Seductress gains the *shapeshifter* subtype.

Action Enhancement: Death Womb Seductresses are skilled imitators and deceivers. The creature is attempting to imitate a specific woman, the Seductress may spend an action point after sampling the woman's blood or vaginal secretions. She gains the ability to speak any languages the imitated woman knows and gains a +1 circumstance bonus on any skills the imitated woman has 10 or more ranks in.

This enhancement lasts for a number of hours equal to the Seductress' CHA modifier (minimum one hour).

Night Eyes (EX): The Seductress's eyes become incredibly keen and adapted to dim lighting. The Seductress gains low light vision.

Razor Slit (SU): The Death Womb Seductress only orgasms as her partners scream and bleed; she can focus her hate between her legs, transforming her human vagina into a demonic maw of jagged teeth and rusty razor blades.

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Transforming her vagina into a deadly *vagina denta* is a free action, which does not provoke attacks of opportunity. The Death Womb Seductress can use her razor slit as a deadly, if unusual natural weapon. Her razor slit is a natural secondary weapon, similar to a bite attack. The Seductress is always considered proficient in the use of this supernatural weapon, and always considered armed when attacking in this manner. Her razor sharp labia can easily tear through clothing to attack unwary adversaries, but due to the limitations of the attack form, the Seductress suffers a –5 penalty on attack rolls when fighting while standing.

The Seductress' preferred tactic is to transform her womb while having sex with a victim. The Seductress suffers no penalty on attack rolls when using this tactic, and can use this tactic normally when bound or grappling. This intimate attack automatically hits during sex, but the Seductress' victim can attempt a REF save (DC 15 + the Death Womb Seductress's class level) for half damage.

The Seductress' razored labia only become sharper and deadlier as she gains experience, as shown below.

Shadeclimber (SU): The spider demon that possesses, guides and teaches the Death Womb Seductress grants the demon-woman its supernatural agility. When in an area of dim lighting, or even worse illumination, the Death Womb Seductress is considered to be under the effects of a *spiderclimb* spell cast by a mage of her total character level.

Table: Razor Slit

Class Level	Slashing Damage	Critical Hit	Special
1-3	1d8	20/x2	-
4-5	1d8	19-20/x2	-
6-7	2d6	19-20/x2	Wounding (wounds continue to bleed for 1 hp round until treated or healed)
8-9	3d6	18-20/x2	-
10	4d8	18-20/x3	-

This ability does not function in well lit areas or during daylight. When using this ability, the Death Womb Seductress' fingers and toes elongate into grotesque, chitanous claws, and brightly colored demon-kanji appears on her arms and legs.

Vaginal Ichor (SU): The spiderlike demoness can spray her fragrant vaginal juices like a hunting spider's web, creating a seductive deathtrap. A number of times per day equal to one plus her CON modifier (minimum twice daily), the Death Womb Seductress can extrude highly adhesive hunting webs. The Seductress can cast *web* as an supernatural ability, as a mage of her total character level.

Normally, a Seductress only hunts with her wrist spinarettas, which resemble small vulvae on the underside of her forearms. If the Seductress can bring her genital spinarettas into play, the webbing is much denser and harder to escape from. If the creature uses both wrist and genital spinarettas, all saving throws and DCs associated with the *web* effect are increased by +2.

The Devil Heart Hunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+1	+0	Oni-bane Talons ; Stench of the Damned ; Night Eyes	+1	+0
2	+1	+3	+2	+0	Bonus Feat	+1	+0
3	+2	+3	+2	+1	Demon Feeder	+2	+0
4	+3	+4	+2	+1	Castigation ; Bonus Feat	+2	+0
5	+3	+4	+3	+1	Black Mask of the Oni	+3	+1
6	+4	+5	+3	+2	Bonus Feat	+3	+1
7	+5	+5	+4	+2	Fast Healing 1	+4	+1
8	+6	+6	+4	+2	Bonus Feat	+4	+1
9	+6	+6	+4	+3	Burst Toxin	+5	+2
10	+7	+7	+5	+3	Murderous Regeneration	+5	+2

The Devil Heart Hunter

By-blows. Bastard and discards. Children sired in a moment of demonic lust, and than abandoned by a supernatural father in his hunt for new mortal prey. Hatchlings birthed from an oni's frozen womb and raised as a mortal. The Devil Heart Hunter begins life unwanted and unwelcome, a reminder of a horrific demonic incursion into our reality. Demon Heart Hunters are reminders that even though the demons might be slain, the victims avenged, the consequences of a single act of sexual violence can resonate down through the years.

Often abandoned by their traumatized mortal parent, young Devil Heart Hunters grow up hard and they grow up fast: in orphanages and foster homes, in institutions or on the street, they learn to fight before they learn to read. Some fall to the same evil that courses through their blood, but many rise above the horror of their births and fight against the same evil that birthed them. These Devil Heart Hunters fight to ensure there will never be more like them.

Profile of a Devil Heart Hunter

The Devil Heart Hunter is a brutal and effective demon hunter. They don't study their prey like a scholar, researching ancient demonologies and obscure myths. Instead, these grim avengers tap into their own demonic heritage, using instinct and feral senses to bring down rouge oni. The Devil Heart Hunter is every bit as much a predator as the creature he hunts; the main difference is that the Hunter focuses his rage and death-lust on a very specific target: demon kind.

The fastest path into the Devil Heart Hunter advanced class is through the Strong Hero basic class, though other paths are possible.

The Devil Heart Hunter in the Campaign

Devil Heart Hunters are supernatural combat specialists, who can inflict terrifying amounts of damage against any demon unfortunate enough to get within range. Their supernatural powers give them the edge in most fights, and allow them to absorb punishment that would kill a pair of lesser heroes. The Devil Heart Hunter should be at the forefront of any fight, and be the first man through the door in any dangerous situation.

With their emphasis on instinct and hereditary super-abilities, the Devil Heart Hunters make excellent solo adventurers. They have little need for support, and can be just as effective fighting a lonely war against oni-kind as they can as members of Department Seven or any other group. Devil Heart Hunters within the organization are often frontline troops and spotters, using their gifts to track demonic creatures to their lair, and leading the assault against them.

Requirements:

To qualify to become a Devil Heart Hunter, a character must fulfill the following criteria.

Base Attack Bonus: +5

Skills: Climb 4 ranks, Jump 4 ranks, Knowledge: streetwise 6 ranks

Feats: Combat Martial Arts, Racial Exotica (*new feat, reprinted here*)

Gender: Anyone curse with oni-blood can become a Devil Heart Hunter, regardless of gender, though gender may determine which bonus feats the Hunter may select.

Special: The Devil Heart Hunter must have a trace of demonic blood in his or her heritage; most Devil Heart Hunters are conceived in a moment of demonic rape, though few children are consciously aware of their otherworldly heritage until much later, when they begin digging into the mysteries of their past. Any member of a nonhuman race with demon ancestry may become a Devil Heart Hunter without requiring that creature to gain the Racial Exotica feat.

Class Information

The following information pertains to the Devil Heart Hunter advanced class.

Hit Die

The Devil Heart Hunter gains d8 hit points per level. The character's Constitution modifier applies. The Devil Heart Hunter's cursed demonic blood grants them near invincibility, the better to hunt the dark creatures hunting Black Tokyo's claustrophobic alleys.

Action Points

The Devil Heart Hunter gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

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Class Skills

The Devil Heart Hunter's class skills are as follows.

Climb (STR), Computer Use (INT), Drive (DEX), Escape Artist (DEX), Gather Information (CHA), Hide (DEX), Intimidate (CHA), Investigate (INT), Jump (STR), Knowledge (arcane lore, street wise, tactics) (INT), Listen (WIS), Move Silently (DEX), Read/Write Language, Ride (DEX), Search (WIS), Speak Language, Spot (WIS), Survival (WIS)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feat: At 2nd, 4th, 6th and 8th level, the Devil Heart Hunter may select a bonus feat, which must be chosen from the following list.

Advanced Combat Martial Arts, Animal Affinity, Armor Proficiency (any), Archaic Weapons Proficiency, Athletic, *Animalistic Weapons*, **Barbaric Rage**, *Body Hardening Defense*, *Bodywalk*, *Burning Belief*, Cleave, *Clobber*, *Cloudwalk Leap*, Combat Expertise, *Cyclic Ferocity*, **Cocoon of Filth**, **Dark Lover's Carapace**, **Enraged Armory**, Great Cleave, Great Fortitude, *Groundshake*, **Gunslinger's Fetish**, Improved Bull Rush, Improved Initiative, *Mage Scent*, *Moonwise*, **Phallic Bloodseeker**, **Phallic Spear Technique**, Power Attack, **Predator's Speed**, **Strength of the Bloodline**, *Superheavyweight*, **Tentacled Myriad**, *Thematic Teleportation*, Toughness, Two Weapon Fighting, **Wards of Filth**

Italicized feats presented in another product written by the author

Bold feats presented in Chapter: Hentai Feats

Black Mask of the Oni (SU): With a hateful thought, the Devil Heart Hunter allows his demonic heritage to show on his face, making his body as hideous as his tortured soul for a single terrifying instant. The Devil Heart Hunter gains the Frightful Presence, even if he does not meet the prerequisites.

When using his Frightful Presence ability on any outsider, the Devil Heart Hunter may add his STR modifier as a bonus to the WILL Save the demon must meet to resist the terrifying effect.

Action Enhancement: By spending an action point, the Demon Heart Hunter can transform his body into a demonic, samurai apparition, causing even the mentally strongest to piss themselves in sheer fright. When the Hunter spends an action point, he may cast *Fear* as a mage of his total character level.

Burst Toxin (EX): The Devil Heart Hunter's bodily fluids become a potent weapon against demonic evil. The Hunter begins to secrete an aptly named 'burst toxin' which turns an outsider's supernatural metabolism and hell spawned gifts against it. Demons slain by burst toxin explode from within, dying in a spray of blood and gore, as they vomit up their own entrails.

A number of times per day equal to his CON modifier (minimum once daily), the Devil Heart Hunter can imbue his Oni-Bane Talons and any other natural weapons with a virulent supernatural toxin. This black ichors drips from the creature's skin and oozes from under his nails, and remains potent for a number of rounds equal to his CON modifier (minimum one round per activation).

Table: Oni-Bane Talons

Class Level	Damage (slashing)	Damage vs outsiders (slashing)	Critical Hit	Special
1-3	1d8	2d6	20 / x2	-
4-5	2d6	3d6	20 / x2	-
6-7	3d6	4d6	19-20 / x2	Wounding (wounds continue to bleed for 1 hp/round until healed)
8-9	4d6	6d6	19-20 / x2	Ghost Touch (affects incorporeal outsiders normally)
10	6d6	8d6	18-20 / x2	Ghost Strike (ignores natural armor & equipment bonuses to Defense when used against outsiders only)

While the toxin remains virulent, any outsider injured with one of the one of the Hunter's natural weapon attacks must succeed at a FORT save and contend with a dose of Burst Toxin, in addition to the usual effects of the strike. Only outsiders are affected by Burst Toxins; the chemical has no effect on other creatures.

Table: Burst Toxin

Initial Damage 2d4 STR, 1d6 CON	Secondary Damage 2d10 CON*	FORT Save DC 10 + the Hunter's CON modifier
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Each day of the recovery period, the outsider must succeed at an additional FORT save or the ability score damage becomes permanent drain instead.

Castigation (SU): Though untutored in religion and too cynical to believe in any loving and just God, the Devil Heart Hunter can banish demons back to hell through sheer force of will.

Starting at 4th level, the Devil Heart Hunter can attempt to turn outsiders. She may turn any outsider in the same manner as an acolyte of his level -2 attempting to turn an undead creature. If the Hunter's turning check result is high enough, he may destroy the demon utterly. Thus a 4th level Devil Heart Hunter turns outsiders roughly as effectively as a 2nd level acolyte turns undead.

Action Enhancement: If the Devil Heart Hunter spends an action point while making a turning check against demons, any creature successfully turned, but not destroyed must make an additional WILL Save (DC 18 + the Devil Heart Hunter's CHA modifier) or be *blinded* for the duration of the turning effect.

Action Enhancement II: If the Devil Heart Hunter spends an action point while making a turning check against demons, any creature successfully turned, but not destroyed must make an additional WILL Save (DC 12 + the Devil Heart Hunter's CHA modifier) or be *slowed* for the duration of the turning effect.

Action Enhancement III: If the Devil Heart Hunter spends an action point while making a turning check against demons, any creature successfully

turned, but not destroyed must make an additional WILL Save (DC 10 + the Devil Heart Hunter's CHA modifier), or lose the ability to manifest any supernatural or spelllike abilities for the duration of the turning effect.

Demon Feeder (SU): Sometimes, when the Devil Heart Hunter makes a kill, he allows his innate savagery to overcome reason and humanity, and savages the corpse, like a lion tearing at a gazelle's mutilated corpse. By greedily consuming at least at least a pound of demonic flesh and blood, the Devil Heart Hunter gains great temporary power, at the risk of his human soul.

Partially consuming a demonic carcass is a full round action which provokes attacks of opportunity. By feeding on a demonic carcass killed within a number of minutes equal to the Devil Heart Hunter's class level, the Devil Heart Hunter may select one of the following benefits:

- Instantly recover a number of hit points equal to twice the outsider's HD
- Nullify a poison or recover from fatigue or exhaustion
- Gain a +1 morale bonus to STR or DEX for every four HD the outsider has; this bonus lasts for a number of minutes equal to your class level
- Gain a +1 morale bonus on melee attack and damage rolls, plus an additional +1 for every four HD the outsider has; lasts for a number of minutes equal to your class level.
- Gain the ability to use any supernatural or spell-like attack form possessed by the slain outsider once, with the same effects and potency as if the attack had been mounted by the demon. Attacks requiring an attack roll use the Devil Heart Hunter's BAB and current combat modifiers. If this stolen ability is not used prior to the time the Hunter sleeps, it is simply lost.
- Gain DR 2/good (+1 point for every four HD the outsider has). Effect stacks with tough hero class levels, other effects and lasts for a number of hours equal to your class level
- Gain darkvision or blindsight with a 60 ft radius; lasts for a number of hours equal to your class level

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Each time this class ability is used, the Devil Heart Hunter must succeed at a WILL save (DC 6 + the outsider's HD + its CHA modifier). Failure indicates the Devil Heart Hunter's primary allegiance temporarily shifts towards an especially selfish, sociopathic version of evil.

This might temporarily negate supernatural feats or class levels the Hunter possesses, and depending on the actions the now sociopathic Hunter takes, this change in allegiance might well become permanent. This personality shift lasts until the Hunter next sleeps.

Fast Healing 1 (EX): Starting at 7th level, the Devil Heart Hunter can regenerate wounds that would kill a lesser creature, a legacy of its demonic heritage. Each round, the Devil Heart Hunter recovers 1 HP; a Devil Heart Hunter brought below 0 HP instantly stabilizes, but does not speedily recover until his HP rises to 1 or greater. Since they are demon blooded creatures, Devil Heart Hunters cannot regenerate from *holy*, *blessed* or good aligned weapons; they must recover from these wounds normally.

Murderous Regeneration (EX): The Devil Heart Hunter finally realizes the truth of his demonic heritage: he is a predator strengthened by murder and fueled by rage. Anytime the Devil Heart Hunter personally delivers a killing blow to any outsider, he temporarily gains the *Regeneration* special quality.

After the murder of any demonic creature, the Hunter gains *regeneration* for a number of minutes equal to his CON modifier, becoming virtually unkillable. The demonic Devil Heart Hunter can be harmed normally by *holy*, *blessed* and good aligned weapons, as well as by fire and acid, but is immune to most other injuries.

Night Eyes (EX): The Devil Heart Hunter's demonic blood grants him lowlight vision.

Oni-Bane Talons (SU): The Devil Heart Hunter's hands ache to clutch an oni's black heart as it beats its last. At will, as a free action, the Devil Heart Hunter can transform his hands into

massive elongated talons, whose razor sharp nails hang nearly to the floor. While his hands are transformed, the Devil Heart Hunter cannot grasp or manipulate objects nor use weapons. The Devil Heart Hunter is always considered armed when attacking with his talons and is proficient in their use.

The Devil Heart Hunter's talons are wickedly sharp, extremely deadly weapons, and only become more so as the Hunter gains battle savvy.

The Devil Heart Hunter's talons are especially effective against outsiders. In addition to dealing slightly more damage when used against outsiders, the Hunter's talons ignore a number of points of an outsider's Damage Reduction equal to the Hunter's class level (minimum one point of DR). This ability to slice through damage reduction does not apply when fighting non-outsiders, nor does the bonus damage.

Stench of the Damned (EX): The Devil Heart Hunter is as much animal as man, and his feral senses reinforce that difference. The Devil Heart Hunter gains the *scent* special quality, and can recognize familiar odors as easily as a normal human can remember faces, or use his Survival training to track by scent.

The Devil Heart Hunter instantly recognizes the foul and arousing stench of a demon. The Hunter receives a +8 bonus on Survival checks made to track any outsider (or creature possessed by an outsider) by scent.

By reading a demon's pheromone cues, the Devil Heart Hunter may make a DC 12 Survival check at the beginning of an encounter with a demon. If successful, the Devil Heart Hunter receives a +2 insight bonus on all Sense Motive checks made against that outsider, plus an additional +1 insight bonus for every five points the Hunter beat the check DC by.

The Flow Witch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+2	+1	+1	Bleeding by Choice ; Bloodsense	+0	+0
2	+1	+3	+2	+2	Cleanliness and Knowledge Lick	+1	+0
3	+1	+3	+2	+2	Flow Thought; Bonus Feat	+1	+1
4	+2	+4	+2	+2	Fluid Pharmacy	+1	+1
5	+2	+4	+3	+3	Milk of Dark Transformation	+2	+1
6	+3	+5	+3	+3	Bonus Feat	+2	+2
7	+3	+5	+4	+4	Milk of Natural Potency	+2	+2
8	+4	+6	+4	+4	Transformative Ejaculation	+3	+2
9	+4	+6	+4	+4	Bonus Feat	+3	+3
10	+5	+7	+5	+5	Milk of Heaven's Skill	+3	+3

The Flow Witch

*"God has hair / On her pussy
And waits / With burning desire
For you "*

- *Saul Williams, Said the Shotgun to the Head*

Yours is a warm and liquid magic, heated to a sensual 98.6 degrees F by the tides of your body. Your magic is the enchantment of blood leaking down your thighs, of milk nursed from your breasts, of glowing urine that can transform a supplicant, and of semen carefully coaxed from a willing lover. You are a Flow Witch, an instinctual magician who doesn't cast spells from books or potions. Instead, you draw your power from the sweet messiness of life itself.

Profile of a Flow Witch

Flow Witches are mages empowered by life itself, enamored of gory biology and in love with the messy liquid basis of humanity. A Flow Witch in all her glory is a sight to behold, a mystically empowered woman as ever changing as the blood and milk she channels. A Flow Witch's kiss can cure disease and bind wounds, or can cause her victims to birth strange, tumorous new organs, granting power at the cost of pain. Whether she's good or evil, a Flow Witch is defined by the ecstatic power that sings in her veins, a power that nearly drives her mad when she unleashes it.

The fastest path into the Flow Witch Advanced Class is through the Dedicated Hero Basic Class, though other paths are possible.

Table: Flow Witch Spell Selection

Spell Level	Spells (Arcane or Divine)
Zero	Create Water (D), Cure Minor Wounds (D), Inflict Minor Wounds (D) Mage Hand (A), Resistance (A), Virtue (D)
First	Bless (D), Cause Fear (A), Change Self (A), Command (D), Cure Light Wounds (D), Jump (A), Mage Armor (A), Ray of Fatigue (A), Remove Fear (D)
Second	Aid (D), Cure Moderate Wounds (D), Delay Poison (D), Enhance Ability (D), Hold Person (A), Inflict Moderate Wounds (D), Lesser Restoration (D), Remove Paralysis (D), Spider Climb (A)
Third	Bestow Curse (D), Cure Serious Wounds (D), Haste (A), Inflict Serious Wounds (D), Remove Curse (D), Remove Disease (D), Slow (A), Waterbreathing (D)
Fourth	Cure Critical Wounds (D), Fear (A), Inflict Critical Wounds (D), Neutralize Poison (D), Restoration (D), Stoneskin (A)
Fifth	Cloudkill (A), Mass Cure Light Wounds (D), Mass Inflict Light Wounds (D)

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The Flow Witch in the Campaign

The Flow Witch is a healer and arcanist, but unlike any you've ever encountered before. She can transform her enemies into grotesques, boil their blood and turn a creature's biology against itself. Conversely, with a gentle touch and by allowing a lover to taste her transformative secretions, she can cure disease and break the bonds of biology. Unlike most arcanists, the Flow Witch is a capable combatant, often found in the pulsing heart of the battlefield.

As champions of the female- body mind and spirit- Flow Witches are natural enemies of oni-kind. Even the vilest Flow Witch rarely consorts with demons, preferring to use the creatures she creates herself as henchmen. Many Flow Witches work closely with Department Seven in their quest to eliminate the demonic threat. These powerful fluid mages are often an innocent victim's only hope against the demonic STDs and blood curses that an oni inflicts on them during their violation.

Requirements:

To qualify to become a Flow Witch, a character must fulfill the following criteria.

Base FORT Save: +3

Skills: Knowledge: arcane lore 6 ranks, Knowledge: earth & life sciences 6 ranks, Treat Injury 8 ranks

Feats: Moonwise (new feat, reprinted here), Medical Expert or Surgery

Gender: A potential Flow Witch must be female. They are

empowered by trails of menstrual blood leaking down their thighs, by dripping milk and their lover's spurting semen.

Class Information

The following information pertains to the Flow Witch advanced class.

Hit Die

The Flow Witch gains d8 hit points per level. The character's Constitution modifier applies. Flow Witches are in touch with their bodies and its needs, and translate their inner knowledge and mystical training into raw physicality.

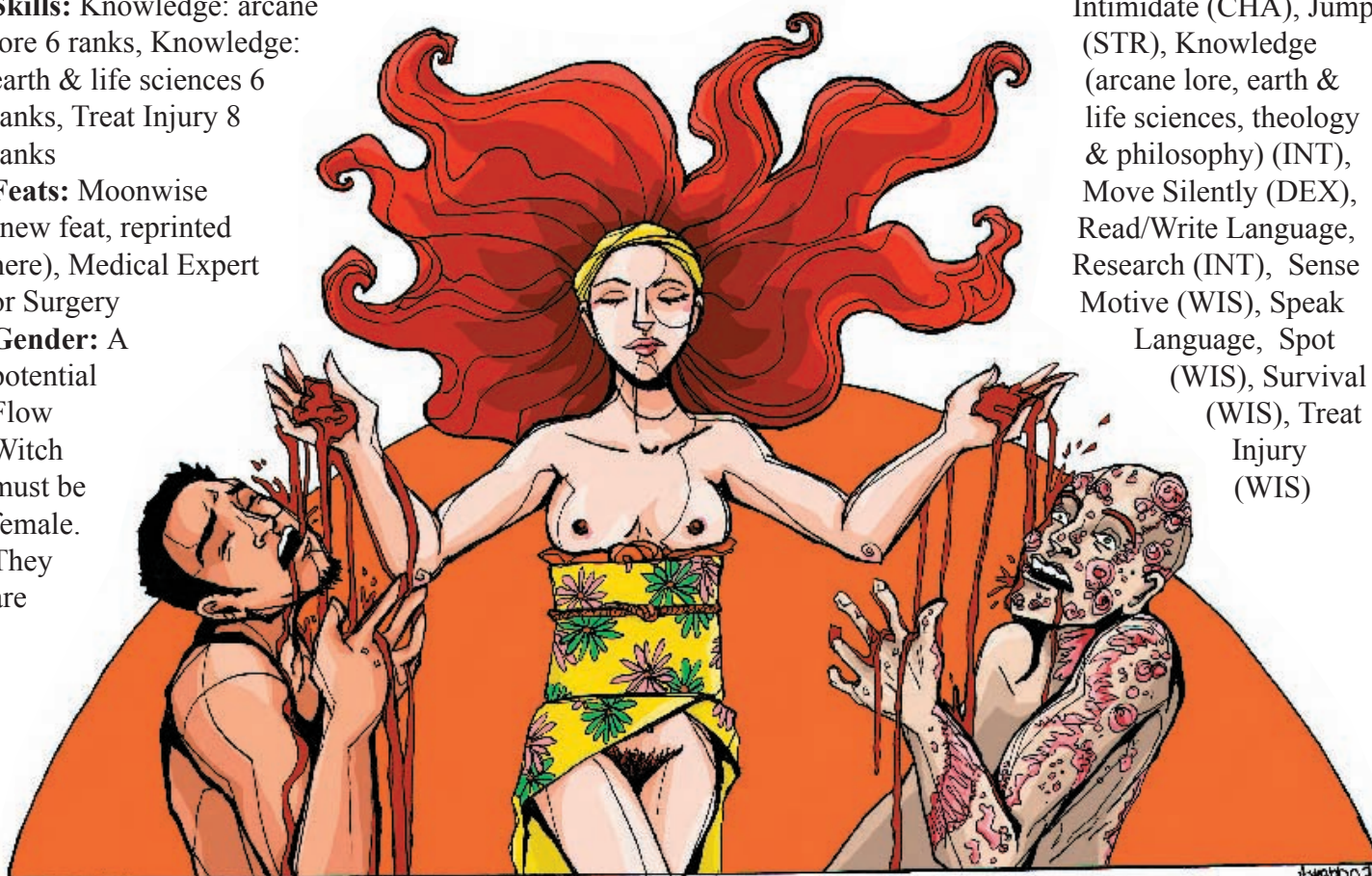
Action Points

The Flow Witch gains a number of action points equal to 6 + one-half of her character level, rounded down every time she attains a new level in this class.

Class Skills

The Flow Witch's class skills are as follows.

Balance (DEX), Concentration (CON), Craft (chemical, pharmaceutical, visual art) (INT), Escape Artist (DEX), Handle Animal (CHA), Intimidate (CHA), Jump (STR), Knowledge (arcane lore, earth & life sciences, theology & philosophy) (INT), Move Silently (DEX), Read/Write Language, Research (INT), Sense Motive (WIS), Speak Language, Spot (WIS), Survival (WIS), Treat Injury (WIS)



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Skill Points at Each Level: 5 + INT Modifier

Bonus Feat: At 3rd, 6th and 9th level, the Flow Witch may choose a bonus feat, which must be chosen from the following list.

Acrobatic, Archaic Weapons Proficiency, Athletic, At tentative, *Breeder*, *Body Hardening*, *Defense*, *Carriion Scavenger*, **Cocoon of Filth**, *Cyclic Ferocity*, Defensive Martial Arts, Dodge, Elusive Target, Focused, Frightful Presence, Great Fortitude, **Haze of Pleasure**, *Healing Presence*, *Hungerblood*, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, *Mooncurse*, **Mother of Demons**, *Open Handed Telekinesis*, **Painted with Seed**, *Regenerative Womb*, *Summoner*, *Summoner from Nature*, Toughness, Track, **Transgressive Inspiration**, **Truth of the Body**, **Unbirth**, **Vaginal Prison**, **Wards of Filth**, **Womanly Ambrosia**, **Womanly Suffocation**, *Zooamorous Breeder*

Italicized feats presented in another product written by the author

Bold feats presented in Chapter: Hentai Feats

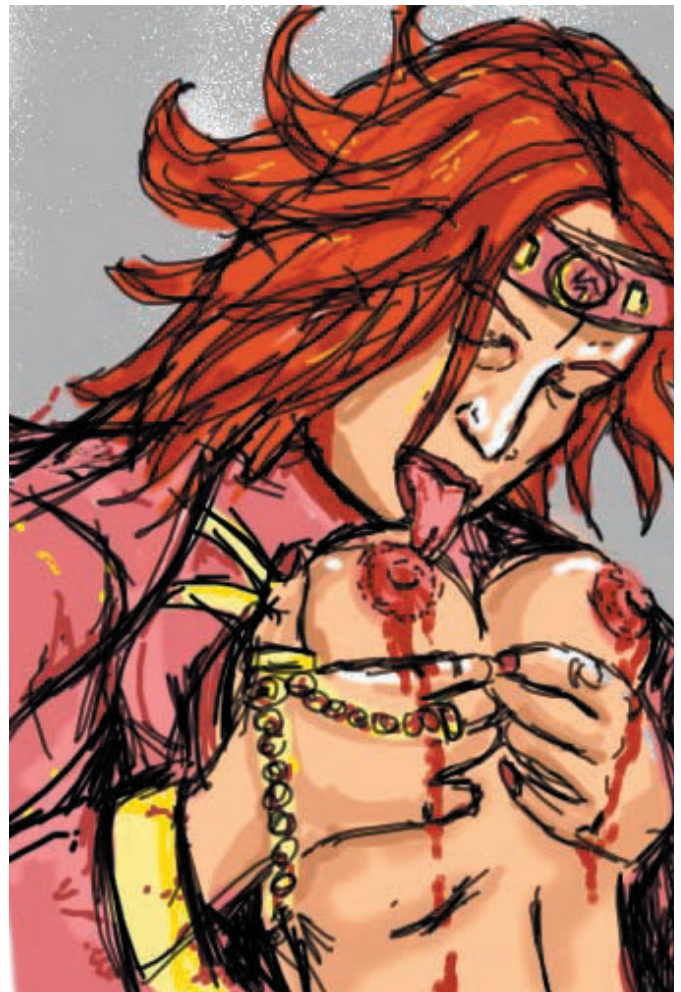
Bleeding by Choice (SU): When the Flow Witch begins casting a spell, her power burns in her veins like acid, and she moans quietly as arcane power and blood begins to dribble down her thighs. Milk, piss and sexual fluids burst through her clothes, soaking her body in potent magical liquid. Semi-prehensile tendrils of blood, milk and ichors ooze out of her body and zip around the battle space to deliver her potent liquid magic.

Rather than a full spell casting ability, starting at first level, each day the Flow Witch can cast a limited selection of spells. The Harem Mage can cast a total number of spell levels equal to her ranks in Treat Injury plus her CON modifier. Thus, a Flow Witch with a +2 CON Modifier and 8 ranks in Treat Injury could cast 10 spell levels in a day: two fifth level spells, ten first level spells, or any other combination. Zero level spells count as ½ a spell level.

A Flow Witch can cast either Cure or Inflict spells, regardless of her ethos.

Casting spells is a standard action which provokes attacks of opportunity. The Flow Witch's spells require no advance preparation; he decides which spells to cast at the moment he begins speaking the words. The Flow Witch casts spells as a mage or acolyte of her total character level, using the appropriate primary casting attribute based on which type of magic she is attempting to cast. The Flow Witch cannot learn additional spells or copy spells from another mage's spell book.

Special: The Flow Witch's blood tendrils allow her to cast a spell with a personal range as a spell with a range of 30 ft. However, her spells cannot affect any one protected by air/water tight armor or in an air or watertight structure.



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If the Flow Witch casts a damaging spell on any target who is menstruating (determined randomly by the GM) or is bleeding as the result of being wounded, that target suffers a -1 circumstance penalty on all saving throws against the Flow Witch's blood magic.

Bloodsense (EX): The Flow Witch's body functions at peak efficiency, including her senses. By increasing the blood flow to her brain and olfactory center, the Flow Witch gains the *scent* special quality. She can recognize familiar odors like a human can remember faces, and can use the Survival skill to track by scent.

The keen nosed Flow Witch can always smell a pregnant or menstruating female (of any species), and thanks to her ability to smell stress pheromones in the air, the Flow Witch gains a +2 circumstance bonus on all Sense Motive checks if she is within 30 ft of the subject and able to smell him or her.

Cleanliness and Knowledge Lick (SU): By sampling another's natural juices and fluids, a Flow Witch gains intimate knowledge of that person and their health. As a full round action, the Flow Witch can lap at any creature's blood or other bodily fluids, and may make a DC 12 Concentration check. Success indicates the Flow Witch gains the following information about the subject:

- The subject's general level of health (at full HP or nearly so, wounded, or grievously injured: reduced to ¼ HP or less)
- If the subject's CON score is more than 5+ points lower, 5+ points higher or nearly equal to the Flow Witch's own
- If the subject is suffering from any disease, drug or poisons
- If the subject is pregnant, fertile or ovulating
- If the subject has had a sexual encounter in the last 24 hours
- The subject's sexual preferences (if a sentient creature)

The intimate physiological knowledge granted by this power gives the Flow Witch a bonus equal to ½ her class level (rounded down) on all Treat Injury checks made to assist the subject within the next 24 hours. The amount of bodily fluid ingested is too small to transmit disease or drug effects, except when dealing with the most extremely virulent diseases.

Flow Thought (SU): By dribbling her blood and milk into a willing subject's eyes and mouth, bathing face and body, the Flow Witch can pass her memories and skills to anyone who drinks her juices.

A number of times per day equal to one plus her CON modifier (minimum twice daily), the Flow Witch may secrete a mystical, emotionally charged liquid. Anyone drinking or bathed in the pungent liquid can experience one of the Flow Witch's memories as if they had lived through it. The memory encoded in the liquid can last a number of minutes equal to the Witch's CON score.

The memory becomes part of the recipients own memory, and can be recalled as easily as one of their own experiences. However, the memory is always slightly 'different' than a natural memory, marking it distinctly as a memory implant.

If the memory implant refers to something physically impossible for the subject (such as a male drinking the memory of childbirth or a female orgasm), the subject is shaken for 1d4 rounds after swallowing the memory.

The Flow Witch may also choose to secrete a 'tutorial-flow' instead of a conventional memory liquid. The Flow Witch may encode any skill she has 4 or more ranks into a tutorial liquid. Anyone exposed to the tutorial liquid receives a +1 competence bonus on checks with that skill for 1d4 hours after the fluid ritual.

Bathing a subject or secreting the liquids are full round actions which provoke attacks of opportunity. This class ability is virtually identical to the Secrete Mimetic feat originally presented in Sexually Transmitted Future; however, this ability is a supernatural talent, while the feat represents an Extraordinary version of this skill.

Fluid Pharmacy (EX): The Flow Witch's body becomes a bubbling cauldron, and her blood, her womanly juices and her warm milk becomes potent medicine. The magical liquids bathing her organs renders the Flow Witch immune to all disease, poisons and toxins.

Additionally, a number of times per day equal to one plus her CON modifier (minimum twice daily), the Flow Witch can use any or all of her natural liquids as a natural substitute for a masterwork (+1 bonus on related checks) Chemical Kit, First Aid Kit, Medical Kit or Pharmacist Kit. Using her body in this manner requires at least one minute, and the person or substance to be treated must immediately ingest or be bathed in the Flow Witch's waters. Her magical juices quickly lose their potency and cannot be stored.

Milk of Dark Transformation (SU): Those that nurse on the Flow Witch's ever-full breasts are transformed forever: into great heroes and vile monsters. The Flow Witch's blood and milk are powerful transformative elixirs. Starting at 5th level, a neophyte Flow Witch unlocks the secrets of transforming body and soul using her natural, womanly liquids.

Anytime the Flow Witch successfully uses her Bleeding By Choice blood-casting ability to *bestow curse* on a target, she may choose to spend an action point to use the spell in a unique way. The Witch's initial curse must sap points from one of the target's mental abilities: INT, WIS or CHA, transforming the creature into a mentally shattered, loathsome wretch. If the creature saves against the curse, this ability cannot be used.

By spending an action point, the Flow Witch can transform the wretch into a disgusting, mutated servitor. The victim receives an additional WILL save at the same DC (which makes this tactic especially effective when cast to curse a target's WIS score). Success indicates the victim suffers no further transformations. Failure indicates that the victim's primary allegiance changes, becoming an unbreakable obedience to the Flow Witch.

By spending another action point during the following round, the Flow Witch can grant her loathsome servitor a beneficial, but deforming mutation. The Flow Witch can grant the servitor a permanent version of any of the following spells she may cast:

Jump, Mage Armor, Enhance Ability (any physical), Spider Climb, Haste, Water Breathing, Stone Skin.

Alternatively, she may also grant the servitor the Animalistic Mutation, Animalistic Weapons feats or an appropriate hentai feat at the game master's discretion. The flow witch can only grant a servitor a single beneficial mutation. Once transformed, the servitor resembles a hideously mutated version of the creature it once was, covered in tumors and strange growths and leaking arcane juices.

The servitor serves you without question and to the best of its (diminished) capabilities. Commands that would grossly violate the creature's remaining allegiances, or which are obviously self destructive grant the servitor another chance to shake off the Milk's effects. Each command grants the servitor a new WILL save at the same DC against this ability's effects. If successful, the servitor is freed from the effects of the Milk of Dark Transformation, but remains under the effects of the original *bestow curse*.

There is no limit to the number of Milk-cursed servitors the Flow Witch can have at any one time.

Milk of Heaven's Skill (SU): The Flow Witch can open her mind to the heavens, allowing the spirits of great heroes and powerful wizards to dance within her blood and play inside the mild glands of her breasts. Her fluids can transform and enlighten.

By spending an two action points, a 10th level Flow Witch can produce the Milk of Heaven's Skill. She may use this ability in conjunction with her other Milk abilities, or as its own effect. If a creature is unwilling to be transformed by the Milk of Heaven's skill, he or she can resist by making a WILL Save (DC 16 + the Flow Witch's CON modifier).

The Flow Witch becomes *exhausted* immediately after producing this magical milk.

A willing supplicant, or a creature that fails its WILL Save is transformed forever by the Milk of Heaven's Skill. The creature drinking the Milk must make another WILL Save (DC 20 + the Flow Witch's CON Modifier).

Failed Save: Level Substitution

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A creature who fails this save permanently loses the effects of the last level he or she gained, reducing base attack and defense bonuses, saves, and unique class abilities granted by that level. The character loses any skill ranks purchased, and may purchase ranks in his or her new class level.

In place of the lost level, the Milk transformed creature immediately gains a level in any heroic (basic or advanced) class that the Flow Witch designates, and the creature meets the prerequisites for. The Flow Witch does not need to have any particular knowledge of or training in the class level gained, though she must be aware it exists, and have personally encountered at least one example of that class during her life.

The transformation takes effect immediately, with the transformed creature immediately gaining all the benefits of a new level, including feat choices, skill ranks, class abilities and numerical effects.

Since the creature is still at the same total character level, his or her XP count is unchanged. Likewise level based feats and attribute point increases do not change. If this level change would inflict a multicasting penalty, the transformed creature suffers that penalty from this point forward.

Successful Save: Level Addition

A creature who succeeds at the save gains an additional level, of any Heroic Class (basic or advanced) that the Flow Witch designates and the creature meets the prerequisites for. The Flow Witch does not need to have any particular knowledge of or training in the class level gained, though she must be aware it exists, and have personally encountered at least one example of that class during her life.

The transformation takes effect immediately, with the transformed creature immediately gaining all the benefits of a new level, including feat choices, skill ranks, class abilities and numerical effects.

The creature's total character level increases by one. As a result, the creature may be able to select a new level based feat or attribute point increase, as determined by his or her total character level. If this level change would inflict a multicasting penalty, the transformed creature suffers that penalty from this point forward.

A creature may only be affected by a Flow Witch's Milk of Heaven's Skill once during its existence.

Milk of Natural Potency (SU): By forcing an enemy to drink her coppery milk of dark transformation, the Flow Witch can transform man into beast. By allowing a friend or lover to sample her honeyed milk and sexual flow, the Flow Witch can transform an ordinary man into a hero of legend.

By spending two action points while casting any of her beneficial, transformative magic's, the Flow Witch can spur the enchanted creature's evolution, crafting a natural mutation that does not deform the body or transform the mind. The spells that can be used in this manner include:

Jump, Mage Armor, Enhance Ability (any physical), Spider Climb, Haste, Water Breathing, Stone Skin.

The affected creature gains the use of the spell's effect as an extraordinary appearance. Except for occasion minor cosmetic changes, the affected creature's appearance is unchanged.

Alternatively, as in the case of Milk of Dark Transformation, the Flow Witch can grant access to the Animalistic Mutations, Animalistic Weapons or other hentai feat, at the game master's discretion. These abilities are more apt to deform and obviously transform the recipient, though. A creature may only be affected by a Flow Witch's Milk of Natural Potency once during its existence.

Transformative Ejaculation (SU): As the Flow Witch allows herself to orgasm, her fluids burst forth from her like a geyser, bathing her allies and supplicants in her myriad liquids, transforming all those privileged to be near her in her moment of joy.

A number of times per day equal to her CON modifier (minimum once daily), the Flow Witch can use a full round action to cast any of her beneficial blood-spells (or any helpful spell she can cast conventionally, thanks to levels in other spell casting classes). If the Flow Witch does so, she casts the spell in a soaking shower of arcane juices.

All allies within a 30 ft radius on the Flow Witch are affected by the spell, regardless of the number of targets the spell would normally effect. Allies protected by airtight or watertight armor or enclosures are not affected by this ability.

The Freudian Oni

“Banner too much of a woman for you, Betty? Maybe it’s time you give Hulk a try, huh? Hulk’s gonna get you no matter who they send, Betty! Hulk hornier than a...”

-The Incredible Hulk, Mark Millar’s *Ultimates*

There is a darkness in every man’s soul, suppressed urges to rape and dominate and kill, monstrous ideas barely held back by social conventions. For some, that veneer starts to slip; some give into their most brutal urges, physically committing acts of violence. Most mundane lust murderers and rapists can be brought to justice by conventional law enforcement, but occasionally something far worse, far more powerful emerges.

In the demon-haunted world of Black Tokyo, a few spiritually weak, ordinary men give into their dark dreams unconsciously, unleashing a uncontrollable abomination from the depths of their id. And once more, a Freudian Oni stalks Black Tokyo’s innocents, committing acts of horror and rage, while the man who unleashed the demon is often unaware that his worst daydreams have become tangible.

Profile of a Freudian Oni

Freudian Oni are psionic projections, the sadistic walking dreams of misogynistic, selfish ordinary men who have been beaten down by life and have given vent to their rage. Demons from the night side of the soul, the Oni and it’s mortal summoner (and prison) are a symbiotic pair.

The appearance of a Freudian Oni cannot easily be predicted; though most of the men who inadvertently fit a particular psychological profile, the Onis only represent a miniscule fraction of all existing Onis. Often, possession of (or by) a Freudian Oni runs in family lines, a dark secret passed down from grandfather to father to son for generations. Some clans have tamed their Onis, transforming the vicious, rapacious demons into berserk protectors of the clan, though these ‘benevolent Oni’ are a distinct minority.

The fastest path into the Freudian Oni Advanced Class is through the Smart Hero basic class, though other paths are possible.

The Freudian Oni in the Campaign

Freudian Oni are powerful, demonic behemoths, and serve the same role in front line combat many other physically strong and inhumanly tough front liners do. However, the Oni is marked by an especially savage streak and some unique weaknesses. Since the Oni is a mental projection, it cannot be permanently slain, and can be sent into hazardous conditions without worry. On the downside, the Oni’s human host is an mostly ordinary human, weak and vulnerable without his demonic protector. The Oni’s unique dual nature presents equally unique tactical challenges to any party with one as a member.

Of course, the Oni’s greatest challenge is its very nature. Even the tamest Oni struggles with impulses towards rape and subjugation, and in a careless, weak moment, the Oni might commit an atrocity the rest of the team will have difficulty overlooking. Worse, the Oni might turn it’s demonic attentions to a female team member.

The Freudian Oni

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1	+0	+0	+0	+2	Oni’s Birth ; Extremis Summoning	+0	+0
2	+1	+0	+0	+3	Unending Hate; Bonus Feat	+1	+0
3	+1	+1	+1	+3	Oni’s Eyes	+1	+1
4	+2	+1	+1	+4	Bonus Feat	+1	+1
5	+2	+1	+1	+4	Oni’s Unholy Strength ; Oni size large	+2	+1
6	+3	+2	+2	+5	Bonus Feat	+2	+2
7	+3	+2	+2	+5	Oni’s Leash; Demonic Lifebond	+2	+2
8	+4	+2	+2	+6	Bonus Feat	+3	+2
9	+4	+3	+3	+6	Demonic Transposition	+3	+3
10	+5	+3	+3	+7	Demon Inside, Dismissal	+3	+3

をしめす通名と考えられ、海技ニテしましな。戸田や本郷にある和

をしめす通名と考えられますし、海技ニラしましなも戸組や本組にある和

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The Freudian Oni class is an ever-present threat within the party, just waiting for the right moment to explode into a berserk, lethal rage. Worse, while most PC Freudian Onis are controlled, at least partially, by their player's desires, before gaining this mental control most Onis will have committed horrible criminal acts.

Many Oni and their human halves are captured by Dept Seven (or some other organization), and imprisoned until they can be brought under control. Of course, these demons only appear on Department Seven's radar after rapes and murders! A PC Freudian Oni might be a repentant monster, attempting to atone for his crimes and come to terms with his bestial nature. Or the PC might have given in completely to the beast within, and is only controlled through threats and violence. No matter how the Freudian Oni came to be associated with the team, he is a monster. Maybe an accidental and repentant monster, but a

monster none the less. Never forget that one fact, and never turn your back on the Oni.

Requirements:

To qualify to become a Freudian Oni, a character must fulfill the following criteria.

Base Attack Bonus: +1

Skills: Craft (visual arts or writing) 5 ranks, Knowledge (popular culture or arcane lore) 5 ranks, Profession (any) 5 ranks

Feats: Iron

Will, Educated or Trustworthy

Gender: Only males can become Freudian Oni.

Special: Most Freudian Onis first start dreaming of their nightmarish rape-demon during a time they feel powerless, betrayed or hurt by a particular woman or all women in particular. Salary men reeling from a bad breakup or rejection

often birth Freudian Oni. None of the Freudian Oni's allegiances can be towards a particular woman, women in general or any feminist cause.

Class Information

The following information pertains to the Freudian Oni advanced class.

Table: The Freudian Oni

Freudian Oni Class Level	Oni's HD	Oni's BAB	Oni's Base Defense Score	Claw attack (primary) slashing 20/x2	Bite Attack (secondary) Piercing 20/x2	Special
1-3	2d8 +10	Creator's +1	Creator's	1d6	1d4	Scent, Darkvision 60 ft
4-5	3d8 +15	Creator's +1	Creator's	1d6	1d4	Base land speed +10 ft ; Damage Resistance 2/good
6-7	4d8 +20	Creator's +2	Creator's	1d8	1d6	Climb Speed 30 ft ; DR 3/good
8-9	6d8 +30	Creator's +3	Creator's +1	2d6	1d8	Flight Speed 30 ft (clumsy) DR 4/good
10	8d8 +40	Creator's +5	Creator's +2	2d8	2d6	Flight Speed 40 ft (poor) DR 5/good, Fast Healing 1

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Hit Die

The Freudian Oni gains d6 hit points per level. The character's Constitution modifier applies. Despite the powerful rage and burning desires hidden behind his mundane façade, the human half of the Freudian Oni remains an ordinary man.

Action Points

The Freudian Oni gains a number of action points equal to 6+ one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills

The Freudian Oni's class skills are as follows.

Bluff (CHA), Climb (DEX), Computer Use (INT), Craft (visual arts, writing) (INT), Escape Artist (DEX), Gather Information (CHA), Handle Animal (CHA), Hide (DEX), Intimidate (CHA), Jump (STR), Knowledge (arcane lore, business, civics, popular culture, streetwise, technology, theology & philosophy) (INT), Listen (WIS), Move Silently (DEX), Profession (any) (WIS), Read/Write Language, Speak Language, Spot (WIS), Survival (WIS)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feats: At level, the Freudian Oni receives a bonus feat, which must be chosen from the following list.

Acrobatic, Animal Affinity, Archaic Weapons Proficiency, Athletic, Advanced Combat Martial Arts, **Barbaric Rage**, Brawl, **Black Fatherhood**, *Body Hardening Defense*, *Bodywalk*, *Carriion Scavenger*, Combat Martial Arts, Combat Reflexes, **Dark Lover's Carapace**, Frightful Presence, *Groundshake*, *Hungerblood*, **Infectious Rage**, Improved Damage Threshold, Improved Initiative, *In Darkness Shrouded*, Low Profile, **Misogynist Blade**, **Phallic Bloodseeker**, **Phallic Spear Technique**, **Rapist's Camaraderie**, **Ropesong**, *Serpentine Mane*, Streetfighting, *Superheavywiegth*, **Tentacled Myriad**, Track, Weapon Focus (natural weapons), *Untraceable*, *Unsleeping*, **Wombscrape**

Italicized feats presented in another product written by the author

Bold feats presented in Chapter: Hentai Feats

Demon Inside (SU): Instead of summoning a demon from the id, a 10th level Freudian oni can do something worse: physically transform himself into his demonic avatar. Instead of choosing to summon the demon, the Freudian Oni transforms himself into his demonic form.

While in Oni-form, the Freudian Oni's physical attributes and combat capabilities change to match the Oni's, while he retains his mental attributes. The Freudian Oni does not need to make WILL saves to control his demonic form. The demon's Hit Dice are added to the Freudian Oni's own as bonus hit points, which are lost first and vanish when the transformation ends.

The transformation ends in the usual time frame or when ended by the Freudian Oni. If the Freudian Oni is reduced to 0 HP or fewer in demon form, he returns to human form automatically. When transformed, the Freudian Oni's gear does not transform, but worn and carried items are magically resized to be used in the creature's larger, demonic form.

Demonic Lifebond (SU): The Oni and its master become an even closer pair, becoming two sides of the same strange being. While within 60 ft of each other, the two creatures can 'share' Hit Points as needed as a free action. In desperation, the Freudian Oni can steal hit points and life energy from the demon, and can offer any amount of hit points necessary to keep the creature alive.

Hit points traded in this manner cannot push either creature past its maximum hit point total. The Oni cannot steal hit points from its master if he is unwilling. There is no limit to the number of hit points that can be traded in this manner.

If the creature is committing a rape or fighting, it is unwilling to share its hit points. The Freudian Oni can 'steal' hit points from it's beast, destroying it if necessary if he succeeds at a DC 22 WILL save. A failed save means that the Freudian Oni cannot draw energy from the Oni for 24 hours.

The Freudian Oni cannot use its fast healing ability to recover from damage inflicted in this manner. This theft must heal naturally.

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Demonic Transposition (SU): The demon within and the Freudian Oni have reached an accommodation, allowing the Freudian Oni to move between worlds with his demonic avatar's assistance. As a full round action, the Freudian Oni may attempt a DC 30 WILL save; if the save is successful, he and his Oni swap positions, regardless of the distance between them.

If the Oni is engaged in combat or atrocity, the WILL save DC increases to DC 35, as it is harder to convince the creature to give up its pleasure. If the save fails, neither creature transitions. This is a conjuration (teleportation) effect; there is no possibility of a missed or off target teleport, due to the unique bond between the two creatures.

Dismissal (SU): As a standard action, a 10th level Freudian Oni can simply choose to dismiss his demonic servant rather than attempt a WILL save to end its rampage. The demon disappears, as if it had timed out, and uses up that daily use of the summoning ability.

Extremis Summoning (SU): The Oni represents a man's dark thoughts and sexual rage, but it also represents that man's primal instinct for survival. No matter how many times it has been summoned that day, the Oni will always appear if its master is knocked unconscious, brought to 0 HP or fewer, or subjected to a hostile mind influencing effect. If the Freudian Oni dies, the creature will fade from reality in a number of rounds equal to its CON modifier, allowing the demon a chance at vengeance.

The creature is considered to be involuntarily summoned, making it more dangerous than ever, but its first instincts will be to protect its creator or drag him out of harm's way if possible. If the Freudian Oni has run out of daily 'summonings' of the beast, the Oni will be considered *shaken* when it appears. This instinctive, extremis summoning can only be performed once per day.

Oni's Birth (SU): The Freudian Oni unconsciously creates a dangerous, demonic beast which lives out his darkest, most secret fantasies. The Oni's form varies wildly, but always reflects the Freudian Oni's obsessions and fears. The Oni is always a hulking, heavily muscled brute, and obviously supernatural creature. Some Oni resemble creatures from Japanese myth and dark legend: demonic samurai with razor edged penises dripping with blood and acid. Others have no precedent in history or myth, and are purely products of dark imagination.

Whatever the Oni's form, it is a creature of will and imagination, not flesh. It draws its strength and is summoned into being by the Freudian Oni's will. The Oni's abilities increase as the Freudian Oni gains experience. As the Freudian Oni gains levels, he also learns how to spend action points to enhance and control his demonic companion.

The Oni can be summoned a number of times per day equal to one plus the Freudian Oni's WIS modifier (minimum twice daily), and must always be summoned at least once per day. Once summoned, the Oni cannot be dismissed or recalled voluntarily; it serves for the maximum duration possible. Once summoned, the Oni remains in existence for a number of minutes equal to the Freudian Oni's class level, or until destroyed.

If an Oni is reduced to 0 HP, it is destroyed. A destroyed Oni cannot be summoned again for at least 24 hours. If the Oni is destroyed, the Freudian Oni must succeed at a WILL save (DC 20 + his Freudian Oni class levels) or be *shaken* for 1d6 hours. The Oni always has full Hit Points when 'summoned'.

The Oni must be allowed to 'play' at least once each day. If the Freudian Oni does not summon the beast, he must succeed at a WILL save (DC 20 + the number of days since he has summoned the beast) or have the creature spontaneously appear. An Oni that spontaneously appears is even more uncontrollable and brutal; the WILL save DC to control the creature's actions increases by +5 when the Oni generates spontaneously.

Commanding the Oni

The Oni is a summoned creature, but has its own mind and personality, which is a bestial, twisted version of the Freudian Oni's true nature. The Oni can be commanded in battle, either by spoken or empathic commands, assuming the creature is within ½ mile of its creator. The Oni can be commanded to a limited degree, but is dominated by urges to rape and kill. It will eagerly obey commands that give it a chance to prove its strength and indulge in violence, but will resist more gentle commands.

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Occasionally, the Oni will ignore a command, and requires a DC 18 WILL save to bring to heel. Convincing the Oni to strike to subdue requires a DC 18 WILL save, as does convincing the creature not to respond to an attack or provocation.

If the Oni moves more than ½ mile from its creator, it will continue to follow its last commands to the best of its ability, but might be distracted by a chance at brutality.

The Oni cannot perform any skill requiring concentration or patience, nor use any Charisma based skills, with the exception of Intimidate and Handle Animal.

If the Oni renders a female opponent helpless, unconscious or dead, it will attempt to violate the victim, ignoring other targets in favor of it's 'fun', continuing until it fades from reality or is destroyed. Commanding an Oni to break away from a downed female target requires a DC 20 WILL save.

If the Oni encounters a female that the Freudian Oni would conceivably find attractive, it will begin stalking her, planning an immediate assault. Convincing the Oni to abandon the assault before it strikes requires a DC 22 WILL save. Fortunately, the Oni can be taught through fear. The Oni will not voluntarily attack any female who has ever destroyed it.

The Freudian Oni Medium Outsider (native)

The Freudian Oni is a dangerous, brutal humanoid predator dredged up from a nightmare. Whatever it's form, it's abilities are based upon its creators experience and willpower. The Freudian Oni has dark vision with a 60 ft range, and possesses the *scent* special quality. The Oni has a base land speed of 40 ft when first created, and only becomes faster and more fearsome as it grows.

As a mental construct, if the Oni is targeted by a mind influencing spell or effect it's creator saves against the effect, regardless of the distance separating the two. The Oni's saves are otherwise equal to its creator's subject to attribute modifiers.

The Oni has access to any feats its creator possesses, assuming it meets the attribute requirements for their use. The Oni cannot use any feats requiring patience, concentration or intellect. The Oni can potentially wear armor or use weapons, if familiar with their use and provided with them. The Oni is always proficient and considered armed when attacking with it's natural weapons.

The Oni's damage reduction stacks with DR from other sources, such as Tough hero class levels and supernatural effects, and can be overcome by 'good aligned' *holy* or *blessed* weapons. A 10th level Oni's fast healing ability is negated by those weapons.

- STR 17 (+3 melee attack and damage rolls)
- DEX 16 (+3 DEX bonus to Defense)
- CON 20 (+5 on FORT saves; +5 HP per HD)
- INT creator's INT score -10 (min 3)
- WIS creator's WIS score
- CHA creator's CHA score -10 (minimum 3)

Oni's Eyes (SU): The Freudian Oni gains the same keen eyes as his dream-summoned partner. The Freudian Oni himself gains darkvision with a 60 ft range. In addition, the Freudian Oni can see through the Oni's eyes, so long as the beast is within a ½ mile radius of its creator. The Oni receives no save against this effect, and while seeing through his creation's eyes, the Freudian Oni is considered helpless. The Freudian Oni can break his trance state at any time, reawakening as a free action.

Oni's Leash (SU): Finally, at 7th level, the Freudian Oni has some measure of control over the beast within. When the Oni is summoned, the Freudian Oni may choose to spend an action point to gain greater control over the beast. If the Freudian Oni chooses to do so, the all WILL save DCs to control the Oni are reduced by -7. This enhancement lasts until the Oni fades from reality.

Oni's Unholy Strength (SU): At 5th level, the Oni is more powerful and deadly than ever before. The Freudian Oni can choose to permanently increase either the Oni's STR or DEX by +4 points, or increase both attribute by +2 points. When summoned, the Oni now appears as a Large outsider, not a medium creature.

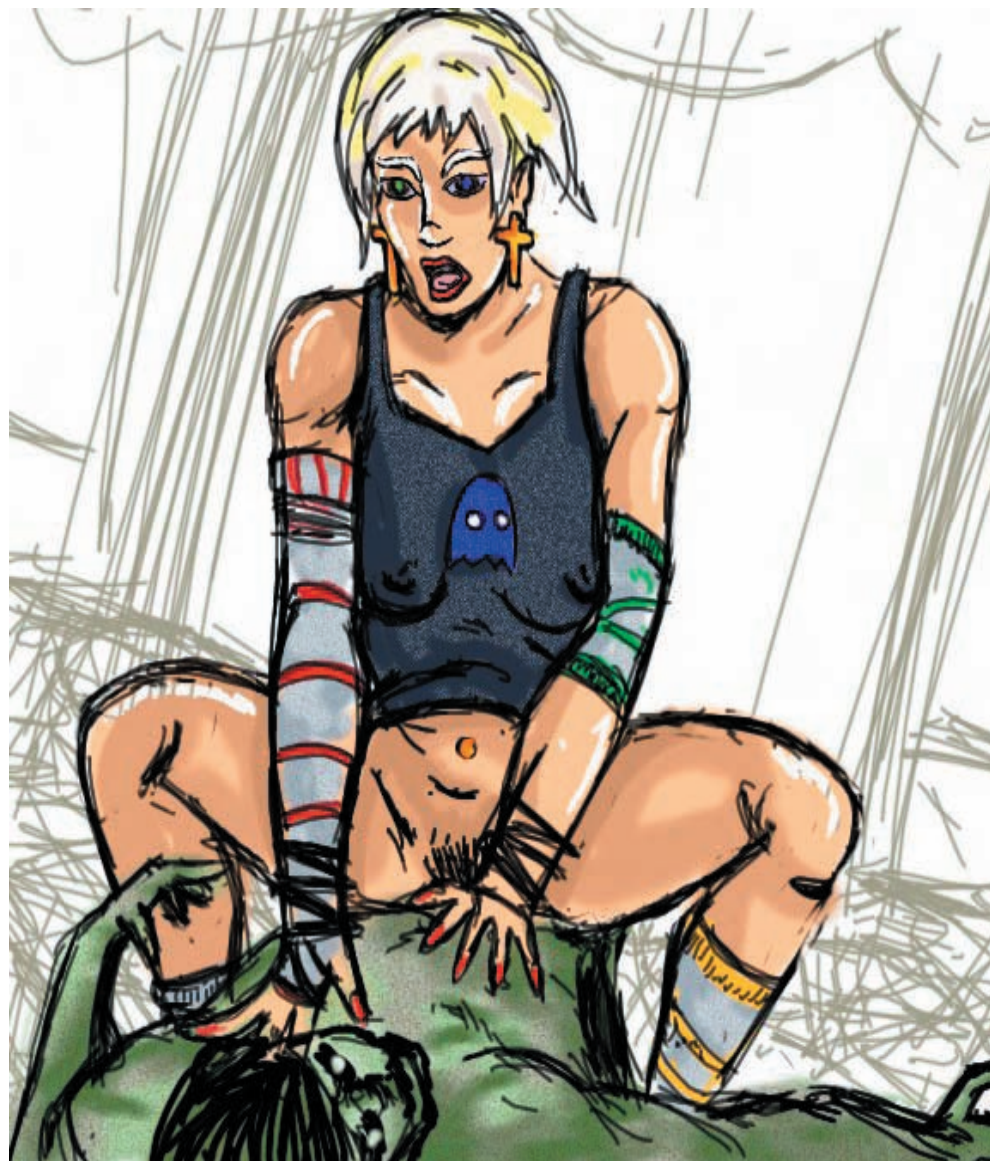
The Ghostkiss Investigator

The dead hunger. They lust. They dream of holding their children one final time, of eating a favorite meal, of making love just once more before walking Beyond. Most are pitiable. Most are disturbing. A few are dangerous. A few ghosts possess the living, committing atrocities, seeking vengeance.... stealing what is no longer theirs by

right. Murder, rape, torture, genocide..... all these things can create a ghost; all these are crimes occasionally committed by ghosts.

Ghostkiss Investigators mediate between the worlds of the living and the dead. They allow the dead to say their final goodbyes, often offering their own bodies as vessels for intimate moments with lost loves. They solve crimes of both the human and

ghostly worlds. They bring closure to the dead and peace to the living. And they bring an abrupt end to vengeful ghosts too powerful and enraged to go gently into the good night.



Action Enhancement: Starting at 5th level, the Freudian Oni can spend an action point when summoning the beast to increase his demonic companion's power. If the Freudian Oni does so, the Oni gains maximum hit points per HD, as well as a +2 morale bonus on all attack and damage rolls. The enhancement remains in effect until the Oni fades from reality.

Unending Hate (SU):

The Oni is a creature of deep misogynist rage, a soul deep hatred of women. Starting at second level, the Oni can add ½ its master's Freudian Oni class level (rounded down) as a bonus on natural weapon damage rolls made against any sentient female creature.

The Freudian Oni finds it ever more difficult to relate to women; while the Oni is in existence and for 1 hour after it vanishes from reality, the Freudian Oni suffers an equal penalty on Bluff, Gather Information and Diplomacy checks made against any sentient females.

Profile of a Ghostkiss Investigator

"I am awake in the place where women die."
- Jenny Holzer, 1996

Ghostkiss Investigators blend ancient Shinto and Buddhist exorcism techniques with cutting edge Western post-life research. Their diverse skills embrace quantum physics and parapsychology, forensics and the Roman Rites of Exorcism. Ghostkiss Investigators are more than just spiritual dilettantes: they are born with a strange natural gift. These death-shrouded children can see and touch the invisible dead, all around us. They can walk in the worlds beyond, and fight menaces in both worlds.

Many are a strange kind of necrophiliac, drawn to the dead out of both pity and lust. Others are purely compassionate beings, who are compelled to find the dead find peace, haunted by the losses in their own past. All are as comfortable around the dead as the living. All are quietly, almost unnoticeably *broken* on some soul-deep level that modern psychiatry can never touch.

The fastest path into the Ghostkiss Investigator advanced class is through the Dedicated Hero basic class, though other paths are possible.

The Ghostkiss Investigator in the Campaign

While many of the warriors and spiritualists of Black Tokyo focus on fighting back an endless tide of invading demons, the Ghostkiss Investigator fights an

older and more intimate enemy. The Investigator fights creatures that were once human, but are no less deadly for their lost humanity.

Ghostkiss Investigators are well trained, disciplined and focused, all traits that serve them well in Department Seven. They are the ultimate forensics experts, called to the scene when undead or necromantic magic threatens innocents. Their usefulness overrides their necrophiliac strangeness.

In campaigns where Soul Collectors are allowed, they work closely with Ghostkiss Investigators. The two very similar classes offer different approaches to the same problem: what role should the souls of the dead play in the lives of the living. The two classes may work closely together, both necromantic professionals with respect for the others' views and abilities, or they can be bitter rivals.

Requirements:

To qualify to become a Ghostkiss Investigator , a character must fulfill the following criteria.

Skills: Investigate 8 ranks, Knowledge: arcane lore 6 ranks, earth & life sciences 4 ranks, theology & philosophy 8 ranks, Diplomacy 2 ranks

Feats: Attentive, Iron Will

Gender: Members of either gender may become Ghostkiss Investigators.

Special: Prior to becoming a true Ghostkiss Investigator, a candidate must have engaged in friendly, if not openly sexual contact with a ghost or other undead creature. Most Ghostkiss Investigators are

The Ghostkiss Investigator

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1	+0	+0	+0	+2	Ghostsight; Diplomacy of Gentle Death	+1	+1
2	+1	+0	+0	+3	Rite of Exorcism	+1	+1
3	+1	+1	+1	+3	Bonus Feat	+2	+1
4	+2	+1	+1	+4	Altar of the Body	+2	+2
5	+2	+1	+1	+4	Death Without Fear or Pain	+3	+2
6	+3	+2	+2	+5	Bonus Feat	+3	+2
7	+3	+2	+2	+5	Vulgar Animation	+4	+3
8	+4	+2	+2	+6	Necrofeeder	+4	+3
9	+4	+3	+3	+6	Bonus Feat	+5	+3
10	+5	+3	+3	+7	Die in Pleasure	+5	+4

を、し、め、す、道、名、と、考、え、ら、れ、ま、す、し、海、技、二、テ、し、ま、し、た、ち、戸、田、や、本、郷、に、あ、る、和、

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initiated into the mysteries of their class by a ghostly lover. However, many report odd supernatural incidents, brushes with the dead and strange coincidences for years before ever taking a level in this class.

Class Information

The following information pertains to the Ghostkiss Investigator advanced class.

Hit Die

The Ghostkiss Investigator gains d6 hit points per level. The character's Constitution modifier applies. Ghostkiss Investigators are strong in will and magic, but are physically as frail and mortal as the decaying remains they work.

Action Points

The Ghostkiss Investigator gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills

The Ghostkiss Investigator's class skills are as follows.

Decipher Script (INT), Diplomacy (CHA), Gather Information (CHA), Handle Animal (CHA), Hide (DEX), Intimidate (CHA), Investigate (INT), Knowledge (arcane lore, art, earth & life sciences, history, theology & philosophy) (INT), Listen (WIS), Move Silently (DEX), Profession (any religious, mortician, investigatory) (WIS), Read/Write Language, Research (INT), Search (WIS), Sense Motive (WIS), Speak Language, Treat Injury (WIS)

Skill Points at Each Level: 6 + INT Modifier

Bonus Feat: At level, the Ghostkiss Investigator may choose a bonus feat, which must be chosen from the following list.

Acrobatic, Alertness, Animal Affinity, Archaic Weapon Proficiency, *Akashatic Memories*, *Benevolent Haunting*, *Burning Belief*, *Carriion Scavenger*, *Child of the Gallows*, Combat Martial Arts, Combat Expertise, Confident, *Dead Heart*, *Dead Flesh*, Defensive Martial Arts, *Dying Insight*, Endurance, Focused, Frightful Presence, *Ghostly Familiar*, *Gifts of Ecstasy*, Great Fortitude

Gunslinger's Fetish, *Helpful Poltergeist*, Heroic Surge, Improved Initiative, Improved Combat Martial Arts, Iron Will, *Life Eater*, *Lingering Purity*, Medical Expert, *Memento Mori*, *Skillful Executioner*, Stealthy, Studios, Surgery, Track, Trustworthy, **Unchanging Hand Technique**, **Wards of Filth**, Windfall

Italicized feats presented in another product written by the author

Bold feats presented in Chapter: Hentai Feats



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Altar of the Body (SU): The dead lust. For flesh, for the sensation of warm blood moving through their veins, for the passion and pulse of life they no longer experience. By offering a dead soul a last chance at human passion and ecstasy, the Ghostkiss Investigator can help it find peace, and end a potentially fatal conflict.

If a Ghostkiss Investigator can change an undead's attitude to at least friendly, he or she may willingly offer her body to the ghost or undead in exchange for its final banishment from the mortal plane. It doesn't matter the undead creature's gender or sexual orientation in life- it is intimacy, closeness and affection the spirit craves, not just sexual rut.

Once offered this sexual rite of exorcism, the undead may attempt a WILL save (*using a WIS score of 10 or the undead's WIS score in life, whichever is less for mindless undead; or the undead's actual WIS score in the case of sentient undead*). The Saving Throw DC is 8 plus the Ghostkiss Investigator's class level plus her CHA modifier. If the Investigator has the Gifts of Ecstasy feat, the saving throw DC is increased by +4. Once the ritual is refused, that undead can never be the target of this ability again by that particular Investigator.

The sexual encounter lasts at least an hour, and may stretch as long as several hours. Depending on the creature, it might involve a necrophiliac encounter with a skeleton, decaying zombie or other corporeal undead. The Ghostkiss Investigator can always sexually interact with otherwise incorporeal undead, enjoying them as if they were a living partner. If the undead is attacked or harmed during the sexual rite, the effect is broken, and the creature can never again be seduced by that Ghostkiss Investigator.

Once complete, the undead is destroyed forever. An undead creature exorcised in this manner cannot be *raised* or *resurrected* while the Ghostkiss Investigator who exorcised it lives. Though disturbing, the encounter is almost always pleasurable for the Ghostkiss Investigator, though she is *exhausted* after performing this draining, demanding ritual.

Death Without Fear or Pain (SU): The Ghostkiss Investigator's hair, including her pubic hair becomes as white as snow, and her skin becomes cool to the touch. She has been intimately exposed to the horrors of the dead and has confronted her mortality. Beginning at 5th level, the Ghostkiss Investigator becomes immune to all mundane and magical fear effects, and cannot become *shaken*, *cowering*, or *panicked*.

Die in Pleasure (SU): the most highly skilled Ghostkiss Investigators can snuff out the spark of life, allowing the dying to pass gently and pleasurably into the beyond. As a standard action, a 10th level Ghostkiss Investigator can snuff out the life of anyone who is at 0 HP or fewer. She can use this ability to affect any dying creature within 30 ft.

If the Ghostkiss Investigator uses this ability from a distance, the dying creature receives a WILL save (DC 20 + the Investigator's CHA modifier). However, if the Investigator spends at least a full round action in intimate physical contact with the dying creature, it receives no save against this effect. This effect can slay even creatures normally immune to death effects. A creature slain by this class ability cannot be *raised* or *resurrected* as long as the Investigator who ended its life remains living.

The Ghostkiss Investigator instantly recovers 1d4 HP per point of the dying creature's CHA modifier. Excess HP are become temporary hit points, which last until used or until the Investigator next sleeps.

If the Investigator is touching any undead creature when she uses this class ability, instead of choosing to benefit from the healing effect herself, she can use the dying creature's soul matter in one of two ways. She can either charge her body with positive energy, inflicting a number of points of damage upon the undead creature equal to the recovered HP.

Alternatively, the Ghostkiss Investigator can imbue her body with negative energy, allowing her undead servitor to benefit from the 'healing effect'. Any excess HP regained by the undead are simply lost.

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Action Enhancement: By spending an action point when she activates this class ability, the Ghostkiss Investigator can affect all dying creatures within a 30 ft radius, and receive a magical healing effect from all their demises. The Ghostkiss Investigator can physically touch up to two dying creatures who are no more than 5 ft apart, and can affect other dying creatures remotely.

Diplomacy of Gentle Death (SU): The Ghostkiss Investigator is a mediator between the worlds of the living and those of the dead. Restless souls, even the angriest, most hostile spirits are drawn to her compassion and gentle nature, and will often break of an assault to parley with the one human who can help them find peace.

The Ghostkiss Investigator may add her WIS modifier as a bonus on all Bluff, Diplomacy and Gather Information checks she makes against sentient undead. She is an effective diplomat among the lifeless.

In addition, the Ghostkiss Investigator receives a daily pool of bonus points one plus her WIS modifier (minimum two points). A bonus point may be spent to allow the Investigator to interact with the undead in new ways. All effects last for a number of minutes equal to the Ghostkiss Investigator's class level. By spending a bonus point, the Ghostkiss Investigator can perform any of the following feats:

- *Become invisible to mindless undead.* Mindless undead will not harm or interact with the Investigator, unless she attacks them. The creature can then act normally.
- *Gain the ability to communicate with mindless undead, by calling a shard of that creature's soul back to inhabit its body.* The Investigator can communicate and use CHA-based skills on mindless undead, as if the creatures had INT, WIS and CHA scores equal to 10 or the scores they had in life, which ever is less.
- *Render a single mindless undead creature vulnerable to mind-influencing effects.* The creature must be within 30 ft of the Investigator. This ability renders the undead vulnerable to all mind influencing effects, not just those of the Investigator. The creature is treated as if it has INT, WIS and CHA scores equal to 10 or the scores they had in life, which ever is less.

- *Improve the result of a turning check.* As part of the action of the turning attempt, the Ghostkiss Investigator can spend a bonus point to receive a +1d6 bonus on the turning check, enabling her to confront more dangerous undead.
- *Automatically adjust a sentient undead's attitude.* As a free action, the Ghostkiss Investigator can attempt to use her force of personality and strange connection to the dead to improve her relationship with any sentient undead creature. The undead receives a WILL save (DC 8 + the Investigator's class level + her WIS modifier) to resist the effect. If the save is failed, the creature's attitude towards the Ghostkiss Investigator alone improves by one category.

This is normally a temporary change, but if negotiations go well, even a hostile ghost or hungry vampire might come to regard the Investigator as a trusted friend. This effect ends abruptly if the Ghostkiss Investigator attacks the undead after using this ability. A single undead may be affected by this ability only once per encounter.

Ghostsight (SU): The Ghostkiss Investigator has caught fleeting glimpses of the ghostly world beyond ours since they were children. They can see the spirits of the dead all around us. The Investigators aid these minor, mournful ghosts in small ways, and in return are aided by the lesser spirits of the dead.

Ghostkiss Investigators can naturally see invisible creatures and objects, as well as see creatures moving through the Astral and Ethereal plane near them. When in any cemetery or murder sight, the Ghostkiss Investigator's eyes become even keener, granting them lowlight vision.

A number of times per day equal to her Ghostkiss Investigator class level, the Investigator can call upon some minor spirit, too weakly connected to the mortal plane for other ghost hunters to perceive or effect, for aid. These minor spirits cannot be turned or affected by most creatures, though other Ghostkiss Investigators can perceive these peaceful dead souls.

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These weak ghosts have forgotten most of the details of their mortal life, which might have passed centuries ago, but still aid their ‘living brother or sister’ to the best of their ability and show traces of their long dead personality and interests.

The ghostly intercession takes the form of a +1d4 morale bonus on the Ghostkiss Investigator’s next skill check, attack roll or saving throw. Requesting ghostly aid is a considered part of the action involved in performing the check.

Within a few minutes after the task is complete, the Ghostkiss Investigator is expected to make a gesture of thanks to the spirit world: a brief prayer, a sacrifice of rice or incense, or any other minor respectful gesture. If the Ghostkiss Investigator fails to thank her helpful spirit guides, she angers the ghosts, and cannot call upon this class feature until she next sleeps.

Necrofeeder (SU): The Ghostkiss Investigator’s body changes, becoming even more like the dead she loves so much. Beginning at 8th level, the Ghostkiss Investigator becomes immune to ability and energy drain.

Any undead attempting to use one of these attack forms on the Investigator must succeed at a saving throw (identical to the one its victim would normally have to make) or suffer the effects of the energy drain itself as the necromantic energy of the attack rebounds on the creature.

Regardless of her ethos, the Ghostkiss Investigator is healed by negative energy (such as from *Inflict Wounds* spells). She can still heal normally, as well as benefit from positive energy based *Cure Wounds* spells.

Rite of Exorcism (SU): All Ghostkiss Investigators are powerful exorcists and necromancers, marked forever by their soul deep connection to the dead. Starting at 2nd level, the Ghostkiss Investigator can turn undead as if she were an acolyte of equivalent level.

Regardless of the Ghostkiss Investigator’s ethos she may both turn, rebuke command and bolster undead. The Ghostkiss Investigator does not need to brandish a holy symbol, simply reciting a prayer or appealing to the dead soul on a personal level is enough.

Vulgar Animation (SU): Just as she can banish unquiet spirits by tempting them with sexual favors, the Ghostkiss Investigator can call weak-willed ghosts to inhabit corporeal shells as her servants and playthings.

By engaging in a prolonged necrophiliac ritual, which requires at least an hour, the Ghostkiss Investigator can animate a zombie or skeleton from any corpse she makes love to. This is effectively similar to an *animate dead* spell cast as an acolyte of the Investigator’s total character level, however only one creature can be animated at once. No material component, other than the Ghostkiss Investigator’s willing body, is necessary. Once the ritual is complete, the Ghostkiss Investigator is *fatigued*.

While creating her undead servitor, the Investigator can spend her daily bonus points from her Diplomacy of Gentle Death to improve her undead spawn. These enhancements are permanent, and a specific undead can benefit from any number of them, provided they are selected at the creature’s time of creation. She may enhance the undead’s ability in any of the following ways:

- A zombie created in this manner can move and attack normally, making it faster and more agile than most of its kind.
- Undead created retain some trace of their skills. The undead ‘remembers’ 1 rank in any skill it had 10 or more ranks in while alive, and can use that skill normally, subject to its new attributes.
- (Two Points) Undead created in this manner retain their base INT, WIS and CHA scores, but their allegiances change to their mistress. Undead servitors can willingly be commanded to destroy themselves or take suicidal action, as well as take actions that would have been abhorant to them in life.
- (Two Points) Undead created in this manner cannot be turned.
- (Three Points) The Undead retains the feats it had mastered in life, and may use them normally. However, the undead cannot activate any feat that requires an action point expenditure, nor any feat that requires concentration or intelligence, if it is mindless.

The Harem Mage

"If you suddenly become to have twelve sisters, what do you think?"

More over, they are so pretty, sweet, charming.... And loving you so much?"

- Sister Princess (English translation)

For some, women are not perfect the way they are born. They are willful, proud, and prone to rejecting advances and with their own thoughts and opinions. Too intimidating and difficult of creatures for many of Black Tokyo's lovesick men. Conventional robots and sex dolls are a poor substitute- they might satisfy physical urges, but they are ultimately soulless constructs. But what if you could purchase a living girl, a sentient thinking being that loved you unquestioningly and obeyed your every sexual whim? How much would you pay?

Harem mages lovingly craft perfect, subservient servant girls, sculpting their bodies and mind with the end user in mind. They handcraft Living Toys (*Dept Seven Species Update*) for lonely salary-men, create beautiful figments of lustful imagination to keep bored executives company, and conjure busty, lusty maids to teach horny teenagers about sex and relationships. Where other mages might conjure magical weapons and scribe spells onto parchment, Harem Mages create life itself. These creator mages sculpt women as living works of art.

Profile of a Harem Mage

Harem Mages are some of the world's premier magic users, performing feats that lesser arcanists can only gape in awe of. Unlike most mages, Harem Mages do not obsess over quick-cast combat spells and have little talent for battlefield conjurations. Instead, they are creators first and above all, toiling in their studios to bring the gorgeous creatures that walk through their dreams to life.

Harem Mages begin their invariably life as artists: sculptors, doll makers, modelers, puppeteers, painters, animators, CGI modelers among others. Obsessed with the act of creation, these magical artists soon realize that their creations have a life of their own. Drawings might move and cavort on the page: sculptures take on erotic new poses. With practice, Harem Mages can imbue a creation with a portion of their own soul, creating a new consciousness housed in an arcane shell, a living spell-woman who obeys their every command.

The fastest path into the Harem Mage Advanced Class is through the Smart Hero basic class, though other paths are possible.

The Harem Mage in the Campaign

"Even when I make a picture of a living being, I always create only an image, a thing... not a living being."

- Marlene Dumas

The Harem Mage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1	+0	+0	+0	+2	Girlish Familiar; Daydream Girls	+1	+1
2	+1	+0	+0	+3	Unexplainable Charm; Sketchbook Mage	+1	+1
3	+1	+1	+1	+3	Bonus Feat	+2	+1
4	+2	+1	+1	+4	Through Her Eyes or Harem Master's Luck	+2	+2
5	+2	+1	+1	+4	Wandering Mind	+3	+2
6	+3	+2	+2	+5	Bonus Feat	+3	+2
7	+3	+2	+2	+5	Wonderful Daydream	+4	+3
8	+4	+2	+2	+6	Mollifying Charm	+4	+3
9	+4	+3	+3	+6	Bonus Feat	+5	+3
10	+5	+3	+3	+7	Girlish Perfection	+5	+4

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The Harem Mage is a an oddity. Most combat mages look down at the quirky magic user as wasting their prodigious arcane talent creating magical dolls. Others take issue with the fact they create magical slave creatures: willing and endlessly perky slaves, but slaves none the less....

Harem Mages are most likely to be encountered as an adversary or as a contact. Some become master blackmailers, learning the sexual predilections and most secret fantasies of Black Tokyo's elite through their mage-bred dolls. Others might make their living selling their creation to lonely millionaires- or even giving the lovesick a beautiful living doll as a gift. A relatively small handful of Harem Mages find employment within Department Seven, serving as researchers and occult experts. Few Harem Mages can stand to put their magical girls at risk on the battlefield, and even fewer are combat capable themselves.

Requirements:

To qualify to become a Harem Mage, a character must fulfill the following criteria.

Skills: Craft: visual art 8 ranks; Knowledge: arcane lore 8 ranks; Knowledge: either art or popular culture 8 ranks; Knowledge: earth & life sciences 4 ranks

Feats: Creative, Iron Will

Gender: Both males and females can become Harem Mages. It's rare but not unheard of for Harem Mages to create or transform subservient magical boys; simply swap pronouns in class ability descriptions as needed.

Class Information

The following information pertains to the Harem Mage advanced class.

Hit Die

The Harem Mage gains d6 hit points per level.

The character's Constitution modifier applies.

Harem Mages are men and women with a profound supernatural gift for creation, not combat or destruction.

Action Points

The Harem Mage gains a number of action points equal to 6 + one-half of his character level, rounded down every time he attains a new level in this class.

Class Skills

The Harem Mage's class skills are as follows.

Bluff (CHA), Computer Use (INT), Concentration (CON), Craft (mechanical, visual arts) (INT), Diplomacy (CHA), Forgery (INT), Knowledge (arcane lore, art, behavioral sciences, earth & life sciences, popular culture, technology) (INT), Profession (craftsman or artist) (WIS), Read/Write Language, Repair (INT), Sleight of Hand (DEX), Spellcraft (INT), Speak Language, Treat Injury (WIS)

Skill Points at Each Level: 6 + INT Modifier



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Bonus Feat: At 3rd, 6th and 9th level, the Harem Mage may choose a bonus feat, which must be chosen from the following list.

Animal Affinity, Attentative, *Benevolent Haunting*, *Blessings of Forgetfulness*, *Breeder*, Builder, **Caress of Soiled Cloth**, Confident, *Diversity of Experience*, Dodge, Educated, Elusive Target, *Eugenicist*, Focused, Gearhead, *Thematic Teleportation*, *Open Handed Telekinesis*, *Mage of the Heart*, *Mystic Origami*, *Paper Defense*, *Paper Razors*, Renown, Run, *Soul Bound Familiar*, *Sentient Familiar*, Surgery, *Summoner*, *Summoner from Nature*, *Summon Thrall*, Trustworthy, Weapon Finesse, Windfall

Italicized feats presented in another product written by the author

Bold feats presented in Chapter: Hentai Feats

Daydream Girls (SU): A lusty thought and some time spent fantasizing conjure a beautiful, willing playmate into being. Even a novice Harem Mage can conjure up a bevy of magical girls of stunning beauty, grace and sexy cuteness.

A number of times per day equal to his INT modifier (minimum once daily), the Harem Mage can imagine a beautiful woman. Doing so requires at least 30 minutes of intense concentration: most Harem Mages spend the time sketching or sculpting a representation of their magical paramour. The Harem Mage cannot engage in any stressful activity or even an intense conversation during this time.

At the end of the trancelike flurry of creativity, the a beautiful nude companion appears at the Harem Mage's feet, spectacularly birthing into the real world. Some Daydream Girls hatch from arcane eggs, or appear in a storm of light and swirling flower petals, while others seem to leap off the page and take on three voluptuous dimensions.

The Daydream Girl is a magically created human (or humanoid creature), her exact appearance and race determined by her creator. Though fleeting, she is a living sentient creature. Her allegiances either match her creator's exactly, or can be chosen by her creator during

the creative process. Regardless of her allegiances, her primary allegiance will be to either her creator or another person designated during creation as her owner and master. A Daydream Girl can never be magically compelled or deceived to harm her creator or master.

All Daydream Girls begin with a score of 8 in all ability scores. The Harem Mage has a pool of attribute points equal to his ranks in Craft: visual arts, which he can distribute among the girl's six attributes as he sees fit. The Daydream girl may be assigned a single Ordinary Hero level, but does not receive a starting occupation. Though a 'fictional' creation, she is (usually) a human, and receives the additional skill points and feat common to all humans. A Harem Mage who decides to conjure a non-human Daydream Girl doesn't receive those benefits.

Daydream Girls are fleeting creatures, fading into non-reality after 24 hours have elapsed. If the Harem Mage becomes infatuated with a particular daydream girl, each day, he may touch her intimately and imbue her with some of his soul. When doing so, the Harem Mage must make a WILL save (DC 18 + the Daydream Girl's CHA modifier). Failure indicates that to keep her in existence, the mage must sacrifice 100 XP that day; success indicates he must only sacrifice 25 XP. The Harem Mage can choose to spend the XP or not, after the result of the save is announced. If the Harem Mage designates someone else as the Daydream Girl's master, that master may also choose to imbue the Daydream Girl with her daily ration of memories and soul-stuff.

After imbuing a Daydream Girl with XP for a number of days equal to her CHA score, she becomes a 'real' being, and will not fade from reality. She will remain in existence until slain or until she dies of old age (if she is a mortal creature). A 'real' Daydream Girl may begin gaining XP herself, learning from her experiences and may eventually select heroic class levels. When the Daydream Girl finally dies, her body fades from reality within seconds, though she can be *raised* or *resurrected* normally, even without a trace of her remains.

There is no limit to the number of Daydream Girls the Harem Mage may have in existence at any given time. Creating a Daydream Girl is a conjuration (creation) effect.

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Girlish Familiar (SU): Why would you want an animal as a constant magical companion, when you could have a willing little pixie sized nymphette instead hovering over your drafting table as you work? The Harem Mage's first creation is a doll sized homunculus crafted to resemble some fanciful fantasy woman.

Like a standard familiar, the Girlish Familiar is a magical creation, which resembles a 5-7" high pixie. Unless otherwise noted, the Girlish Familiar uses all the rules for a standard Familiar as described in the mage's class description in the *D20 Modern core rulebook*. As an extension of his soul, the Harem Mage can cast personal spells on the familiar, and both benefit from the effects of a single spell or magical effect. When within 5 ft of her master, the Girlish Familiar grants her master the Alertness feat. The familiar is a semi-sentient creature, and can speak with anyone who shares her language.

If your familiar is slain, you must make a DC 15 FORT save. Failure indicates you lose 1 rank in Craft: visual arts per character level, as a result of the trauma of your soul bonded familiar's demise and the loss of your pixie-sized muse. Your ranks in Craft: visual arts can never drop below 8 as the result of the loss of your familiar.

Success means you only lose half the amount of skill ranks. A slain or dismissed familiar cannot be until the Harem Mage gains new ranks in Craft: visual arts, usually upon obtaining a new level. A slain familiar can be raised from the dead, just as a character can be, and does not lose a level or Constitution point when this happy occasion occurs. If a character restores life to a slain familiar before 24 hours elapses, he can recover half the skill ranks lost as a result of the creature's death.

Table: Harem Mage Spell Selection

Spell Level	Spells (Arcane or Divine)
Zero	Cure Minor Wounds (D), Light (A), Mage Hand (A), Prestiditation (A), Resistance (A)
First	Bless (D), Cause Fear (A), Change Self (A), Command (D), Cure Light Wounds (D), Mage Armor (A), Magic Missile (A), Sleep (A)
Second	Aid (D), Enhance Ability (D), Invisibility (A), Magic Mouth (A), Web (A)
Third	Dispel Magic (A), Glyph of Warding (D), Invisibility Sphere (A), Status (D), Slow (A)
Fourth	Confusion (A), Minor Globe of Invulnerability (A)
Fifth	Greater Command (D), Phantom Watchdog (A), Wall of Force (A)

Girlish Familiar: CR 1/4; Tiny Fey; HD 1d6 (3 HP); Mas 10; Init +7; Spd 10 ft, fly 40 ft (perfect); Defense 15, touch 15, flatfooted 12(+2 size, +3 DEX); BAB +0; Grap -12; Atk +0 melee (1 point slam); Full Atk +0 melee (1 point slam); FS: 5 ft x 5 ft; Reach 0 ft; AL its master; SV FORT +0 WILL +1 REF +3; AP 0; Rep +0; STR 3 DEX 17 CON 10 INT 8 WIS 12 CHA 10

Skills: Escape Artist +6 Hide +8 Listen +8, Spot +10

Feats: Improved Initiative

Girlish Perfection (SU): A 10th level Harem Mage can pour his heart and soul into creating the perfect fictional woman and bringing her to life. By spending action points, he can create a more powerful, confident, skilled and all around perfect lover. Each action point spent allows the Harem Mage to imbue his creation with an additional Heroic Class level; if enough action points are spent, the Harem Mage can even grant his creation Advanced Class levels.... Including levels in Harem Mage!

Each action point spent requires the Harem Mage to spend an additional day perfecting the design of his perfect lover. Once completed, a perfect Daydream Girl fades from reality as quickly as her lesser sisters, but most Harem Mages consider the XP cost required to make her real a small price to pay for such an amazing companion.

Once a Harem Mage begins working on a Perfect Daydream Girl, he can 'pause' creation process indefinitely, and resume work at anytime, allowing the mage to create his companion in spare moments across several days or weeks. Time and action points already invested into creating the Daydream Girl is 'stored' and when work resumes, the Harem Mage simply picks up where he left off.

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Mollifying Charm (SU): The Harem Mage's Girlish Familiar knows just how to get her master out of tight spots with angry women: she's had enough practice. Each day, the Harem Master receives a 'pool' of points equal to the number of Daydream Girls he has in existence (maximum 10 points in the pool).

Each point can be spent to adjust the attitude of a sentient NPC female upwards by one category. There is no limit to the number of points the Harem Mage may spend on improving the attitude of a particular woman. Theoretically, with enough points, he could change a hostile woman into a helpful ally in an instant. The woman receives a WILL save (DC 10 + the Harem Master's CHA modifier); if she resists the effect successfully, her attitude is unchanged and the points are simply wasted.

The Harem Master can only use this ability when his Girlish Familiar is within 5 ft of him, advising him and whispering even better lines into his ear.

Harem Master's Luck (SU): The Harem Mage is already blessed with a clutch of beautiful willing women, but fortune seems to smile on him the more beauties he surrounds himself with.

The Harem Mage receives a +1 luck bonus on Armor Class and REF saves for every Daydream Girl within 60 ft of him (maximum +10 bonus).

Sketchbook Mage (SU): Arcane formulas and dusty spell books hold no interest for the Harem Mage; they prefer to work magic with Copic markers, programs like Painter and Lightwave or clay and model maker's glue.

Starting at 2nd level, each day the Harem Mage can cast a limited selection of spells. The Harem Mage can cast a total number of spell levels equal to his ranks in Craft: visual arts. For example, a Harem Mage with 8 ranks could cast a total of 8 levels worth of spells per day: two fourth level spells, eight first level spells, or any other combination. Zero level spells count as ½ a spell level.

Casting spells is a standard action which provokes attacks of opportunity. The Harem Mage's spells require no advance preparation; he decides

which spells to cast at the moment he begins speaking the words. The Harem Mage casts spells as a mage or acolyte of his total character level, using the appropriate primary casting attribute based on which type of magic he is attempting to cast. The Harem Mage cannot learn additional spells or copy spells from another mage's spell book.

Through Her Eyes (SU): His creations are extensions of his soul, his will and his desires. By concentrating, the Harem Mage can see and hear anything any of his Daydream Girls (or his Girlish Familiar) experiences, so long as the Daydream Girl is within 1 mile of her creator. If the Harem Mage has the ability to summon or create other magical creatures (such as by the Summoner feat), he may also see through that creature's eyes.

While concentrating on seeing through his creation's eyes, the Harem Mage is effectively helpless, but can end the entranced state at any time, as a free action.

Unexplainable Charm (SU): Even the shyest, most tongue-tied Harem Mage can show unexpected moments of charm around women, both real and magically conjured.... Mostly thanks to the advise of the mage's long suffering Girlish Familiar. As long as his pixie companion is within 5 ft, whispering good lines into his ear, the Harem Mage receives a bonus on Bluff and Diplomacy checks made against sentient females equal to half his class level (rounded down).

Wandering Mind (SU): Fantasies are fleeting, and dream girls are interchangeable. As long as they are within ½ mile of each other, the Harem Mage can 'swap' the positions of any two of his Daydream Girls. As a full round action which provokes attacks of opportunity, the Harem Mage can concentrate, and cause any two of his Daydream Girls to trade places. This is a conjuration (teleportation) effect.

Action Enchantment (SU): By spending an action point, the Harem Mage may swap positions with any one of his Daydream Girls within ½ mile. This is a full round action which provokes attacks of opportunity.

Wonderful Daydream (SU): Already a skilled magical artist, an experienced Harem Mage becomes capable of creating even more amazing creations. Starting at 7th level, the Harem Master's Daydream Girls no longer need to eat or drink (though they can and do enjoy food), or air to breathe.

A Daydream Girl's starting attributes are all 10, and can be improved normally for the Harem Mage. A Daydream Girl can be assigned one level in any Basic Heroic class, and gains and can use action points normally.

The Sacred Pleasurer

*"I'm hexed, I'm vexed, I'm in the Devil's text.
Some say I keep my self respect hidden in my cervix.
Next!"*

- Peaches, AA XXX

Once upon a time, the word whore wasn't an insult; it was a calling. Sacred prostitutes served in the temples, healing the sick, comforting the mournful and reading the oracles, allowing seekers a glimpse of the divine as they moaned and writhed in orgasm. As the world changed, and new faiths supplanted the old, the exalted nature of the divine whore was forgotten. Priestesses became heretics became prostitutes became forgotten. Today, despite the weight of years and tradition, a blessed handful of iconoclasts have rediscovered the rites and traditions of the divine prostitute.

The Sacred Pleasures were once drawn from the ranks of the ancient world's elite; it's most beautiful and perceptive noble daughters. As the ages have passed, this primal and pleasurable connection to the divine has been democratized. Any good soul, who wishes to serve the divine, embody the Goddess and serve humanity may do so.

Profile of a Sacred Pleasurer

To the Sacred Pleasurer, the godhead is within all humans, and a reminder of the divine essence can be coaxed from mortal flesh through sexual communion. Sexuality is ritual; sexuality is love... sexuality is meditation and worship service. Sacred Pleasures may hail from heretical Christian sects,

from ancient lineages of Shinto priestesses with a long history of demonological expertise, or may arise when an untutored soul sees the face of God in the first orgasm she shares with another.

No matter their origins or philosophy, Sacred Pleasures are vessels for powerful and beneficial divine magic. Many consider their connection to the divine stronger and more pure than any force of divine magic. After, a conventional acolyte might pray to his God, but when the Sacred Pleasurer gives herself to hers, she literally becomes the divine, incarnated on Earth for a few brief minutes.

The fastest path into the Sacred Pleasurer advanced class is through the Dedicated Hero basic class, though other paths are possible.

The Sacred Pleasurer in the Campaign

Like the Acolyte, the Sacred Pleasurer is a healer and intermediary between man and God. Like the acolyte, the Pleasurer is responsible for healing and strengthen the bonds between her friends. Though her methods are different, the Pleasurer's results are similar. The particularly intimate nature of her magic means the Pleasurer's blessings are particularly long lasting and potent, though she can also choose to cast the same quick and efficient 'battlefield buffs' acolytes can.

The Pleasurer is an oracle and soothsayer. While in her ecstatic trance, she mutters prophecy and divine wisdom. Teammates and allies will seek both her sexual favors and her mundane wisdom. As a being dedicated to the joy and pleasure of love, she is a natural enemy of the rapacious demons haunting Black Tokyo, and has a selection of abilities allowing her to bind and banish demon kind.

The Sacred Pleasurer may work closely with Department Seven or a similar group, but they rarely consider their temporal employer the ultimate authority over their lives. Like a chaplain stationed with the military, the Pleasurer will fight in the trenches with the rank and file, especially when confronting demonic evil, but answers to a more exalted chain of command. First and foremost, the Pleasurer serves her deity, and humanity as a whole, with the political interests of any mortal government taking a very distant place in her hierarchy of allegiances.

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Requirements:

To qualify to become a Sacred Pleasurer ,a character must fulfill the following criteria.

Skills: Knowledge: theology & philosophy 8 ranks, Knowledge: arcane lore or history 4 ranks, Sense Motive 6 ranks, Treat Injury 4 ranks

Feats: Anointed Cleric (*new feat, reprinted here*), Trustworthy

Gender: Female. As an embodiment of the goddess, the Pleasurer must share her gender. Sacred Pleasures offer their bodies to supplicants regardless of gender, or the sexual orientation they choose in their personal life.

Special: The Sacred Pleasurer must have declared one of her allegiances towards any benevolent deity or religion. Membership in any particular church or cult isn't required; belief in itself is enough.

Class Information

The following information pertains to the Sacred Pleasurer advanced class.

Hit Die

The Sacred Pleasurer gains d6 hit points per level. The character's Constitution modifier applies. Sacred Pleasures are fit and beautiful, but they are rarely frontline combatants.

Action Points

The Sacred Pleasurer gains a number of action points equal to 6 + one-half of her character level, rounded down every time he attains a new level in this class.

Class Skills

The Sacred Pleasurer's class skills are as follows.

Concentration (CON), Diplomacy (CHA), Escape Artist (DEX), Gather Information (CHA), Handle Animal (CHA), Knowledge (arcane lore, art, civics, current events, earth & life sciences, history, theology & philosophy) (INT), Listen (WIS), Profession (prostitute or courtesan) (WIS), Read/Write Language, Research (INT), Sense Motive (WIS), Speak Language, Survival (WIS), Treat Injury (WIS)

Skill Points at Each Level: 5 + INT Modifier

Bonus Feat: At 2nd, 4th, 6th and 8th level, the Sacred Pleasurer may choose a bonus feat, which must be chosen from the following list.

Acupuncture, Alertness, Animal Affinity, Archaic Weapons Proficiency, *Astrology*, *Beautiful Armor*, *Bellwitch*, *Beyond the 5th Circle*, *Burning Belief*, Combat Martial Arts, Combat Throw, *Comforting Fetish*, Dodge, Defensive Martial Arts, Educated, Elusive Target, Focused, *Focusing Stave*, *Gifts of Ecstasy*, **Gift of Innocence**, *Healing Presence*, **Hypnotic Beauty**, **Innocence Restored**, *Illuminated Aura*, *Instinctual Joybringer*, Iron Will, Lightning Reflexes, *Lifeforce Conduit*, *Lingering Purity*, *Mage of the Heart*, *Moon's Purity*, *Moonwise*, **Painted with Seed**, Renown, *Regenerative Blessings*, *Regenerative Womb*, Run, *Seasonal Metamagic*, Surgery, **Truth of the Body**, **Trangressive Inspiration**, Unbalance Opponent, Weapon Finesse, Windfall, **Womanly Ambrosia**

The Sacred Pleasurer

Level	Base				Special	Defense		Reputation
	Attack Bonus	Fort Save	Ref Save	Will Save		Bonus	Bonus	
1	+0	+0	+2	+2	Divine Calling : Blessing of the Yoni ; Tantric Wisdom	+1	+1	
2	+1	+0	+3	+3	Banish Demon, Bonus Feat	+1	+1	
3	+1	+1	+3	+3	Council of the Body	+2	+1	
4	+2	+1	+4	+4	Bonus Feat	+2	+2	
5	+2	+1	+4	+4	Sacred Masturbation	+3	+2	
6	+3	+2	+5	+5	Bonus Feat	+3	+2	
7	+3	+2	+5	+5	Chalice of the Divine	+4	+3	
8	+4	+2	+6	+6	Bonus Feat	+4	+3	
9	+4	+3	+6	+6	Pleasurable Wards	+5	+3	
10	+5	+3	+7	+7	Lessons of the Yoni	+5	+4	

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*Italicized feats presented in another product
written by the author*

Bold feats presented in Chapter: Hentai Feats

Banish Demon (SU): The Sacred Pleasurer is a modern descendant of mankind's earliest demon hunters. She stands at the borders of our reality, a shining example of love and holy truth in the face of unspeakable other-dimensional horror.

Starting at 2nd level, the Sacred Pleasurer can attempt to turn outsiders. She may turn any outsider in the same manner as an acolyte of equivalent level attempting to turn an undead creature. If the Sacred Pleasurer's turning check result is high enough, she may destroy the demon utterly.

If the Sacred Pleasurer is at least partially nude and bearing the physical signs of sexual arousal, she turns demons at +1 caster level. Demons cannot withstand the purity and carnal delight of the Pleasurer's lusts.

Action Enhancement: If the Sacred Pleasurer spends an action point while making a turning check against demons, any creature successfully turned, but not destroyed must make an additional WILL Save (DC 18 + the Pleasurer's WIS modifier) or be *blinded* for the duration of the turning effect.

Blessing of the Yoni (SU): For the Sacred Pleasurer, sharing an orgasm with willing supplicant binds the lover's souls to each other and to the divine. The Pleasurer willingly gives of her body to bless worthy souls. Anytime the Pleasurer willingly brings another sentient creature to orgasm, that creature receives a minor supernatural blessing from the divine prostitute. Sacred Pleasures are oracles and advisors, offering wisdom and advice sweetened with passion and pleasure.

The supplicant receives a pool of 'bonus' points equal to the Pleasurer's class level plus CHA modifier (minimum two points); which can be spent to improve the results of any one type skill check or saving throw, specified by the Pleasurer at the moment the creature orgasms. The supplicant may than choose to add the bonus points to any rolls with that skill in any amount desired. Any points not used before the supplicant next sleeps are simply lost.

A particular supplicant can only benefit from being blessed by the yoni once per 24 hour period. There is no limit to the number of supplicants a particular Sacred Pleasure may bless within a day.



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Chalice of the Divine (SU): The words and gestures of a conventional spell are a poor substitute for the Sacred Pleasurer's sexual communion. Each day, rather than casting some spells in the usual manner, the Pleasurer may choose to imbue her vulva with divine magic, imbuing a number of spell levels equal to twice her WIS modifier (minimum two spell levels). She may choose to do so at any time, as a full round action. Imbued spells are lost for the day, as if the Pleasurer had cast them. A zero level spell casts as ½ a spell level for this purpose.

Example: A Pleasurer with a WIS score of 17 could choose to imbue upto 6 spell levels into her body. She could imbue her vagina with three 2nd level spells, with a 5th level spell and a first level spell, with six 1st first level spells or with any other combination of spell levels.

Once a spell is imbued, the Pleasurer can cast it to benefit herself as a purely mental action. In a quiet orgasmic burst, the spell takes effect. She may also choose to cast the spell on any lover, or any one who tastes her bodily fluids. She may cast spells which normally have a personal range as a touch spell in this manner. If the Pleasurer chooses to cast a beneficial spell sexually, the duration of the spell is doubled. Instant duration spells, such as healing magic, have their numerical effects maximized instead.

Imbued spells not cast by the end of the day are simply lost.

Council of the Body (SU): As the Sacred Pleasurer offers her body as a living altar, she is possessed by the spirit of her divinity, and shares the wisdom of the divine. While making love, the Pleasurer enters an ecstatic altered state. As the Pleasurer and her lover reach orgasm, the Pleasurer's mind opens fully to the divine.



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Once per day, while making love, the Sacred Pleasurer may cast *augury* with the certainty of success, concerning any action she or her supplicant plan to under take within the next day. When asking questions concerning romantic and sexual matters, the *augury* can foresee events up to a year and a day in the future.

In addition, if the Pleasurer concentrates on a particularly thorny problem before making love, her connection to the divine allows her to reroll any failed Knowledge check made within the past 24 hours. The Pleasurer may use this secondary aspect of the ability as many times as she wishes, but may only reroll a particular failed Knowledge check once.

Divine Calling: Though she may not recognize any established church, though she may be marked as a heretic or cultist, the Sacred Pleasurer is a true divine magic user, called by the gods to serve Their will.

The Sacred Pleasurer can cast a daily assortment of spells, and learn divine skills as an acolyte of equivalent level. The Sacred Pleasurer's spell list is unique, and includes a selection of spells traditionally considered 'arcane', which are considered divine magic when she wields them. The Sacred

Pleasurer considers her own body to be a symbol of godliness and purity, and does not require a holy symbol or other divine focus to cast spells or wield divine magic.

Rather than meditating or praying to recover her spells, the Sacred Pleasurer must engage in at least one hour of ritual sex with a willing partner, who understands the sacred nature of the act he or she is performing, or at least one hour of highly ritualized masturbation and Zen meditation.

Lessons of the Yoni (SU): The Sacred Pleasurer uses her body to teach the lessons of her faith and strengthen the faith of her supplicants. While offering the Blessings of the Yoni to a supplicant, she may also choose to attempt to change that supplicant's personality.

If the Pleasurer chooses to use this ability, the supplicant must succeed at a WILL save (DC 18 + the Sacred Pleasurer's WIS modifier), or have one of his or her allegiances change to match the Pleasurer's own. A willing target can voluntarily forgo the save. Any supplicant whose allegiances change due to this class feature also receive a permanent +1 bonus on Knowledge: theology & philosophy checks, thanks to the brief glimpse of the Goddess the

Pleasurer grants them.

A creature may only be affected by this ability once in its life. There is no limit to the number of times per day the Sacred Pleasurer can use this class ability.

Pleasurable Wards (SU): The Sacred Pleasurer's desire and joyous sensations forms an unbreakable divine barrier that a demon's hatred and rage can never penetrate. By spending an action point and ritually masturbating, the Pleasurer can create an nearly unbreakable ward which most demons cannot enter.

A 60 ft spherical radius around the Pleasurer becomes warded. Any demon wishing to enter the warded area must succeed at a WILL Save (DC 22 + the Pleasurer's WIS modifier). Success means the demon can force its way through the glistening divine membrane, but once inside the warded area is considered *slowed* by the potent sexual magic. Failure indicates the demon is trapped outside the barrier.

No attacks, whether mundane or magical, made by a demon can penetrate the barrier, and all demonic spell effects stop at the barrier's edge. This divine membrane remains in existence until the end of the encounter, or until the Pleasurer stops masturbating.

Sacred Masturbation (SU): By ritually bringing herself to orgasm before an audience of supplicants, the Sacred Pleasurer can arouse and enlighten. Stating at 5th level, if the Sacred Pleasurer ever performs sexually before a crowd, she may extend the Blessings of the Yoni to a number of audience members equal to her CHA modifier.

All audience members receive the same amount of bonus points, which are all designated to enhance one particular kind of check, chosen by the Pleasurer during the performance.

Action Enhancement: By spending an action point during the ritual, assuming the act is recorded, the Pleasurer can extend the blessings to anyone seeing a photograph or video of the event. There is no limit to the number of supplicants that can benefit from the recording, but a viewer can only benefit from the Blessings of the Yoni the first time he or she sees the recording.

Tantric Wisdom: At first level, the Sacred Pleasurer gains Tantric Wisdom (*reprinted in the feats chapter*) as a bonus feat, even if she does not meet the prerequisites. If the character already has the feat, she receives no additional

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benefit.

Sacred Pleasurer Spell List (Divine)

Zero Level

Create Water: creates 2 gal/level of pure water

Cure Minor Wounds: cures 1 point of damage

Daze: target takes no action for one round

Detect Magical Aura: detects spells and magical items within 60 ft

Light: object shines like a torch

Read Magic: read scrolls, spell books and magical writing

Resistance: subject gains +1 on saving throws

Virtue: subject gains 1 temporary HP

First Level

Biological Imperative: *Take control of a victim's minor bodily functions. (NEW)*

Bane: enemies suffer -1 attack and -1 on saves vs fear

Bless: Allies gain +1 attack and +1 on saves vs fear

Cause Fear: one creature flees for 1d4 rounds

Change Self: changes your appearance.

Comprehend Languages: Understand all spoken and written languages

Cure Light Wounds: Cures 1d8 +1/level damage (max 1d8 +5)

Jump: subject gets bonus on Jump checks

Ray of Fatigue: ray fatigues target

Remove Fear: +4 on saves against fear for 1 subject + 1 additional subject / four levels

Shield of Faith: Aura grants +2 or higher deflection bonus

Second Level

Aid: +1 attack, +1 on saves vs fear, 1d8 temporary hit points

Augury: learn whether an action will be good or bad

Cure Moderate Wounds: cures 2d8 HP + 1/level (max 2d8 +10)

Delay Poison: stops poison for harming subject for 1 hour/level

Glitterdust: blinds creatures; outlines invisible creatures

Hold Person: holds one person helpless; 1 round/level

Lesser Restoration: dispels magic ability damage or repairs 1d4 ability damage

Minutes Become Hours: *Create an other-dimensional sanctuary. (NEW)*

Protection from Arrows/Bullets: subject immune to most

ranged attacks

Remove Paralysis: frees one or more creatures from paralysis, hold or slow

Resist Energy: ignores 10 points of damage/round from one energy type

Zone of Truth: subjects within range cannot lie

Third Level

Cure Serious Wounds: cure 3d8 +1/level (max 3d8 + 10)

Dispel Magic: cancels magical spells and effects

Locate Object: Senses direction towards object (specific or type)

Prayer: Allies gain +1 on most rolls; and enemies suffer -1

Remove Curse: frees object or person from curse

Remove Disease: cures all diseases affecting subject

See Invisibility: reveals invisible creatures or objects

Status: Monitors condition and position of 1 ally per 3 caster levels

Fourth Level

Cure Critical Wounds: cure 4d8+1/level (max 4d8 + 10)

Discern Lies: reveals deliberate falsehoods

Faith's Fury: damages and blinds creatures with a specific allegiance

Halt Undead: immobilizes undead for 1 round/level

Haste: extra attack action, additional move, and +2 Defense

Neutralize Poison: detoxifies venom in or on a subject

Red Zone: *Those in targeted area are overcome by lust. (NEW)*

Restoration: restores level and ability score drains

Slow: one subject/level may only move or attack; -2 to Defense, -2 on melee attack and damage rolls, -2 on REF save

Tongues: speak any language

Fifth Level

Break Enchantment: frees subjects from enchantments, alterations, cures and petrification

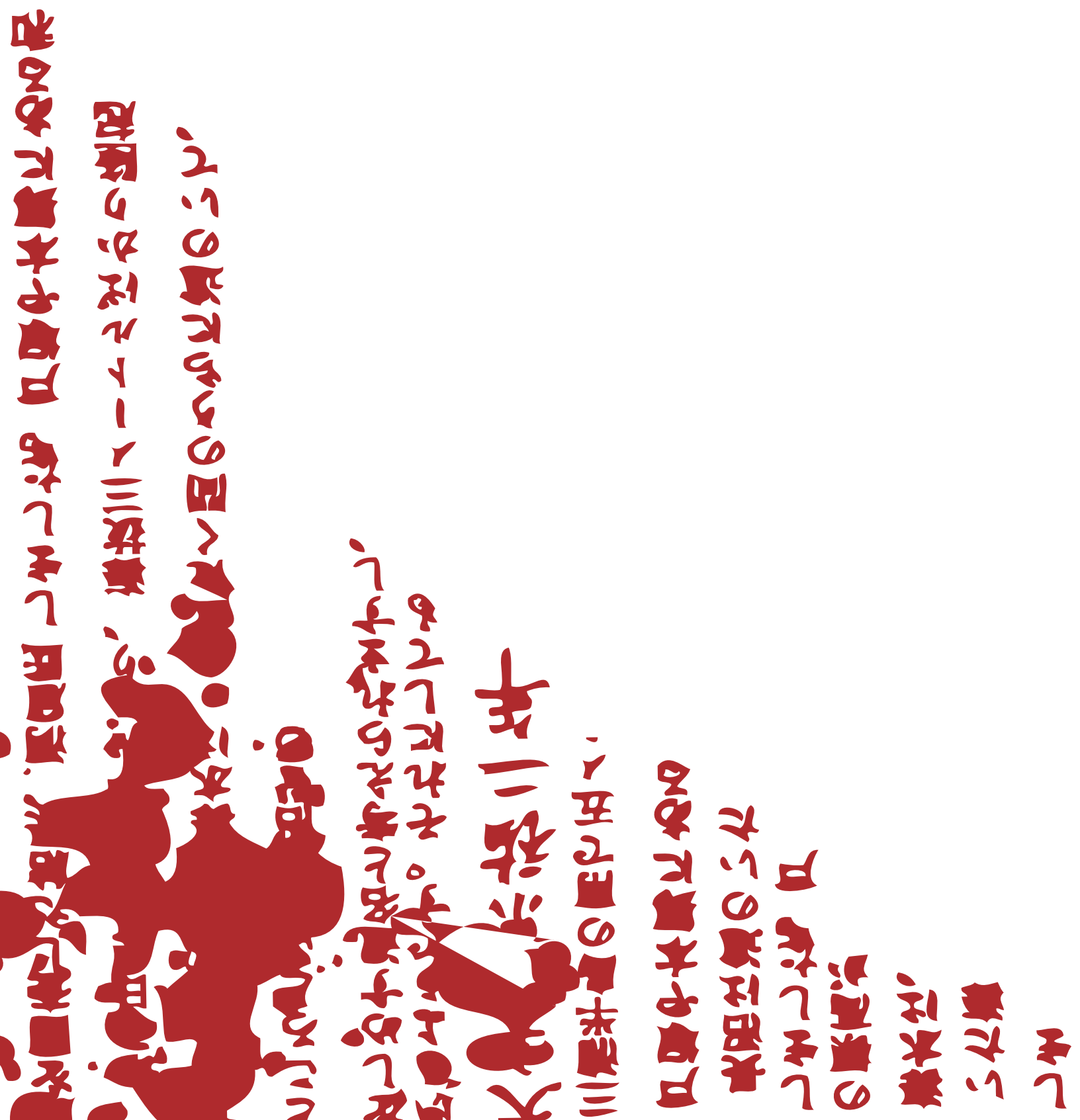
Hold Monster: as Hold Person, but any creature

Mass Cure Light Wounds: Cures 1d8 +1/level damage (max 1d8 +5) for many creatures

Raise Dead: restores life to a subject who died up to 1 day/level ago

True Seeing: see things as they really are

HENTAI MAGIC



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Hentai Magic: Spells, Arcane Items and Oddities

In most modern arcana campaigns, magic is a recently rediscovered phenomena. Modern mages have long forgotten how to create the great artifacts of an earlier, more magical age, and content themselves with brewing potions and scribing scrolls. Ensorcelled weapons and enchanted armor are things of the past, recovered relics beyond price. Magical innovation grinds to a halt.

Black Tokyo is different. There is a magical arms race as deadly and obsessive as anything ever engaged in by a government. Rapacious oni invent new devices to torture and tempt humans, or wield new weapons against would be demon-slayers. To survive, mortal magicians are forced to adapt quickly. Everything from motorcycles to cell phones to handguns to condoms are enhanced, enchanted. Black Tokyo is a world full of strangeness.

The following item creation feats are suggested for use in a Black Tokyo campaign. These feats were originally presented in Mega-Feats: new paths to victory, as replacements for the standard *D20 Fantasy* item creation feats. They have been adapted to D20 Modern's Wealth system. The new magical items presented in this chapter are built using the Forge Gift rules.

Other item creation feats, specifically Blessings of Forgetfulness and Economy of Scale, are not included in a Black Tokyo campaign. The presence of these feats might make magical tech far too common, easily reproducible and 'safe'. Black Tokyo's magical artifacts are unique creations, products of obsession, experimentation and passion.... Not a well organized assembly line.

Forge Gift: Arcane Batteries (Item Creation SU)

You have mastered the greatest secret of the magical craftsman; you can harness raw magical energy and condense it into a physical object, a tiny lodestone which can power magical devices creating a power source more potent than anything even the Ancients could of imagined.

Prerequisites: Spell caster level 2nd, Knowledge: arcane lore 8 ranks

Benefit: A spell caster with this feat can create magical batteries; almost microscopic gems which glow with arcane energy, that can be used to power spells in and of themselves or be used to fuel more powerful magical artifacts. Using only this feat, a spell caster can create charged magical items, such as wands or enchanted pistols, which draw their power from a finite supply of magic. This feat a prerequisite of all 'major' item creation feats. Some different uses for this feat are listed below.

Craft Charged Items:

Select any spell that you can normally cast; you can create a charged item (usually a wand, gun or similar device, though more unusual charged items are possible) using that spell as a base. Once the charged item is created, anyone who has been instructed in its operation may use it. Thus, a mage could create a pistol which fires *magic missiles* and hand it over to a conventional soldier, increasing that soldier's firepower. Each time the trigger is pulled, or the device is otherwise activated, one of the items charge's are drained. When all the item's charges are drained, it ceases to function, but can be recharged by any spell caster with this feat.

Successfully creating a housing for the device requires an appropriate craft check (Craft: visual arts to create a wand, or Craft: mechanical to create a rifle, for example), or the mage can acquire a finished masterwork item to enchant.

Crafting a charged item takes one day for every with a base purchase DC of 15 or lower, plus an additional day for every +2 Purchase DC increase. When the spell caster first creates the item, she chooses the items caster level, which must always be sufficient to cast the spell in question. To craft a charged item, she must spend ½ the base price on raw materials and magical reagents, and imbue the item with a portion of her soul, expending a number of XP equal to 1/25th the base price in dollars (as shown on pg 204 of the D20 Modern campaign setting).

To determine the base price of a charged item, multiply the caster level by the spell level (s) (minimum 1st level, even if the component spell is 0 level) and then multiply the result by 800 dollars. A newly created charged item has 50 charges

Recharging Charged Items:

Any spell caster (even one from a different class than originally created the item) may recharge a spent charged item. The charged item must be completely drained before it can be recharged. To recharge a spent item, the spell caster must possess this feat, and must touch the item while funneling their own personal energies into it. Each spell slot or prepared spell level expended allows the charged item to regain a single charge.

Thus, if an acolyte chose to sacrifice a 5th level prepared spell, the charged item in his hands would recover 5 charges. A spontaneous caster or skill-based caster choosing to sacrifice a 5th level spell slot would achieve the same result. A spell caster may sacrifice as much mystical energy in a single charging session as he or she is comfortable with losing.

Charging a magical item requires 1 round of unbroken concentration per each charge recovered. Mages who attempt to charge items during the heat of battle must make concentration checks as if they were casting magic under fire, or lose the spell/slot without effect. At the gamemaster's discretion, the charged item might undergo minor cosmetic changes reflecting the personality of the magic user who recharged it, though its function, and personality (if any) remain unchanged.

Craft Self Sustaining Arcana:

Once the spell caster achieves 6th level in any casting class, or earlier if her primary casting attribute is 19 or higher, she has unlocked enough techno-magical secrets that she can craft improved arcane batteries. Improved arcane batteries naturally regenerate over time, absorbing ambient magical energy from the surrounding environment. Once a

self sustaining charged item is completely drained, it begins recovering its lost charges at a rate of 1 charge per minute in most areas. Most places in the modern world allow charges to regenerate at a rate of one per minute.

The recharge rate might be as short as 1 charge per round in high magic areas, or as long as 1 charge per hour (or even longer) in null-magic zones.

Creating a self sustaining charged item increases the base price of the item. The base price of a self sustaining charged item is caster level times spell level multiplied by 900 dollars.

Forge Gift: Armory (Item Creation SU)

Your creations blend science and magic seamlessly, allowing you to craft deadly weapons, amazingly durable armors, wondrous vehicles and devices which echo the technological glory of the Ancients.

Prerequisites: Forge Gift: Arcane Batteries, Spell caster level 4th, Craft: mechanical or electronic 4 ranks, Repair 4 ranks

Benefit: Given enough time and the right materials, you can create any armor, weapon, shield vehicle or other magi-tech device whose prerequisites you meet. You must be able to cast any spell you wish to imbue a device with. Successfully creating magical weapons requires a separate Craft check to create the physical component, or the spell caster can acquire a masterwork device or vehicle to enchant. Crafting a charged item takes one day for every with a base purchase DC of 15 or lower, plus an additional day for every +2 Purchase DC increase.

To enhance an armory item, you must spend ½ the base price on raw materials and magical reagents, and imbue the item with a portion of your soul, expending a number of XP equal to 1/25th the base price. Newly designed armory items are priced at the gamemaster's discretion, but a good rule of thumb is caster level times spell level (s) times 1,000 dollars. The game master may make ad hoc pricing adjustments in the case of especially potent combinations of powers and abilities.

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Creators can use this feat to grant enhancement bonuses to weapons and armor. Weapon enhancement bonuses add to attack and damage rolls, while shield and armor bonuses provide equipment bonuses to the Defense Score. Magically enhanced vehicles can have their speed, maneuverability, Defense score or onboard weapons improved. The creator can add special abilities to an armory item, most of which have a 'bonus equivalent' for determining price. To give a weapon, armor or vehicle a special ability, it must already be enchanted, and have at least a +1 bonus (or similar vehicular ability).

In order to grant a bonus to an armory item, the creating spell caster must have a bonus on her primary spell casting attribute equal to the bonus or equivalent ability to be granted. Thus, a wizard with an Intelligence score of 15 (+2 bonus) could forge a sword with up to a +2 bonus, or any ability equal in price to a +2 bonus.

A magic user with this feat may use their skills to repair broken magic armory items. Repairing an item requires the mage to spend half the time necessary to initially create the item, expend raw materials equal to one quarter the purchase price, and expend a number of XP equal to 1/50th the item's base purchase price.

Forge Gift: Bio-enhancements (Item Creation SU)

Rather than enchanting crude iron and plastic, your techno-magic enhances nature's most perfect machine: the human body. You can craft technomagical cybernetics, ink a warrior with magical tattoos or scar and brand their bodies with arcane runes, or have mastered the Ancient secret of arcane genetic engineering.

Prerequisites: Craft: visual arts or electronic 8 ranks, Treat Injury 8 ranks, Surgery , Spell caster level 5th

Benefit: You can create any of several magical items, which can be implanted in a recipient's body and enhance the recipient's power. Creating a magical bio-enhancement requires the creator to make a successful craft check, the type of which is determined by the specific type of bio-enhancement.

Magical tattoos and scars require a Craft: visual arts check, magical cybernetics require a Craft: mechanical or electronic check. Magical genetic engineering requires a Treat Injury check. The results of all these checks must be sufficient to create a masterwork quality item, or the mage may acquire a master work quality bio-enhancement to enchant.

Implanting a bio-enhancement can cause great pain to the recipient. Each type of implant has associated Constitution damage. When the recipient recovers fully from the surgery, his new bio-enhancement begins functioning.

When creating a bio-enhancement, select any spell or spells you are capable of casting. You can imbue a bio-enhancement with any spell you can cast, of any level you are willing to enchant. The recipient can use their bio-implant a number of times per day equal to the creating mage's primary casting attribute modifier. Thus, if you receive an *shield of faith* tattoo from an acolyte with Wisdom 15 (+2 bonus), you can use the ability twice per day.

You may also imbue a magical cybernetic with weapon or armor special qualities. Use the creation method for crafting magical armory items, but use the pricing scheme given for this feat.

Magical bio-enhancements differ from conventional magical items. They cannot be disarmed (though external cybernetics may be sundered), and they may not take up an item slot. The base price of a bio-enhancement is equal to its caster level times the spell level (s), multiplied by 800 dollars. Multiply this result by the number of times the implant is usable per day.

To enchant a bio-enhancement, you must spend ½ the base price on raw materials and magical reagents, and imbue the item with a portion of your soul, expending a number of XP equal to 1/25th the base price. Unlike other magical items, the recipient of the bio-implant can choose to pay the XP cost, due to the close physical and spiritual bond between host and implant. This sacrifice must be made willingly, without deception or magical coercion.

Magical Tattoos, Brands, Scars, and other tests of pain:

Requires Forge Gift: Bio-Enhancements, Craft: visual arts 8 ranks, Treat Injury 8 ranks. Constitution Damage: 1d4 Requires Item Slot, unless the Recipient has the Tattooed/Pierced feat.

Magical Cybernetics: Weapons, Armor, and the Like.

Requires Forge Gift: Bio-Enhancements, Craft (mechanical or electronic), and Treat Injury 8 Ranks. Additional requirements: Forge Gift: Arcane Batteries. Constitution Damage 1d6. Requires an Item Slot.

Magical Genetic Engineering

Requires: Forge Gift: Bio-Enhancement, Additional Requirements: Knowledge: earth & life sciences 8 ranks, Treat Injury 12 ranks, Medical Expert. Constitution Damage: 2d4 Does not require an item slot.

Forge Gift: Minor Arcana (Item Creation SU)

You can magical artifacts of great but fleeting power. Your magical devices have only enough magical energy for a single use, but are cheap to make, quickly produced and simple enough that anyone can use them.

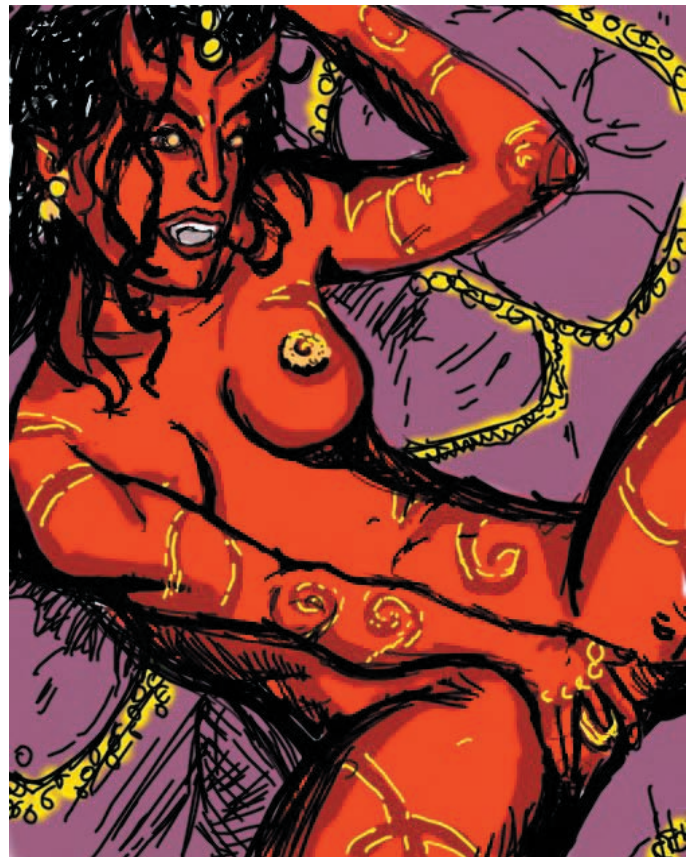
Prerequisite: Spell caster level 1st, Knowledge: arcane lore 4 ranks, either Creative or Builder

Benefit: You can craft single use magical items such as magical scrolls, potions, drug patches, magical food, charms, fetishes, or any of a thousand other minor magical items. Whatever form your item takes, it may be used once, and is consumed completely when it is used.

Activating a minor arcana is a standard action which provokes attacks of opportunity. Creating the item requires a number of hours equal to the item's caster level, meaning that a high level magic user can quickly mass produce an assortment of low level spell-devices. The creator can create minor arcana using any spell she can cast.

When the creator crafts the minor arcana, she makes all decisions about the parameters of the spell. The person using the item is usually the target, especially for enhancement effects, but if she wishes, she can leave certain decisions up to the user. An example would be creating a *potion of fire breath*, which the drinker can fire at will.

To create minor arcana, the creating mage must make an appropriate Craft check (DC 12). The end result need not be masterwork, but should at least be serviceable. The creator must spend ½ the item's base price on raw materials and magical reagents, and imbue the item with a portion of her soul, expending a number of XP equal to 1/25th the base price. The base price of any minor arcana is caster level times spell level times 50 dollars.



New Magical Items

1. Adoration Smoke
2. Amaterasu's Ribbon
3. Animal Play Tail
4. Baku Call Charmlets
5. Beauty Knives
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34. Oni-Bane Memento
35. Oni-Bane Ribbons
36. Perfection Change Soap
37. Silk Coil Harness
38. Skin of Pain
39. Sleep Eyed Dress
40. Spearman's Ring
41. Tatami of Peace
42. Theotokonic Phallus
43. Torque of Moans
44. Viper Tongue Mask
45. Yakuza's Key
46. Yoshiwara Linens
47. Witchbane Rounds

Red text indicates recovered technology.

Adoration Smoke

Adoration Smoke is a cloying blue-grey mist that lowers inhibitions, devastates wills and seduces the unwary. A pinch of Adoration Smoke is usually found wrapped in silver foil and black silk. A conniver can swallow the pinch of Adoration Smoke, and later exhale its narcotic vapors.

Once you swallow a pinch of Adoration Smoke, it remains dormant within your body for 1d6+1 minutes. If unused, the Smoke dissipates harmlessly, its effect lost. As a standard action, you may exhale the Adoration Smoke, affecting any single sentient humanoid within 10 ft. Your potentially victim must be sexually attracted to members of your gender, if not the effect is wasted.

The smoke's victim must succeed at a DC 16 WILL Save, or immediately become charmed by you. This fleeting charm means that for the next 1d6 minutes, the victim is treated as being two attitude categories friendlier to you. During this time, the victim is slightly dazed, and suffers a -1 penalty on Initiative Checks and WILL saves.

Adoration Smoke

Body Slot: None, single use item similar to a potion (fine)

Construction: Forge Gift: Minor Arcana ; *charm person* ; Raw Material purchase DC 13; 24 xp ; 3 hour construction time ; caster level 3rd

Purchase DC: 16

Amaterasu's Ribbon

This silk ribbon is as colorful and glorious as a sunrise over Mt Fuji. The red cloth is decorated with golden threads, depicting the rays of the morning sun. Worn tight across a woman's breasts, the cloth seems to pulse with stored power and an intense warmth. Most women sweat profusely while wearing the cloth, even while walking through Japan's frozen forests.

Amaterasu's Ribbon is an item of potent elemental magic. Named for the goddess of the sun, the Ribbon warms the body and strengthens the soul. While wearing the Ribbon, a woman becomes completely immune to environmental heat and cold, and suffers only ½ damage (rounded down) from fire or cold based attacks.

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Once per day, the wearer can call forth her heavenly light, casting a *searing light* spell as if cast by a 5th level acolyte.

Amaterasu's Ribbon (can only be worn by humanoid females)

Body Slot: Magical clothing (vest/shirt slot)

Construction: Forge Gift: ; *resist energy*, *searing light* creator must possess the *Anointed Cleric feat*; raw material Purchase DC 27 ; 1100 xp ; day construction time ; caster level 5th

Purchase DC: 29

Animal Play Tail

"She had to walk with a silicon cock sticking in her ass/ and one in her cunt

A butterfly strapped down to her clit / but who's got the remote control?"

- *NOFX, Louise*

An animals innocence and playfulness can steal over a human, as can their form and unique abilities. Animal Play Tails are used in physically transformative sexual play, allowing a willing human to take an inhuman form.

Each Animal Play Tail is handcrafted, using human and animal hair, textured and dyed to perfectly replicate the tail of the creature the user will transform into. Tigers, horses, dogs and squirrels, each tail lovingly recreates the textures of the fur, creating a sensual work of art. Some strange Animal Play Tails incorporate a peacock's feathery train, or a fish's iridescent scales. Whatever the Tail's form, it is affixed to a short wooden or leather phallus.

The tail is inserted anally or (more rarely) vaginally, and the user masturbates to orgasm using the tail, which takes several minutes. The user can wear the tail indefinitely. While the tail is worn, the user can transform her body as a full round action, transforming into the animal emulated by that specific tail.

While in animal form, the Tail's owner uses the physical abilities (STR, DEX and CON scores) of her animal form. She retains her base attack bonus, base save progressions and class abilities, assuming they are usable in animal form.

She gains the animal form's unique sensory and extraordinary capabilities. The Tail's owner retains her mental abilities (INT, WIS and CHA) while in animal form, albeit in a weakened state. She cannot use any abilities requiring concentration, nor any INT based skill while in animal form.

The Tail's owner can transform into animal form once per day, and can retain her altered state indefinitely. When the user decides to return to human form, she simply concentrates on regaining her humanity, and the tail falls free of her body.

Each Animal Play Tail is handcrafted to replicate a specific creature of the animal or a mammal of the vermin type. Even rarer Tails are known to exist, allowing the wearer to take the form of even more exotic, mystical beasts. If one of these Chimerical Tails can be found, increase the purchase DC by +5 if it allows the user to transform into a creature from the Magical Beast type, or by +10 if it allows the user to transform into an Aberration or even stranger creature. Draconic Tails are items of legend, with a purchase DC of at least 40, and often far more.

Animal Play Tail

Body Slot: Magical phallus (occupies the belt body slot)

Construction: Forge Gift: Armory; *change self*, *enhance ability* ; Raw Material purchase DC 22 ; 360 xp ; 5 day construction time ; caster level 3rd

Purchase DC: 25

Baku Call Charmlets

In a land as crowded as Japan, the dead walk shoulder to shoulder with the living. Ghosts are common as stray cats, and most are no more harmful. A few are terrors, who stalk and prey on the living. Whether the unquiet spirits are benign or rapacious, few of Black Tokyo's citizens possess the supernatural insight to see them. Warning devices, wards and charms become necessary.

Baku Call Charmlets are surprisingly common. These extremely minor supernatural devices are ensorcelled versions of the ever-present cartoon charms dangling from schoolgirl's backpacks and cell phone lanyards. As undead draw near, the charm begins jingling faintly, shaking the zipper or cord it is attached to, providing a subtle, almost unnoticeable of the presence of undead. If connected to a cell phone, the phone begins to vibrate, and a phantom phone number flashes on the screen.

The charm begins to shake and vibrate if any undead creature, including invisible and ethereal undead creatures approaches within 60 ft.

Baku Call Charmlets

Body Slot: Usually none, can be worn on a backpack, cell phone or as a necklace or bracelet (fine)

Construction: Forge Gift Armory; *detect magical aura*; Raw Material Purchase DC 14; 32 xp ; 1 day construction time ; caster level 1st

Purchase DC: 17

Beauty Knives

Imagine a blade that cuts as sharply as a beautiful woman's rejection. Imagine a blade that only becomes more ornately decorated with each drop of blood it spills. Now imagine five of those blades on each hand, hiding in plain sight.

Beauty Knives are a set of magical ceramic nail extensions, as ornately and expensively decorated as anything you'll ever find in a Rappongi club. A mental command transforms the long artificial nails into deadly weapons. Each time the Beauty Knives are used to commit murder, their decoration changes slightly, but is always highly fashionable.

When transformed into mystic knives, the Beauty Knives inflict 1d4 points of slashing damage on a successful hit. These mystic knives cannot be sundered or disarmed, and the wearer is always considered proficient in their use. Beauty Knives have a critical threat range of 19-20 and inflict double (2x) damage on a critical hit.

Unlike conventional knives, the wearer uses his or her CHA modifier as a bonus on attack rolls and damage with the Beauty Knives. Extending or retracting the Beauty Knives is a free action.

Beauty Knives

Body Slot: Magical weapons (gloves slot) (fine)

Construction: Forge Gift Armory; *magic weapon, keen edge* ; Raw Material purchase DC 25 ; 800 xp ; 7 day construction time ; caster level 5th
Purchase DC: 28

Black Asylum Bandings

Wrapped tight around the face like the bandages around a burn victim, Black Asylum Bandings carry a powerful curse. The bandings empower their wearer, giving the creature feral strength and a predator's determination, but at the cost of sanity, mercy and eventually, humanity.

Black Asylum Bandings resemble thick white gauze strips wrapped tightly around the face and head, so only the eyes, nostrils and mouth are exposed. As the wearer draws on their power, the Bandings mutilate his face and mind; blood splatters and dark black stains move slowly across the face, seemingly at random.

While wearing the Black Asylum Bandings, a creature receives a +4 bonus to CON, which increases his hit points by 2 per level/HD, as well as providing a +2 bonus on FORT saves. The Bandings grant their wearer access to the Barbaric Rage feat, even if the creature does not normally meet the prerequisites. When attacking with natural weapons, a creature wearing the Bandings receives a +3 bonus on damage rolls.

The Bandings Asylum Bandings slowly transforms its wearer into a monster, a creature whose soul is as twisted and angry as his deformed features. Each day the Bandings are worn, the creature suffers 1d3 points of temporary WIS and CHA drain.

Each day, the wearer must succeed at a WILL save (DC 10) or suffer 1 point of permanent WIS and CHA drain instead. The creature's WIS and CHA scores can never fall below 3 as a result of the Bandings' dark influence.

Each point of WIS or CHA permanently lost to the bandings requires the wearer to succeed at a second WILL Save (DC 10) or have their primary allegiance change to evil, or selfishness.

Black Asylum Bandings

Body Slot: Magical Mask (occupies hat/helmet slot)

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Construction: Forge Gift: Armory; *bestow curse, enhance ability*, creator must have an evil allegiance or be suffering from some form of mental illness; Raw Material purchase DC 27; 1360 xp ; 8 day construction time ; caster level 7th

Purchase DC: 30

Black Card

The Black Card is the a vital tool for modern spies and criminals, a magical artifact of negligible power and infinite utility. The Black Card is a counterfeit drivers license, made by pressing a dried strip of the owner's own skin between laminate sheets. Covered with invocations to long forgotten gods of theft, illusion and guile, the Black Card takes the form of any drivers license, from any country or state, and always perfectly matches whatever con its owner is attempting to pull. Even more impressive, when a Black Card is checked against police databanks, it always seems to match to the user's story, presenting a driving and criminal history designed not to arouse suspicion.

As a full round action, the Black Card's owner can concentrate on the card. The card will alter physically its printing, forging a perfect duplicate of any drivers license or government ID card, assuming the user has at least a passing familiarity with that ID. The Black Card instantly forges the appropriate document, and has a +20 bonus on its Forgery check. The Black Card remains in a specific form until it is consciously transformed again.

Since the card physically changes, a *true seeing* spell has no effect, though a *detect magic* spell will detect its aura of faint illusion magic.

Black Card

Body Slot: None. (Fine)

Construction: Forge Gift: Armory; *prestiditation, change self, comprehend languages*; Raw Material purchase DC 19; 140 xp; 3 day construction time; CL 5th

Purchase DC: 22

Blessed Rice Coat

In the old stories, weak willed demons can be held at bay by a grain of rice blessed by a Buddha. Other stories tell of oni who are confused and tricked thanks to a clever human scattering grains of rice for them to count obsessively. The Blessed Rice Coat transforms an old legend into a new defense against Black Tokyo's other dimensional predators.

The Blessed Rice Coat is a designer leather trench coat, cut in an ultra slick, modern style. The trench coat's silk inner lining is a silk-screened reproduction of a Hirosaki print of famers reaping the harvest and sewn between the leather and the lining are hundreds of blessed grains of rice.

To a human, the Coat is nothing more than an attractive, expensive designer fashion piece. But when the wearer throws open the cloak in the presence of any *outsider* (a standard action), the farmers in the print come to life. The silk-screened farmers thresh their rice, collecting the harvest, and the golden light of sunset emanates from the coat's lining.

Any outsider within 60 ft of the cloak when it is thrown open, assuming they can clearly see the wearer and the magically active lining, must succeed at a DC 22 WILL save or become *cowering* for 2d4 rounds. While cowering, the creature is frozen in fear, loses its DEX bonus, and can take no action. The cowering demon takes a -2 penalty to defense for the duration. An outsider who successfully saves against the coat's magic is *dazed* for a single round.

The wearer can open the magical coat once per day.

The heavy leather duster is considered to be a leather jacket, providing a +1 equipment bonus to Defense, no armor check penalty and has a +8 maximum Defense Bonus. While wearing the Blessed Rice Coat, the wearer receives a +4 equipment bonus to Defense against melee attacks made by outsiders.

Blessed Rice Coat

Body Slot: Magical Armor (robe/jacket slot)

Construction: Forge Gift: Armory; *bestow curse, faith's fury*, creator must have the *Anointed Cleric* feat ; Raw Material purchase DC 28 ; 1960 xp ; 8 day construction time ; caster level 7th

Purchase DC: 31

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Coinless Card

The Coinless Card is a minor but universally sought piece of modern arcana. It appears as a major company credit card, completely ordinary and mundane. The small plastic credit card is bright crimson, and has a cartoon cat raising it's paw, coin in hand as a device. The cat is the same lucky symbol of worldly wealth that Buddhist shopkeepers keep behind their cash registers.

Using the coinless card to make a purchase allows the user to purchase any item or service with a Purchase DC of 4 or less automatically, without expending resources or requiring a Wealth Check. The card is usable as often as needed, summoning otherworldly wealth to allow the user to live comfortably even in the leanest times.

Coinless Card

Body Slot: None (fine)

Construction: Forge Gift: Armory ;
prestidigitation, comprehend languages ; Raw
Material purchase DC 19 ; 140 xp ; 3 day construction
time ; caster level 3rd

Purchase DC: 22

Cold Winds Skirt

In the Kurils, there are supposedly secretive, reclusive clans of weavers so skilled they can catch the North Wind itself in their looms, weaving the fury and the strength of the wind *kamikaze* into their cloth. A handful of creation-mages have stolen their secrets.

A Cold Winds Skirt can be an off the rack school uniform, plain navy pleated cloth seemingly not worth 2000 yen. A Cold Winds Skirt might be all high fashion and seduction, wonderfully tailored silk and cotton, leather or denim. The appearance doesn't matter, just the skill with which the Skirt was woven.

A woman wearing a Cold Winds Skirt can call upon the wind to buoy her, allowing her to perform incredible feats of acrobatics. The skirt continuously grants the woman a +20 bonus on her Jump checks, and eliminates the maximum jump distance limit. In addition, the skirt's wearer receives a +8 bonus on FORT saves made to resist extreme environmental cold.

Once per day, the Skirt's wearer can call upon the skirt's greatest magic. She gains a flight speed of 40 ft (good maneuverability). She can fly for up to 5 minutes per day.

Cold Winds Skirt

Body Slot: Enchanted skirt (robe body slot)

Construction: Forge Gift: Armory; *jump, levitate, resist energy (cold)* ; Raw Material purchase DC 25; 800 xp ; 6 day construction time ; caster level 4th

Purchase DC: 28 (ad hoc pricing adjustment due to item's utility)

Collapsing Reed Cane

The Collapsing Reed Cane is an ancient Buddhist weapon, a reminder of the impermanence of mortal life and possessions, a combat parable that has seen good use in battling Black Tokyo's demonic hordes. The Collapsing Reed Cane is a simple, well balanced and sturdy campaign formed from a length of old yellow bamboo. The unassuming cane's handle is wrapped in dingy red cloth or soft, old leather.

The Collapsing Reed Cane, despite its humble nature, makes a formidable melee weapon. The Cane can be used as a simple club, which inflicts 1d6 points of bludgeoning damage and threatens a critical hit on a roll of natural 20. The Collapsing Reed cane receives a +2 enchantment bonus on attack rolls and damage, but only in the hands of a wielder with at least 4 ranks in Knowledge: theology & philosophy; it is a mundane club in another's hands.

More importantly, when used to strike an object, the Collapsing Reed Cane can ignore some or all of the object's Damage Resistance or Hardness. Each day, the Cane's user can ignore a number of points of Hardness/DR equal to his or her ranks in Knowledge: theology & philosophy. The wielder can determine how many points of Hardness/DR (if any) to ignore after rolling damage.

Collapsing Reed Cane

Body Slot: None. Magical staff (medium)

Construction: Forge Gift: Armory ; *faith's fury, magic weapon, shatter* ; Raw Material purchase DC 27 ; 1400 xp ; 8 day construction time ; caster level 7th

Purchase DC: 30

Deep Pulse Armor

Deep Pulse Armor is forged in the depths of the demon's realm, constructed by demonic smiths and armorers using technology that even the most advanced human science can't begin to understand. Deep Pulse Seeds are worth a small fortune, a prize coveted beyond all other military secrets. In their inactive state, Deep Pulse Seeds resemble long, tapering cylinders, warm to the touch. These organic, slick shafts are the color of dried blood and old bruises, and secrete a thick, vicious fluid with the coppery odor of old blood, which tingles like electric shocks.

A woman can slide the Deep Pulse Seed into her body, masturbating quickly to orgasm. As her climax approaches, the Pulse Seed comes to life, sending feeder tendrils deep into her body, and spreading its purple and black stain over her nude skin.

Within moments of activation the armored carapace hardens, becoming a sleek second skin of black and purple polymer, marked with dozens of blinking eye spots. The Pulse Armor covers every inch of the woman's body, covering her face in a slick, shell like helmet, which covers the woman upto the mask's vicious, insectoid mandibles. Somehow, the woman within can see though the featureless face mask.

The Deep Pulse Armor is a demonic symbiote which feeds on the host in exchange for raw physical power. Each day the Deep Pulse Armor is worn, the host suffers 1d3 points of temporary CON drain, as well as one point of temporary WIS drain, making the suit impractical and dangerous for long wear. While wearing the suit, the host requires at least twice as much food and water as any other humanoid of equivalent size.

Donning the Deep Pulse Armor requires at least 10 minutes. Removing a Pulse Armor requires an act of will, and a full round action. The host is *nauseated* for 1d3 hours after removing the Armor seed. The Deep Pulse Armor returns to its dormant phallic state when not in use, waiting for another chance to serve.

While wearing the Deep Pulse Armor, the host receives a +4 enhancement bonus to DEX, a +2 enhancement bonus to STR, and a +6 natural armor bonus to defense. The Deep Pulse Armor grants its host *darkvision* and the *tremorsense 60 ft* special quality.

The Deep Pulse Armor possesses a natural bite attack, which deals 1d4 points of piercing damage, and threatens a critical hit on a natural 19-20 as a secondary attack. The Armor's talons inflict 1d8 points of slashing damage, and threaten a critical hit on a natural 20.

While wearing the Deep Pulse Armor, the host has access to the following Hentai feats, even if he does not normally meet the prerequisites:

- Barbaric Rage
- Cleave
- Elusive Target
- Vaginal Prison or Womanly Suffocation

The gamemaster may decide that a specially constructed, unique Deep Pulse Armor seed might grant the wearer access to any three - four other appropriate feats. Increase the unique Deep Pulse Armor seed's Purchase DC by +2, possibly more.

Deep Pulse Armor (can only be worn by females)

Body Slot: Symbiotic Armor (occupies the armor body slot)

Construction: RECOVERED TECHNOLOGY, cannot easily be duplicated by human magic

Purchase DC: 42+

Enenra Rubber

The Enenra Rubber is a fully enclosed suit of rubber and PVC, worn by fetishists and imbued with the breath-stealing power of the *black smoke*. The Enenra Rubber is a ninja's dream, a soldier's greatest asset. The Rubber allows its wearer to move as silently as the wind, and kill as certainly as VX nerve gas.

The Enenra Rubber is a rubber and PVC body stocking complete with a fully enclosed mask. The Enenra's mask resembles a stylized gas mask enhanced with animalistic and demonic features. Several curling horns jut from the helmet, and the gas mask's canisters are sculpted to resemble boars tusks. Protective kanji are written on the suit's lining in blue and pink shellfish ink.

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While wearing the Enenra Rubber the wearer becomes completely immune to suffocation, strangulation and inhalation toxins, and has no need to breathe. The wearer can become *ethereal* for a total of 40 rounds (4 minutes) per day, in single round increments. Becoming ethereal or solidifying is a free action.

While *ethereal*, the wearer can pass easily through solid objects, is immune to most forms of physical harm, and gains a limited flight speed of 20 ft (poor).

Once per day, the Enenra's wearer can exhale a cloud of mustard yellow gas through his tusk like breathing tubes. This lethal cloud is identical to a *Cloudkill* spell cast by a 10th level mage.

The tightly fitting leather body suit provides a +1 equipment bonus to Defense, has no armor check penalty, and does not lower the wearer's maximum DEX bonus. The body stocking can be further enchanted for greater protection, or reinforced with mundane armor.

Body Slot: Occupies armor and hat/helmet body slots

Construction: Forge Gift:; *cloud kill*, *passwall*, *waterbreathing* ; Raw Material purchase DC 32; 5200 xp ; 10 day construction time ; caster level 10th

Purchase DC: 35

Enlightenment Face

The Enlightenment Face is an old Chinese burial mask, made of red enameled porcelain, carved in the image of a serene, seemingly genderless Asian face, eyes half closed in contemplation.

Wearing the mask provides a potent defense against the mental invasions of oni and undead. The wearer receives a +4 enchantment bonus on WILL saves made to resist the mental tampering of outsiders and undead, whether from supernatural or spelllike abilities or spells.

Enlightenment Face

Body Slot: Magical mask (occupies hat/helmet slot)

Construction: Forge Gift: Armory ; *aid* creator must possess at least 6 ranks in Knowledge: theology & philosophy ; Raw Material purchase DC 21 ; 260 xp ; 5 day construction time ; caster level 3rd

Purchase DC: 24

Equine Corset

The Equine Corset blends pony play and sorcery, submission and magic. Handcrafted from fine grain leather, the suffocating corset includes a padded 'saddle' and rune-inscribed pommel above the spine. The leather corset is attached through a complex series of buckles and straps, which tightly compress the wearer's belly.

While wearing the Equine Corset, a humanoid creature of Medium size or larger becomes an ideal mount. The wearer receives a +10 ft improvement to his or her base land speed, as well as access to the Run feat, even if he or she does not meet the prerequisites.

The Corset's thick leather straps give the wearer a +3 equipment bonus to Defense, has a -1 armor check penalty, and reduces the wearer's max DEX bonus to Defense to +6.

The Corset's wearer gains the ability to carry a single rider of Medium size or smaller, without affecting her encumbrance. To carry a rider, the Corset's wearer drops to all fours. While carrying a rider, the Equine Corset's wearer cannot take actions other than speech and movement. While carrying a rider, the Corset's wearer gains the ability to run on walls and across ceilings, as if effected by a *spiderclimb* spell cast by a 5th level mage. The spiderclimb effect ends if the creature's rider dismounts, or if the Corset wearer bucks the rider off.

Equine Corset

Body Slot: magical corset (occupies belt slot and shirt/vest slot)

Construction: Forge Gift: Armory ; *enhance ability*, *haste*, *spiderclimb* creator must possess the *Comforting Fetish* feat ; Raw Material purchase DC 28 ; 1600 xp ; 8 day construction time ; caster level 5th

Purchase DC: 31

Eyrines 5.7mm SMG

*"Nothing that you say will release you/
nothing that you pray will forgive you /
Nothing's what your words mean to me
Something that you did will destroy me/
Something that you said will stay with me,
long after you're dead and gone."
-Garbage, As Heaven is Wide*

The Eyrines is a .5.7mm submachine gun modeled on the Belgian Fabrique Nationale FN P-90. These production line mystical guns have minor cosmetic differences from their prototype, including a more ergonomic butt stock and slightly longer barrel than their Belgian counterparts.

An emblem of a stern-faced winged woman, carrying a sword in one hand and a scourge in the other, a representation of the Greek Furies, is stamped on the weapon's butt stock, and glows with a cobalt radiance when in the presence of evil. Many of Department Seven's elite agents and demon hunters use some version of this deadly, anti-supernatural weapon.

When used against outsiders as well as any sentient creature who has ever raped another sentient creature, of any species or gender, the Eyrines does additional damage. If the gun is brought within 60 ft of any creature who meets either of these criteria, the symbol inscribed on the butt stock begins glowing faintly. The gun's default statistics are described below.

Against outsiders, the Eyrines inflicts 2d10 points of ballistic damage, and is considered a magic weapon for the purposes of overcoming damage reduction. If the target has ever raped another thinking creature, the weapon receives +1 on attack and damage rolls against that target. There is no maximum cap on damage that can be inflicted in this manner, making the Eyrines an ideal weapon for dispatching elder *oni* and human predators.

Eyrines 5.7mm SMG

*Capable of semi-auto and full automatic fire •
Damage: 2d8 ballistic (critical 20/x2)
Range: 40 ft
Magazine: 50 round box
Medium Sized Weapon; weight 5.5 lbs*

Eyrines 5.7 mm SMG

Body Slot: None. Magical Weapon (medium)
Construction: Forge Gift: Armory ; *keen edge, magic weapon* creator or someone close to the creator must have suffered sexual violence ; Raw Material purchase DC 27 ; 1100 xp ; 7 day construction time ; caster level 6th
Purchase DC: 29

Folding Temple

The Folding Temple is a storied relic of an earlier age, a mystical artifact that was old before the first emperor rose to power. Some legends credit Ameretsu herself with the Folding Temple's creation- according to those stories, the Folding Temple was the first Japanese Imperial Palace.

The Folding Temple, in its dormant state, is a magnificant origami scale model of a pre-Shinto temple. The sprawling temple complex encompasses a dozen well constructed buildings, all pinnacles of Japanese architecture. The model's dozen miniature pagodas and torrii gates are constructed from intricately folded and exactly painted paper. Though barely larger than a newborn child, the miniature temple is exactly detailed, and its scale model doors actually open, revealing strange temples dedicated to the Goddess of the Rising Sun, which follow no recognized religious tradition known to history.

Once per month, it is possible to unlock the Folding Temple's magic, by placing an offering of rice and sake before the small temple's doors and performing a short 10 minute ritual. The Folding Temple than blossoms, erupting into reality. The Temple appears around the supplicant, projecting the supplicant and all those within 100 ft of the scale model temple into a non dimensional space where the Folding Temple is a real place.

A wooden torrii gate marks the dimensional boundary where the scale model temple once stood. The supplicant can choose to grant or refuse entry to any one he chooses. No force can breach the pocket dimension without the supplicant's consent.

This pocket dimension is more than 2 miles in diameter, and contains a dozen structures, each with their own meditation rooms, bedchambers, well stocked (if modest) kitchens and communal dining rooms, as well as dojos and temples. The pocket dimension resembles something out of Japan's mythic, feudal past. It is always a warm, pleasant and quiet night within the pocket dimension.

The Folding Temple is a place of quiet and healing. All creatures resting within the pocket dimension receive Fast Healing 1 for as long as they take no action other than resting or light activity. Each hour, a poisoned or diseased creature resting within the Folding Temple receives a new FORT save, with a +4 enchantment bonus to overcome his or her affliction. Conjunction (healing) spells cast within the Folding Temple's confines have their effects maximized.

For 24 hours after leaving the Folding Temple, all creatures who rested within the Temple gain the ability to naturally *see invisible* creatures and can naturally *detect magical auras*, as if they've had both these spells cast upon them.

The Folding Temple can open, revealing the pocket dimension for one day out of each month. Once 24 hours have elapsed, the pocket dimension vanishes, and all those within the Folding Temple appear around the scale model.

Folding Temple

Body Slot: None. Magical artifact (small when in dormant state)

Construction: RECOVERED TECHNOLOGY, cannot easily be duplicated by current human magic

Purchase DC: 50+

Gashapon Armada Bag

The Gashapon Armada Bag is a whimsical magical weapon, but is no less deadly a threat for its cartoony, seemingly fun exterior. A gashapon armada is created simply, by encircling a few handfuls of the miniature anime figures and 100 yen toys found in kid's vending machines across Japan. Mystical oils are poured over a small bag of tiny statues, a quick and quiet ritual is spoken, and a specially constructed silk bag is sewn to hold the weapons.

When commanded to do so, the finger sized little warriors spring to life, flying unerringly to attack your enemies, steal unguarded baubles and trinkets and perform other minor magical tasks.

As a standard action you may grab a handful of gashapon action figures from the armada bag and toss them at your adversaries. A handful of thrown gashapon leap unerringly at their target, automatically striking a single target and inflicting 1d4+1 points of damage.

You may also 'charge' a specific gashapon with a single casting/use of any touch ranged spell or ability you possess, allowing the gashapon to deliver the effect. When used in this manner, the gashapon grants you a +5 equipment bonus on the touch attack roll, and may strike any adversary within 100 ft. If the attack roll fails, the spell is wasted without effect. Using a gashapon in this manner is a full round action which provokes attacks of opportunity.

Finally, you may unleash your magical toys to cast *mage hand* as a first level mage. The amount of charges expended is based upon the weight of the object. A charge is required for each pound (or portion thereof) of weight to be moved.

A newly constructed gashapon armada bag has 50 charges, represented by fifty to a hundred tiny figurines, stored within.

Gashapon Armada Bag

Body Slot: None; charged item equivalent to a wand (small)

Construction: Forge Gift Arcane Batteries ; *mage hand*, *magic missile* ; Raw Material purchase DC 17 ; 80 xp ; 3 day construction time ; caster level 1st

Purchase DC: 20

Ghost Sight Goggles

Ghost Sight Goggles seamlessly integrate technology and magic. A pair of military night vision goggles are enhanced by the addition of runic symbols and blessed lenses inserted into the system. Ghost Sight Goggles are standard field equipment for most of Black Tokyo's elite demon hunters.

In addition to functioning as a mundane pair of night vision goggles, granting the wearer a technological *darkvision*, the Ghost Sight Goggles allow the wearer to *detect magical auras*, as if under the effects of the spell cast by a first level mage. Outsiders are surrounded by a faint orange-yellow aura; anyone who has had physical contact with any outsider within the last hour is surrounded by an even fainter amber outline.

Ghost Sight Goggles

Body Slot: Magical goggles (occupies goggles/glasses slot)

Construction: Forge Gift: Armory ; *detect magical aura*; Raw Material purchase DC 19 ; 76 xp ; 3 day construction time ; caster level 1st

Purchase DC: 20

Glisten Shirt

The Glisten Shirt is a seductive, black mesh shirt that fits tight on the body, and offers tantalizing glimpse of the flesh just behind the thin mesh. When the light strikes the Glisten Shirt just so, the skin beneath glows and glistens like burnished bronze, and instead of toned flesh, the skin beneath the shirt recalls the scales of a great heavenly dragon... But than the light changes, and it's just a sexy club shirt again.

Despite how thin and immodest the Glisten Shirt appears, it is effective light armor. The Glisten Shirt provides a +1 enchantment bonus to Defense, has no armor check penalty and does not reduce the wearer's maximum DEX bonus.

The Glisten Shirt grants the wearer the fluidity and mercurial nature of elemental water. The Glisten Shirt's wearer receives a +1 enchantment bonus on all sexually focused Bluff and Diplomacy checks made while wearing the shirt. While wearing the shirt, the wearer can breathe water indefinitely, growing subtle gills on their chest or throat when submerged. The Glisten Shirt's wearer suffers ½ damage from all water based attacks.

Glisten Shirt

Body Slot: Magical Armor (shirt slot) (medium)

Construction: Forge Gift: Armory ; *mage armor*; *enhance ability*, *waterbreathing* ; Raw Material purchase DC 26 ; 1,000 xp ; 7 day construction time ; caster level 5th

Purchase DC: 29

H-book, the

The H-Book is the sketchbook of a master hentai artist, printed on high quality paper and decorated with pen and ink, pencil and Copic sketch markers. Each of the thin comic book's pages is dominated with a full page illustration of some breathtaking fantasy girl.

Each of the H-books 22 to 48 pages contains a 'ready-made' Daydream Girl; the Daydream Girl has a single Ordinary character level, starting attributes of 8, and has 18 or more ranks in Craft: visual arts to distribute among her six attributes. The Daydream Girl's attributes are chosen at the moment of her creation, by whoever reads the book. The reader/viewer's fantasies shape the girl and the personality he imagines the drawing to have.

The book's reader can summon a Daydream Girl as a full round action, by simply touching the book and concentrating. The Daydream Girl obeys the book's reader as if he or she is her master, and the reader can choose to expend XP to make her real. A particular reader can only summon one Daydream Girl per day from the book.

Once one of the H-book's charges is expended, that Daydream Girl's sketch becomes a non-magical work of art. When all the H-Book's charges are expended it becomes a non-magical comic book, with little intrinsic value.

The H-Book

Body Slot: None, charged item similar to a wand (tiny)

Construction: creator must be a 5th Harem Mage; 22-48 day construction time

Purchase DC: Variable; often between Purchase DC 32 and 42, sometimes more

Hell Coral Armor

There are rivers in hell, oceans, and seas. Lightless ocean trenches home to drowned souls and demonic predators that need no light to hunt. Dark coral reefs imprison the endlessly drowning souls of betrayers and rapists: souls that one day might evolve into another demonic atrocity. The Onis of the Black Else craft the dark coral that grows in their realm as easily as they twist flesh and spirit.

Hell Coral is a living thing, a demonic symbiote which anchors itself to its host body, hiding within the host's bone marrow when not needed. When extruded, the coral armor grows over the host's nude body like a burgundy and black cancer. Gnarled coral nodules and random spines jut through the host's skin. Deadly bone pincers grow over the host's hands, transforming humanoid into an unholy crab thing, and a thick carapace covers the host's face. Even though the host loses his human senses, he can still somehow see and breathe through the dark armor.

While wearing the heavy, dense Hell Coral Armor, the host receives a +14 natural armor bonus to Defense, but cannot benefit from a DEX bonus to Defense, and suffers a -8 armor check penalty. Due to the armor's aquatic nature, its host does not suffer any penalty on Swim checks while wearing the dark coral armor.

The Hell Coral Armor's vicious pincers grant the host a natural attack which does 2d6 points of slashing damage which threatens a critical hit on a natural 20; the host is always considered proficient with this natural weapon. The pincers grant the host the *Improved Grap* and *Constrict* feats, allowing him to deal automatic damage each round a grapple is maintained. While wearing the armor, the host cannot use his hands for anything other than combat: he cannot hold or manipulate objects, cast spells, use weapons or climb.

The Hell Coral Armor grants its wearer *tremorsense* within a 60 ft radius, as well as a burrow speed of 20 ft. While the armor is active, the wearer can survive indefinitely under water. All together, the armor transforms its wearer into a demonic ambush predator.

However, the Hell Coral Armor demands much of its host. Bonding to a suit of Hell Coral armor requires at least 8 hours of uninterrupted contact with the demonic carapace. Once bonded, each day of the symbiosis, the Hell Coral Armor drains a single point from the wearer's CON and WIS scores, semi-permanently reducing those attributes.

If the armor's wearer does not use his pincers to deliver a *coup de gras* on a sentient creature with a CR equal to his own HD/total character level at least once every month, the temporary ability drain increases to 1d3 points each of CON and WIS per day, until the wearer commits murder.

The bond can only be broken by casting *remove curse*, and only then if the wearer is willing to give up the Hell Coral Armor's power. If the armor is removed while the wearer is alive, the wearer must succeed at a FORT save (DC 10 + the number of months he wore the armor) or suffer 1d6 points of permanent CON and WIS drain.

Extruding or retracting the armor is a full round action which provokes attacks of opportunity. It is also an intensely painful process, which renders the wearer *shaken* for 1d4+1 rounds after the transformation.

Hell Coral Armor

Body Slot: Magical Symbiote (occupies the armor slot)

Construction: RECOVERED TECHNOLOGY, not easily duplicatable with human magic

Purchase DC: 40+

Herskin

Herskin is living symbiotic armor, demonic ultratechnology from a science mankind can't understand or easily replicate. Herskin seeds are highly coveted artifacts, worth incredible amounts to Black Tokyo's militaries and secretive black ops clans. In its dormant state, a Herskin egg resembles a pulsing, peach like fruit made of rubbery black skin, covered in strange translucent ichor that stings like nettles when touched. Only males can wear and bond with Herskin, balancing and complementing the dark armor's feminine nature.

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To don a suit of Herskin, a male must strip nude and penetrate the hungry, sexually voracious Herskin egg. As he nears orgasm, the egg pulses with life, and at the moment of climax, the Herskin egg bursts, spreading black ichor across his body. Feeding tubes enter the male's urethra and anus, while Herskin barbs pierce veins and arteries, joining the symbiotic armor to its host.

The Herskin quickly hardens, transforming into a dark and angular carapace which covers the host from head to toe. The Herskin's impressive cranial crests and mandibles resemble a rhino beetles, and the host's eyes are hidden behind multiple clusters of spiderlike compound eyes. The Herskin is normally jet black and dark grey, but the carapace shifts color to a blood red when the host is enraged or aroused.

The Herskin is a demonic symbiote that feeds on the host in exchange for raw physical power. Each day the Herskin is worn, the host suffers 1d3 points of temporary CON drain, as well as one point of temporary CHA drain, making the suit impractical and dangerous for long wear. While wearing the suit, the host requires at least twice as much food and water as any other humanoid of equivalent size.

Donning the Herskin requires at least 10 minutes. Removing a Herskin requires an act of will, and a full round action. The host is *nauseated* for 1d3 hours after removing the Herskin seed. The Herskin returns to its dormant egg state when not in use, waiting for another chance to serve.

While wearing the Herskin, the host receives a +4 enhancement bonus to STR, a +2 enhancement bonus to DEX, and a +6 natural armor bonus to defense. The Herskin grants its host *low light vision* and the *scent* special quality.

The Herskin possesses a natural bite attack, which deals 1d6 points of piercing damage, and threatens a critical hit on a natural 19-20 as a secondary attack. The Herskin's talons inflict 1d8 points of slashing damage, and threaten a critical hit on a natural 20.

While wearing the Herskin, the host has access to the following Hentai feats, even if he does not normally meet the prerequisites:

- Barbaric Rage
- Combat Martial Arts
- Combat Reflexes
- Enraged Armory or Phallic Spear Technique

The gamemaster may decide that a specially constructed, unique Herskin seed might grant the wearer access to any three - four other appropriate feats. Increase the unique Herskin seed's Purchase DC by +2, possibly more.

Herskin (usable only by males)

Body Slot: Symbiotic Armor (occupies the armor body slot)

Construction: RECOVERED TECHNOLOGY; cannot easily be recreated by human magic

Purchase DC: 42+

Junishi Bangles

Tiny plastic metal and ceramic charms with cartoon animals from the Junishi Zodiac are common in Black Tokyo. A handful of charms are something more than a status symbol. A very few Junishi Bangles tap into ancient power, granting the wearer an infestimal fraction of the heaven's power.

When worn, the Junishi Bangle provides the wearer, who must be of the appropriate zodiac sign with a bonus on a particular skill. During the character's birth month, in addition to the skill bonus, the character receives a +1 luck bonus on REF saving throws while the Junishi Bangle is worn.

Rat: Provides a +2 enchantment bonus on one particular Craft checks

Ox: Provides a +2 enchantment bonus on Knowledge: Tactics checks

Tiger: Provides a +2 enchantment bonus on Knowledge: streetwise checks

Rabbit: Provides a +2 enchantment bonus on Diplomacy checks

Dragon: Provides a +2 enchantment bonus on Intimidate checks

Snake: Provides a +2 enchantment bonus on Sense Motive checks

Horse: Provides a +2 enchantment bonus on Repair checks

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Sheep: Provides a +2 enchantment bonus on one particular Profession checks
Monkey: Provides a +2 enchantment bonus on Bluff checks
Rooster: Provides a +2 enchantment bonus on Concentration checks
Dog: Provides a +2 enchantment bonus on Balance checks
Boar: Provides a +2 enchantment bonus on Survival checks

Junishi Bangles (can only be worn by someone with the Junishi Zodiac feat)

Body Slot: Varies; can be earrings, bracelets or necklace body slots (fine)

Construction: Forge Gift: Armory ; *bles*, creator must possess the *Junishi Zodiac* feat ; Raw Material purchase DC 15 ; 72 xp ; 2 day construction time ; caster level 1st

Purchase DC: 18

Lady Raven Pseudo-wings

Lady Raven is the trade name shared by a collective of several Gothic artists, all of whom produce decorative wings for their cos-players. Lady Raven wings range from cute miniature wings to impressive, fully articulated wings with a span as long as a man's arm. Some of the pseudo-wings are incredibly realistic with integrated real or faux feathers, others are stylized creations of brightly colored fur and inflatable plastic. One of the most famous of Lady Raven's pseudo-wings are spindly, skeletal wings made of found objects like bleached bones, car parts, and circuitry components. This legendary design has been imitated dozens of times, producing many non-magical imitations.

Wearing an ensorcelled pair of Lady Raven Pseudo-wings grants the wearer a +2 morale bonus on Jump and Knowledge: arcane lore checks. Wearing a pair of the famous Junk Angel Wings grants those bonuses as well as several magical benefits. Junk Angel wings grant the wearer a flight speed of 30 ft (poor), which only works after sunset. The flight speed increases to 60 ft (average) during moonless nights. During daylight hours, the Junk Angel's wearer is considered to be under the effects of a permanent *feather fall* spell.

A non-magical, well constructed set of Lady Raven Pseudo-Wings has a purchase DC 13, and are commonly available among hipper stores and online.

Finding a set of ensorcelled wings or Junk Angel wings is a difficult and expensive prospect at best.

Lady Raven Pseudo Wings

Body Slot: Cloak/cape (medium)

Creation: Forge Gift: Armory ; *jump, enhance ability*; raw materials Purchase DC 20; 2000 xp ; 6 day creation time ; caster level 3rd

Purchase DC: 23

Lady Raven Junk Angel Wings

Body Slot: Cloak/cape (medium)

Creation: Forge Gift Armory; *jump, enhance ability, featherfall, levitate* ; raw materials Purchase DC 24 ; 560 xp ; 10 day creation time ; caster level 3rd

Purchase DC: 27

Lemon Drops

Lemon Drops are an arcane disinhibitor, a magical date rape drug. Lemon Drops are a predator's tool, a favorite tactic for demonic sexual hunters.

Lemon Drops are grape sized crystals made of some strange amber mineral, their surface covered in shallow grooves and lines. When shattered, the crystal releases intoxicating amber and pink vapors, unleashing a *red zone* spell as cast by a 9th level mage.

Lemon Drops

Body Slot: None, single use item similar to a potion (fine)

Construction: Forge Gift: Minor Arcana; *red zone* ; Raw Material purchase DC 18 ; 90 xp ; 3 hour construction time ; caster level 9th

Purchase DC: 21

Lemon Eggs

Lemon Eggs are an especially intimate form of magic. Like Lemon Drops, Lemon Eggs are smooth crystal ovoids made of some indefinable amber mineral. Instead of grooves and incised symbols, the Lemon Eggs are studded with gently raised calligraphy and slightly raised nodules.

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Lemon Eggs are inserted in to a willing user's body, either vaginally or anally, or in some cases, both. Lemon eggs are a type of single use wondrous item, similar to a magic potion. A magic user with the Forge Gift: Minor Arcana can choose to craft Lemon Eggs rather than typical items.

Lemon Eggs differ from conventional potions in one major way: they require an orgasm to activate, and have far longer lasting effects than typical potions. The Lemon Egg user must masturbate or be masturbated to orgasm with an Egg, which usually requires several minutes.

A beneficial spell effect stored in a Lemon Egg has a duration of a number of hours equal to the spell's caster level. The duration might be longer if the original spell has a longer duration. Spells with instant durations (such as healing magic, or an offensive ability) do not have their durations extended.

Rather than activating the effects of the magic immediately, the user can leave the magic inert within his or her body, in which case the Lemon Egg pulses softly and pleurably until the magic is unleashed. The user can hold the Lemon Egg's magic dormant after orgasm for a number of hours equal to his or her WIS modifier (minimum one hour). During this time, the pleasurable sensations are a constant distraction, imposing a -1 penalty on all INT and WIS based skill checks and WILL saves.

Once the Lemon Egg's magic is discharged, the egg itself explodes painlessly, melting away into a puddle of vicious amber liquid. When the magic's duration ends, the user is considered *fatigued*. If already *fatigued* the user instead becomes *exhausted*.

The base cost of a Lemon Egg, or similar magic device is spell level x caster level x 100 dollars.

Most Lemon Eggs look virtually identical, regardless of what magic is stored within them. By licking or sucking on an unused Egg, a user can attempt a DC 10 Spellcraft to determine the type of magic stored within.

Linemaker's Polymer

The Linemaker's Polymer blends modern nano-technology with ancient Goetic secrets, forming a potent barrier against demons that even laymen can use effectively. Warding symbols are encoded on molecule sized engines, creating a vicious, mobile liquid which when spilled on the ground automatically shapes itself into a powerful mystic barrier.

Linemaker's Polymer is contained within a slender plastic vial. By shattering the vial, and pouring out the liquid (a standard action) the user can create a potent mystical barrier. No outsider can approach within 30 ft of a warded area; those who approach within 60 ft must succeed at a DC 12 WILL save, or be affected as though by a *bane* spell cast by a 5th level caster.

Alternatively, the polymer can be splashed on any single outsider as a ranged touch attack. Treat as a ranged weapon with a maximum range of 10 ft. A demon splashed with the liquid must succeed at a DC 18 WILL save or be paralyzed for 5 rounds.

Linemaker's Polymer

Body Slot: None, single use item similar to a potion (tiny)

Construction: Forge Gift: Minor Arcana ; *bane*, creator must possess 6 or more ranks in Craft: mechanical or electronic ; Raw Material purchase DC 16 ; 48 xp ; 2 hour construction time ; caster level 5th

Purchase DC: 18 (ad hoc pricing adjustment due to items utility)

Medicine Gloves

Medicine Gloves are thin black leather gloves whose palms are stitched with the flesh of the rarest creature under the heavens: a repentant *oni*. The demon flesh panels are warm to the touch, and pulse slowly, in rhythm of their donor's heart beat.

By slipping on the gloves, a surgeon can slide his fingers through flesh and bone as easily as he can through water. By passing his fingers through a patient's skin and into their bodies seamlessly, the surgeon gains a +15 enchantment bonus on Treat Injury checks. The surgeon's patients are not *fatigued* after undergoing surgery.

Medicine Gloves

Body Slot: Magical Gloves

Construction: Forge Gift: Armory ; *cure light wounds, remove disease*, creator must possess the *Surgery* feat, creator must have an allegiance to good or a humanitarian cause ; Raw Material purchase DC 26 ; 640 xp ; 7 day construction time ; caster level 5th

Purchase DC: 28

Motherblood Bandings

Clean strips of white linen, blessed by a priestess/midwife of the old traditions, washed in water from a pure source are bound tightly around a young woman's thighs and vulva. The magically active strips absorb the woman's fluids, synchronize with the ebb and flow of her life force, and with time, empower the woman with a knowledge of her body and its capabilities. Eventually the bandings come to a kind of life, symbiotically feeding on her blood and waste.

A woman wearing a Motherblood Banding gains the benefit of the Moonwise and Cyclic Ferocity feats, even if she does not meet the prerequisites. The woman must wear the Bandings continuously for at least 16 hours each day for a month before she gains the article's benefit.

Motherblood Bandings (can only be worn by humanoid females)

Body Slot: Magical wrappings/panties (occupies belt slot)

Construction: Forge Gift: Armory; *enhance ability* creator must possess the *Moonwise* and *Cyclic Ferocity* feats; Raw Material purchase DC 21 ; 260 xp ; 5 day construction time ; caster level

Purchase DC: 24

Milk Shard

A milk shard is a glistening, perfect jewel filled with a few drops of divine milk and blood. Milk shards are often a product of Flow Witchery, and are one of the ultimate expressions of biology based magic. Created by a female arcanist through an act of bodily sacrifice, these tiny magical baubles reflect their creator's personality. The gem's color and texture is determined by their creator's subconscious desires and personality, and typically doesn't vary among a Flow Witch's milk shards.

Milk Shards are placed against naked skin, and burrow beneath the flesh. Once under the skin, the gem shatters, releasing a rush of mystical fluid into the recipient's blood. The recipient is imbued with a sense of well being, purpose and health; the mystical milk is visible beneath the skin as it burns pleasurably though the recipient's veins like white neon.

The recipient receives a +2 Deflection bonus to Defense, as well as a +1 morale bonus on attack rolls and saving throws against fear effects. These bonuses remain in effect for three minutes.

During this time, the Milk Shard's creator wields an incredible influence over the magic's recipient. The recipient suffers a -2 penalty on all WILL saves made against the Milk Shard's creator. As a full round action, the Milk Shard's creator can concentrate and experience the world through the recipient's senses, provided she is within 1 mile. The Milk Shard's creator instinctively knows if her magic is ever used, and by whom, provided she is within a mile of the Shard's use.

Milk Shard

Body Slot: none, single use item similar to a potion (fine)

Creation: Forge Gift: Minor Arcana; *bless, shield of faith, status*; raw materials Purchase DC 17 ; 34 xp ; 5 hour creation time ; caster level 5th

Purchase DC: 20

Necromancer's Phallus

The secret techniques and dark rituals required to animate an unbreathing servitor are well documented, at least among the world's secret libraries. There are even darker ways to awaken the dead, to give them a kind of unholy false life.

The necromancer's phallus is an intricately carved stone or wood dildo, whose surface is adorned with low-relief images of lifeless maidens on altars and operating tables being violated by their embalmers. The disturbing images provide a clue to the phallus' function: if used to violate the body of a dead female (of any humanoid species), in a dark, necrophiliac ritual lasting at least one hour, the corpse-woman rises from her grave as a powerful undead servant.

Once per day, the Necromancer's Phallus can be used to create a unique, enhanced Zombie from any humanoid corpse. The corpse gains the Zombie template, with the following modifications.

- The raised corpse can move and act normally, and may take both a move and a standard action each round.
- The raised corpse's Intelligence and Charisma scores are reduced by -8 (minimum 1 each). As such, the zombie can speak any languages it knew in life, possibly even read, but rarely communicates unless commanded to do so by its master.
- The raised corpse retains a single rank in any skills it possessed 8 or more ranks in during its life.

The undead creature created serves you loyally until destroyed, or until you use the phallus to animate another undead servitor. You may have only one undead servitor, created by the Phallus, in existence at any one time.

The Necromancer's Phallus

Body Slot: None; mystic artifact similar to a rod (small)

Construction: Forge Gift Armory ; *animate dead, enhance ability*; Raw Material purchase DC 27; 1160 xp ; 12 day construction time ; caster level 5th

Purchase DC: 29

Oni-Bane Memento

For most mortals there is no defense against demonic evil; humans unfortunate enough to live in Black Tokyo are prey to demonic hungers and lusts. Oni-Bane Mementos are tiny charms, sacred and highly personal relics that offer some measure of supernatural protection against demonic evil.

Charms can take any number of forms, from jade or silver religious rituals to a scrap of cloth perfumed with a lover's scent, to a stylish cell phone charm made of high impact plastic and glass. No matter their appearance, these tiny little charms offer a potent defense.

The wearer of an Oni-Bane Memento receives a +2 enchantment bonus on all saving throws made to resist any outsider's innate abilities or hostile spells. The wearer is considered to have the Tantric Wisdom feat, purely for the purpose of determining what supernatural effects, such as Black Fatherhood, can affect her. The charm must be worn on or be within a few inches of the wearer (such as attached to a cell phone carried in a purse, for example) for the wearer to gain the protection.

Oni-Bane Memento

Body Slot: Variable. Can occupy the amulet, earrings, bracelet, rings or belt slot, or can be attached to a purse, backpack or weapon.

Construction: Forge Gift: Armory ; *bless* creator must possess both the *Anointed Cleric* and *Tantric Wisdom* feats; Raw Material purchase DC 15 ; 60 xp ; 1 day construction time ; caster level 1st

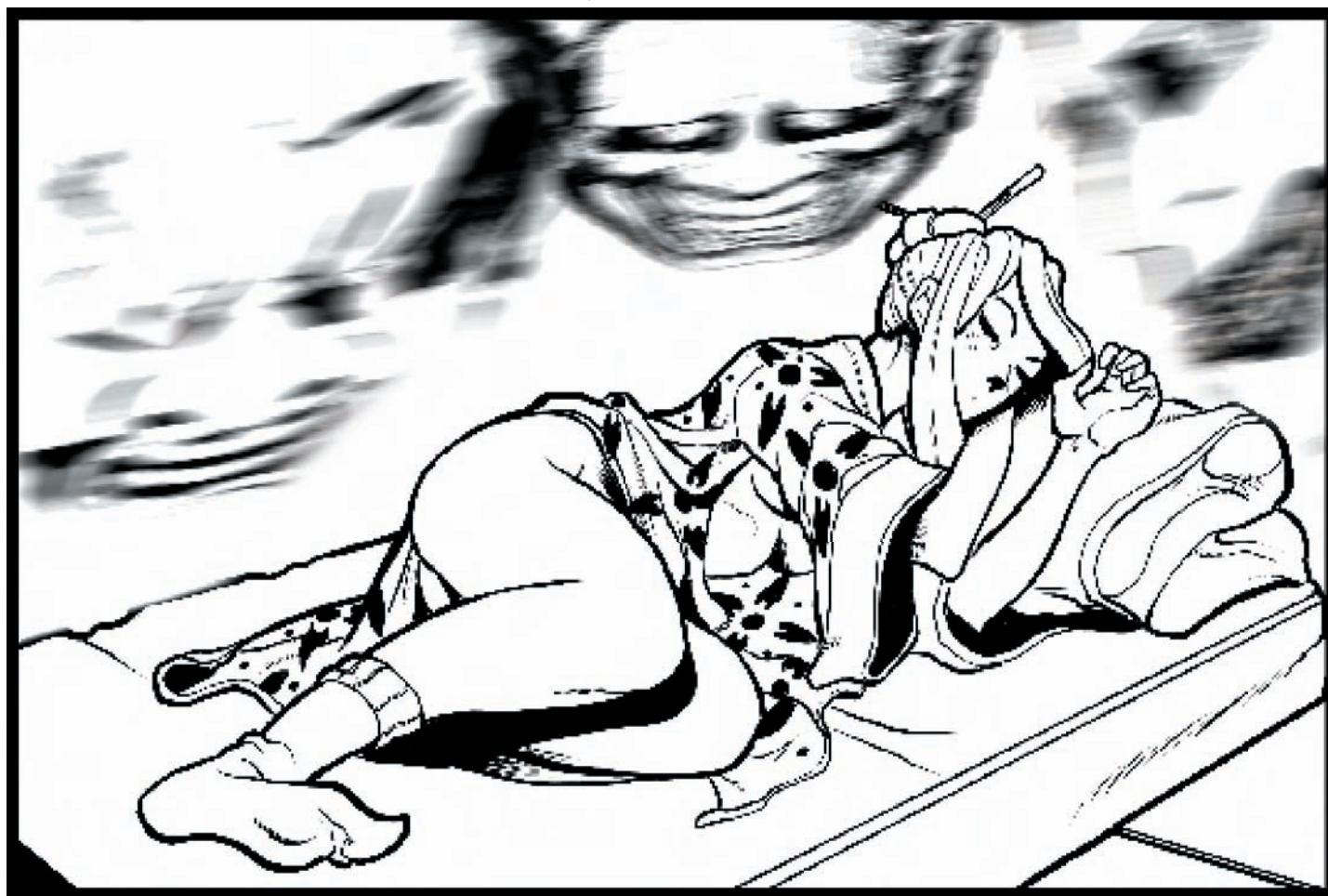
Purchase DC: 18

Oni-bane Ribbons

Too many weapons are all but useless against supernatural evil. Oni can shrug off high caliber annihilation, laugh off otherwise lethal katana strokes. Encircling weapons is expensive and time consuming, and if the weapon is ever lost or destroyed, the effort is wasted. Black Tokyo's military demonologists devised a unique solution.

Oni-bane Ribbons are colorful cloth ribbons inscribed with prayers and arcane formula, which can be wrapped around the handle of any weapon: they can be tied around the hilt of a sword, wrapped around an axe handle, or tied tight around a AR-15's grip with equal ease.

Multiple ribbons of different colors can be tied around a single weapon to enhance its capacities. The same ribbon can be tied and untied dozens of times, 'hot-swapping' between weapons and bestowing their temporary enchantments as needed. Wrapping a Ribbon around a hilt or removing it is a full round action, which provokes attacks of opportunity.



- *Black and White Cord*: Two thin cords, one of each color are twined together to produce this powerful fetish. When used to attack any outsider, the weapon or its ammunition has its critical threat range increased by 1.
- *Blood Cord*: This deep red and brown cloth ribbon grants the weapon or its ammunition a +2 enchantment bonus on damage rolls against outsiders and corporeal undead. This cord always smells faintly of old blood, and occasionally drips blood.
- *Blue Ribbon*: This blue silk ribbon is usually decorated with green or white scale patterns silk-screened onto the fabric. A weapon wrapped in this ribbon grants a +2 enchantment bonus on attack rolls made against outsiders.
- *Eyrines Ribbon*: This black and pink cloth ribbon helps soldiers hunt human monsters. Once per minute, any weapon (or ammunition fired from a weapon) wrapped with this cord can inflict an additional die of damage, if the target has ever raped a sentient creature. The attacker must declare the use of this ability prior to rolling to strike.
- *Silver Cord*: This nearly invisible silver chain

allows the weapon or its ammunition to be treated as a silver weapon for the purposes of overcoming an outsider or shape changer's damage reduction. It is often decorated with silver protective charms or moon symbols.

- *Sun Cord*: This relatively thick golden chain is often decorated sunburst, triangle and zig zag designs. Any weapon wrapped with this cord receives a +2 enchantment bonus on attack rolls made against mindless undead.
- *White Ribbon*: This white cotton strip is painted with blessings in black kanji. A weapon wrapped with this ribbon, or its ammunition, can affect incorporeal or ethereal outsiders and undead normally.

Oni-bane Ribbons (any variety)

Body Slot: Usually none; attached to a weapon. Can be wrapped around the hands or feet in the gloves or boots slot to enhance unarmed strikes made against demons.

Construction: Forge Gift: Armory; *magic weapon* ; Raw Material purchase DC 15 ; 48 xp ; 2 day construction time ; caster level 1st

Purchase DC: 18

Otome's Slip

The Otome's Slip is a loose and comfortable ensorcelled house kimono. When worn by any female who is either in the Young Adult age category or still sexually inexperienced, the Slip provides a constant, comforting protection against the attentions of demonic predators.

If worn by a young, virginal girl, the Slip radiates a subtle protective aura. Any outsider with an alliance to evil cannot approach closer than 10 ft to the girl while she sleeps or if she ever falls unconscious. All attacks, both mundane and magical stop instantly just before they would touch the girl's skin. While the girl is awake, she receives a +2 bonus on all saving throws made against the supernatural effects and spells of evil aligned outsiders.

If any evil outsider ever touches or wears the Slip, that creature suffers a negative level. The negative level remains as long as the Slip is in hand or worn, and disappears when the slip is no longer being touched. This negative level never results in actual level loss, but cannot be overcome in any way (such as by *restoration* spells) while the Slip is touched.

Otome's Slip

Body Slot: Magical Armor (robes slot)

Construction: Forge Gift: Armory; *resistance*, *shield of faith*, *glyph of warding* ; Raw Material purchase DC 26 ; 1000 xp ; 7 day construction time ; caster level 5th
Purchase DC: 29

Perfection Change Soap

As you bathe, your flesh changes. Cold water flows over your body, and you concentrate on a new face, a new race, even a new gender. You emerge from the bath a new human, scented with the oils of an ensorcelled soap.

Perfection Change Soap is a mildly scented milk-white liquid held within a small ceramic jar tied with cloth prayer strips. Each jar of Perfection Change Soap holds exactly enough liquid for two transformations; once into an alternate form, and a return to your original form.

To transform, you must bathe yourself thoroughly, using exactly half the soap in the jar. Once the bath is complete, your body physically changes to match your desired new form. You can change height and weight, gaining or losing upto 20% of your body mass, change race, alter facial features and bodily details, even alter your gender.

If using the Soap to imitate a specific person, you receive a +20 bonus on Disguise checks. This is a physical transformation, meaning that certain feats and class abilities not work if you alter gender and a woman cannot use this soap to change gender while pregnant. *True Seeing* and similar magic does not detect the magical change; in effect, your new form becomes your true form.

Though you do not gain any metamorphic abilities, you gain the shape changer subtype for the duration of the transformation, the one minor clue to your transformed nature. You may remain in your new form indefinitely. You will only return to your true form if targeted by *dispel magic*, or if you bathe with the remaining soap.



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If the jar of Soap is destroyed or lost, you must succeed at a DC 14 WILL save, or permanently lose 1 point of CON as you are locked into your new form. Once locked into your new form, even *dispel magic* can return you to your original form. Anyone attempting to use second dose of Soap gains no benefit, but destroys the Soap.

Perfection Change Soap

Body Slot: None, single use item similar to a potion (tiny)

Construction: Forge Gift: Minor Arcana; *change self* creator must possess the *Bishonen/Bishojo Hermaph* feat ; Raw Material purchase DC 12 ; xp ; 8 hour construction time ; caster level 8th

Purchase DC: 15

Silk Coil Harness

Rope bondage is an ancient and well loved Japanese art; intricately knotted rope corsets and sexual harnesses appear on the majority of Japanese porn DVDs and UMDs. Traditional harnesses wrap tightly around the breasts and throat, lifting and defining the breasts, with lower ropes cutting cruelly into the thighs or running along the woman's vulva.

The Silk Coil Harness follows the 'traditional' pattern. It is an intricately knotted body harness of soft white silk rope decorated with golden and crimson threads. The golden threads seem to move across the woman's body like speckles of light. Despite its incredible tight fit and restrictive design, the Silk Coil Harness is surprisingly comfortable and supple, and when worn against bear skin is a constant erotic stimulus. The Silk Harness can be, and often is, worn under conventional clothing.

While wearing the Harness, a woman receives a +3 enhancement bonus to her DEX score. She can contort her body in a seemingly endless variety of ways, and she gains the Omni-Dexterity feat, even if she does not meet the prerequisites.

At will, the Harness's wearer can command her bondage harness to glow, as if affected by a *light* spell cast by a first level caster. The wearer must expose the full harness to illuminate the rope.

Silk Coil Harness (usable only by females)

Body Slot: Magical harness (vest/shirt body slot) (small)

Construction: Forge Gift: Armory; *light, enhance ability*, creator must have the *Ropesong* feat; Raw Material purchase DC 23 ; 480 xp ; 6 day construction time ; caster level 3rd

Purchase DC: 26 (ad hoc pricing adjustment due to the item's utility)

Sleep Eyed Dress

It may take the form of a designer ball gown, a loose and comfortable sundress or a well worn nightie, but it is always the soft blue of the Japanese sky at noon. The Sleep Eyed Dress is a tool of seduction and deception, a temptress' weapon. The enchanted threads seem to whisper gentle lullabies.

While wearing the Sleep Eyed Dress, a woman gains the ability to cast *sleep* as a 5th level caster three times per day, or *ray of fatigue*, as a 5th level caster as often as once per minute. Those who would find the wearer sexually attractive suffer a -2 penalty on their WILL saves. As a standard action, the wearer can command the dress to change it's appearance, style of clothing, even texture and material, though its color always remains a soft blue.

Sleep Eyed Dress

Body Slot: Magical Clothing (occupies shirt slot)

Construction: Forge Gift: Armory ; *prestigation, ray of fatigue, sleep*; Raw Material purchase DC 23 ; 480 xp ; 5 day construction time ; caster level 5th

Purchase DC: 26

Skin of Pain

In the depths of hell, demon tanners work the skins of sinners, flying souls alive to create dark works of blood art. Demonic warriors go into battle wearing the skins of violated maidens and fallen priests, and occasionally, their horrific armor finds its way into the hands of a mortal warrior.

The Skin of Pain is alive, at least on some level and greedy, hungry for the blood of a living host. The Skin of Pain is a gruesome body stocking made of supple human leather, a patchwork abomination of a dozen different skin tones. Pulsing

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red muscle is visible beneath the skin patches.

The Skin of Pain fits tightly to its wearer, like a second skin; it is difficult to tell where the wearer ends and the Skin begins. The Skin exposes only the wearer's hands, feet, face and genitals. The dark armor is fever hot to the touch, and continually drips trace amounts of blood and urine.

Each day the Skin of Pain is worn, the wearer suffers 1d6 points of temporary CON drain and 1d3 points of temporary WIS drain, making the suit exceptionally lethal and impractical for prolonged wear. Donning or removing the Skin is a full round action; while inert, the Skin resembles a grotesque, but unloving suit of human-skin armor.

The Skin of Pain grants its wearer a +4 natural armor bonus to Defense, as well as rendering the wearer immune to pain and fear effects, such as the *shaken* condition. While wearing the Skin of Pain, the wearer becomes immune to subdual damage.

Finally, while wearing the supple and powerful Skin of Pain, the wearer receives a +4 profane bonus to Climb, Jump, and Tumble checks.

Skin of Pain

Body Slot: Symbiotic Armor (armor slot)

Construction: RECOVERED TECHNOLOGY; cannot easily be duplicated with human magic

Purchase DC: 40+

Spearman's Ring

This thick wooden ring is made from burnished cherry wood, and carved with lusty and perverse scenes in an archaic style. On the ring's surface, samurai suck off goats, penetrate sheep and horses and mount animals of all kinds.

When worn over a man's erect penis, the magical ring seems to flow and melt into his flesh. While wearing the Spearman's Ring, a male gains the *Phallic Spear Technique* feat, even if he doesn't meet the prerequisites.

Spearman's Ring (can only be used by a male humanoid)

Body Slot: Magical ring (occupies the belt slot)

Construction: Forge Gift: Armory; *keen edge*, creator must possess the *Phallic Spear Technique* feat ; Raw Material purchase DC 26 ; 600 xp ; 7 day construction time ; caster level 5th

Purchase DC: 27

Tatami of Peace

A Tatami of Peace is a woven fiber mat five ft square, and looks virtually indistinguishable from the mundane tatami mats that cover the floors of most Japanese homes. Occasionally, a spark of cobalt lightning can be seen arcing between the fibers, providing a clue to its mystic nature. Shinto blessings are woven on the underside of the fiber, and as the item is created, it is anointed with oil and a few drops of priest or priestess' blood.

When any religious figurine, icon or holy book is placed on the mat (a full round action), the tatami begins pulsing with a calm, holy energy, filling the room it is placed in with dim radiance, similar to flickering candlelight. For eight hours, or until the religious artifact is moved, the Tatami of Peace sheds its holy light over the area. The Tatami may only be called upon once per day.

No evil outsider or undead creature can approach closer than 60 ft to the Tatami, and their attacks, both mundane and magical end as soon as they touch this invisible barrier. Those inside the radius of the Tatami's glow receive the effect of a *break enchantment* spell and a *zone of truth* spell, both cast by a 9th level acolyte.

In addition, noise from the outside world is filtered out; no sound can penetrate the mystic barrier, though those within the warded area can still hear and converse normally among themselves. Those within the warded area heal at double the normal rate.

Tatami of Peace

Body Slot: None. Magical rug (large)

Construction: Forge Gift: Armory; *break enchantment*, *bless*, *zone of truth* ; Raw Material purchase DC 28 ; 1840 xp ; 10 day construction time ; caster level 9th

Purchase DC: 31

Theotokotic Phallus

The Theotokotic Phallus is an ancient and primal magic, first recorded in European protohistory. Reports of the Phallus can be found lurking between the lines of ancient myths and even some heretical Christian legends.

In some stories the Theotokotic Phallus is a wooden rod anointed with holy oils; in others it is a weathered stone penis broken off the statue of some long forgotten fertility god... in other tales, it is a simple witch's broom.

The details change, but the core truth of the story is always the same: a woman who takes the Phallus into her body will bear a god-kissed child, a child (always a son) of profound destiny.

Any woman who masturbates with the Phallus can conceive an especially blessed child. The child is physically ordinary, except for some small signs of his benevolent divine heritage. The son always possesses the Racial Exotica feat and at least one other bonus feat of choice; alternatively, the child might be a member of a magical meta-human race.

The exact details of the child's mystical birth are left to individual game masters.

While carrying the semi-divine child, the mother receives a +3 divine bonus on all saving throws, and gains Fast Healing 1, the better to protect the godly new life in her womb.

Theotokotic Phallus

Body Slot: None. (small)

Construction: RECOVERED

TECHNOLOGY; not easily duplicated by current human magic

Purchase DC: 40+

Torque of Moans

By buckling this gold and ivory torque around your throat, you lose you ability to speak, though you no longer truly need your voice for anything other than soft moans of pleasure. The Torque is a heavy golden collar with a stylized vaginal motif. At the center of the metallic vulva, an ivory rune stone presses tightly against the wearer's larynx.

The Torque's wearer loses the ability to speak or cast any spells with verbal components while wearing the collar. Once per hour, the wearer may utter a sound of utter ecstasy, which can disarm and amaze.

Any sentient creature within a 30 ft radius of the Torque must succeed at a DC 16 WILL save or be rendered helpless for a round due to the overwhelming ecstasy they feel. For 1d4 rounds afterward, creatures overcome by the orgasmic sound are considered *sickened*, as they struggle to gain control over their bodies and emotions.

Torque of Moans

Body Slot: Magical necklace (small)

Construction: Forge Gift: Armory; *biological imperative**; Raw Material purchase DC 21 ; 192 xp ; 4 day construction time ; caster level 3rd

Purchase DC: 23

Viper Tongue Mask

Resembling the fearsome war masks worn by samurai when fully armored, this black wood and lacquer mask depicts a leering fanged grimace with a long red tongue licking at swollen lips the color of a bruised plum. The mask is designed to be worn with a samurai's helmet as a faceguard, but can be worn separately.



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A creature wearing a Viper Tongue Mask gains a strange natural weapon. The creature's tongue protrudes through the wooden lips, merging with the wooden tongue. The creature's tongue becomes a prehensile chainlike weapon.

The Tongue Whip can threaten adjacent enemies as well as possessing 10 ft reach. The Tongue Whip inflicts 1d4 points of slashing damage, and threatens a critical hit on a natural 19 or 20. The wearer is always considered proficient in the use of this strange weapon.

The Tongue Whip receives a +8 bonus on disarm, grapple and trip attempts; when grappling, the Whip uses the creature's size modifier. If the wearer's trip attempt fails, the wearer can dismiss the magical tongue in order to prevent a retaliatory trip attempt.

If the Tongue is ever severed, the mask becomes useless for 24 hours, and the wearer loses the ability to speak for a similar period. The Tongue has Hardness 5 and 20 HP. While wielding the magical tongue, the wearer can taste things normally, and the tongue is nearly as sensitive as the wearer's genitals.

Viper Tongue Mask

Body Slot: Magical Mask (occupies hat/helmet slot)

Construction: Forge Gift: Armory; *keen edge, true strike*; Raw Material purchase DC 25 ; 800 xp ; 6 day construction time ; caster level 5th
Purchase DC: 28

Yakuza's Key

The Yakuza's Key is a fragile copper key with a heft wrapped in red cloth. The slender key has an unusual notch pattern, which seems to change slightly every time you look away from it.

The Yakuza's key is a magic item prized by spies, burglars, car thieves and worse criminals. So long as it has at least one charge remaining, the Key is considered a masterwork Car Opening Kit and Lock pick Set (+1 bonus on Disable Device checks to open locks, as well as Repair checks made to hotwire a vehicle).

Each time a charge is expended, the Yakuza's Key grants its user a +5 circumstance bonus on his next Disable Device or Repair check made to hotwire a car. Prior to making the check, the user may choose to expend any number of charges; each charge expended grants an additional +5 circumstance bonus.

Yakuza's Key

Body Slot: None, charged item similar to a wand (fine)

Construction: Forge Gift: Arcane Batteries; *knock*; Raw Material purchase DC 21; 192 xp ; 4 day construction time ; caster level 3rd

Purchase DC: 23

Yoshiwara Linens

There lie pleasure houses scattered across Japan which serviced the diayomo's court, brought sexual relief to samurai and companionship to wealthy merchants. Some still exist today, passed down from owner to owner across the generations; others are ruins standing in crumbling feudal towns, overgrown by the 21st century and forgotten.

Strips of moldering cloth from these ancient houses of prostitution are stitched into fine bed linens. Thousand count sheets are marked by ancient tantric magic.

Anyone making love on a bed fitted with a set of Yoshiwara Linens automatically benefits from the *Tantric Wisdom* feat even if he or she doesn't meet the prerequisites. Echoes of Japan's erotic past whisper in the lovers' ears, granting them an additional +1d4 insight bonus on all Knowledge: history checks made concerning Japan's history.

Similar cloths are rumored exist, incorporating threads from ancient European or American bordellos. These cloths would provide a similar bonus concerning their own country's history.

Yoshiwara Linens

Body Slot: None. (Medium)

Construction: Forge Gift: Armory ; *enhance ability*, creator must possess the *Tantric Wisdom* feat and at least 6 ranks in Knowledge: history; Raw Material purchase DC 21 ; 240 xp ; 4 day construction time ; caster level 3rd

Purchase DC: 24

Witchbane Rounds

The gun is the great equalizer. A weak man may defeat a strong one thanks to the gun in his hand. A woman might turn the tables on a rapist, a child can slay a demonic tormentor. Black Tokyo's witchhunters and demon slayers have turned to a combination of high tech, full auto fire power and ancient rituals to survive and triumph.

Witchbane Rounds are conventional high caliber rounds, anointed with mind-crushing oils, holy water and wine, and blessed by hardliner priests of a dozen faiths.

In addition to suffering normal damage for the weapon it is fired from, if a spell caster is injured by a Witchbane round, he or she must succeed at a WILL save (DC 12 + $\frac{1}{2}$ the damage inflicted), or lose 1d4+1 spell levels worth of prepared spells, starting with the lowest level the magic user can cast.

For example, if a oni-cursed acolyte is shot with Witchbane Rounds, she initially loses 1d4+1 levels worth of first level spells. When she 'runs out' of first level spells, she begins losing 2nd level spells, and so on.

If shot by a gunslinger who has feats that allow the shooter to deal additional dice of damage on a successful hit (such as Burst Fire or Double Tap), the WILL save DC increases by +2 for every

additional die of damage inflicted, representing more Witchbane Rounds hitting the target and delivering their anti-magical toxins into the victim's body.

The purchase DC and construction times given are for a clip of 13 Witchbane Rounds. Once a Witchbane Round is fired, even if it misses its target, it is destroyed and the magic dissipates. Any conventional ammunition can be enchanted to become Witchbane Rounds.

Belt fed ammunition may be enchanted, but each conjuration only enchants 13 of the bullets, which means encircling a full ammo belt is a difficult, mentally taxing and expensive process.

Witchbane Rounds (clip of 13)

Body Slot: None. Magical Ammunition (fine)

Construction: Forge Gift: Armory; *magic weapon*; Raw Material purchase DC 14; 32 xp ; 1 day construction time ; caster level 1st

Purchase DC: 17



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戸田本に於ける

二戰末期

壬戌年二月初八日

한글서체

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Spells

Alarm (Abjuration)

Level: Arcane 0

Components: Verbal, somatic

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 60-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

The Alarm spell sounds a mental or audible alarm each time a creature of Tiny or larger size enters the warded area or touches it. A creature that speaks the password (determined by you at the time of casting) does not set off the alarm. You decide at the time of casting whether the alarm will be mental or audible.

Mental Alarm: A mental alarm alerts you (and only you) so long as you remain within 1 mile of the warded area. You note a single mental “ping” that awakens you from normal sleep but does not otherwise disturb concentration. A silence spell has no effect on a mental alarm.

Audible Alarm: An audible alarm produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Reduce the distance by 10 feet for each interposing closed door and by 20 feet for each substantial interposing wall.

In quiet conditions, the ringing can be heard faintly as far as 180 feet away. The sound lasts for 1 round. Creatures within a silence spell cannot hear the ringing.

Ethereal or astral creatures do not trigger the alarm.

Aurora's Strike (illusion; mind-affecting)

Level: Arcane 2

Components: verbal, somatic, material

Casting Time: 1 standard action

Range: 15 ft.

Area: Cone-shaped burst

Duration: Instantaneous; see text

Saving Throw: WILL negates

Spell Resistance: Yes

A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps even blinding or knocking the creature unconscious. Each creature within the cone is affected

according to its Hit Dice.

2 HD or less: The creature is unconscious, blinded, and stunned for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round. (Only living creatures are knocked unconscious.)

3 or 4 HD: The creature is blinded and stunned for 1d4 rounds, then stunned for 1 round.

5 or more HD: The creature is stunned for 1 round.

Sightless creatures are not affected by color spray.

Material Component: A pinch each of powder or sand that is colored red, yellow, and blue.



Beastsong (enchantment; mind-affecting)

Level: Divine 1

Components: Verbal

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: Animals, vermin and magical beasts within 30 ft. of each other

Duration: 1 min./level

Saving Throw: Will negates; see text

Spell Resistance: Yes

This soft lullaby soothes and quiets animals, magical beasts and vermin rendering them docile and harmless. Only non-sentient creatures, with INT scores of 3 or less can be affected by this spell.

All the targets must be of the same breed and species, and no two may be more than 30 feet apart. The maximum number of Hit Dice worth of animals you can affect is equal to 2d4 + your caster level.

A dire animal, summoned creature or an animal trained to attack or guard is allowed a saving throw; other animals are not.

The affected creatures remain where they are and do not attack or flee. They are not helpless and defend themselves normally if attacked. Any overt threat breaks the spell on the threatened creatures.

Biological Imperative (transmutation)

D20 Modern Level: Arcane 2, Divine 2

D20 Fantasy Level: Clr 2, Drd 1, Sor 2

Components: Verbal

Casting Time: Standard action

Range: Close (25 ft +5 ft/level)

Area: One affected creature

Duration: Instant; secondary effects last for 1d4 rounds

Saving Throw: Fortitude negates

Spell Resistance: Yes

You take basic control over the target's bodily functions. With a shouted word, you can induce vomiting, uncontrollable bowel movements, heart palpitation; short lived seizures, orgasmic contractions, or many other bodily functions. The victim might experience extreme pain or pleasure, but is virtually crippled by this vicious, invasive spell. The initial effects of this spell leave the victim paralyzed and prone, incapable of taking any actions. During the first round after the spell is cast, the victim is helpless. The residual effects of this spell cause the target to be *sickened* for 1d4 rounds afterward.

Charm Person (enchantment, mind affecting, language dependant)

D20 Modern Level: Arcane 2

D20 Fantasy Level: Bard 1, Wiz/Sor 1

Components: Verbal

Casting Time: Standard Action

Range: Close (25 ft + 5 ft/ 2 levels)

Area: Single target

Duration: 1 hour/level

Saving Throw: WILL negates

Spell Resistance: yes

This seductive, mind warping spell makes a medium sized sentient humanoid regard you as a trusted friend and ally. If the target is currently threatened or attacked by you or your allies, it receives a +5 bonus on its saving throw.

The person does not enable you to control the *charmed* person as if he was an automaton, but he does perceive your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed CHA check to convince him to do any thing he would not normally do. You may not retry. A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you phrase your dangerous request 'reasonably' and carefully enough.

Any act by you or your apparent allies that threatens the creature breaks the effect. Note that you must share a language with the creature to communicate effectively

Dreamer's Missive (Illusion; mind-affecting)

Level: Arcane 1

Components: Verbal, Somatic

Casting Time: 1 minute

Range: Unlimited

Target: One living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to others in the form of a dream.

At the beginning of the spell, you must name the recipient or identify him or her by some title or description that leaves no doubt as to identity.

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The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the messenger's mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger that is disturbed during the trance comes awake, ending the spell. Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Farsight (divination; scrying)

Level: Arcane 4

Components: Verbal, Somatic, Material

Casting Time: 10 minutes

Range: Long (400 ft. + 40 ft./level)

Effect: Magical sensor

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

Farsight creates a mystical, camera like sensor at a specific location that enables you to see clearly, almost as if you were there. You don't need line of sight or line of effect, but the locale must be known—a place familiar to you or an obvious one.

Once you have selected the locale, the sensor doesn't move, but you can rotate it in all directions to view the area as desired. Unlike some scrying spells, this spell does not allow magically or supernaturally enhanced senses to work through it.

If the chosen locale is magically dark, you see nothing. If it is naturally pitch black, you can see in a 10- foot radius around the center of the spell's effect.
Material Components: shards of crystal or mirror shards, outdated electronic components or surveillance equipment

Giant's Gifts (transmutation)

Level: Divine 5

Components: Verbal, Somatic

Casting Time: Standard action

Range: Medium (100 ft. + 10 ft./level)

Targets: Up to one living creature (Gargantuan or smaller) per two levels, no two of which can be more than 30 ft. apart

Duration: 1 min./level

Saving Throw: FORT negates

Spell Resistance: Yes

A number of living, non-outsider creatures grow to twice their normal size and eight times their normal weight. This alteration changes each creature's size category to the next largest, grants it a +8 size bonus to STR and a +4 size bonus to CON (and thus an extra 2 hit points per HD), and imposes a –2 size penalty to DEX. The creature's existing natural armor bonus (if any) increases by +2.

The size change also affects the creature's modifier to Defense and attack rolls and its base damage. The animal's space and reach change as appropriate to the new size, but its speed does not change.

The spell also grants each subject Damage Reduction 5/magic and a +4 resistance bonus on saving throws. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it— the spell cannot be used to crush a creature by increasing its size.

All equipment worn or carried by a creature is similarly enlarged by the spell, though this change has no effect on the magical properties of any such equipment.

Any enlarged item that leaves the enlarged creature's possession instantly returns to its normal size.

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The spell gives no means of command or influence over the enlarged creatures. Multiple magical effects that increase size do not stack.

Minutes Become Hours (abjuration)

D20 Modern Level: Arcane 4, Divine 3

D20 Fantasy Level: Bard 4, Clr 3, Rgr 4, Wiz/Sor 6

Components: Verbal, Somatic, Material

Casting Time: 1 minute

Range: Personal

Area: A 10 ft radius around the caster plus an additional 10 ft/level

Duration: 2 rounds (objective time) or 2 hours (subjective time) per level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You carve a short lived pocket dimension out of reality. In this other dimensional sanctuary, time passes more quickly, allowing you to rest and heal while only a few seconds pass for the outside world. This spell must be cast in a discrete, enclosed area, such as a bedroom or closet, though any bounded, enclosed area (even a tent, cave or stone circle) can serve. The spell's magic wards the area, casting out of normal time/space and projecting it into a more swiftly flowing time-stream. Every round that passes for the outside world (objective time) is an hour for those within the warded area (subjective time).

During this time, those within the spell-zone can sleep, heal naturally, use the Heal or Treat Injury skill to treat their wounds, use healing potions and magic, or perform almost any other action. Any poisons or spell effects brought into the spell-zone by one of its inhabitants continue to function and spell durations continue to expire in the subjective time zone. Communication with the outside world is impossible during this time; cell phones and similar devices cannot penetrate the warded area. Those within the warded area do not recover spells or spell slots, due to the fundamental differences between the ward-zone and true reality. If someone outside the warded area enters the ward-zone, the spell ends abruptly.

Material Components: A handful of colored sand, crushed rose petals and chalk dust which is sprinkled around the area to be warded.

Phantom Lights (evocation)

Level: Arcane 0

Components: Verbal, somatic

Casting Time: Standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: Up to four lights, all within a 10- ft.-radius area

Duration: 1 minute (D)

Saving Throw: None

Spell Resistance: No

Depending on the version you choose to cast, you create up to four lights that resemble lanterns or flashlights (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The phantom lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Red Zone (enchantment; mind affecting)

D20 Modern Level: Arcane 5

D20 Fantasy Level: Bard 5, Drd 6, Sor 6

Components: Verbal, Somatic

Casting Time: Standard action

Range: Medium (100 ft + 10 ft/level)

Area: 25 ft radius centered on the caster

Duration: 10 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

A few whispered words and erotic gestures alter the minds of all around you. Lust and suppressed desires spiral out of control, and anyone within range of this strange magic forgets everything else and gives into animal desires. While a creature is enchanted by this magic, it will engage in sex willingly with any adult humanoid of the appropriate gender within range. During this lustful trance, the creature can take no actions other than to attempt to satisfy its lust, though if the creature is attacked, it can defend itself normally. If the caster chooses to engage in the resultant orgy this spell unleashes, the WILL saving throw made to resist the effect is increased by +2.

If your campaign uses specific rules to track the chance of pregnancy or the chance of contracting STDs, use those to determine the consequences (if any) of contact with this spell. Otherwise, plot points like pregnancy or disease are subject to the game master's whims.

Black Tokyo -The Hentai SRD

Seeker's Divination (divination)

Level: Divine 5

Components: Verbal, Somatic, Divine Focus

Casting Time: 18 hours

Range: Unlimited

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The seeker's divination is one of the most powerful divinatory methods on the planet. Nothing short of near god-level magic or the intervention of the most powerful Black Else royalty.

Seeker's Divination circumvents normal means of protection from scrying or location. The spell reveals the name of the creature or object's location (place, name, business name, building name, or the like), community, county (or similar political division), country, continent, and the plane of existence where the target lies, including providing GPS coordinates.

To find a creature with the spell, you must have seen the creature or have some item that once belonged to it. To find an object, you must have touched it at least once.

While casting this lengthy ritual, the caster can take no other action, including concentration, or the spell will fail automatically.

Divine Focus: While casting the spell, the caster must concentrate intensely on any and all evidence, research materials or photographs of the object to be located, however meager the evidence is.

Soulbound Dominion (enchantment; mind-affecting)

Level: Arcane 5

Components: Verbal, Somatic

Casting Time: Full round action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One human or humanoid creature

Duration: One day/level

Saving Throw: WILL negates

Spell Resistance: Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. You can't actually see through the subject's eyes, so it's not as good as being there yourself, but you still get a good idea of what's going on.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Black Tokyo -The Hentai SRD

Survival Shield (evocation)

Level: Arcane 4, Divine 3

Components: Verbal, Somatic, Material

Casting Time: Standard action

Range: 20 ft.

Effect: 20-ft.-radius sphere centered on your location

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You create an unmoving, opaque sphere of force of any color you desire around yourself. Half the sphere projects above the ground, and the lower hemisphere passes through the ground. As many as nine other Medium creatures can fit into the field with you; they can freely pass into and out of the hut without harming it. However, if you remove yourself from the hut, the spell ends.

The temperature inside the hut is 70° F if the exterior temperature is between 0° and 100° F. An exterior temperature below 0° or above 100° lowers or raises the interior temperature on a 1-degree-for-1 basis. The hut also provides protection against the elements, such as rain, dust, and sandstorms. The hut withstands any wind of less than hurricane force, but a hurricane (75+ mph wind speed) or greater force destroys it.

The interior of the hut is a hemisphere. You can illuminate it dimly upon command or extinguish the light as desired. Although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut (they have total concealment).

Material Component: A small crystal bead that shatters when the spell duration expires or the hut is dispelled.

Voyeuristic Orbits (divination)

Level: Arcane 5

Components: Verbal, Somatic, Material

Casting Time: 1 minute

Range: One mile

Effect: Ten or more levitating eyes

Duration: 1 hour/level; see text (D)

Saving Throw: None

Spell Resistance: No

You create a number of semi-tangible, visible magical orbs (called “eyes”) equal to 1d4 + your caster level. These eyes move out, scout around, and return as you direct them when casting the spell. Each eye can see 120 feet (normal vision only) in all directions.

While the individual eyes are quite fragile, they’re small and difficult to spot. Each eye is a Fine construct, about the size of a small apple, that has 1 hit point, Defense score 18 (+8 bonus for its size), flies at a speed of 30 feet with perfect maneuverability, and has a +16 Hide modifier. It has a Spot modifier equal to your caster level (maximum +15) and is subject to illusions, darkness, fog, and any other factors that would affect your ability to receive visual information about your surroundings. An eye traveling through darkness must find its way by touch.

When you create the eyes, you specify instructions you want them to follow in a command of no more than twenty-five words. Any knowledge you possess is known by the eyes as well.

In order to report their findings, the eyes must return to your hand. Each replays in your mind all it has seen during its existence. It takes an eye 1 round to replay 1 hour of recorded images. After relaying its findings, an eye disappears.

If an eye ever gets more than 1 mile away from you, it instantly ceases to exist. However, your link with the eye is such that you won’t know if the eye was destroyed because it wandered out of range or because of some other event.

The eyes exist for up to 1 hour per caster level or until they return to you. Dispel magic can destroy eyes. Roll separately for each eye caught in an area dispel. Of course, if an eye is sent into darkness, it could hit a wall or similar obstacle and destroy itself.

Material Component: A handful of crystal marbles.

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Black Tokyo's Cosmology

"Scary monsters and super beasts; the more you dream, the less you sleep."

- *Powerman 5000, Nobody's Real*

In horror hentai, cosmology and dimensional mapping is kept deliberately vague and simplistic. Demons are a reality, unwelcome intruders from somewhere else, and they invade the modern human-dominated world to rape, murder, feed and conquer. Demonic predators and human prey, as long as those two essential elements are satisfied, all else is window dressing. Black Tokyo's cosmology is only slightly more complicated.

There are three universes: home to three different, competing forms of life.

Imagine two circles, interlaced in a mathematic Venn Diagram. One circle represents the mortal universe, the dimension humans are most familiar with. For most, it is the only dimension they can perceive, the only world they know. Earth occupies the human dimension; all the humans who have ever lived or ever will live occupy the human dimension. Each and every star and galaxy visible in the night sky occupies the human dimension.

The other circle represents the demonic realm, an endless, endlessly mutable hellscape. Ruled by demonic emperors, the hell dimension is composed of a numberless and shifting sea of kingdoms, petty demonic republics and nations. The feudal demon cities war constantly with one another, competing for food, for resources, for human soul stuff and for control over the Gates leading into our world. The demonic world has as many names as there are sins, as many rulers as there are lost souls. For our purpose, we will refer to the hellscape as the **Black Else**.

Between the human world and the Black Else, at the intersection of the two warring circles, on the edge of reality and the border between life and damnation, lies the third and final world. This dimension is a place of natural wonders, of fantastic vistas that stretch forever, populated by a million strange beasts and demi humans. Sentient species born of human passion or demonic lusts build kingdoms in the border world's endless forests, and act as mediators and gatekeepers between the two worlds. Monsters beyond imagination stalk the plains and grass lands, and angels of a thousand faiths soar through the crisp sky.

The in-between world is home to humanity's guardians, as well as the hunting ground for lesser demonic monsters, those too weak to fully emerge into our dimension. Like the Black Else, the in-between world has many names, but it is best known as **Tatakama**, a land of wonders and minor gods.

The 'structural dimensions', minor alternate planes that form the necessary, but often unnoticed underpinnings of reality surround the three worlds, like a pod around a string of peas. Imagine places like the Astral and Ethereal Planes, the elemental planes, the plane of shadow and strange energetic planes as layers of cellulose in a cosmic peapod. These 'structural dimensions' encompass the three worlds, and clever planar travelers can use the transition between these minor planes to walk between the three worlds.

At the edge of the structural dimensions is the final barrier separating all that is known and comprehensible in the three worlds and whatever lies beyond reality itself. The **Avatar Wall** is an endless fountain of unknown and unknowable energy which sustains and creates (and is created by) the reality of the Three Worlds. The Avatar Wall's true nature is a mystery, all that is known is that is an impermeable membrane once crossed. No creature, no matter if it be man, demon or even godly can return from beyond the Avatar Wall once they cross the barrier. Their consciousness is lost in a roiling sea of light and cosmic fury.

Mortal souls might sojourn in the Tatakama, living millennia long existences in its wilds between earthly incarnations. Ghosts prowl the Tatakama's veldts and roam its cities. Hate filled souls are drawn to the Black Else, where weaker minds are extinguished forever, and the most evil and powerful of spirits evolve into *oni* and spread their evil to a degree unimaginable to a mortal. Human and demonic souls alike can move freely between the three worlds, but when a soul is finally, irrecoverably drawn into true death, it moves towards the Avatar Wall and is lost.

Campaign Implications

The Black Tokyo cosmology is simple and profound enough to work into most campaigns without much disruption. Most modern magic campaigns spend more time hunting monsters in this world to wonder too much about where they come from. The Black Else provides a justification and small sense of history for the bad guys. The Black Else and Tatakama are ready made points of origin for the creatures that will plague your game.

The Tatakama is described vaguely enough that most typical fantasy campaigns might be an endless aspect of that border-universe. Most of the new metahuman races presented here hail from the Tatakama, and most of the creatures in the Department Seven Species Update wouldn't feel out of place there. You can also 'port in' traditional elves, dwarves and orcs as visitors from the Tatakama.

Though little described, enough information is given about the Tatakama to realize it's a predator heavy mystical ecosystem, home to a variety of sentient humanoid races and a variety of very active gods and demons, whose power struggles define the world. Long time gamers don't need to be reminded that a description like that fits most D20 Fantasy worlds.

The Avatar Wall is a concept first introduced in Sexually Transmitted Future. It's the final barrier between life and death. Any ghosts you encounter, any souls you *raise* or *resurrect*, any near death experiences you have occur on the 'mortal' side the Wall, because once you cross that border, you're gone forever. The Avatar Wall (which owes a lot to the Source Wall in Jack Kirby's Fourth World epics) allows gamemasters to create interesting and convoluted afterlife adventures, tell ghost stories and battle undead without running smack into messy theological questions.

The Species of Black Tokyo

"Yeh speaks of the explicit sex scenes of Tantric Buddhism, which she says are ritualistic and not like our pornography since there are 'no grasping hands'. Pagilia draws a parallel to Dante's imagery of fists and claw like, grasping hands of Dante's Inferno."

- Camille Pagila, *Sex, Art and American Culture*

Black Tokyo is a world of humans, but humans are not alone in the universe. Other thinking races live and work along side unaware *homo sapiens*, some preying on mankind, others acting as staunch unknown defenders. Many of the new metahuman races presented here hail from the Tatakama. Some metahuman are recent immigrants, who split their time between twin worlds, while others are the earth-born spawn of other dimensional entities.

During character creation, Black Tokyo players can choose to create a metahuman character. Metahuman characters receive only a single feat at character creation, while humans receive two. Metahuman characters are slightly less skilled then their human counterparts: they receive four fewer skill points at first level, and one fewer skill point each level. Specific metahuman races might have additional weaknesses and liabilities, especially if they possess powerful or unique abilities.

Some metahuman are visually indistinguishable from normal humanity, and their differences only come to light on the dissection table. Others have obvious non-human features. These physically altered metahuman may attempt to pass for human; the Spot DC to recognize a metahuman for what it truly is varies from creature to creature. A handful of monstrous metas can wrap themselves in a human 'seeming' or transform to a fully human form, while others are trapped forever in a strange, alien body.

Racial Arcana & Psionics

Some races are inherently magical, and can instinctively cast a limited selection of minor spells or activate psionic powers. Each day, the metahuman can cast a limited selection of spells or use a limited selection of psi-talents equal to his or her ranks in a particular skill important to members of that race. For example, a metahuman with 8 ranks in a vital racial skill could cast a total of 8 levels worth of spells per day: two fourth level spells, eight first level spells, or any other combination. Zero level spells count as ½ a spell level.

Casting spells is a standard action which provokes attacks of opportunity. The metahuman spells require no advance preparation; she decides which spells to cast at the moment she begins speaking the words. The metahuman casts spells as a mage or acolyte (or uses psi powers as a Psion) of her total character level. The metahuman cannot learn additional spells or copy spells from another mage's spell book, unless she chooses a magically or psionically gifted class.

1. Akaname
2. Betobeto-San
3. Dodoma
4. Elsebound
5. Human, Bloodstrong
6. Human, Hokkaido-born
7. Ironclub Oni
8. Kasha Deadslayer
9. Koropokkuru
10. Kitsune Tricksters
11. Nekomusume
12. Ohaguro
13. Succubi Kin
14. Tanuki Beggerfolk
15. Tengu

Akaname

Medium Undead

In life, Akaname were voyeurs and perverts, with one eye always on a neighbor in her intimate moments. They are fetishists obsessed with the toilet, with waste and bodily foulness, who allowed lust to trump spiritual enlightenment.

Other Akaname are believed to be the evolved souls of lazy maids and indiscrete geisha. The Akaname are born in the Tatakama, their human lives only dimly recalled memories. The Akaname are among the lowest ranked undead, spirits that are mocked and pitied, even hired as household servants, rather than feared. Priests are likely to pay an Akaname a handful of yen to carry off their chamber pots, rather than exorcise them.

More adventurous Akaname wander the Tatakama, traveling from village to village, surviving by doing work other beings find distasteful, and the Akaname finds delightful. There are occasionally heroic Akaname, powerful, if quixotic death-less champions. Many leave the Tatakama for the Earth-realm, where they are given a measure of fear, and where they can indulge in their fetishes with abandon. Among humans, Akaname prove their worth as natural spies, stunning effective assassins and skilled demon hunters.



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Spot Check DC: Usually DC 12. Though the memories of their mortal lives are annihilated by their unbirth, the Akaname resembles the person it was in life. They are usually cold and clammy to the touch, and their skins are pale and marked with livid red-purple blotches of pooled blood.

If an Akaname is allowed to consume a living human's bodily wastes, their skin takes on a more natural tone, and their body feels warm to the touch. For 24 hours after eating their foul meal, an Akaname can automatically pass for a living human.

Size: Medium. An Akaname's base land speed is 30 ft.

Ability Score Modifiers: -2 WIS, -2 CHA. As undead, Akaname have no CON score. As in life, the Akaname is known for a weak will, addictive and compulsive demeanor and deep sense of self loathing.

Racial Skills: As voyeur ghosts, the Akaname have an innate talent for stealth and surprisingly keen eyes, despite their poor Wisdom score. Akaname receive a +2 racial bonus on Hide and Move Silently checks, and a +4 racial bonus on Spot checks made in dim lighting or darkness.

Enhanced Senses: All Akaname possess the *scent* special quality, and with training can track by scent as adeptly as a bloodhound. The Akaname can recognize familiar odors as easily as a human can faces, and they delight in odors humans find repugnant: especially rotting corpses, feces and human urine.

Burglar Bones (EX): An Akaname's bones are as pliable as rubber, allowing the creature to contort its body in impossible ways. The Akaname can force his body through any opening large enough to admit his skull. A favorite Akaname tactic is to crawl through sewer pipes to assault an otherwise well fortified target.

All Akaname receive the **Bones of Paper** feat as a racial bonus feat, even if they do not meet the prerequisites.

Undead Nature (EX): As undead, Akaname have no Constitution score, and are immune to poison, sleep, fatigue, paralysis, stunning, disease, the sickened condition, death effects, energy drain, and necromantic effects. Akaname are immune to any effect requiring a FORT save, unless the effect also works on objects. In this case the Akaname makes a WILL save at the same DC. Akaname are not subject to subdual damage, stunning or to critical hits.

However, Akaname do not automatically receive the Undead type's D12 hit die; an Akaname's hit die is determined by its character class. Like all undead, the Akaname is healed by negative energy and injured by healing magic. Akaname do not heal naturally. As sentient beings, Akaname do not share the typical undead immunity to mind-influencing effects. Akaname are vulnerable to divine turning, and to any spell or bane weapon that specifically targets undead.

An Akaname is destroyed when it reaches 0 HP, not merely incapacitated. Akaname cannot be *raised*, and *resurrection* only works if the creature is willing. A *resurrected* Akaname returns to life as a human, losing all racial traits and special abilities, but retaining all class features.

Racial Weaknesses: Though the Akaname has no need of true food or water, if it fails to satisfy its fetishistic compulsion, it finds itself weakening and becoming distracted. Each day, the Akaname must consume a small amount of human waste, or watch someone it would be sexually attracted to use urinate or defecate. If the creature does not do so, it becomes *fatigued*. If the Akaname abstains for 2 or more days, it becomes *exhausted* instead. These penalties cannot be removed by any means, but vanish instantly once the creature satisfies its lusty curse.

Betobeto-San

Medium Undead

“Footstep, footstep man.”

They are a child's nursery rhyme, a boogey man, that strange tickle of fear at the back of the neck. Betobeto-san are the returned souls of repentant rapists and stalkers: in life they committed atrocities too great for even the wheel of karma to wash away. Tortured and purified in the waters of the Black Else, the phantoms have returned to the Earth-realm to atone for their crimes, but they fight a constant battle against the temptations that brought them to this sad place.

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Betobeto-San resemble the men they were in life. Their feet have been clad with thick hooves of jet black bone; their footsteps click and clack noisily. These wretches, who used silence as a weapon in life are with clattering shoes of repentance. Their skins are usually grayish green, and their genitals have atrophied to rotted stubs of black tissue. However, in the presence of mortal evil, they resume the forms they lost upon their dying breath.

Spot Check DC: Usually DC 12. Though the memories of their mortal lives are almost completely annihilated by their unbirth, the Betobeto-San resembles the person it was in life. Occasionally, a Betobeto-san is overcome by vile memories of some crime it committed in life, and weeps inky black tears.

When within 60 ft of any creature who has ever raped any sentient creature, the Betobeto-San's skin gains the warmth and color of living tissue; the creature breathes again, and the clattering hooves that encase its feet soften.

Size: Medium. An Betobeto-San's base land speed is 30 ft.

Ability Score Modifiers: -2 DEX, +2 WIS As an undead creature, the Betobeto-San has no CON score. Their experiences behind the veil of life, and their painful confrontation with their own dark natures have given the creature great wisdom, but the bonds of the creature's penance limits its mobility.

Racial Skills: Betobeto-San suffer a -4 racial penalty on Move Silently checks, in addition to its DEX penalty, if any. This penalty is negated if the creature is within 60 ft of a rapist.

Enhanced Senses: Their eyes were torn out and replaced by oni torturers, as punishment for being voyeurs and sadists. Their demonic eyes grant the Betobeto-San *lowlight* vision.

Black Karma (SU): Returned from hell to atone for their crimes, the Betobeto-San must execute rapists and pedophiles to gain reentry into the wheel of reincarnation, and earn their chance at spiritual perfection.

By locking gazes with any creature who has ever raped a sentient creature, the Betobeto-San can force the rapist to confront the harm it has inflicted upon others. The creature must be within 10 ft of the Betobeto-San and able to clearly see it. The rapist must succeed at a WILL Save (DC 12 + the Betobeto-san's WIS modifier) or be rendered *cowering* for 1d4 rounds by the sudden onrush of trauma and unwanted memories.

The rapist relives his sexual conquests, through the eyes and minds of his victims, and is often shattered by the experience. By spending an action point when activating this ability, the Betobeto-San forces the rapist to change and evolve mentally. In addition to the normal effects, the creature must succeed at a second WILL Save at the same DC or find one of their allegiances changing towards good or towards the protection of innocents.

Using the Black Karma racial ability is a standard action, which provokes attacks of opportunity.

Undead Nature (EX): As undead, Betobeto-San have no Constitution score, and are immune to poison, sleep, fatigue, paralysis, stunning, disease, the sickened condition, death effects, energy drain, and necromantic effects. Betobeto-San are immune to any effect requiring a FORT save, unless the effect also works on objects. In this case the Betobeto-San makes a WILL save at the same DC. Betobeto-San are not subject to subdual damage, stunning or to critical hits.

However, Betobeto-San do not automatically receive the Undead type's D12 hit die; an Betobeto-San's hit die is determined by its character class. Like all undead, the Betobeto-San is healed by negative energy and injured by healing magic. Betobeto-San do not heal naturally. As sentient beings, Betobeto-San do not share the typical undead immunity to mind-influencing effects. Betobeto-San are vulnerable to divine turning, and to any spell or bane weapon that specifically targets undead.

An Betobeto-San is destroyed when it reaches 0 HP, not merely incapacitated. Betobeto-San cannot be *raised*, and *resurrection* only works if the creature is willing. A *resurrected* Betobeto-San returns to life as a human, losing all racial traits and special abilities, but retaining all class features.

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Dodoma

Medium Humanoid

The Dodoma are a tribe of attractive and petite humanoids with hundreds of eyes across their lithe bodies. Some claim that thieves and pickpockets are born into Dodoma families in the Tatakama when they die in the Earth-realm, and are brought up as master thieves by the nomadic bandits. Others claim that the Dodoma predates humanity- they were an early prototype of the human form who were cast out of the heavens for stealing the gods' coin purses.

Dodoma are a nomadic people, who wander freely between the Earth-Realm and the Tatakama, and have little fear of an excursion into the Black Else (if they can be convinced there's some profit in it). Dodoma enjoy the sights and modern comforts of the human world, and many lead rich, full mortal lives among humans. Dodoma have been sighted across the world, usually embroiled in some heist or another, but have been known to put their natural talents to more serious use as soldiers and monster hunters.

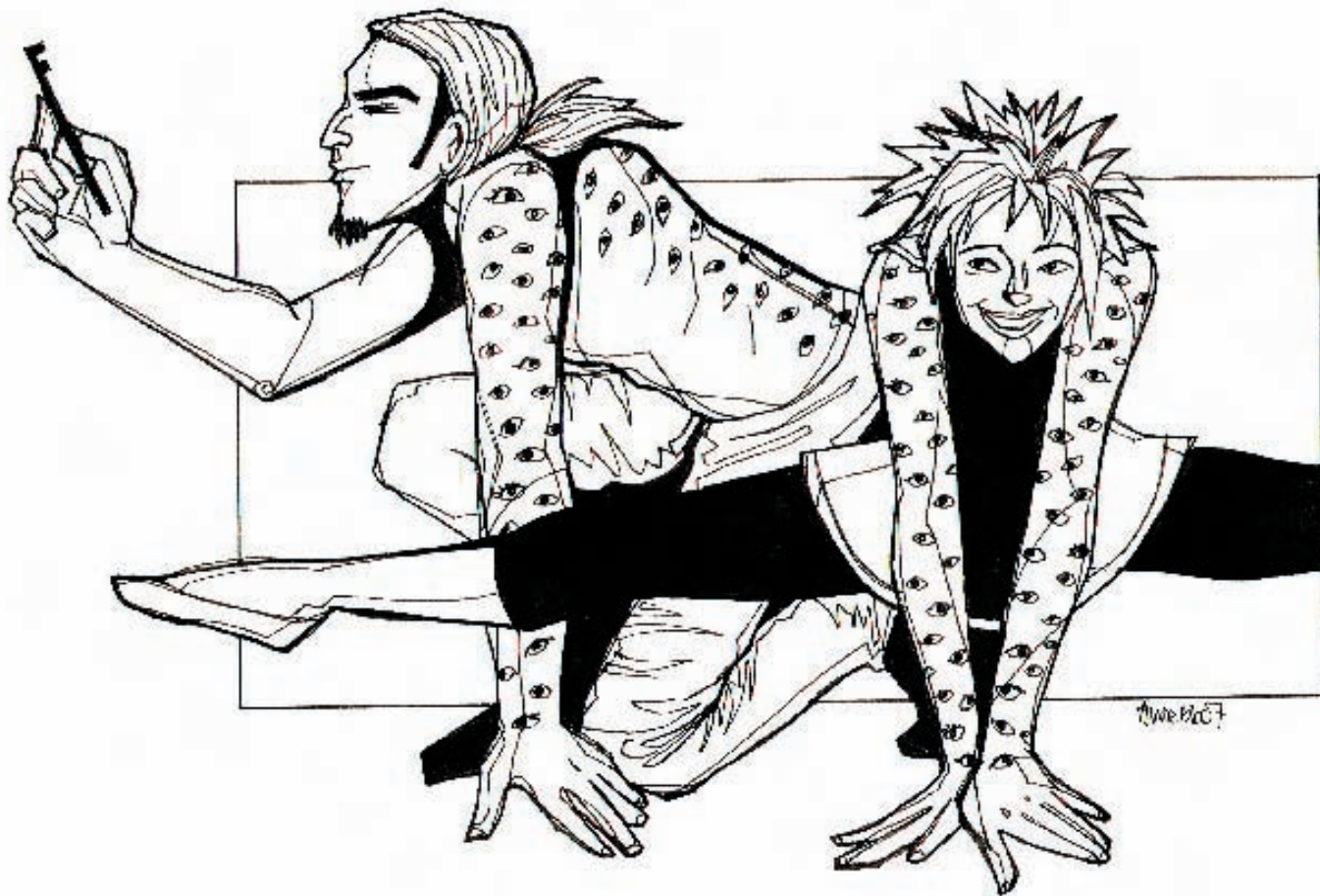
Spot Check DC: DC 12. Dodoma closely resemble humans, though they are uniformly petite and slightly built. Both male and female Dodoma have soft, vaguely androgynous features. Their hair naturally grows in an assortment of vibrant, rainbow colors: greens, electric blue, screaming pink and canary yellow are only a few shades. A Dodoma's hair color provides a clue to the humanoid's clan of origin.

If a Dodoma can keep its body fully concealed, it can easily pass for human. However, if the Dodoma's clothes are removed their strange heritage becomes obvious. Hundreds of blinking human eyes cover their shoulders, breasts and back, and run down their arms. The Dodoma's fingers end in tiny photosensitive spots like eyes, and a wreath of strange eyes surrounds their genitals.

Size: Medium. A Dodoma's base land speed is 30 ft.

Ability Score Modifiers: -2 CON, +2 WIS. Injuries to their many eyes can render a Dodoma incapacitated with agony, but their senses are far keener than a human's.

Racial Skills: When unarmored or lightly armored, the Dodoma receive a +8 racial bonus on Spot and Search checks.



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At all times, even if their eyes are hidden by clothes or armor, the Dodoma's keen senses and delicate fingers serve them well. These natural thieves receive a +1 racial bonus on Disable Device, Sleight of Hand and Repair checks.

Enhanced Senses: When unarmored or lightly armored, the Dodoma cannot be flanked, and can respond to threats from the rear as easily as they do to frontal assaults, thanks to their skin of eyes.

Thieving Step (SU): Once per day, the Dodoma can step partially between worlds, becoming as unsubstantial as a ghost. As a move equivalent action, the Dodoma can become *ethereal*, and can pass through solid matter. The Dodoma can maintain the ethereal state for a number of rounds equal to his or her CHA modifier (minimum one round).

Racial Weaknesses: If the Dodoma's skin of eyes is exposed, the creature cannot avert his or her gaze from any supernatural gaze attacks, and the Dodoma automatically fails all saves to resist sight based attacks, such as a *flash bang grenade*.

Elsebound

Medium Monstrous Humanoid

"She's just a woman of the demon world. Who knows what kind of real form she has under that beauty. I'm sure you are aware of what happens to whose risk an association with them. They are sucked dry of their seed and they're vigor is permanently depleted, they become empty husks never again able to fuck!. Do you know why so many people still want to have sex with them? Because of how it feels. People feel such incredible ecstasy, it can't even compare with human sex."

-Giuseppe Mayart, Hideyuki Kikuchi's Wicked City

There is a strange beauty in evil. For all the horror they bring, the *oni* of the Black Else are creatures of unquestioned eroticism and cruel sensuality. Oni blood can be mingled with human tissue, creating creatures as beautiful as any demon but more docile and controllable. Using a combination of cutting edge genetic therapies and Goeitic magic, Black Tokyo's technomancers can craft demon-blooded lovedolls. The Elsebound are outwardly human, but cursed with demonic taint which makes them mind blowing lovers.

These dark women are blessed with strange organs and cloying inner muscles able to coax shattering orgasms from any lover. Occasionally, a Elsebound love doll breaks her conditioning, awakening to her full demonic heritage. The murder of her owner is usually the first step into a Elsebound creature's freedom, before her fate is hers to decide.

Spot Check DC: DC 18. Elsebound humans are outwardly indistinguishable from normal humanity, but their facade is only skin deep. Their internal structure is as warped and twisted as any demons, with strange pustulent tumors and writing organs, even malformed internal limbs, which occasionally burst through their flesh in an explosion of blood.

Size: Medium. An Elsebound human's base land speed is 30 ft.

Ability Score Modifiers: +2 CON, -2 WIS, +2 CHA. Elsebound creatures are powerfully built, with well developed physiques and multiply redundant organ system, and have a strong sense of self, but they are driven slowly mad by the call of the Black Else.

Racial Skills: Elsebound creatures are genetically and mystically programmed to bring pleasure to others, and receive a +3 racial bonus on Profession (prostitute) or similar checks, and have an instinctive gift for magic, receiving a +3 racial bonus on Knowledge: arcane lore checks.

Enhanced Senses: Elsebound posses *darkvision* with a 60 ft range, and have the *scent* special quality. The feral Elsebound can be trained to track by scent, and recognize familiar odors the way humans recognize faces.

Racial Weaknesses: Elsebound are designed and built to be subservient creatures, accustomed to accommodating the strange whims of their purchasers. Elsebound creatures are accepting of bondage, and suffer a -4 racial penalty on Escape Artist checks. Each hour they are kept in bondage by a sentient creature, the Elsebound suffers a permanent and cumulative -1 penalty on all WILL saves made to resist mundane or magical mental tampering by that creature.

Human, Bloodstrong

Medium Humanoid

The twin brother and sister deities, Izanagi and Izanami first stirred the ocean and created Japan so they would have a bed for their love. The first men were created from their incestuous union; in the Tatakama, whose evolution often mirrors that of the Earth dimension, the first man like beings gathered into small familial clans. Like the gods of the Earth-realm, these clans practiced incest without shame or fear, producing more powerful mystic champions with each succeeding generation.

Thousands of generations of Bloodstrong warriors have come and gone, lost to the endless battle against the Black Else. Whether raised in the Earth-realm or in a Tatakama prefecture, all Bloodstrong children grow up the expectation that when they are fully grown they will be taught the secrets of slaying oni, and will be allowed sexual and familial union with the clan, in the hopes of producing the next generation of warrior.

Spot Check DC: DC 12. Bloodstrong Humans resemble mundane homo sapiens closely, but their differences are apparent to a trained observer. The Bloodstrong tend to be slightly taller and more muscular than mundane humans, and their densely muscled bodies have a orange or yellowish cast, a skin tone found among none of the races of Earthly mankind. Bloodstrong men and women have sharp, almost leonine features, and sharp, dry hair that tends to be spiky and brittle.

Size: Medium. A Bloodstrong human's base land speed is 30 ft.

Ability Score Modifiers: +2 CON, +2 WIS, -2 INT. Bloodstrong are powerfully built and as healthily as horses, with keen senses and strong wills, but are less prone to introspection and abstract reasoning than humans.

Racial Skills: Bloodstrong humans value the lessons of the past, and can recite the deeds of their beloved ancestors. All Bloodstrong Humans receive a +4 racial bonus on Knowledge: history and Knowledge: tactics checks, reflecting their early tutoring and pride in their clan.

Enhanced Senses: Bloodstrong humans possess low light vision, and have the *scent* special quality. With training, Bloodstrong can learn to track by scent, and can recognize familiar odors the way a human recognizes faces.

Firefly's Family (SU): When two Bloodstrong Humans of the same bloodline touch they can generate a *light* spell as cast by a first level mage.

Need-Fire (SU): When confronting supernatural evil, the Bloodstrong Human's body glows with a holy light, a remnant of their divine origins, preserved through a thousand generations of selective incest and controlled breeding. A number of times per day equal to her CON modifier (minimum once daily), the Bloodstrong Warrior can bathe herself in a fiery amber corona.

The fiery aura can be sustained for a number of rounds equal to one plus her CON modifier (minimum two rounds). While surrounded by the flaming aura, the Bloodstrong warrior is a deadly threat to the Black Else *oni* she is born to hunt. While the need-fire burns, any outsider who looks directly at the Bloodstrong hunter must succeed at a FORT save (DC 12 + the Blood Strong's CON modifier), or be blinded for 1d4 rounds. Outsiders can avert their gazes or fight blind to avoid this supernatural effect, but incur or the normal penalties for doing so.

While bathed in Need-Fire the Bloodstrong hunter receives a +2 enchantment bonus on WILL saves made to resist any outsider's mental tampering, whether via innate supernatural abilities or mind-affecting spells and psi-talents.

Soldier of the Clan (EX): Bloodstrong warriors are at their best when fighting along side a lover and comrade, someone of the same bloodline whom they trust intimately. When fighting alongside another Bloodstrong warrior of the same clan, the Bloodstrong receives a +4 flanking bonus on coordinated attack rolls, rather than the usual +2 bonus.

When using the aid another action to assist a fellow Bloodstrong clan mate, the Bloodstrong soldier grants a +4 circumstance bonus, rather than the normal +2 aid another bonus. Bloodstrong humans put the needs of the clan above their own and work well together in the face of adversity.

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Racial Weaknesses: Bloodstrong Humans are at their best when working alongside their family, and they draw strength and courage from closeness and intimacy with those most important to them. Conversely, they are at their worst- indecisive, fearful, and timid- when separated from those they love for long periods.

When he has been separated from his family for more than 24 hours, the Bloodstrong suffers a -2 morale penalty on WILL saves and Initiative checks. The penalty vanishes as soon as the Bloodstrong engages in consensual activity with a member of his clan.

Human, Hokkaido-born

Medium Human (cold)

Japan is a cold place. Hokkaido, the northernmost island stretches well into the Arctic circle. Legends of woodcutters who dally with ice and snow maidens have been told around the fire since the first men settled the island. Freezing women with gentle hands and soft lips offer their bodies to human lovers, attracted to their warmth and vitality. Humans imbued with a trace of the winter's chill wander Black Tokyo's streets, their breath steaming even on warm nights. The Hoddido-born are as delicately and chillingly beautiful as the ice maidens who bore them, confident and comfortable among the arctic ice as they are among Japan's great cities.

Spot Check DC: DC 15. Hokkido-born humans closely resemble their human parent. Their skins are pale and cool to the touch, as if they've spent hours working out of doors during winter. A Hakkido-born's hair, including their pubic and fine wisps of body hair, is the pristine white of new snow.

Size: Medium. A Hokkido-born human's base land speed is 30 ft.

Ability Score Modifiers: +2 CON, +2 CHA. Hokkido-born humans are robust and beautiful, with bodies as coolly perfect as a drifting glacier.

Racial Skills: Hokkido-born humans receive a +2 racial bonus on Survival and Profession (sailor or fisherman) checks. They are skilled at the arts their human ancestors depended upon for survival.

Enhanced Senses: None.

Call of the Gull (SU): Hokkido-born humans can speak the secret language of winter gulls. Once per day, for a number of minutes equal to her CHA modifier, the Hokkido-born can speak to any sea bird native to the Arctic or Northern Japan. Seabirds tend to be gruff and opinionated, but if placated with bread and fish, they can often be convinced to report on what they've spotted during their flights.

Iceborn (EX): A Hokkido-born human loves the cold, and embraces the chill of winter. A Hokkido-born human receives a +8 racial bonus on all FORT saves made to resist the effect of extreme environmental cold.

When crossing icy or flash frozen terrain, a Hokkido-born human does not lose her DEX bonus to Defense, as she seems to glide nimbly above the ice.

Racial Weaknesses: Hokkido-born humans are uncomfortable in warm climates, and often find downtown Tokyo too hot for comfort. They prefer the purity of the cutting winter winds and glistening snowscapes. Hokkido-born suffer a -4 racial penalty on all FORT saves made to resist extreme environmental heat.

Ironclub Oni

Large Outsider (native)

They are red skinned savages, fearsome caricatures of the occidental world beyond Japan's shores. They are barbarian raiders, brutal warlords and geniuses of siege warfare and crafters of weapons of mass destruction. They are proud soldiers, loyal body guards and fearless kamikaze. They are rapists and murderers, conquerors who live to trod lesser beings under their heels. They are proud creatures, the most humanlike of all the *oni*, who teach their beloved children to walk tall and proud among those who scorn them as two legged beasts. They are *stronger than strong*, they are berserk savages and brilliant inventors. In all things, the Ironclub Oni are a contradiction.

をしめす道名と考えられますし、海抜二フしましなち戸田や本郷にある和

Black Tokyo -The Hentai SRD

The Ironclubs proudly stride across the Tatakama's shogunate, serving both human and demonic masters as sell-swords. A few settle in human communities, serving as blacksmiths, while an equal number forge demonic weapons and torture implements for the true oni of the Black Else. Mercenary to the core, most Ironclubs will serve any master who promises them sake and good plunder. A handful of powerful, ancient Ironclub Oni clans have constructed great *oni* cities in hidden mountain caves and deep under the earth.

Their origins are unknown, even to the Ironclubs themselves. Some claim they are the product of forbidden liaisons between fallen monks and demon maidens; others claim they are the reincarnated souls of beasts that murdered their owners, or smiths who cheated their customers. Others simply assume that the Ironclub are another one of the Tatakama's myriad of sentient species.

On Earth, the Ironclub Oni continue their brutal ways. Many serve in the military, and many have joined Black Tokyo's elite demon-slaying agencies, building weapons and serving in the hopes of glory and reward. Of course, just as many Ironclub Oni give into their demonic heritage and prey on an unprepared mankind- the flesh of newly despoiled schoolgirl is a lure that few oni have the strength to resist.

Spot Check DC: DC 0. The hulking Ironclub Oni cannot easily pass for humans. Their skins are as hard and red as brick, and their huge frames are packed with dense muscle. Their bodies are covered in a thick layer of black fur, and their hair resembles a lion's mane. Both male and female Ironclubs have enlarged, swollen genitals, and faces that are seemingly always contorted in a snarl or broken in raucous laughter. The savage creatures wear their emotions on their sleeve.



Size: Large. Even the smallest Ironclub Oni towers over a grown human man. An Ironclub Oni receives a -1 size penalty on attack rolls and Defense, and suffers a -4 size penalty on Hide checks. The Ironclub's lifting and carrying limits are double those of a medium creature's. An Ironclub Oni's base land speed is 40 ft.

Ability Score Modifiers: +2 STR, -2 WIS, -2 CHA. Ironclubs are powerful thugs and tireless laborers, but are dangerously impulsive, impetuous, and crude and boorish.

Racial Skills: Ironclub Onis are master smiths and machinists, and many Ironclub legends claim that these red skinned goliaths taught the first human smiths how to forge iron and hammer swords. Ironclub Oni receive a +2 racial bonus on all Craft: mechanical and structural checks, and Repair checks.

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Enhanced Senses: Ironclub Oni possess *darkvision* with a 60 ft range.

Ironhead Tetsubo (EX): From the first moment their small red fingers can hold a club, an Ironclub Oni is trained to swing a tetsubo (long handled iron club). When wielding a tetsubo, or any other mace or club, the Ironclub Oni is exceptionally deadly.

The weapon's critical threat range is increased by one while in the Ironclub Oni's hands, and the Oni receives a +1 racial bonus on melee attack and damage rolls with any club or mace. These bonuses are products of extensive training, and stack with feats such as Improved Critical, the *keen edge* spell and similar effects.

Murder Zen (SU): Murder brings enlightenment to the Ironclub Oni. Their greatest inventors and sages found enlightenment on the battlefield, and brought their bloody lessons back to their people.

If the Ironclub Oni personally delivers the deathblow to any living creature with CR/HD equal to his or her total character level, that Ironclub finds enlightenment in the sight of blood and shattered skull spinning off into the sky. The Ironclub Oni must deliver the deathblow with a club, mace or hammer to benefit from this racial feat.

For 24 hours after the murder, if the Ironclub Oni spends an action point to enhance the results of any Craft, Disable Device, Demolitions or Repair check, the enlightened Ironclub rolls d10 or multiple d10s rather than d6 or multiple d6s and adds the results to the check.

Racial Weaknesses: Ironclub Oni are too simpleminded to make good lairs, and are a resolutely honest race of demons. If an Ironclub Oni ever successfully makes a Bluff check against any sentient creature (with the exception of Bluff checks made to feint in combat), the Ironclub is demoralized by the stain of dishonor. For 24 hours after the lie, the Ironclub suffers a -2 morale penalty on attack rolls and WILL saves.

Like all Oni, Ironclubs are uncomfortable around symbols of faith and goodness, even if they are not evil themselves. The Ironclub suffers a -2 morale penalty on attack rolls and saving throws when confronting anyone brandishing or prominently a holy symbol or religious artifact sacred to a benevolent faith.

The Ironclub Oni cannot voluntarily enter any area warded by the urine of a Shinto priest or priestess, but may be carried across the threshold if restrained or unconscious.

Kasha Deadslayer

Medium Sized Outsider (good)

The heavens cannot abide demonic and undead taint for long, and the gods and benevolent kami have anointed a race of kind hearted demons to hunt the world's unholy abominations. Legend has it that in the unremembered past, the Kasha were are brutal and savage as any other demon. A chance encounter with an avatar of Kwannon, the Chinese goddess of mercy and second chances allowed the race a chance at atonement, and within a few generations, the Kasha had ascended to heavenly glory, from the freezing depths of the Black Else.

Kasha Deadslayers often visit the Earth-realm, leaving behind human champions, who often discover their otherworldly heritage at puberty. The feline devil hunters are remorseless hunters, perfectly willing to track their quarry across the dimensions. They often lead hunting parties, composed of warriors of all races on epic quests to destroy the unholy.

Spot Check DC: DC 5. Kasha Deadslayers can only pass for human in dim lighting or when fully concealed. They stand as tall as a man, with muscular bodies covered in a fine layer of striped, colorful fur. Their faces blend the features of tigers and great apes, with slitted, feline eyes of fine green jade. Most Kasha wear their hair long and unkempt, resembling a fierce lion's great mane.

Size: Medium. A Kasha Deadslayer's base land speed is 30 ft. Kasha are as comfortable in the tree tops as a great ape, and all Kasha have a climb speed of 20 ft. The Kasha can always take 10 or 20 on a Climb check, even when threatened.

Ability Score Modifiers: None.

Racial Skills: Kasha Deadslayers are dedicated students of occult lore and theological arguments, and receive a +2 racial bonus on Knowledge: arcane lore and theology & philosophy checks.

Enhanced Senses: Kasha Deadslayers possess *darkvision* with a 60 ft range.

Deathbane (SU): Kasha Deadslayers are trained from birth in techniques helpful in fighting the walking dead and warding off hungry ghosts. If the Kasha is capable of turning undead, he or she turns undead at +1 caster level.

When confronting corporeal undead, the Kasha Deadslayer can spend an action point. Doing so allows the Kasha to focus his or her will, and affect renders any undead the Kasha is personally fighting vulnerable to critical hits and weapons that inflict wounding damage.

This combat tactic does not provide a benefit to any other character fighting the undead. In other words, the undead's nature does not change, though the tactics the Kasha uses against the creature do. This enhancement lasts until the end of the encounter.

Kwannon's Touch (SU): All Kasha are beloved of the Merciful Goddess, and can spread her mercy with a gentle, compassionate touch. Once per day, the Kasha can touch a living creature and instantly heal that creature for 1d4 HP plus the Kasha's CHA modifier. By making a touch attack, the Kasha can use this merciful touch to damage undead.

Racial Weaknesses: Kasha Deadslayers are ill suited to the modern world, sometimes comically so. These intensely focused dead-hunters cannot choose a starting occupation, even if the creatures were raised among humans.

Koropokkuru

Medium Humanoid

The Ainu were the Japan's first people, an indigenous race that has been interbred and assimilated into near extinction. As the Ainu world ends, its myths and cultural heroes vanish as well, disappearing into the Tatakama's forests and jungles. Like their human brothers and sisters, the Koropokkuru are a vanishing race.

These reclusive hunters rarely venture into the modern world, keeping to the old ways, hunting the old enemies, saying the old prayers. Small Koropokkuru clans work in concert with less traditional demonologists, protecting locations of *torrii* between the world- planar secrets passed down from father to son for millennia.

Spot Check DC: DC 10. Koropokkuru resemble slightly built, muscular Asian humans with skins the color of coal. In contrast to their somber skin tone, their hair, which they wear long and flowing, is a rainbow of iridescent colors, as colorful as a peacock's plume. The Koropokkuru have yellow and amber eyes with horizontal slits; their women have dark blue or green eyes with human pupils.

Size: Medium. A Koropokkuru's base land speed is 40 ft. The creatures are amazingly quick, nimble and dexterous.

Ability Score Modifiers: +2 DEX, -2 INT, -2 CHA. Koropokkuru are nimble, and are talented athletes, almost from the moment they can walk. They are less reflective and focused than humans, and their small numbers and outsider nature saps their confidence.

Racial Skills: Koropokkuru are natural hunters, and receive a +4 racial bonus on Survival, Handle Animal and Spot checks.

Enhanced Senses: Koropokkuru possess the *scent* special quality, and they can recognize familiar odors as well as a human can recognize familiar faces.

Animal Kind (EX): Their closeness to the natural world gives the Koropokkuru a profound connection to the animal kingdom. The Koropokkuru have no taboo about taking a beloved animal as a lover.

The Koropokkuru can use any feat, spell or special ability which requires sexual contact with a sentient creature (with an INT score of 5+) while engaged in a bestial act of lust/love with any nonsentient animal, vermin or magical beast.

Once per season, the Koropokkuru can spend an action point to uplift a beloved animal to true sentence.

Doing so requires sexual contact with the animal, vermin or magical beast, which must have an INT score of 3 or lower. By sacrificing an action point, the Koropokkuru grants the animal an inherent +3 bonus to its INT and CHA scores.

Each additional action point spend during the ritual grants the creature a cumulative +1 inherent bonus to its INT and CHA score. The Koropokkuru can raise a creature's attributes to equal its own. The uplifted creature has allegiances identical to its benefactor, and is (at least initially) friendly towards its benefactor.

Racial Weaknesses: The reclusive and technophobic Koropokkuru are at a major disadvantage in the modern world, and suffer a -4 racial penalty on Computer Use, Drive and Repair checks. They are not comfortable with any technology more advanced than an iron spear and a samurai's armor.

Kitsune Trickster

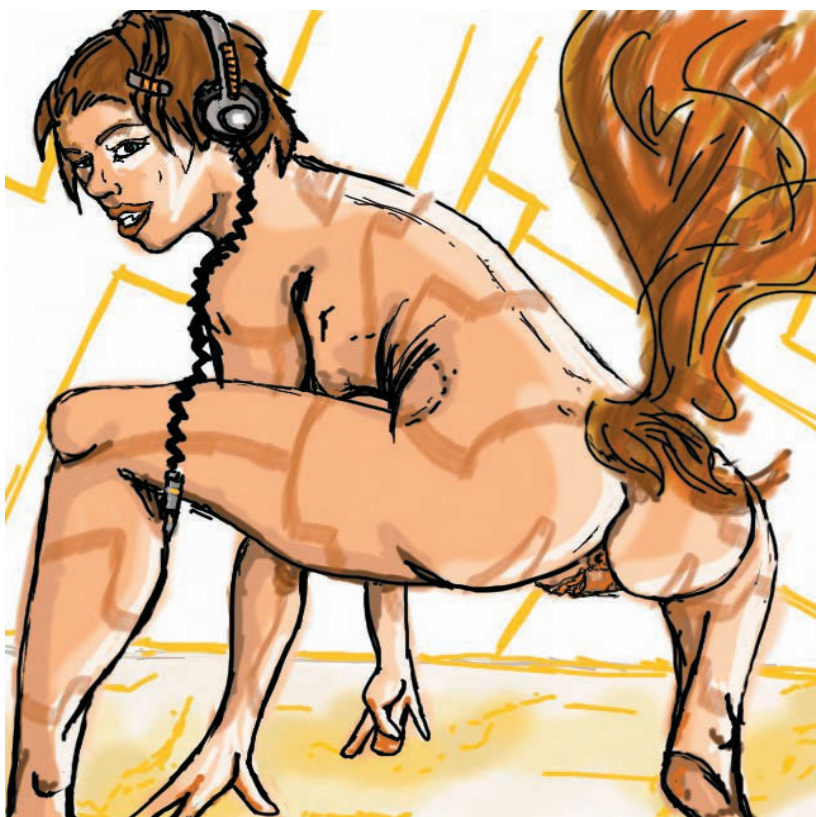
Medium Humanoid (shape changer subtype)
(reprinted from Dept Seven Species Update)

Kitsune trickers have plagued, bedeviled and protected Japan since the first humans settled on the island. The mischievous fox spirits like nothing better than a con, a stolen meal or heisted set of fine jewels, but they are essentially good at heart. Kitsune protect the Japanese land and people from more predatory oni, considering their thefts for just repayment for their benevolence. Though mischievous and more than a little greedy, Kitsune enjoy the company of humans, and often spend decades among human friends and lovers.

Secretive kitsune clans live high in Japanese mountain ranges and in forests just outside of mainstream reality, guarding portals to the Tatakama, while others are a vital part of modern society, as comfortable in a Tokyo nightclub as any human. Modern kitsune find careers as vigilantes, robin hood heroes and good hearted con men. Darker kitsune find their way into the ranks of the Yakuza, or blend

ancient foxy secrets with modern ballistics to become feared supernatural assassins. Others find work hunting the invaders from the Black Else, and aren't above scavenging a slain adversary's worldly goods and selling a few demonic artifacts on the international black market.

Spot Check DC: DC 16. Kitsune are almost identical to humans, and assuming they can conceal their bushy fox tails, they can pass easily among humans. One quirk often gives Kitsune away: in a mirror, they always appear with elaborate facial tattooing and long fox-like ears, marks of supernatural heritage that can't otherwise be seen.



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Size: Medium. In human form, a Kitsune's base land speed is 30 ft.

Ability Score Modifiers: -2 STR, +2 DEX, -2 WIS, +4 CHA. Kitsune are quick, nimble and charming, but are marked by slender builds and weak, undisciplined minds.

Racial Skills: Kitsune receive a +2 racial bonus on Bluff, Hide and Knowledge: arcane lore. They are natural thieves and fortunetellers.

The Kitsune receives a +4 racial bonus on Climb checks, and may use her DEX modifier in place of her STR modifier for all Climb checks.

Enhanced Senses: Even in human form, Kitsune receive low light vision. Kitsune can naturally see invisible and ethereal creatures and objects.

Four-footed Trickster (SU): A Kitsune can transform herself into an ordinary fox, or back to human form at will. Use the statistics for a small dog (pg 234 of the D20 modern core rulebook), with the following changes. In fox form the metahuman retains her own INT, WIS and CHA scores, her class abilities, base attack bonus and her Hit Dice.

While transformed, the Kitsune's weapons and gear meld into her body, and become useless. Transformation is a full round action which provokes attacks of opportunity. The Kitsune cannot change forms if

observed by any sentient creature with an INT score of 5 or greater.

Racial Weaknesses: Kitsune can be repulsed or confused by symbols of honest faith. The Kitsune suffers a -4 penalty on attack rolls and CHA-based skill checks on anyone wearing or prominently displaying any Buddhist or Shinto religious symbol.

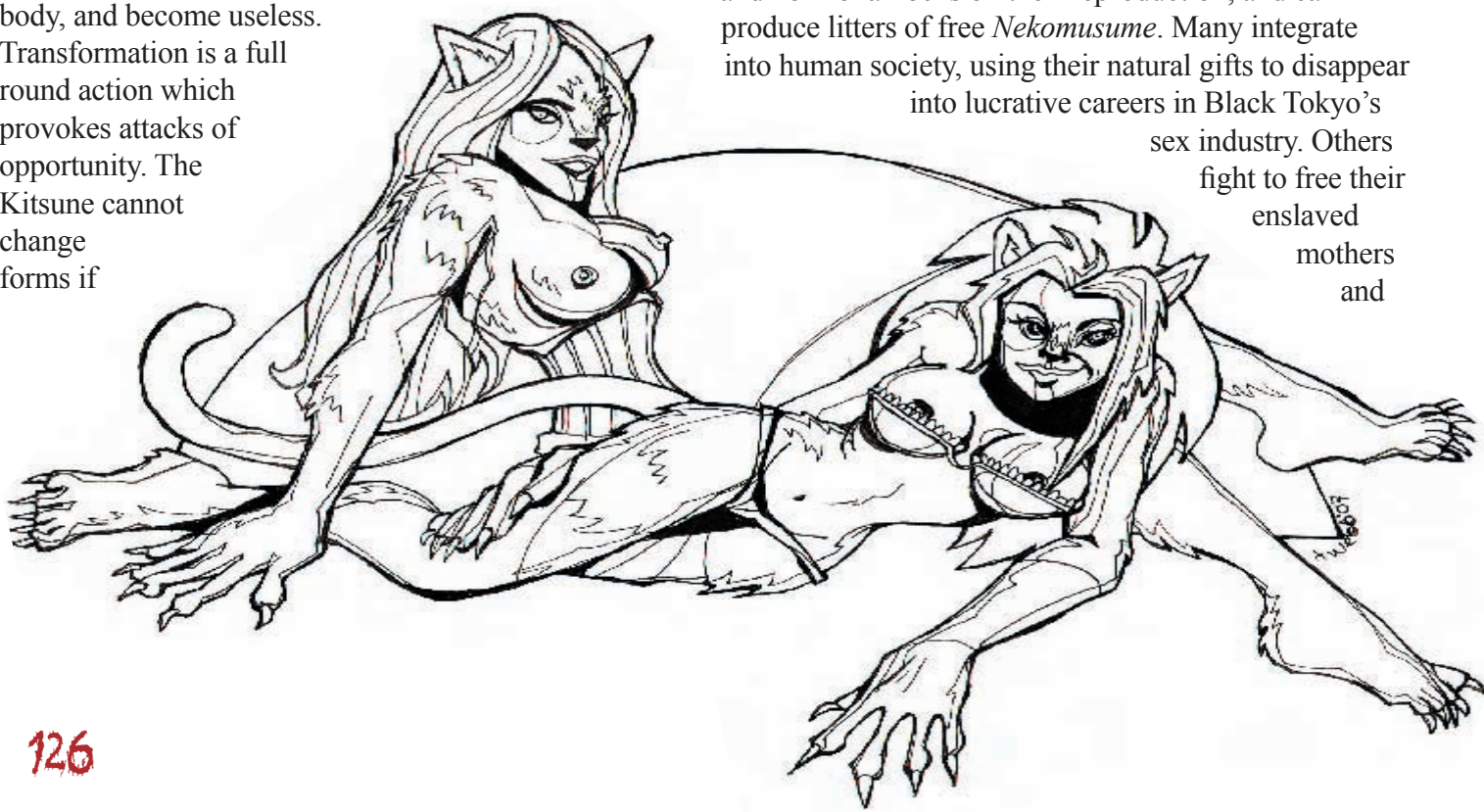
As nocturnal tricksters, Kitsune suffer a -1 racial penalty on attack rolls, saving throws and skill checks made during daylight or under bright artificial light.

Nekomusume

Medium Humanoid

The Nekomusume are cats in the form of a girl, playful seductive and innocent. They are creatures of magic and pseudo natural crossbreeding, of gene-cutting and cybernetic surgery. They are an artificial species, a common but none the less stunning sight walking Black Tokyo's streets. Seeing one, your breath catches in your throat for a moment, amazed the world can be so full of beauty.

The Nekomusume were (at least initially) an artificially created female species; like the Elsebound, they are a plaything for the rich and decadent. The catlike humanoids can breed true, despite the arcane and hormonal locks on their reproduction, and can produce litters of free *Nekomusume*. Many integrate into human society, using their natural gifts to disappear into lucrative careers in Black Tokyo's sex industry. Others fight to free their enslaved mothers and



sisters. In some cities, packs of feral, genetically inferior Nekomusume are common pests: creatures with human like bodies but animal souls. Lesser Nekomusume are the exception: in the main, these felinoids are almost intelligent and cunning as their human fathers.

Spot Check DC: DC 10. Nekomusume resemble well built, human females, but their lithe bodies are decorated with attractive furred patches which accentuate their bodies and sensuality. Their ears are long, pointed and semi-prehensile, and are used to express emotion. Most Nekomusume breeds have long, feline tails, and their soft pelts are as colorful as anything found in the animal kingdom.

Size: Medium. A Nekomusume's base land speed is 30 ft. Nekomusume are nimble climbers and have a base climb speed of 20 ft; they can always take 10 or 20 on a Climb check even when threatened.

Ability Score Modifiers: +2 DEX, -4 INT, +2 CHA. Nekomusume are nimble, attractive and natural performers, but their minds are designed for a cute and playful ditziness, not deep thought or abstract reasoning.

Racial Skills: Nekomusume are naturally quiet and graceful, and receive a +2 racial bonus on Move Silently and Perform: dance checks. In addition, the Nekomusume receives the **Gifts of Ecstasy** feat as a racial bonus feat, making them incredibly sexually charismatic.

Feline Nimbus (SU): A Nekomusume's skin glows a soft amber when she is happy or sexually aroused, and at will the cat light creature can cause her body to glow as if enchanted by a *light* spell cast by a 1st level mage.

While the Nekomusume glows, she brings good luck to all other felines in the area. Any feline creature (an animal, magical beast, another Nekomusume or other feline humanoid) within 60 ft of the Nekomusume receives a +1 luck bonus on saving throws, as long as the creature glows.

Enhanced Senses: Nekomusume have keen, cat like eyes, and possess darkvision with a 60 ft range, and low light vision.

Racial Weaknesses: None.

Ohaguro

Small or Medium Sized Undead

*"keep her down boiling water keep her down
what a lovely daughter,
oh she is not born like other girls, but I know how
to conceive her
oh she may not look like other girls
but she's a snarl toothed seether"*
- Veruca Salt, Seether

Once, perhaps centuries ago, they were human. The Ohaguro were born as human as any one else, and for a time they lived. But they didn't thrive and they did not die in peace or comfort. Their short lives were marked with pain and abuse and abandonment. Ohaguro are the evolved, transfigured souls of children who died as a result of adult cruelty and evil. Abuse victims, the final forgotten spawn of rape and atrocity, Ohaguro are born screaming into a tormented new life in the Tatakama's darkest corners.

Ohaguro packs roam the forests, preying on travelers and mutilating children with lives more blessed than their own. They are feral dogs who walk like humans, little more. Occasionally, though, Ohaguro can remember a small fragment of what they once were. Some can be charmed by acts of kindness, coming to view a benevolent human as the loving parent it was denied in life. A Ohaguro who adopts a human companion is unquestioningly loyal and protective.

Even the loneliest of Ohaguro has the spark of humanity somewhere deep within. Occasionally this spark can awaken. The creature awakens to full sentience, to full awareness, and begins a new existence. Most remain in the shadowy half world of the Tatakama; a handful of Ohaguro return to the world of their birth and first death. Some seek vengeance on the descendants of those who wronged them, perpetuating the cycle of murder and abuse. Others become champions and protectors, fighting evil both mortal and supernatural, ensuring no more children make the dark transition into Ohaguro.

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Spot Check DC: DC 5. Ohaguro can only pass for a living human in dim light or when fully concealed. Their skins are the cyanic greenish grey of a rotting corpse, and their long stringy hair falls across their faces like tattered curtains. Ohaguro have no facial features save for a black lipped mouth: somehow they can see the leathery cowl of dead flesh that covers what should have been their eyes.

Size: Medium or Small, chosen during character creation. An Medium Ohaguro has a base land speed of 30 ft. A Small Ohaguro has a base land speed of 20 ft.

Ability Score Modifiers:

As undead creatures, the Ohaguro do not have a CON score.

Racial Skills:

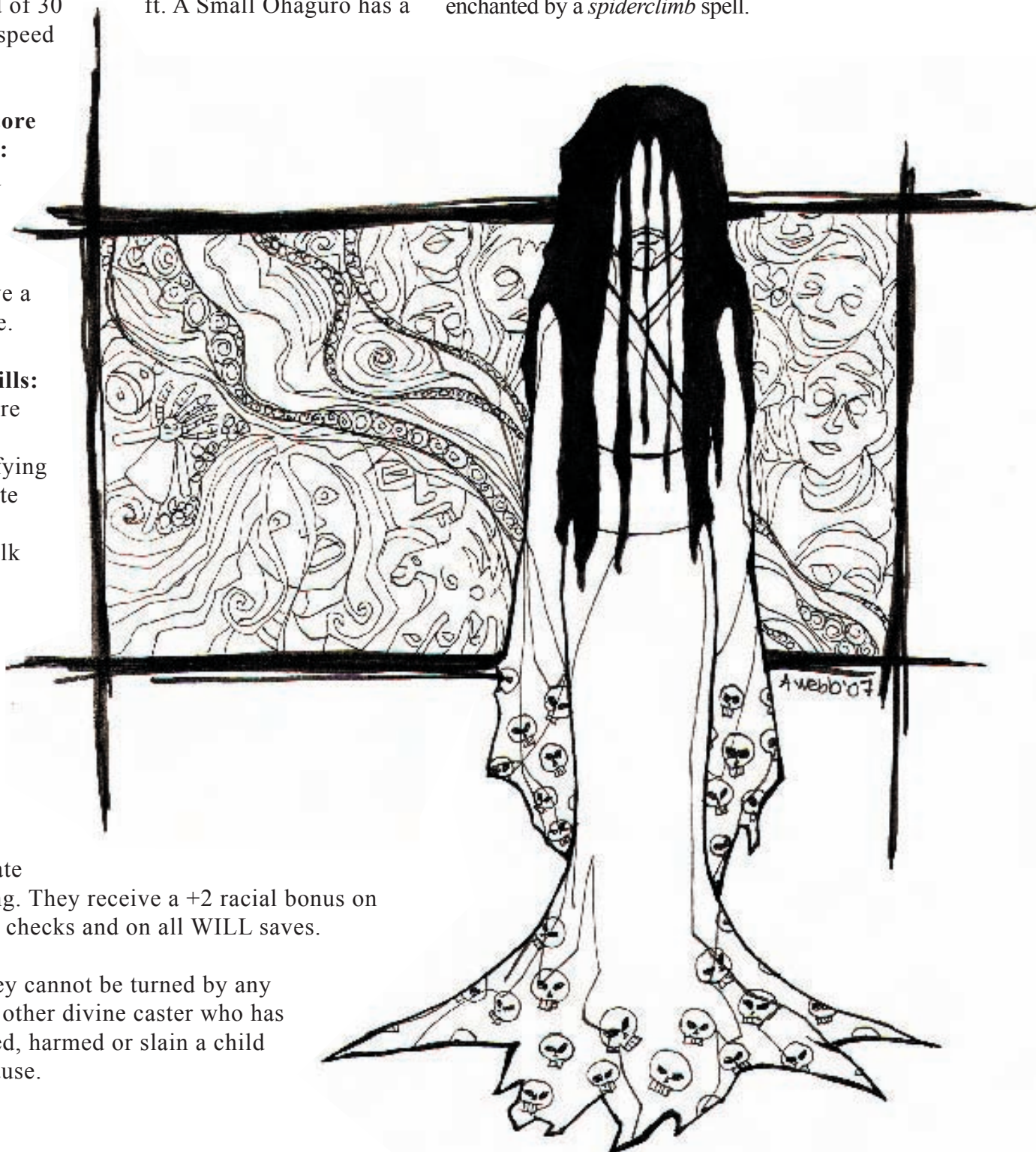
Ohaguro are among the most terrifying and resolute creatures ever to walk the planet, creatures

sustained by their hate and longing. They receive a +2 racial bonus on Intimidate checks and on all WILL saves.

They cannot be turned by any acolyte or other divine caster who has ever abused, harmed or slain a child without cause.

Enhanced Senses: Though eyeless and noseless, Ohaguro can perceive the world. The blind creatures possess *blind sense* with a 120 ft radius. Their senses are keen enough they can read letters on a page by running their fingers over the subtle indentations in the printing. However, the Ohaguro cannot perceive color and have no sense of smell.

Lonely Walk (SU): Ohaguro are creatures of dark and terrifying magic. They can clamber across ceilings and walls as easily as they walk across the floor, as if enchanted by a *spiderclimb* spell.



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The Ohaguro cannot use their Lonely Walk racial ability within 60 ft of any child (a creature in the Young Adult age category or younger) or any pregnant woman.

Undead Nature (EX): As undead, the Ohaguro have no Constitution score, and are immune to poison, sleep, fatigue, paralysis, stunning, disease, the sickened condition, death effects, energy drain, and

necromantic effects. The Ohaguro are immune to any effect requiring a FORT save, unless the effect also works on objects. In this case the Ohaguro makes a WILL save at the same DC. Ohaguro are not subject to subdual damage, stunning or to critical hits.

However, the Ohaguro do not automatically receive the Undead type's D12 hit die; an Ohaguro's hit die is determined by its character class. Like all undead, the Ohaguro is healed by negative energy and injured by healing magic. Ohaguro do not heal naturally. As sentient beings, the Ohaguro do not share the typical undead immunity to mind-influencing effects. Ohaguro are vulnerable to divine turning, and to any spell or bane weapon that specifically targets undead.



The Ohaguro is destroyed when it reaches 0 HP, not merely incapacitated. Ohaguro cannot be *raised*, and *resurrection* only works if the creature is willing. A *resurrected* Ohaguro returns to life as a human, losing all racial traits and special abilities, but retaining all class features.

Racial

Weaknesses:

Ohaguro are undead creatures, and can be sent to their rest beyond the Avatar Wall by an act of faith. If an exorcist is a Young Adult or younger, or if the exorcist is the parent of a well-loved child, all turning attempts made against the Ohaguro are made at a +2 caster level.

Ohaguro are repulsed and unquestionably terrified of children's toys and games. If a common toy or game is used as a focus during a turning attempt against an Ohaguro, the turning check is made at +2 caster level.

Succubi Kin

Medium Sized Outsider (native)
(Reprinted from Dept Seven Species Update)

With their voracious sexual natures and legendary carnal appetites, the demonic succubi and their

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male counterparts, the incubi, have spawned more than their fair-share of human bastards. Succubi Kin share their demonic ancestor's lusts and arcane talents, though whether they share the legendary succubi corruption and decadence is subject to debate.

Some succubi kin are magically active sexual predators, every bit as vile and sociopathic as their demonic ancestors. Others feed not just on sexuality, but on positive emotions: love, friendship and mercy, and are among mankind's most dedicated metahuman protectors.

Spot Check DC: DC 18. Succubi Kin resemble humans, but their impossibly beautiful forms are marked with subtle traces of their demonic heritage: oddly colored skin or eyes, sharp little fangs, hair that seems to curl and creep against the wind, blood-bound mystic runes and tattoos, among other demonic marks of heritage.

Size: Medium. A Succubi Kin's base land speed is 30 ft.

Ability Score Modifiers: -2 WIS, +4 CHA. Succubi Kin are impetuous and given to addiction, but amazingly charming and seductive.

Racial Skills: The Succubi Kin receive a +8 racial bonus on sexually oriented Bluff, Diplomacy and Gather Information checks.

Enhanced Senses: Succubi Kin have darkvision with a 60 ft range.

Beguiling Transformation (SP): The Succubi can alter the minor details of his or her physical appearance, shaping their body to their current lover's desires... or to the needs of the current con.

Succubi Kin can cast a version of *Change Self* as a first level mage, at will. Unlike the spell, this ability does not affect the Succubi Kin's weapons, clothing and gear, just the metahuman body.

Intimate Hunger (SU): The Succubi Kin, like its demonic ancestors, feeds on the primal energies released through sex and love. The Succubi Kin must engage in at least 2 hours of sex (consensual or not) with a sentient creature with an INT score of 5 or greater. The Succubi's lover must succeed at a WILL Save (DC 12 + the Succubi Kin's CHA modifier) or suffer 1d2 points of WIS and CHA damage due to the mind blowing, unsettling experience.

If the Succubi Kin does not 'feed' at least once every 48 hours, he or she loses all racial supernatural abilities and racial Charisma bonus. These abilities return immediately upon 'feeding'.

Lustful Translation (SU): The Succubi Kin can share a passionate kiss with any sentient creature with a language. For a number of hours after the kiss equal to the Succubi Kin's CHA modifier (minimum one hour), the Succubi Kin can speak and understand (but not read or write) that creature's language.

Racial Weaknesses: The Succubi Kin may or may not be a creature of evil, but is still tainted by demonic blood. The Succubi Kin is considered *shaken* in any place *blessed* or *hallowed* by a representative of any good aligned faith, or in any good aligned holy place.

The Succubi Kin suffers double damage from blessed or holy weapons and from holy damage. If targeted by a holy spell that offers a save for partial damage, the Succubi Kin suffers normal damage on a successful save, and double damage on a failed save. A splash of holy water burns the Succubi Kin like acid, inflicting 1d6 points of damage.

Tanuki Beggerfolk

Medium Humanoid (shape changer subtype)

They are fat and jolly, enjoying nothing better than a good meal, a cup of warm sake and a willing bedmate. They live for today without fear or regret, leaving dirty dishes, broken hearts and a stack of unpaid IOUs in their wake. Tanuki Beggerfolk are a capricious race right out of Japanese folklore, which migrated from the old and scientific Earth-realm to the warm grasslands and verdant forests of the Tatakama. Today, most Tanuki Beggerfolk can be found crisscrossing the Tatakama in tinker's wagons, overstaying their welcome at roadside inns and pissing drunkenly on granite statues of the Buddha.

The few Tanuki still residing in the Earth realm blend seamlessly and unobtrusively into human society. Few of these creatures actively prey on humans, (aside from conning the naïve out of a few thousand yen or a good bottle of wine), and even fewer confront the evil pouring from the Black Else. A handful are inducted into Black Tokyo's military, serving as lazy classroom

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instructors, informants and supernatural warfare experts.

Spot Check DC: DC 12. In it's humanoid form, a Tanuki Beggar resembles a portly Asian man or woman., potbellied and unthreatening. Male Tanuki (who seem to outnumber the females widely) are infamous for their huge, swollen testicles.

A Tanuki can always be recognized through an old, odd trick. Money always seem to vanish around the fun loving Tanuki. A coin pressed to the Tanuki's forehead will tarnish within seconds, and a piece of paper money pressed to the Tanuki's lips will begin to fray and unravel.

Size: Medium. In it's humanoid form, a Tankui Beggar has a base land speed of 20 ft, mostly due to their portly, unathletic natures.

Ability Score Modifiers: -2 DEX, +4 CHA. Tanuki are cheerful and charismatic, natural storytellers and bon viands, but are clumsy, especially when they've had a few to drink.

Racial Skills: Tanuki Beggars are comedic geniuses and know how to lie low in dangerous situations. The Tanuki receive a +1 racial bonus on Bluff, Perform (stand up) and Hide checks. Perform skills are always considered class skills for the rotund little sneaks.

Enhanced Senses: Even in human form, Tanuki beggars possess the *scent* special quality. They can be trained to track by scent, but most are content to just follow their noses to a fresh cooked meal.

Tanuki Tracks (SU): A Tanuki can transform himself into an ordinary raccoon-dog (a raccoon like scavenger native to Japan) or back to human form at will. Use the statistics for a tiny ferret (pg 234 of the D20 modern core rulebook), with the following changes. In raccoon-dog form the metahuman retains her own INT, WIS and CHA scores, his class abilities, base attack bonus and

his Hit Dice. Raccoon dogs have semi prehensile hands.

While transformed, the Tanuki's weapons and gear meld into his body, and become useless. Transformation is a full round action which provokes attacks of opportunity. The Tanuki Beggar will always shift forms involuntarily if splashed with a full jug (1/2 liter or more) of sake.

Tanuki's Testicles (SU): Tanuki are infamous and instantly recognizable for their swollen testicles, huge ovals which sometimes drag across the ground. Most Tanuki know how to play their testicles like drums, creating a low eerie sound which can drive away worse things.

A number of times each day equal to his CHA modifier (minimum once daily), a male Tanuki can magically cause his testicles to swell to inhuman proportions. As a full round action, which provokes attacks of opportunity, the Tankui can play his balls like skin drums.

The sound produced is equivalent to a *cause fear* spell cast by a mage of the Tanuki's total character level. If targeted at any creature other than an outsider, the mystical drumming only affects a single creature. However, all outsiders within 60 ft of the Tanuki and who can clearly hear the weird drumming are affected by the fearsome effect.

Racial Weaknesses: None.

Tengu

Medium Sized Fey

In myth, the bird-like trickster Tengu are believed to be fallen Buddhist priests who fell onto 'the tengu road' through greed and arrogance. The truth is simpler and far stranger, though Tengu are as knowledgeable and philosophical as any priest, it is by choice, not by divine curse. Tengu are

Table: Tengu Racial Arcana

Spell Level	Spells (Arcane or Divine)
Zero	Mage Hand (A), Message (A), Prestidigitation (A), Virtue (D)
First	Cause Fear (D), Comprehend Languages (D), Feather Fall (A), Ray of Fatigue (A)
Second	Augury (D), Magic Mouth (A), See Invisibility (A)

をしが、す道名と考えられ、海技ニテしましな、戸田や本町にある和

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spirits of the air and mountain, gossip and endlessly resemble a crane's beak. Their skins are blue or curious fey spirits who enjoy the company of wise humans. Their sharp minds enjoy puzzles and games, and they see human faith as just another interesting game. backs and underarms are covered in fine downy feathers. When angry or aroused, their long beaks flush and turn an angry purple.

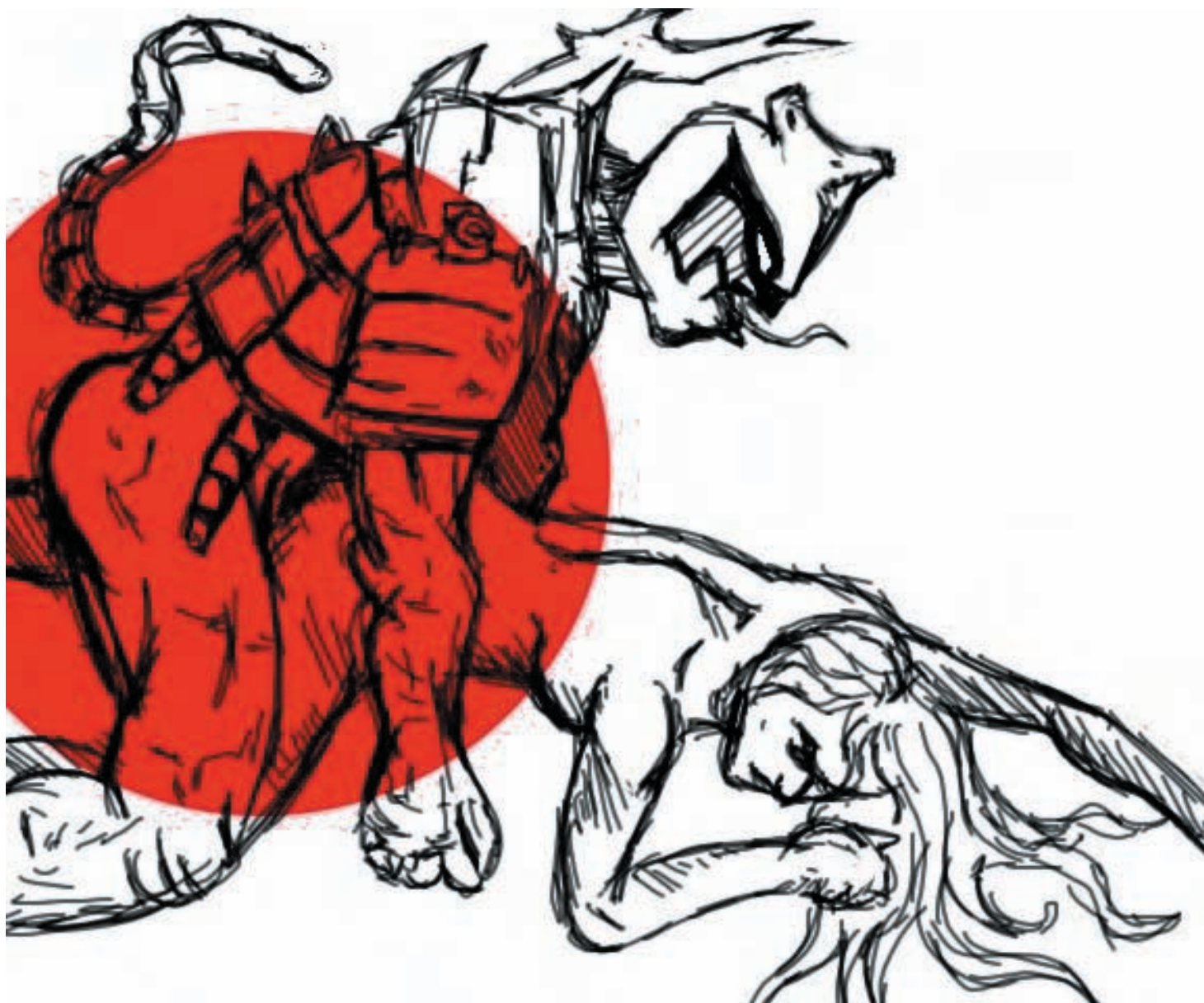
Tengu avoid the Earth-realm's bustling metropolises, preferring to haunt onsen and out of the way temples and love hotels. They venture into the cities only rarely, and only when they have pressing business. Tengu are often hired by Black Tokyo's police and military as exorcists and sages, their studies dovetailing nicely with their natural gifts and making them excellent demonologists.

Size: Medium. A Tengu's base land speed is 30 ft. All Tengu possess a flight speed of 20 ft (poor maneuverability).

Ability Score Modifiers: -2 STR, +2 WIS. Tengu are wise and clever, with surprisingly organized minds, but the bird men are weak and tire easily.

Spot Check DC: DC 0 Tengu are short, slightly built humanoids with birdlike yellow eyes set far back in their skulls, wide flat foreheads and long noses that

Racial Skills: Tengu are natural religious scholars, with a first hand connection to the divine and a good understanding of cosmic mysteries. They receive a +4 racial bonus on Knowledge: theology & philosophy



checks, and this skill is always considered a class skill for the bird-men.

Enhanced Senses: The keen eyed Tengu possess *low light* vision.

Racial Arcana (SP): Tengu are natural spell casters, who delight in using their supernatural talents to baffle and bedevil mortals, frighten away dangerous oni and make the falsely religious question their faith. Tengu possess the racial arcana trait, keyed to the number of ranks they possess in Knowledge: theology & philosophy.

Racial Weaknesses: The crow-like Tengu are easily distracted and often let their greed get the better of them. If someone tosses a handful of brightly polished coins, or other shiny metallic objects, the Tengu must succeed at a DC 15 WILL Save, or be *shaken* for 1d4 rounds due to the glittering distraction. The Tengu can be similarly be distracted by gourmet cooking or fine wine.

The Monsters of the Black Else

“There are at least 562,322 known forces that work actively against the common Japanese high school girl. There is at least twice that number that seek the destruction of the psychic subset of these young women.”

- Jake Richmond and Matt Schlotte, Panty Explosion

Design tropes: Lots of outsiders and undead. Lots of grapples, constricts and improved grabs- tentacle rape. Lots of strange abilities, shape-shifting, transformation, rape as a tactic- sex as power. Emphasis on outsiders- EVERYTHING is a shapeshifter-

- Chris Field's initial design notes for this project

1. Aketeko (CR 5)
2. Aosaginohi (CR 2)
3. Bake-kujira (CR 18)
4. Bakeneko (CR ½)
5. Genbu (CR 28)
6. Harionago (CR 10)
7. Hibagon Oni (CR 5)
8. Isonade (CR 9)
9. Ittan (CR 1)
10. Jinzu (CR 7)
11. Mekurabe (CR 3)
12. Nure-Onna (CR 6)
13. Purse Dog Familiar (CR ½)
14. Rukurokubi (CR 3)
15. Sazae-Oni (CR 6)
16. Shiro-bozu (CR 4)
17. Ushi-Oni (CR 6)
18. Uwan Lantern (CR ½)
19. Zennyō Ryu (CR 25)

Aketeko (CR 5)

Large Plant

Forests have been a dumping place for corpses since the dawn of civilization, a truth of both the Earth-realm and the Tatakama. Certain plants have blood soaked roots- great weeping trees with leaves the color of spilled entrails. Their branches resemble a corpse's dangling limb, a hand covered in gore drooping from a high branch. Their wood is the color of naked muscle, and their knotty surfaces are covered in strange parodies of human sexual organs.

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The Aketeko are dangerous, virtually mindless predators that lurk in the world's lonely places. Slow and lumbering, they prey on both genders, and though they have little in the way of sentience, they know just enough to favor sentient prey over mindless animals.

Aketeko in the Earth-realm are execution devices and torture implements, used as guardian beasts by more powerful and evil creatures. Oni especially find it a pleasing spectacle to watch a clutch of Aketeko tear apart human children.

Aketeko (CR 5)

Large Plant

Hit Dice: 4d8+16 HP: 36 hp

Massive Damage: -

Initiative: -3 (-3 DEX)

Speed: 20 ft

Defense: 19 Touch: 7 Flatfooted: 19 (-1 Size, -3 DEX, +12 natural armor)

Base Attack Bonus: +3 Grapple: +13

Attacks: +8 melee (2d6+6 tentacle whip plus bloodsaw)

Full Attack: +8 melee (2d6+6 tentacle whip plus bloodsaw)

Fighting Space: 10 ft x 10 ft Reach: 10 ft

Special Qualities: Plant Traits, Tremorsense 60 ft,

Flame Vulnerability

Allegiances: self (animal intelligence)

Saves: FORT +5 REF -2 WILL -3 (mindless)

Action Points: 0 Reputation: 0

STR 23 DEX 5 CON 18 INT - WIS 7 CHA -

Skills: None

Feats: None

Advancement: 5-9 HD Large; 10-14 HD Huge, 15+

HD Gargantuan

Possessions: None.

Species Traits

Bloodsaw (EX): The Aketeko feeds upon blood; soaks its razor sharp tap roots in warm mammalian flesh. Each time the Aketeko successfully hits a living being with a reasonably normal anatomy, in addition to taking damage, the victim must succeed at a DC 18 FORT save or suffer 1d3 points each of temporary STR and CON damage.

Each point of STR or CON damage inflicted heals the creature for 5 HP. Excess hit points are retained as temporary hit points, which remain for an hour before dissipating. As the Aketeko rips away tissue, its leafy tendrils absorb the gore and spilled blood, and the creature grows noticeably, regenerating severed branches and burned leaves.

Constrict (EX): Each round the Aketeko maintains a hold on a creature its own size or smaller, it can automatically inflict 2d6+6 points of damage per round of strangulation.

Flame Vulnerability (EX): As a plant creature, the Aketeko suffers double damage from fire based attacks, or normal damage on a successful save.

Improved Grab (Ex): If the Aketeko hits with a tentacle whip, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The improved grab works only against opponents at least one size category smaller than the creature.

The Aketeko has the option to conduct the grapple normally, or simply hold the opponent with a several tendrils. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the Aketeko does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

Each round the hold is maintained the Aketeko can deal grappling damage automatically, inflicting 2d6+6 points of damage each round the hold is maintained.

Plant (EX): The Aketeko has all the traits and immunities common to plants. The sightless creature possesses *tremorsense* with a 60 ft radius.

Aosaginohi (CR 2)

Tiny Magical Beast

The Aosaginohi is a ghostly heron, a silent harbinger of death and woe. They glide silently on wings the color of fog, and glow dimly with the silvery light of the full moon. They enter homes as silently as any dream, and appear to foretell disaster. Aosaginohi are weak creatures, disturbing but harmless in and of themselves. Unfortunately, they rarely travel alone, accompanied by demons and hungry ghosts.

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Aosaginohi (CR 2)

Tiny Magical Beast

Hit Dice: 1d10 HP: 5

Massive Damage: 10

Initiative: +3 (+3 DEX)

Speed: 10 ft ; flight 60 ft (average)

Defense: 17 Touch: 15 Flatfooted: 14(+2 size, +3 DEX, +2 natural)

Base Attack Bonus: +1 Grapple: -3

Attacks: +5 melee (1d4-2 claws) or death's harbinger

Full Attack: +5 melee (1d4-2 claws) or death's harbinger

Fighting Space: 2.5ft x 2.5 ft Reach: 0 ft

Special Qualities: lowlight vision

Allegiances: none (animalistic intelligence)

Saves: FORT + REF + WILL +

Action Points: 0 Reputation: 0

STR 6 DEX 17 CON 10 INT 3 WIS 14 CHA 6

Skills: Listen +6, Spot +6 (Spot +14 during night or twilight)

Feats: Weapon Finesse (claw)

Advancement: None.

Possessions: None.

Species Traits

Death's Harbinger (SU): The Aosaginohi is a harbinger of woe and disaster, and its echoing caw can weaken body and spirit. The Aosaginohi can cast *bane* at will, as a first level acolyte. All creatures within a 50 ft radius of the sea bird must succeed at a WILL Save DC 12 or suffer a -1 morale penalty on attack rolls and saving throws against fear effects.

All undead, including sentient undead within a 50 ft radius of the Aosaginohi gain +4 Turn Resistance; the bird is a creature of misfortune and unlife, and its presence strengthens unholy things.

Feathers of the Mist (SU): An Aosaginohi is a creature of our world, but not fully present in the Earth-reality. The ghostly sea bird can become ethereal at will, and can enter any non airtight structure.

The Aosaginohi cannot enter any area blessed or warded by a Shinto or Buddhist cleric, nor can they enter any area warded by the sexual fluids of any tantric magician.

Bake-kujira (CR 18)

Gargantuan Undead

Japan is one of the few nations still allowed to hunt whales. The ancient trade dies a little bit more each day, with each captain who goes bankrupt, with each fisherman who retires, with each boat that is dry-docked. The killings do not stop though: despite legal restrictions: UN mandated whaling grounds; despite Greenpeace protests. During the whaling season, great beasts die drowning in air and pierced with explosive harpoons. Once rendered, and processed the ruined bones sink to the deep. Forgotten.

The Bake-kurija are a dark legend which date back to the feudal era; they are blamed for lost ships and drowned crew. The ghostly whales glide soundlessly through the ocean deeps, breaching only rarely for a chance at revenge. They move through the sky, hidden behind clouds, dark and rotting shapes against the silver moon. Bake-jurija pods drift through the Black Else's seas, guarding submerged *torrii* between the realm.

Bake-kujira resemble the decaying hulks of long dead Wright, sperm and baleen whales. Their rancid, blubbery flesh hangs off their bones in ragged sheets, and their skulls are clearly visible through the rotting tissue of their faces. They stink of oil, fouling the air like a rendering plant. When especially enraged, the dim-witted monstrosities burn with a flickering grey/black flame, which belches stinking smoke into the night sky.

Bake-kurjia (CR 18)

Gargantuan Undead

Hit Dice: 22d12 HP: 143 hp

Massive Damage: -

Initiative: +1 (+1 DEX)

Speed: swim 50 ft ; flight 40 ft (clumsy)

Defense: 15 Touch: 7 Flatfooted: 14 (-4 size, +1 DEX, +9 natural armor)

Base Attack Bonus: +11 Grapple: +36

Attacks: +24 melee (tail slam 2d8+13)

Full Attack: +24/+19/+14 melee (tail slam 2d8+13) or sonar-dirge

Fighting Space: 20 ft x 20 ft Reach:

Special Qualities: Blindsight 60 ft, Undead Traits

Allegiances: evil, chaos

Saves: FORT + 7 REF +8 WILL +14

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Action Points: 0 Reputation: 0

STR 35 DEX 13 CON - INT 2 WIS 12 CHA 6

Skills: Listen +10, Spot +11 (Listen +6, Spot +7 if blindsight is negated)

Feats: None

Advancement: None

Possessions: None

Species Traits

Renderflame (SU): When airborne, the ghostly whale can wreath itself in flickering black flames, which burn like boiling oil and stink of whale lanterns. While wreathed in the Renderflame, the Bake-kujira may add 3d6 points of flame damage to all melee attacks.

Creatures swallowed whole by the Bake-kujira suffer an 6d6 points of fire damage per round. The Bake-kujira cannot use this ability while submerged, only when flying above the ocean's surface.

Sonar-dirge (SU): The Bake-kujira's cry is the final plaintive wail of all dying cetaceans. As a full round action, the ghostly whale can emit a mournful cry. All living creatures within 60 ft of the ghost whale, who can clearly hear its cry must succeed at a DC 22 WILL Save or become *paralyzed* with guilt, terror and grief for 2d6 rounds. Those who resist the effect suffer a -2 morale penalty on attack rolls, skill checks and saving throws for one round.

The undead whale's cry is even more debilitating when both the creature and its victim are fully submerged; unholy sub-sonics sap the victim's mind and crush their will. If both the undead whale and its victim are fully submerged when the Bake-kujira uses this ability the WILL Save DC increases to DC 28.

Swallow Whole (Ex): The Bake-kujira can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+13 points of crushing damage per round. A swallowed creature can cut its way out by dealing 50 points of damage to the Bake-kujira's digestive tract (Defense 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The Bake-kujira's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Undead (EX): The Bake-kujira has all the traits and immunities common to undead.

Bakeneko (CR 1/2)

Tiny Magical Beast

The Bakeneko is a magical creature, an imp like cat bathed in the silver light of the moon. The tiny, mischievous creature resembles an ordinary cat from a wild assortment of breeds, from battered, ragged alley cats to designer Siamese, with the exception of its liquid silver eyes, which sparkle coolly during the night.

A few bakeneko have runic symbols etched into the fur on their foreheads or bellies by off colored spots on their coat.

Bakeneku (CR 1/2)

Tiny Magical Beast

Hit Dice: 1/2 d8 HP: 2 hp

Massive Damage: 10

Initiative: +2 (+2 DEX)

Speed: 30 ft

Defense: 14 Touch: 14 Flatfooted: 12 (+2 size, +2 DEX)

Base Attack Bonus: +0 Grapple: -12

Attacks: +4 melee (1d2-4 claw)

Full Attack: +4 melee (1d2-4, 2 claws) or -1 melee (1d3-4 bite)

Fighting Space: 2.5 ft x 2.5 ft Reach: 0 ft

Special Qualities: low light vision

Allegiances: none, good or owner (animalistic intelligence)

Saves: FORT +2 REF +4 WILL +1

Action Points: 0 Reputation: 0

STR 3 DEX 15 CON 10 INT 4 WIS 12 CHA 7

Skills: Balance +10, Climb +5, Hide +17 (+21 in tall grass or heavy undergrowth), Jump +6, Listen +4, Move Silently +9, Spot +4

Feats: Weapon Finesse (bite), Weapon Finesse (claw)

Advancement: None

Possessions: None

Species Traits

Mage's Yowl (SP): With a plaintive, wailing cry, the Bakeneku can perform minor tricks which betrays its magical nature. The magical cat can use any of the following cantrips at will, as a first level mage:

Light, Mage Hand, Prestiditation

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The cat will often cast its spells to benefit those it cares for, help itself hunt harmless prey, to amuse itself or at its master's urging.

Familiar Traits (SU): The half-world feline is a sought after familiar for modern mages. Once per day, the mystical feline can lovingly lick its master or any creature the mage designates, instantly restoring 1d4 HP. The creature will always act to save its masters life even if commanded to heal another person.

Genbu (CR 28)

Colossal Magical Beast

It is the black tortoise of the north, a creature older than God or man. It is the first of the demons, a lumbering behemoth whose rampages carved the seas and sculpted the world's great canyons. The Genbu is a monster feared even by the oni blood royals, for they know that if the creature is ever released from its tomb of black ice far below the Kuril Islands, its rampage would lay waste not only to the Earth-realm, but to the Tatakama and the Black Else as well. In the otherworld, the Genbu is known by its Westernized name "tarrasque", but no matter the creature's name, it is a living engine of rage and destruction.

The Genbu stands taller than a Tokyo skyscraper, with scales as black as a moonless night. Its skin is rubbery and thicker and denser than any man's torso, and when wounded the beast leaks nearly frozen oil. The black tortoise's shell is made of some demon-forged steel, a metal so dense and ancient it seems to suck the world's light into its cold hull. The tortoise's shell is carved into a fanciful array of onion domes, arches and razor edged spines- it is a dark imitation of a human city. Its eyes are urine yellow suns, and occasionally the agonized faces of the lives the creature has ended can be seen screaming in the irises, pounding away against the iris like prisoners against glass.

The Genbu has never awakened in the Earth-realm during recorded history, though some speculate that the Deluge and other world myths of some great cataclysm are tales of the creature's depredations. Stories of the horrors of the Genbu's awakening are passed down from mother to son as cautionary tales among the Tatakama's peoples. According to at least one rumor, the Genbu briefly stirred in his prison after the detonations at Hiroshima and Nagasaki.

Genbu (CR 28)

Colossal Magical Beast

Hit Dice: 48d10 +576 hp HP: 840 hp

Massive Damage: -

Initiative: +7 (+3 DEX, +4 Improved Initiative)

Speed: 20 ft

Defense: 35 Touch: 5 Flatfooted: 32 (-8 size, +3 DEX, +30 natural armor)

Grapple: +73 (or +75 with Phallic Spear)

Attacks: Bite +57 melee (4d8+17/18-20/x3) or Phallic Spear (4d8+17/19-20 x2)

Full Attack: Bite +57 melee (4d8+17/18-20/x3) and 2 horns +52 melee (1d10+8) and 2 claws +52 melee (1d12+8) and tail slap +52 melee (3d8+8)

Fighting Space: 30 ft x 30 ft Reach: 30 ft (or 350 ft with Phallic Spear)

Special Qualities: Carapace, DR 15/good, immunity to fire, poison, disease, energy drain, and ability damage, regeneration, scent, spell resistance 32

Allegiances: evil, chaos (animalistic intelligence)

Saves: FORT +38 REF +29 WILL +20

Action Points: 1 Reputation: +4

STR 45 DEX 16 CON 35 INT 3 WIS 14 CHA 14

Skills: Listen +21, Spot +21

Feats: Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Phallic Spear Technique

Advancement: None.

Possessions: None.

The Genbu's natural weapons are treated as evil, magically enhanced (+5) weapons for the purpose of overcoming damage reduction.

Augmented Critical (Ex): The Genbu's bite threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Frightful Presence (Su): The Genbu can inspire terror by charging or attacking. Affected creatures must succeed on a DC 36 Will save or become shaken, remaining in that condition as long as they remain within 60 feet of the Genbu. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the Genbu must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

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Rush (Ex): Once per minute, the normally slow-moving Genbu can move at a speed of 150 feet.

Swallow Whole (Ex): The Genbu can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the Genbu's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the Genbu's digestive tract (Defense 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The Genbu's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Carapace (Ex): The Genbu's armor-like carapace is exceptionally tough and highly reflective; deflecting all rays, lines, cones, and even *magic missile* spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance.

Regeneration (Ex): No form of attack deals lethal damage to the Genbu. The Genbu regenerates even if it fails a saving throw against a disintegrate spell or a death effect. If the Genbu fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals non-lethal damage equal to the creature's full normal hit points +10 (or 868 hp).

The Genbu is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem's cursed wound ability. The Genbu can be slain only by raising its non-lethal damage total to its full normal hit points +10 (or 868 hit points) followed soon by the willing sacrifice of a sentient creature.

The sacrificed creature must be a female humanoid, with an INT score of at least 5, who goes to her death in the beast's gullet willingly. The sacrificial maiden must enter or be placed in the unholy creature's maw, where she masturbates ritually until she is consumed by the mystic fires that disintegrate the beast's carcass. No form of magical resurrection can restore a sacrificed woman to life; she passes beyond the Avatar Wall at the ritual's climax.

If the Genbu loses a limb or body part, the lost portion re-grows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Phallic Spear (EX): The demonic tortise's black phallus is as hard and unbreakable as an ancient redwood. The gnarled penis is marked by the screaming faces of the creature's thousands of victims. The creature's great size allows his Phallic Spear to deal impossible, terrifying amounts of damage, and strike foes from great distances.

The Genbu's penis is riddled with eyes, allowing it to nimbly navigate corners and around obstacles in search of prey. The Genbu's combat penis ignores anything less than total cover when hunting prey, but can be baffled by concealment.

Skills: The Genbu has a +8 racial bonus on Listen and Spot checks.

Harionago (CR 10)

Medium Undead

As she died, blood from a slit throat soaked her hair, the fluid of life and the power of death twining around every strand. The Harionago is the ghost of a murdered woman, who relishes her undead state, who enjoys the power of the Black Else. A creature who willingly consorts with the dead, the Harionago is a necromancer priestess. She is a soul corrupted by the horror of her murder, by the sights she's seen and the trials she's experienced among the dead.

Harionago are deadly pale creatures, and like all corpses, their nails and hair have continued to grow in death. Their hair is a dingy crimson, and it dances around them, framing their emaciated, withered faces. Instead of eyes, their sockets are filled with tangles of bloody hair and broken nails. Their pubic thatch is a bloody jungle, dripping coppery liquid and black urine.

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Harionago (CR 10)

Medium Undead

Hit Dice: 14d12 HP: 92 hp

Massive Damage: -

Initiative: +9 (+4 Improved Initiative, +5 DEX)

Speed: 30 ft

Defense: 23 Touch: 14 Flatfooted: 19 (+4 DEX, +9 natural armor)

Base Attack Bonus: +7 Grapple: +14

Attacks: +12 melee (1d6+7 slam) or +12 melee touch (1d4 +7 hairwhip; *paralysis*)

Full Attack: +12/+7 melee (1d6+7 slam) or +12/+7 melee touch (1d4 +7 hairwhip; *paralysis*)

Fighting Space: 5 ft x 5ft Reach: 5 ft

Special Qualities: Improved Grab, undead traits, darkvision 60 ft, Serpentine Mane

Allegiances: evil, chaos

Saves: FORT +4 REF +10 WILL +9

Action Points: 0 Reputation: 0

STR 21 DEX 19 CON - INT 11 WIS 10 CHA 10

Skills: Climb +13, Escape Artist +7, Hide +21, Listen +11, Move Silently +21, Sleight of Hand +7, Spot +15, Swim +9

Feats: Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Serpentine Mane

Advancement: None

Possessions: Casual clothes, taser (1d4 electricity damage, *paralysis* 1d6 rounds, DC 15 FORT negates), Coinless Card

Species Traits

Improved Grab (Ex): To use this ability, a Harionago must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Necromancer's Bright Ribbon (SU): The Harionago can pull away one of her blood red strands of hair and wrap it around an corporeal undead creature's skull, threading it through the creature's eye socket and nasal passage. Doing so is a full round action, which provokes attacks of opportunity.

Any undead enhanced by the Harionago's hair ribbon receives +4 Turn Resistance, and gains a +1 bonus on melee damage rolls.

Paralyzing Touch (Su): A Harionago lashes out with its fragrant, blood red mane in combat. An opponent the barbed hair touches must succeed on a DC 17 FORT save or become *paralyzed* for 1d4 minutes, in addition to suffering painful gouges, which inflict 1d4 +7 points of damage. The save DC is Charisma-based.

Serpentine Mane (SU): The Harionago's long braids are luxurious, razor edged weapons. She always has a free hand in combat thanks to her prehensile hair, and receives a +2 bonus on Grapples, Escape Artist and Sleight of Hand checks.

Create Spawn (Su): Creatures killed by a Harionago rise after 1d4 days as zombies under the Harionago's control. They do not possess any of the abilities they had in life.

Hibagon Oni (CR 5)

Large Giant

The Hibagon Oni control the Black Else's forests; the trees echo with the screams of their victims. They are rapists and murderers, cannibals and bullies, honor-less barbarian warriors of prodigious strength and bestial cunning. The Hibagon have no redeeming features- their souls are as terrifyingly twisted as their bodies. Its said they need no food and no water- just victims to torture and rape. They are the Black Else's shock commandos, fanatically dangerous suicide troops utterly without fear or mercy.

The Hibagon Oni is a hulking, purple and grey skinned behemoth which usually stands at least 12 ft tall at the shoulder. They walk hunched over, with ape like arms which drag across the ground, and are usually nude save for their weapons. Their bodies are covered in a carpet of lice ridden, filth encrusted brown fur.

Their faces are horrors from the depth of hell. They have massive jaws filled with rotting teeth. Three slited orange eyes are stacked one atop the other, and the creatures have a four chambered nostril which only adds to their terrifying, bizarre appearance. They carry hand sculpted tetsubos, which they carve to resemble giant spiked cocks. .

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Hibagon Oni (CR 5)

Large Giant

Hit Dice: 4d8 +11 HP: 29 hp

Massive Damage: 15

Initiative: -1

Speed: 40 ft

Defense: 16 Touch: 8 Flatfooted: 16 (-1 size, -1

DEX, +8 natural armor)

Base Attack Bonus: +3 Grapple: +12

Attacks: +8 melee (tetsubo 2d8+7) or +2 ranged (javelin 1d8+5) (frag grenade 3d6)

Full Attack: +8 melee (tetsubo 2d8+7) or +2 ranged (javelin 1d8+5) (frag grenade 3d6)

Fighting Space: 10 ft x 10 ft Reach: 10 ft

Special Qualities: Darkvision 60 ft, lowlight vision

Allegiances: evil

Saves: FORT +6 REF +0 WILL +1

Action Points: 0 Reputation: 0

STR 21 DEX 8 CON 15 INT 6 WIS 10 CHA 7

Skills: Climb +5, Listen +2, Spot +2

Feats: Dark Lover's Carapace, Drippings of Stone,

Endurance, Toughness, Weapon Focus (tetsubo)

Advancement: By character class.

Possessions: Wood and steel tetsubo carved into a huge phallus, several throwing spears/javelins in a back or belt sheath, several torturer's tools and knives, trophies from its victims.

Hibagon in the modern world often adopt military weapons, and favor simple, self explanatory devices. This Hibagon has a supply of 4x fragmentation grenades, 2x teargas grenades and 1x smoke grenade in a belt satchel.

Species Traits

Rapefeeder (SU): The Hibagon Oni is the subject of dark legends, and the worst reports of these creatures behavior are true. If anything, the stories fail to capture the true horror of the creature.

Each day, the Hibagon must torture, rape and eventually murder any sentient humanoid with an INT score of 5 or greater. So long as the oni commits atrocities on hell's exacting schedule, he has no need of food, water or oxygen, becoming immune to starvation, thirst and suffocation. If the oni fails to commit an atrocity each day, he is subject to normal mortal limitations, and remains so for a month after the daily murders resume.

Hentai Feats (SU): The Hibagon Oni are some of the most brutal and rapacious of all outsiders, who relish violating maidens and defiling strong men equally. Their bodies and minds are adapted for sexual conquest and subjugation. They have the following feats as racial bonus feats.

Dark Lover's Carapace: Three times per day, 3 minute duration per activation. +6 natural armor bonus to Defense (stacks with racial bonus). This raises Defense score to 22 Defense, 8 touch Defense, 22 flatfooted Defense.

Hibagon Oni gains DR 1/- per sexual encounter within a 24 hour period, maximum DR 5/-.

Drippings of Stone: Twice per day. FORT Save DC 16 negates. Turn to stone if splashed with the oni's ejaculate. 10 ft effective radius.

Isonade (CR 9)

Huge Aberration

A nightmare inspired Hirosaki to paint the *Dream of the Fisherman's Wife*; a sleeping glimpse into the Black Else's freezing black oceans. The painter saw a vision of an Isonade, violating a maiden; his print captured the action of the dream, failed to capture the true horror of the event. Isonades are among the foulest, most cunning predators of the Black Else. They enter our world only rarely, treating the Earth-realm as a hunting preserve that their favorite prey calls home. Among their own kind, Isonade are rapist gormounds, who compare notes about their conquests and the injury they've inflicted on innocents.

The Isonade is a hideous combination of fish and octopod, a muscular grey creature the size of a hammerhead shark. Its skin is rough and covered with black nodules and obscene growths- impotent penises and crusted over vulva, useless organs that serve only to terrify. The foul creature has a squid's knot of arms in place of a tail, and each tentacle ends in jagged barbs and bone fish hooks. It's face is simple: a jagged, lamprey like maw with eight slit like eyes spaced equidistantly around its mouthparts.

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Isonade (CR 9)

Huge Aberration

Hit Dice: 8d8+40 HP: 76 hp

Initiative: +1 (+1 DEX)

Speed: 10 ft , swim 60 ft

Defense: 16 Touch: 9 Flatfooted: 15 (−2 size, +1 Dex, +7 natural)

Base Attack: +6 Grapple +22

Attack: +12 melee (1d6+8 tail whip plus slime) or mind-link

Full Attack: +12/+7 melee (1d6+8 tail whip plus slime) or mind-rape

Fighting Space 10 ft x 10 ft Reach 10 ft

Special Qualities: amphibious, darkvision 60 ft., mucus cloud

Saves: FORT +7, REF +3, WILL +11

Action Points: 0 Reputation: 0

STR 26 DEX 12 CON 20 INT 14 WIS 17

CHA 17

Skills: Concentration +16, Knowledge: behavioral science +13, Listen +16, Spot +16, Swim +8

Feats: Iron Will, Rapist's Camaraderie, Tentacled Myriad, Wards of Filth

Advancement: 9–16 HD Huge, 17–24 HD Gargantuan

Possessions: Trophy items, *Lemon Drops* x2, *Lemon Eggs* (cure light wounds) x1

Enslave (Su): Three times per day, an Isonade can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 17 WILL save or have its primary allegiances change towards unquestioning service towards the Isonade, towards chaos and towards evil.

An enslaved creature obeys the Isonade's telepathic commands until freed by remove curse, and can attempt a new WILL save every 24 hours to break free. The control is also broken if the Isonade dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Mind Rape (SU): Isonades know the secrets and unspoken terrors of the human victims they prey upon. For these fishlike monstrosities, a mental violation is as pleasurable as a physical one.

An Isonade can scan a creature's surface thoughts at will. Doing so is a standard action which does not provoke attacks of opportunity. A creature can resist the mind link by succeeding at a DC 22 WILL save. If the mindlink is established, the targeted creature cannot use the Bluff skill to feint in combat against the Isonade or its allies for the duration of the encounter. Once initiated, it requires no further concentration to maintain the mind-link.

The Isonade knows its victim's allegiances, name, sexual orientation, WILL save modifier and WIS score and phobias, if any. If the victim has ever been raped or sexually assaulted by any creature, the Isonade knows that as well, and can tailor its violations specifically towards its targets fears. If the creature uses its Enslave or Slime abilities on a mind-linked rape victim, the victim suffers a −8 penalty on the FORT save, thanks to the creature's incredibly personal, incredibly horrific violation.

The Isonade projects vicious, mind shredding rape fantasies into the victim's soul, crushing their spirit and often scarring the creature for life. As a full round action, the Isonade can enter direct mental combat with any sentient creature it has established a mindlink with. Doing so renders the mind-linked creature *helpless* for as long as the Isonade remains in mental communication with them. Each round, the victim can attempt a DC 28 WILL save to sever the mind link; the mind link vanishes if the Isonade loses concentration.

The mental violation is considered a sexual act—a rape—for the purposes of feats and special abilities related to sexuality, such as Dark Lover's Carapace.

Slime (Ex): A blow from an Isonade's wickedly barbed tail can cause a terrible affliction. A creature hit by a tail whip must succeed on a DC 19 FORT save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane.

An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus to Defense (if any) by 1 (but never to less than 0). The save DC is Constitution-based.

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A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* spell or similar high level healing magic (such as a Flow Witch's abilities) can reverse the affliction. The horrific transformative effects last for a number of days equal to the beast's CON modifier (typically five days).

Mucus Cloud (Ex): Ann Isonade underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 FORT save or lose the ability to breathe air for the next 3 hours.

An affected creature is violently transformed into an aquatic creature, and suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another FORT save continues the effect for another 3 hours. The save DC is Constitution-based.

Skills: An Isonade has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Violator's Talents (SU): Isonades are unnatural rapists, who scar minds and cripple bodies. They posses several deadly hentai feats, summarized below.

Tentacled Myriad; five times daily; 20 ft radius of tentacles, +16 grapple, 1d6+4 constriction damage per round; four round duration

Rapist's Camaraderie: +1 morale bonus on attacks, grapple and damage vs women (max +10 bonus) for every rapist within 60 ft

Wards of Filth; six times daily; 60 ft barrier that outsiders, fey, undead cannot breach remains 1d3 hours. Or cast *Hold Portal* or *Arcane Lock* as an 8th level mage.

Ittan (CR 1)

Small Undead

The Ittan are the blood and urine stained clothes of the murdered dead. They are spiritual shards, not even true ghosts- they are remnants of horror and criminal lust. They come in many forms: white panties and a sweat stained undershirt, a flower print house kimono, a pair of flannel pajamas torn by knife scars, a bloodstained teddy.

Their form doesn't matter: just their hunger. The Ittan are patient. They lie seemingly abandoned in alley ways and stuffed into driers. The Ittan exist only to strangle any one unfortunate to pick them up, and in doing so to give a moments peace to the tormented voice howling in the ruined shards of their fragmentary consciousness.

Ittan (CR 1)

Small Undead

Hit Dice: 2d12

HP: 13 hp

Massive Damage: -

Initiative: +2 (+2 DEX)

Speed: flight 30 ft (perfect)

Defense: 13 Touch: 13 Flatfooted: 11 (+1 size, +2 DEX)

Base Attack Bonus: +0 Grapple: -1 (-4 size +3 DEX)

Attacks: +0 melee (1d2 slam) or soft garrote

Full Attack: +0 (1d2 slam) or soft garrote

Fighting Space: 5 ft x 5 ft Reach: 5 ft

Special Qualities: Undead traits, blindsight 60 ft

Allegiances: evil, chaos

Saves: FORT +0 REF +3 WILL +2

Action Points: 0 Reputation: +0

STR 3 DEX 15 CON - INT - WIS 10 CHA 1

Skills: None.

Feats: None.

Advancement: 1-3 HD Small

Possessions: None

Species Traits

Soft Garrote (EX): The Ittan can stretch and stuff itself down the throat or into the nasal passages of virtually any creature. The Ittan can attempt to strangle any sized creature, and uses its DEX modifier rather than its STR modifier on all grapple checks.

A strangled creature must break free of the grapple twice (i.e. win two consecutive grapple checks) to escape from an Ittan's soft garrote. The creatures are tenacious and hard to disentangle.

Undead (EX): The Ittan has all the traits and immunities common to undead.

Jinzu (CR 7)

Large Undead

*"Being skewered on a wooden spike
trussed up all blazed and spitted
dried blood obscure the floor, my head is pulverized
and splitten
my limbs are foreign, useless things, swooping in on
spidery wings
legs jerking stupidly as crumbs spill down from
another planet"*
- Danielle Dax, Defiled

Water and the stillborn, the silent ghosts of the womb have a long association in Japanese thought. Stillborn children have been floated down rivers, abandoned in wells or deep cold lakes since the first humans settled the Japanese archipelago. Modern career women carry *jinzu*, tiny amorphous statues of 'waterbabies' as a relic of abortion or a miscarriage. Tiny souls are consigned to the water in the Earth-reality, and they transform into something else, something hungry for the warmth of the womb and desperate to return to their uterine home.

Swarms of Jinzu patrol the freezing oceans of the Black Else. The jellyfish like dead souls roam the oceans, congregating around sea vents and lava flows, preying on damned souls, tearing apart the minds and feasting on the spirits of dead women. Occasionally, these horrific creatures emerge through the cracks in our reality, where they are responsible for even more terrible crimes.

The Jinzu resembles an enormous luminescent man o war, composed of cold blue soul stuff. The creature's thousands of prehensile, barbed tentacles dangle from its umbrella shaped body. The creature's most unnerving feature is the tiny cherubic face which protrudes from its billowing mounds of light-flesh.

The Jinzu preys on young women almost exclusively. It strangle and drains strength with its coiled tendrils. Worse, a woman violated by the creature's tentacles often finds herself pregnant with a creature that resembles the child the Jinzu would have been. The Jinzu tries desperately to reenter life through a woman's body, but its rape-spawn never come to term. They are merely a bloody reminder of a violation most victims spend a life time trying to forget.

Jinzu (CR 7)

Large Undead

Hit Dice: 6d12+12 HP: 48

Massive Damage: -

Initiative: +1 DEX

Speed: 40 ft

Defense: 10 Touch: 10 Flatfooted: 10 (-1 size, +1 DEX)

Base Attack Bonus: +3 Grapple: +7

Attacks: +7 melee (tentacle slam 1d8 + 4), or energy drain, or tentacled myriad

Full Attack: +7 melee (tentacle slam 1d8 + 4) or tentacled myriad

Fighting Space: 10 ft x 10 ft Reach: 10 ft

Special Qualities: Undead Traits; Blindsight 60 ft, Scent, Energy Drain;

Allegiances: self (animal intelligence)

Saves: FORT +2 REF +3 WILL + 8

Action Points: 0 Reputation: 0

STR 19 DEX 13 CON - INT 3 WIS 17 CHA 12

Skills: Hide + 9, Move Silently +9, Swim + 6

Feats: Stealthy, Tentacled Myriad

Advancement: 6-9 HD Large ; 10 + HD Huge

Possessions: None.

Species Traits

Child's Wail (SU): The Jinzu constantly emits a low, keening cry that tears at the hearts of the grieving and weakens the wills of all compassionate people. Any parent who has ever lost a child, or any woman who has ever undergone an abortion or had a miscarriage who comes within 60 ft of the Jinzu and can clearly hear its pitiful cries, must succeed at a DC 18 WILL Save or suffer a -2 morale penalty on all attack rolls, skill checks and saving throws. The effect persists for as long as the victim remains within sight of the Jinzu and 2d6 rounds thereafter.

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Darkwomb (SU): If the Jinzu can maintain a hold on a female creature capable of reproduction for 4 or more rounds, the woman must succeed at a DC 12 FORT save. Failure indicates the creature's vile tendrils worm their ways into the woman's body and stain her with ghostly seed.

The afflicted woman suffers 1d4 points of temporary CON and WIS drain from the horrific invasion. Two to four weeks later, the woman suffers a cataclysmic miscarriage, as the creature's dead spawn dies inside her. The woman must succeed at a DC 12 FORT save or permanently suffer 1d6 points of permanent CON drain from blood loss and trauma.

Enhanced Senses (EX): The Jinzu have keen senses, possessing *blindsight* with a 60 ft radius, and have the *scent* special quality. They can recognize familiar odors the way a human can recognize known faces.

Energy Drain (SU): A living male creature hit with a Jinzu's tentacle slam gains two negative levels. A living female creature who is capable of reproduction who is struck by a tentacle slam also gains two negative levels, and must succeed at a DC 18 FORT save or become paralyzed for 2d6 minutes.

Improved Grab (Ex): If the Jinzu hits with a tentacle slam, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The improved grab works only against opponents at least one size category smaller than the creature.

The Jinzu has the option to conduct the grapple normally, or simply hold the opponent with a several tendrils. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the Jinzu does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

Each round the hold is maintained the Jinzu can deal grappling damage automatically, inflicting 1d8+4 points of damage each round the hold is maintained.

Tentacled Myriad (SU): The Jinzu possesses the Tentacled Myriad feat. Four times per day, it can summon a field of probing, intrusive, agonizing tentacles. Once summoned, the tentacle field remains in effect for 3 rounds.

The tentacled myriad fills a spherical area with a radius of 20 ft of the Jinzu's position. Every creature within the area of the feat must make a grapple check, opposed by the tentacles. When grappling, the tentacled myriad are considered a large creature with a base attack bonus equal to the Jinzu's (+3 BAB), and a STR modifier of +4 (which grants them a +8 total modifier on grapple checks).

Once the tentacles grapple an opponent, they may make a grapple check each round on your turn against the target to deal 1d6+4 points of damage. The tentacles continue to crush the opponent until the feat's duration ends or the creature escapes.

Any creature entering the area of effect is immediately attacked by the tentacles. Even creatures not grappled may only move at half speed through the tentacled myriad's area. The tentacle myriad may not be physically attacked, but can be immediately ended by a dispel magic effect against a caster level equal to your total character level, and is suppressed in antimagic zones. Inflicting at least 20 points of fire damage on the area within 1 round will also destroy the tentacle field.

Undead (EX): The Jinzu has all the traits and immunities common to undead.

Mekurabe (CR 3)

Small Outsider

There are heads only fit for the chopping block. As humans in the Earth-realm, nascent Mekurabe were faithless betrayers, traitors, cowards and spies. Their souls were forged into foul, dimwitted and keen eyed scouts, the grisly standard bearers of the Black Else's myriad armies.

Mekurabe resemble metallic skulls coated with some strange ebony liquid metal. Their sunken eyes glow with a pulsing red light. Droplets of black liquid drip from the creature's agonized, mask-like face. Mekurabe are known for their long, prehensile tongues, and most like nothing better than to violate their victims with an obscene kiss.

Mekurabe (CR 3)

Small Outsider

Species Traits

Hit Dice: 1d8+1 HP: 5 hp

Massive Damage: 12

Initiative: +1 (+1 DEX)

Speed: flight 30 ft (good)

Defense: 12 Touch: 12 Flatfooted: 11 (+1 size, +1 DEX)

Base Attack Bonus: +2 Grapple: -2

Attacks: +3 melee (1d4 bite, plus poison) or shriek or kiss

Full Attack: : +3 melee (1d4 bite, plus poison) or shriek or kiss

Fighting Space: 5ft x 5ft Reach: 5 ft

Special Qualities: Darkvision 60 ft

Allegiances: evil, chaos

Saves: FORT +3 REF +3 WILL +3

Action Points: 0 Reputation: 0

STR 10 DEX 13 CON 12 INT 5 WIS 12 CHA 8

Skills: Hide +11, Intimidate +3, Listen +5, Move Silently +7, Spot +5

Feats: Stealthy, Weapon Finesse (bite)

Advancement: 2-3 HD Small

Possessions: None

Species Traits

Mekurabe attack by biting with their jagged teeth. Their special attacks make them even more dangerous. A Mekurabe's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Shriek (Su): Instead of biting, a Mekurabe can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other Mekurabe) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight.

A paralyzed creature is susceptible to the Mekurabe's kiss (see below). A creature that successfully saves cannot be affected again by the same Mekurabe's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A Mekurabe can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a Mekurabe within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes permanent INT and CHA drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) in a spray of gore and disintegrating vertebra and becomes a Mekurabe.

This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires the casting of remove disease. The save DC is Constitution-based and includes a +4 racial bonus. Being bathed in the sexual or bodily fluids of a good aligned acolyte, Flow Witch or Sacred Pleasurer (or other divine force) reverses the transformation.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the Mekurabe's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Nure-Onna (CR 6)

Medium Outsider

They are women of sea shells and whale bones, of garbage washed up on the beach, of the tarmac and concrete that extends Tokyo's landmass a few inches every year. The Nure-Onna are elemental spirits, women whose bodies are composed of water and the detritus of the shoreline. The Nure-Onna swim in the Black Else's waters, cavorting between Jinzu schools, enjoying the taste of the human prey they drag screaming from the Earth-realm.

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Nure-Onna resemble sculptures of women, composed of found objects. Their inner bodies are living sculptures of salt water, armored with random objects found on the beach front. When enraged or injured, their bodies boil, and they are surrounded by billowing clouds of blistering salt-fog.

Nure-Onna (CR 6)

Medium Outsider

Hit Dice: 4d8+8

HP: 26 hp

Massive Damage: 15

Initiative: +4 (+4 DEX)

Speed: 30 ft ; swim 60 ft

Defense: 20 Touch: 14 Flatfooted: 16 (+4 DEX, +6 natural armor)

Base Attack Bonus: +4 Grapple: +5

Attacks: +9 melee (katana 2d6+1) or scaltscauld (2d6 fire; REF DC 14 half) or boilmist

Full Attack: +9 melee (katana 2d6+1) or scaltscauld (2d6 fire; REF DC 14 half) or boilmist

Fighting Space: 5ft x 5ft Reach: 5 ft

Special Qualities: outsider traits, blindsight 60 ft

Allegiances: evil, chaos

Saves: FORT +6 REF +8 WILL +5

Action Points: 0 Reputation: 0

STR 13 DEX 18 CON 15 INT 10 WIS 13 CHA 17

Skills: Hide + 12*, Intimidate +8, Jump +6, Knowledge: arcane lore +2, Spot +6, Listen +6, Swim +16*, Tumble+4

Feats: Weapon Finesse: katana

Advancement: By character class

Possessions: Casual clothes, katana and sheath, both rusted and barnacle encrusted, ancient lime encrusted coins, personal items and found items.

Species Traits

Black Salt Woman (EX): The Nure-onna is a creature of the water, perfectly adapted to hunt and kill in Tokyo Harbour or some other polluted, high traffic bay. She receives a +8 racial bonus on Swim checks, as well as on Hide checks when submerged.

She has no need to breathe, and can stay submerged indefinitely. However, the creature is adapted to the waters, and suffers a -4 morale penalty on skill checks, attack rolls and saving throws if she moves or is brought more than five miles from a large body of salt water. These creatures are rarely found inland, and only then near salt marshes, salt lakes and rivers.

The creature suffers 2d6 points of damage per round if she is completely immersed in fresh water. She suffers no damage from being splashed with fresh water, however.

Boilmist (SU): As often as once every minute, the Nure-onna can boil her bodily water, filling the air with salt-steam hot enough to boil the flesh from a man's bones. A cloud of boil mist expands to fill a 30 ft radius around the Nure-onna, and remains in existence for 2d6 rounds, or until blown away or somehow disbursed.

The boilmist cloud offers total concealment to all creatures within, though thanks to her blindsight ability, the Nure-onna can still find prey within the cloud. Each round a creature remains in the cloud, it suffers 3d6 points of fire damage.

Salinity Regeneration (SU): The ocean's stinging salt binds the Nure-onna's wounds. So long as she is fully immersed in salt water, the creature gains *Regeneration*, and can only be harmed by *blessed*, *holy* or *good* aligned weapons, cold damage, electricity or acid.

Saltscauld (SU): The Nura-Onna can spit a stream of boiling salt water and detritus. The salt scauld is a cone that extends 30 ft from the creature, and inflicts 2d6 points of fire damage. Those caught in the creature's breath weapon can attempt a DC 14 REF save for half damage.

Purse Dog Familiar (CR ½)

Diminutive Magical Beast

Selective breeding and designer mutations are the new hip affectation: ultra-*kwaii* dogs small enough to fit into even the trendiest Asian maiden's purse sell for thousands of dollars. Inbred almost to the point of organ failure and canine leathery, a few of these designer poochies are imbued with outsider blood, and transformed into a mystical accessory.

Purse Dog Familiars resemble tiny designer dogs, small enough to fit into a woman's purse with plenty of room left over. Their designer genes have made them weak; most are cursed with weak hearts and brittle bones, and some come in colors as strange as lime green or neon blue.

Purse Dog (CR ½)

Diminutive Magical Beast

Hit Dice: 1/4 d8 HP: 2 hp

Massive Damage: 10

Initiative: +2 (+2 DEX)

Speed: 15 ft

Defense: 15 Touch: 15 Flatfooted: 13 (+3 size, +2 DEX)

Base Attack Bonus: +0 Grapple: -16

Attacks: +4 melee (1d3-4 bite)

Full Attack: +4 melee (1d3-4 bite)

Fighting Space: 2.5 ft x 2.5 ft Reach: 0 ft

Special Qualities: low light vision, scent

Allegiances: none, or owner (animalistic intelligence)

Saves: FORT +2 REF +4 WILL +1

Action Points: 0 Reputation: 0

STR 3 DEX 15 CON 10 INT 4 WIS 12 CHA 5

Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4

Feats: Weapon Finesse (bite)

Advancement: None

Possessions: None

Species Traits

Scent (EX): The purse dog can detect approaching enemies, sniff out hidden foes and track by sense of smell.

Yipping Occultia (SU): The purse dog has been bred for magical tracking and keen arcane senses. The purse dog can naturally *see invisible* creatures, and always begins yipping and barking when it spots an invisible object or creature..... even when the owner would rather the creature stay silent.

Familiar Traits (SU): Ultrafashionable mages often select designer purse dogs as familiars (or accessories). When within 10 ft of its master, the purse dog familiar grants its master a +1 bonus on all Wealth checks.

Rukurokubi (CR 3)

Medium Undead

The neck stretches; tendons shred themselves in a vain attempt to survive; bone shatters and the larynx is crushed to bloody powder. The body trembles, the sphincters spasm and release, and the heart stops beating only reluctantly. Death by hanging can take endless minutes, or can be over in a single agonizing second, but no matter how the victim dies, it is not an easy death.

Rukurokubi are the undead souls of humans who died kicking on the rope. A handful of the corpse-things are male; but the vast majority of Rukurokubi were once women who took their life out of desperation and shame. In Japanese myth, the Rukurokubi are infinitely malleable spirit folks; creatures that can stretch their necks to impossible lengths. Few stories ever tell the story of how these creatures gained their dark malleability.

The Rukurokubi resemble the humans they were in life, and still bear the marks of the suffocation or cervical fractures that killed them. Their faces are a mottled bruised purple, which can usually be concealed behind cloying makeup. Their tongues protrude from their lips like dripping black slugs, and their eyes swollen and bloodshot. They speak in choked smoky whispers, but with care can pass for the humans they once were. Rukurokubi prey on humans, drawing sustenance from the last choking breath of their victims. The Rukurokubi are creatures of deep self loathing, and their favorite victims are women who remind them of their own flaws, though if the creature was driven to suicide by a specific person, that person will be the undead's first murder.

Rukurokubi (CR 3)

Medium Undead

Hit Dice: 3d12 +9 HP: 27 hp

Massive Damage: -

Initiative: +6 (+6 DEX)

Speed: 30 ft

Defense: 18 Touch: 16 Flatfooted: 12 (+6 DEX, +2 Natural Armor)

Base Attack Bonus: +1 Grapple: +5

Attacks: +7 melee (slam 1d6+2)

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or grapple and constrict

Full Attack: +7 melee (slam 1d6+2) or grapple and constrict

Fighting Space: 5 ft x 5 ft Reach: normally 10 ft (up to 50 ft)

Special Qualities: Undead Traits, Choking Erotica, Constrict, Darkvision 60 ft

Allegiances: evil, vengeance

Saves: FORT + 3 REF + 6 WILL +2

Action Points: 0 Reputation: 0

STR 15 DEX 23 CON - INT 12 WIS 9 CHA 16

Skills: Bluff +11, Diplomacy +7, Climb +12, Escape Artist +8, Jump +10, Intimidate +5, Tumble +8, Speak/write/read Japanese or one other of choice

Feats: Combat Reflexes, Omni-Dexterity, Simple Weapons Proficiency, Weapon Finesse (slam)

Advancement: By character class

Possessions: Casual clothing, Business or Formal Clothing, cell phone, keychain pepper spray (blindness 1d4 rounds; DC 19 FORT negates *(including Choking Erotica modifier)*) jewelry and other personal items

Species Traits

Bonus Feats: The Rukurokubi gain Simple Weapons Proficiency as a bonus feat. Their malleable nature grants the Rukurokubi the Omni-Dexterity feat as a racial bonus feat.

The Rukurokubi receives a +2 bonus on Climb, Tumble and Escape Artist checks, as well as Perform (dance) checks and Profession (prostitute or courtesan) checks. She incurs no penalty for fighting while prone or in an unusual position.

Choking Erotica (SU): The Rukurokubi's demise leaves erotic echoes; she makes her choking death sexually appealing, and lures others to their final orgasm at the end of a strangling noose.

Anyone within 60 ft of the Rukurokubi, who would conceivably find her sexually attractive, suffers a -4 morale penalty on FORT saves made to resist inhalation toxins, choking and suffocation.

Constrict (EX): The Rukurokubi can wrap her dead flesh and grave-tainted fingers tightly around a victim's throat, as inexorably and fatally as a noose. Each round the Rukurokubi maintains a hold on a creature its own size or smaller, it can automatically inflict 1d6+2 points of damage per round of strangulation.

Pliable Limbs (EX): The Rukurokubi's corpselike fingers can stretch impossible lengths, dislocating from their sockets with disturbing popping and squelching sounds. The long armed creature normally has a 10 ft reach. The undead creature can choose to stretch her limbs up to 50 ft, giving her amazing melee reach.

While her reach is enhanced, the Rukurokubi can still threaten adjacent squares. Each 10 ft increase to the creature's reach incurs a cumulative -1 penalty on melee attack and damage rolls, but does not inflict a grapple penalty.

Undead (EX): The Rukurokubi has all the traits and immunities common to undead.

Rukurokubi Fast Hero 3 (CR 6)

Medium Undead

Hit Dice: 6d12 +18 HP: 54

Massive Damage: -

Initiative: +6 (+6 DEX)

Speed: 30 ft

Defense: 22 Touch: 20 Flatfooted: 16 (+4 class, +6 DEX, +2 Natural Armor)

Base Attack Bonus: +3 Grapple: +7

Attacks: +9 melee (slam 1d6+2) or grapple and constrict

Full Attack: +9 melee (slam 1d6+2) or grapple and constrict

Fighting Space: 5 ft x 5 ft Reach: normally 10 ft (up to 50 ft)

Special Qualities: Undead Traits, Choking Erotica, Constrict, Darkvision 60 ft

Allegiances: evil, vengeance

Saves: FORT + 4 REF + 8 WILL +3

Action Points: 8 Reputation: +1

STR 15 DEX 23 CON - INT 12 WIS 9 CHA 16

Skills: Balance +7, Bluff +11, Diplomacy +7, Climb +12, Escape Artist +8, Jump +10, Knowledge: streetwise +9, Intimidate +11, Sleight of Hand +9, Tumble +11, Speak/write/read Japanese or one other of choice

Feats: Combat Reflexes, Dodge, Omni-Dexterity, Simple Weapons Proficiency, Weapon Finesse (slam)

Fast Hero Talents: Evasion; Uncanny Dodge I

Advancement: By character class

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Possessions: Casual clothing, Business or Formal Clothing, cell phone, keychain pepper spray (blindness 1d4 rounds; DC 19 FORT negates (including *Choking Erotica modifier*, jewelry and other personal items

Sazae-Oni (CR 6)

Large Outsider

She is plump and wonderful in her human form, her skin soft and her breasts plump and perfectly shaped. She is the most expert of lovers- her every touch is an orgasm and her every loving glance is a joy. But she demands all from her lovers: all their time, their passion, their loyalty, their wealth, and finally their life. Enraptured by her pheromones and bathed in her juices, her victims give the Sazae-oni all these things gladly.

The Sazae-oni is a shapeshifting seductress, incredibly intelligent and charming, and as deadly as a morphine overdose. She is human only when she wants to be. When she finally finishes off her victims, she returns to her horrific true form. By that time, of course, she has convinced her prey there is a secret ecstasy in being slaughtered by her, and they beg to see her demon flesh before they die.

In her natural state, the Sazae-Oni is a hulking, hunched over ogress, her ponderous breasts dangling low on her belly, her skin the pale purple of a strangulation victim's. Her body is plated with a chitinous white exoskeleton, and her hunched back is covered by a spiraling turban shell painted in delicate pastel colors. Her face resembles her human seeming, but her mouth elongates into an insects mandibles; her eyes remain soft, human and seductive, even in her monster form.

Sazae-Oni (CR 6)

Large Outsider

Hit Dice: 6d8+36 HP: 60 hp

Massive Damage: 22

Initiative: -1 (-1 DEX)

Speed: 30 ft

Defense: 22 Touch: 10 Flatfooted: 22 (-1 size, -1 DEX, +14 natural armor)

Base Attack Bonus: +6 Grapple: +14 (or +24

Womanly Suffocation)

Attacks: +8 melee (2d6+2 slam or bite) or Womanly Suffocation or Sleeping Dragon Exhalation (line of *sleep*. 30 ft; WILL 11 negates)

Full Attack: +8/+3 melee (2d6 +2 slam or bite)

Fighting Space: 10 ft x 10 ft Reach: 5 ft

Special Qualities: outsider traits, scent, Orgasmic Blur, Seductive Charm

Allegiances: evil, chaos

Saves: FORT +11 REF +4 WILL +5

Action Points: 0 Reputation: 0

STR 14 DEX 9 CON 22 INT 11 WIS 10 CHA 19

Skills: Bluff +20*, Diplomacy +18*, Disguise +22, Gather Information +14, Listen +7, Sense Motive +7, Profession: prostitute +4

Feats: Deceptive, Gifts of Ecstasy, Sleeping Dragon Exhalation, Womanly Suffocation

Advancement: By character class

Possessions: Casual and formal clothes, *Black Card*, *Coinless Card*, *Lemon Drops* x2, cellular phone, personal items and jewelry

Species Traits

Orgasmic Blur (SU): Those who have spent an evening with the oni find it difficult to ever raise a hand to harm the creature, even when their life is in danger. Any sentient creature who has ever had a sexual encounter with the Sazae-Oni finds it difficult to harm the oni or other members of her species.

For 28 days after the liaison, The Sazae-Oni's lover suffers a 20% miss chance when fighting other Sazae-Oni, as if affected by a *blur* spell's mystical half concealment.

Seductive Charm (SU): Any sentient creature who is lucky (or unlucky) enough to enjoy a sexual encounter with a Sazae-Oni in either of her forms must succeed at a WILL save (DC 18) or become *charmed* as if by a mage of the oni's total character level.

Sleeping Dragon Exhalation (SU): The Sazae-Oni has selected the Sleeping Dragon Exhalation feat; her breath is a gentle fragrant breathe. Many of her prey die smelling cherry blossoms and her mouthwatering vaginal juices.

Sleeping Dragon Exhalation; seven times daily; 30 ft line of *sleep*; WILL DC 11 negates.

Shiro-bozu (CR 4)

Medium Ooze

Hit Dice: 2d10 +5 HP HP: 17 hp
 Massive Damage: -
 Initiative: +0
 Speed: 40 ft
 Defense: 12 Touch: 12 Flatfooted: 10 (+2 DEX)
 Base Attack Bonus: +0 Grapple: +0
 Attacks: +3 melee (1d6+3 slam) (or 1d6+3 slam, plus 1d4 acid)
 Full Attack: +3 melee (1d6+3 slam) (or 1d6+3 slam, plus 1d4 acid)
 Fighting Space: 5 ft x 5 ft Reach: 5 ft
 Special Qualities: Ooze Traits, blindsight 60 ft, Fast Healing 3, Disease Injection
 Allegiances: self (animalistic intelligence)
 Saves: FORT +3 REF +2 WILL -4
 Action Points: 0 Reputation: 0
 STR 16 DEX 14 CON 17 INT - WIS 2 CHA 1

Skills: None

Feats: None.

Advancement: 3-6 HD Large; 7-10 HD Huge; 11-17 HD Gargantuan, 18+ Colossal

Possessions: None

Species Traits

Constrict (EX): Each round the Shiro-bozu maintains a hold on a creature its own size or smaller, it can automatically inflict 1d6+3 points of damage per round of strangulation.

Disease Injection (EX): Though composed of the raw liquid of life itself, the Shiro-bozu carries death in its amoeba like body. AIDS, herpes, Chlamydia, syphilis, even worse diseases fester within the ooze.

Any creature who suffers constriction damage risks contracting a vicious, potentially lethal sexually transmitted disease. The disease has an initial and secondary DC 14 FORT Save. Initial and secondary damage is 1d4 CON.

As a creature of living disease a *remove disease* spell or similar effect cast on the creature inflicts 4d6 points of damage +1 point per caster level (maximum 4d6 +10).

Soft Woman's Body (SU): At will, as a standard action, the Sazae-Oni can transform into a voluptuous, adult human woman. The oni can determine her race, apparent age and physical features, but cannot alter her gender or become a woman of any age category other than adult. She is always heavyset, busty and voluptuous. Changing to human form, or returning to oni form is a standard action. She receives a +10 racial bonus on Disguise checks made to imitate a human woman.

While in human form, the oni loses her natural armor bonus to Defense, as her exoskeleton softens and flows into her body, but retains all other abilities and supernatural racial talents.

Tongues (SP): The cosmopolitan demoness can speak any language, as if affected by a *tongues* spell.

Womanly Suffocation (SU): The Sazae-Oni gains Gifts of Ecstasy and Womanly Suffocation as a racial bonus feat.

Womanly Suffocation; seven times daily; adds +10 to grapple checks; constrict for 1d6+2 points of damage per round.

Shiro-bozu (CR 3)

Medium Ooze

Semen dribbling from a dying lover's body; sperm splattering the floor of a dark temple; the last drying remnants of a mystical orgy drying on once clean sheets. All these things can birth a *shiro-bozu*, a faceless and amorphous creature of white liquid. Born from the forgotten remnants of human and animal lust, shiro-bozu slide soundlessly into the night, growing in both power and hunger.

In it's natural state, a shiro-bozu resembles a huge and amoeboid pool of human semen, milky white with a faint salmon stench. As the creature moves and attacks, its fluid form fluxuates and alters. For a second, it might be a liquid dog; in another instant, it may be a horse sculpted from vicious male semen, and as it kills, it might take human form for a fraction of a second. These vicious, endlessly hungry animalistic predators are often used as guardians and torture devices by the Black Else's demon princes.

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Fast Healing 3 (EX): Shiro-bozu are virtually impossible to kill, able to regenerate their substance from just a few drops of liquid. The creature has Fast Healing 3 and automatically recovers 3 HP per round.

Fluxburn (EX): Once each day, the Shiro-bozu's fluid mass begins to bubble and boil, and the milky white liquid is streaked with blood and yellow ichor. The fluxburn state lasts for 1 minute.

During this time, any living creature touching the Shiro-bozu suffers 1d4 points of acid damage, and the creature's slam attacks deal an additional 1d4 points of acid damage. Creatures grappled by the ooze suffer 2d6 points of acid damage per round of contact. The organic acid only affects organic tissue and cannot damage metallic or plastic objects or creatures.

Improved Grab (EX): If the Shiro-bozu hits with a pseudopod slam, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The improved grab works only against opponents of the same size or smaller.

The Shiro-bozu has the option to conduct the grapple normally, or simply hold the opponent with a several tendrils. If it chooses to do the latter, it takes a -20 penalty on grapple checks, but is not considered grappled itself; the ooze does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

Each round the hold is maintained the Shiro-bozu can deal grappling damage automatically, inflicting 1d6+3 points of damage each round the hold is maintained.

Ooze (EX): The Shiro-bozu has all the traits and immunities common to oozes. It possesses blindsight with a 60 ft radius.

Ushi-Oni (CR 6)

Large Outsider

The Ushi-Oni are hulking, oxen headed creatures- the transformed black souls of soldiers who committed rape and genocide in life. In life, the Ushi-Oni claimed citizenship in the Roman empire, rode the steppes with Genghis Khan's hordes, burned and violated innocent girls as part of the Inquisition, served in Nazi Germany's crematoria, committed horrors in the Sudan, Somalia and Bosnia.

And all too many of Black Tokyo's Ushi-Oni are homegrown abominations, the spirits of Japanese soldiers who destroyed Nanking and mutilated its women, returned to the Earth-realm as punishment for their crimes.

A Ushi-Oni's skins are as black and foul as newly laid tar, with pustulent lesions and tumors which leak bloody black ichor. Their shaggy hides are covered in drab grey hair, brittle and sharp as old straw. Their faces are strange cybernetic abominations, an unholy and disturbing cross between an oxen's skull and a WWII era gasmask. Like all *oni*, Ushi-Oni are marked by instruments of vile lust: their elongated penises scrape the ground, and resemble jointed snakes made up of shell casings and jagged metal shards.

Ushi-Oni

Large Outsider CR 6

Hit Dice: 9d8 + 27 hp HP: 68 hp

Massive Damage: 17

Initiative: +0

Speed: 40 ft

Defense: 15 Touch: 9 Flatfooted: 15 (-1 size, +0 Dex, +6 natural armor)

Base Attack Bonus: +9 Grapple: +13 (+15 with Phallic Spear grappling)

Attacks: +14 melee (1d8+5 Wounding: phallic spear) (1d8 +5 slam) or by weapon

Full Attack: +14/+9 melee

Fighting Space: 10 ft x 10 ft Reach: 10 ft or 40 ft (phallic spear)

Special Qualities: Outsider traits, darkvision 60 ft

Allegiances: self, evil, other Ushi-Oni

Saves: FORT +9 REF+6 WILL+10

Action Points: 0 Reputation: +0

STR 20 DEX 10 CON 17 INT 9 WIS 12 CHA 15

Skills: Climb +17, Intimidate +15, Knowledge: tactics +5, history +5, Listen +13, Spot +13, Speak/write/read: Japanese, Speak/write/read: Abyssal, Speak/write/read one other language of choice, Survival +13 Feats: Simple Weapons Proficiency, Phallic Bloodseeker, Phallic Spear Technique, Power Attack Advancement: By character class

Possessions: typically none, minor trophies taken from victims, military medals and memorabilia from its former life. Some carry additional weaponry, ranging from swords and shields to ultramodern firearms.

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Uwan Lantern (CR 1/2)

Tiny Incorporeal Undead

The Uwan are the weakest and most pitiful of ghosts, spheres of roiling light the bruised purple of a thundercloud. They are the fragmented thoughts of a man or woman who died in a terrifying accident. The drifting will o wisp-like undead float aimlessly through Black Tokyo's streets and abandoned buildings.

They are momentarily startling, packing a powerful empathic punch- the memory of a stranger's last seconds- but vanish almost as quickly as they come, floating away into the night to startle another unwary soul.

A Uwan Lantern who glows a cold cobalt blue is referred to as an *Aoandon Lantern*. Whatever their color, these pitiful undead soul-shards are often used as familiars by necromancers, who use them as scouts and tap into their entropic natures and unlucky aura.

Uwan Lantern (CR ½)

Tiny Incorporeal Undead

Hit Dice: 1/4th d12 HP: 3

Massive Damage: -

Initiative: +2 (+2 DEX)

Speed: flight 30 ft (perfect)

Defense: 20 Touch: 18 Flatfooted: 18 (+8 size, +2 DEX)

Base Attack Bonus: +0 Grapple: -4 size

Attacks: *cause fear*

Full Attack: *cause fear*

Fighting Space: 5 ft x 5 ft Reach: 5 ft

Special Qualities: Undead traits

Allegiances: self (animal intelligence)

Saves: FORT +0 REF +3 WILL +2

Action Points: 0 Reputation: +0

STR - DEX 15 CON - INT 2 WIS 10 CHA 2

Skills: None.

Feats: None.

Advancement: 1-2 HP Tiny ; 2-3 HP Small

Possessions: None

Species Traits

Species Traits

Inescapable Orders (SU): The Ushi-Oni is the corrupted soul of a soldier who willingly followed orders that violate every rule of ethical warfare and honorable combat. As fundamentally dishonorable, loathsome creatures, the Ushi-Oni can influence other weak minds, whispering crisp, curt commands.

As a standard action, the Ushi-Oni can whisper a vile command any sentient creature (with an INT score of at least 5), who has ever served in the military, or who is currently on active duty. Creatures who have never performed military service cannot be affected by this mind-influencing ability. The victim must be within 30 ft of the oni and able to clearly hear and the understand the oni.

Those affected by the Ushi Oni's inescapable orders will treat the oni as a trusted friend and comrade, viewing further commands from the creature in the most favorable light. Regardless of the victim's true morality, the oni's words can urge them to rape, murder and atrocity. Any hostile action by the oni or its apparent allies ends the affect; if the victim is in combat with the oni, he or she receives a +5 circumstance bonus on the saving throw.

Those targeted by the inescapable orders can resist with a DC 18 WILL save. Those affected by this ability remain entranced for a number of hours equal to the oni's CHA modifier (usually 2 hours). A creature can only be affected by this ability once per day. This is a language dependant, mind affecting ability.

Improved Critical Hit (EX): When using the Phallic Spear technique, the Ushi-Oni threatens a critical hit on a roll of 19 – 20.

Outsider Immunities: A Ushi-Oni is immune to fire and poison. A Ushi-Oni ignores the first 20 points of electricity damage from each electrical attack. Ushi-Oni possess Damage Reduction 10/ good or magic against ballistic weapons; when resisting gunfire this damage reduction stacks with DR from other sources, including feats and Tough hero class levels.

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Cause Fear (SU): Once per round, the Uwan Lantern can glow with an unsettling purple light and emit an ear shattering shriek. This functions as a *cause fear* effect cast by a 1st level mage (DC 10 WILL save negates). A creature can only be affected by the Uwan Lantern's *cause fear* ability once per day.

Familiar Traits (EX): If chosen as a familiar, a Uwan Lantern offers its master one of the following benefits, determined by how the creature died. Once chosen, the benefit cannot be changed.

The Uwan offers a +3 bonus on either Drive, Intimidate, Repair or Pilot checks, or offers the master a +3 morale bonus on WILL saves made to resist fear effects.

Undead (EX): The Uwan has all the traits and immunities common to undead.

Zenny Ryu (CR 25)

Huge Dragon

They are the dragons of the storm, of water pouring from heaven to wash away human civilization and human morality. They are creatures of fearsome intellect and implacable lust, who enjoy watching humans fail and die. They are corruptors and princelings, who own vast and decadent kingdoms which sprawl across the Black Else. The dragons of water lead their armies into Earth-reality, spreading their taint to the humans they employ, enjoying the terror of the humans they violate and savoring the flavor of all others.

In their natural form, Zenny Ryu are mammoth, serpentine creatures the size of a main battle tank. Their scales are as hard and black as tempered steel, and they drip with endless rivulets of freezing rain, which vanishes before it ever touches the earth. The grand dragons glisten with moisture and have claws sharp enough to tear through a skyscraper's concrete.

A Zenny Ryu's face resembles a samurai's screaming war mask. Luminous amber markings shaped like profane kanji mark the creature's cheeks and sloping forehead. The dragon's eyes glow as brightly as a lightning strike, and luminous sexual fluid drips from their array of horned penises lining their heavily armored bellies. The creatures are natural shapeshifters, able to assume an innocuous human seeming, and often hide their draconic nature until just before they move in for the kill.

Zenny Ryu (CR 25)

Huge Dragon

Hit Dice: 22d12 +110 HP: 242 hp

Massive Damage: 21

Initiative: +1

Speed: 40 ft ground; fly 60 ft (average) or fly 80 ft (good) during a storm

Defense: 19 Touch: 9 Flatfooted: 18 (-2 size, +1 DEX, +10 natural armor)

Base Attack Bonus: +22 Grapple: +30 (or +32 with Phallic Spear)

Attacks: +31 melee (2d8+9 bite; 2d6+9 claws, tail strike 4d6+9) or Phallic Spear (1d8+9 damage; up to 60 ft reach)

Full Attack: +31/+26/+21/+16 melee or spells or breath weapon

Fighting Space: 20 ft x 20 ft Reach: 10 ft (or 60 ft with Phallic Spear)

Special Qualities: Dragon Traits, Damage Reduction 10/good, Darkvision 60 ft, Fast Healing 5 lowlight vision, electricity immunity, amphibious

Allegiances: evil, chaos, self

Saves: FORT +19 REF +15 WILL +20

Action Points: 12 Reputation: +12 Wealth

Bonus: +32

STR 28 DEX 12 CON 21 INT 19 WIS 20 CHA 17

Skills: Computer Use +24, Diplomacy +28, Intimidate +28, Knowledge: arcane lore +24, business +24, civics +24, history +14, streetwise +14, theology & philosophy +14, Listen +10, Profession (business) +25, Spot +10, Survival +15

Speak/Write/Read: Japanese, Korean, Chinese, English, Russian, Hebrew, Farsi, Draconic, Abyssal, Infernal, Celestial

Feats: Cleave, Dodge, Great Cleave, Misogynist Blade, Mobility, Phallic Spear Technique, Power Attack, Spring Attack, Wombscrape

Advancement: By character class

Possessions: The wealth of an entire Black Else kingdom and the resources of a Fortune 500 mega-corporation. Usually wears finely tailored business or casual clothes, carries a cell phone and high end laptop/pda. Often carries several magical items, chosen by the GM. Rarely carries or has need of mundane weapons.

Species Traits

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Fling (EX): The dragon can drop a creature it has grappled or use an attack action to fling it aside. A flung creature travels 30 ft and suffers at least 3d6 points of damage. If a creature is flung by a flying dragon, it takes this amount, or falling damage, which ever is greater.

Improved Critical Hit (EX): When using the Phallic Spear technique, the dragon threatens a critical hit on a roll of 19 – 20.

Improved Grab (EX): To use this ability, the dragon must hit with both claw attacks. The Kenryo Ryu deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. The improved grab works only against opponents at least two size categories smaller.

The dragon has the option to conduct the grapple normally, or simply hold the opponent with a several tendrils. If it chooses to do the latter, it takes a –20 penalty on grapple checks, but is not considered grappled itself; the ooze does not lose its Dexterity bonus to Defense, still threatens an area, and can use its remaining attacks against other opponents.

Manskin (SU): At will, the dragon of the storm can allow its cold waters to flow over its thick hide, transforming draconic evil into something less recognizable. The draconic creature can transform into a specific human male.

While in human form, the dragon loses its flight speed, and access to its natural weapons, but retains all other abilities, including physical ability scores. Transforming between human and draconic form is a standard action.

Rampant Abomination (SU): Zenny Ryu have evolved as monstrous, mage-bred rapists, who spread their bloodlines through violence and supernatural atrocity. The dragons possess the Misogynist Blade, Phallic Spear Technique, and Wombscape feats as racial bonus feats. The relevant information is summarized below.

The storm dragon's most fearsome breath weapon is the cloud of rapacious vapors and airborne spermatozoa it can exhale, as often as once per hour. This is a variant on the 'airborne' version of the wombscape ability, and is summarized below.

Phallic Spear damage: 1d8+9 damage, 60 ft reach plus Misogynist Blade toxin

Misogynist Blade toxin: Initial and secondary damage 1d6 DEX; FORT save (DC 17 injury) or (DC 15 ingested)

Wombscape: If striking a female of reproductive age, the dragon can cause pregnancy or spontaneous abortion if pregnant. FORT Save DC 35.



Black Tokyo -The Hentai SRD

Wombscape breath weapon: 30 ft cone. Males suffer 5d4 acid damage per round (DC 35 FORT save half) Females risk pregnancy, but do not take acid damage. Remains in existence for 1d4 rounds.

Wombscape cannot affect any character, male or female, who possesses the Tantric Wisdom feat.

Spelllike Abilities (SP): The dragon can use the following magical effects at will, as a 10th level mage or acolyte:

Animate Dead, Arcane Eye, Augury, Bestow Curse, Cause Fear, Create Water, Daze, Detect Magical Aura, Dispel Magic, Energy Trap, Fear, Ice Storm, Light, Locate Object, Mage Hand, Searing Light, Shatter, Shout

Stormflight (SU): The Zennyo Ryu is the embodiment of storm and natural fury. Its dark hide blends perfectly with a storm-wracked sky. It receives a +20 racial bonus on Hide and Move Silently checks made during a thunderstorm. While flying through a storm, the dragon can catch the winds, and improves its flight speed to 80 ft (good maneuverability).

Thunderscream (SU): The great dragon of the storm can disorder the heavens. As often as once every minute, the creature can breathe a line of storms and thunder. The dragon's breath weapon is a line of lightning 60 ft in

length, which inflicts 6d6 points of electricity damage (DC 22 REF half).

Any living creature within 30 ft of the dragon's maw when it unleashes its breath weapon risks being dazzled by the fury of the unleashed storm. All creatures within 30 ft of the dragon must succeed at a DC 20 FORT save or be *blinded* and *deafened* for 1d4 rounds.

Damage Resistance 10/good: The dragon ignores the first ten points of damage dealt by any mundane weapon not attuned to the service of good or blessed by a benevolent faith.

Fast Healing 5: A Zennyo Ryu is a powerful combatant, gifted with phenomenal regenerative talents. The creature has Fast Healing 5 and automatically recovers 5 HP per round.

Immunities (EX): A Zennyo Ryu is immune to electrical damage, and as an amphibious creature can survive indefinitely in water.

Dragon (EX): A Zennyo Ryu has all the traits and immunities common to dragons. A Zennyo Ryu has darkvision with a 60 ft range, and low light vision. The dragon has the scent special quality, and can recognize familiar odors as a human can recognize faces.



THE WORLD OF BLACK TOKYO

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The World of Black Tokyo

There are two Japans. Maybe more. There is comfortingly strange, exotic and familiar Japan, the Japan that's a member of the G-8. The Japan that is a financial and cultural powerhouse; the Japan that exports high end electronics and anime culture. The Japan of bullet trains, a planned space port in Tokyo bay, the Japan that anxiously watches the toddler princess grow into a young woman. The real, 21st century Japan.

And there is the shadow Japan; the dark reflection. The flawed, cracked, bloody mirror held up to Japanese society. Japan has a mystic and sexual underworld hiding in its neon-splashed shadows.

Some of Black Tokyo's most important factions, their plots and plans are described below. From ghost haunted onsen to demon infested whore houses to secret government organizations, what follows is a brief guide to a deadly Japan that most outsiders never see.

Prostitution, Pornography and the age of consent in Japan

"Toshio Maeda's manga Urotsukidoji created what might be called the "modern paradigm" of tentacle porn, in which the elements of sexual assault are emphasized. Maeda explained that he invented the practice to get around strict Japanese censorship regulations, which prohibit the depiction of the penis but apparently do not prohibit showing sexual penetration by a tentacle or similar (often robotic) appendage."

- *Wikipedia.org*

In Japan, prostitution has technically been illegal since 1956, when the Anti-Prostitution Law was passed by the Diet. However, since Japanese law defines sexual contact only as heterosexual genital to genital contact, anything else is fair game. Masturbation, oral and anal encounters and fetish acts which don't involve sex but are every bit as enjoyable for a fetishist can all be safely and legally purchased.

Brothels are referred to as *pink salons*, *fashion hotels* or *happenings bars*. Clients pay a steep cover charge, sometimes as much two hundred dollars (around 20,000 yen) for entry. Sex clubs skirt the Anti-Prostitution law with simple legal trick: the customer is only paying for entry; any sexual contact with a girl inside is a 'private arrangement', not something the bar is legally responsible for. *Delivery Health* services are outcall services serving travelers and business men, and often mail printed handbills to solicit clients. Contrary to some belief, most Love Hotels are not necessarily brothels. Many are simply private places for lovers to rendezvous.

Pornography is omnipresent in Japanese society, lacking much of the stigma it has in Western society. Hardcore films, videogames and hentai manga catering to every fetish can be found in neighborhood magazine shops, marked by a neon kanji that resembles the letter A superimposed over a cross. One peculiarity in Japanese law is that until very recently pubic hair and genitals couldn't be shown. Even the most extreme Japanese videos rarely show penetration, in contrast to American hardcore... if the thrusting and spurting of actual intercourse are shown, they're usually pixilated out or otherwise disguised.

As compensation, Japanese pornography emphasizes hard bondage, humiliation and messy fetishism. Rope, bukkake cum-shots, diaper play, costumes and other kinky themes are common in Japanese porn. Censorship led to hentai's emergence as an art form. Barred from showing an erect penis, animators and artists were forced to find other, more imaginative substitutes. "Guro" or "ero-guro", a hentai sub-genre which focuses on extreme violence, sexual murder, torture and mutilation is an emerging force within the art form, and pushes hentai even further out of reality and into a world of violent sexual dreams.

One element of Japanese sexuality intentionally left out of the book is the fact that Japan has an incredibly low age of consent. In many jurisdictions, 13 or 14 year olds are considered sexual adults. Beginning in the late 1980s, a generation of Japanese teenagers became after school prostitutes, trading 'compensated dates' with businessmen for spending money, generating minor outrage from the American press. As loli-con elements have been initially omitted from Black Tokyo, this fact is only mentioned as back ground color, and as a potential plot hook for Black Tokyo's gamemasters.

Sexually Transmitted Future (The Japanese Edition)

Japan is one of the few Asian countries facing a population implosion. Since WWII, increasing commercial and educational opportunities have taken Japan's women out of the home and into the workforce. Marriage and the birth of the first child, which usually marked the end of a woman's teenage years has been delayed. With increasing chances at careers, independence and wealth, more and more Japanese women are choosing to delay marriage and birth until their late 20s or early 30s, or even later. Effective and cheap birth control methods have aided Japan's women in delaying pregnancy.

As a result, Japan's birthrate has plummeted steadily since the early 80s, by some estimates, the native Japanese race on the island will be outnumbered by immigrants by the mid 2050s, and potentially extinct by the dawn of the 22nd century. Japan's society is aging slowly and inexorably; the population's median age edges towards obsolescence.

The consequences are many and varied, and often unexpected. Japan's medical establishment and 'geriatric comfort' industries make record setting profits each year. Japan's robotics industry has shifted focus from industrial automation to household assistants, robotic maids and butlers in an assortment of humanoid and animalistic forms. Japan's computers have become simpler with streamlined, graphics heavy, intuitive OS tailored specifically for the elderly and their special needs.

The falling birth rates have actually lead to improvement of women's status in the workforce. The Japanese government has urged business to adopt more family friendly policies, including protected family leave, improved medical benefits and child-care credits, onsite day care and similar incentives in an effort to convince Japanese career women to balance career with motherhood. Many workplace gains for women are relatively recent responses to Japan's 'birth crisis.'

As Japan's population falls, the typically xenophobic nation is forced to confront the role outsiders and immigrants will play in its society. Conservative elements within the government have pushed for racial and ethnic limits on the number of new visas offered each year. The need for a large workforce and tax base to support Japan's seniors is balanced by long standing racial hatreds, particularly where the Chinese and Koreans are concerned.

As the 'birth crisis' worsens, its widely expected that Japan will become steadily more conservative, and that immigration restrictions will only get tighter to preserve Japan's ethnic character. A native 'pro-life' movement, though not as politically connected or as fearsome as America's, has made gains in restricting abortions in Japan, and is expected to only get more powerful as the years pass and Japan goes greyer and greyer.

Club of Floating World:

The Tobita Red Light District (), also known as Tobita Shinchinari-ku, Osaka. **It was one of** the largest police-sanctioned red light districts in Japan until 1958, when anti-prostitution laws went into effect. *The laws seem to have had little effect for the brothels in the area, however, as they now operate largely under the guise of being "Japanese-style restaurants."*

- Wikipedia.org

The Floating World club is a 'fashion hotel' in downtown Osaka, a polite modern euphemism for brothel. It is one of Japan's most exclusive clubs, a half world place where dancers are as likely to be wonders

from the Tatakama itself as they are to be Japanese school girls working for tuition or illegal's paying for their passage. The Floating World is hidden behind an ordinary façade of a crowded urban love hotel, a small red brick building with a small brass sign over the front door that reads "Japanese Only".



It is not a place Americans and foreigners are welcome at; it is not a place outsiders know how to find. The Floating World's exact location on its twisting, winding street seems to shift; the buildings around the World change owners and décor often, as if in a dream.

Inside, Japan's elite drink Sapporo and watch the dancers, awaiting a turn with one of the girls. Some claim that the Floating World charges a million yen cover charge, and only the wealthiest businessmen and most prosperous Yakuza gangsters can afford to visit regularly. Others claim that the girls of the Floating World will willingly offer themselves and their services for the yen in your pocket; if they decide you are worthy. Perhaps both are true.

Mingled among the human prostitutes and bar-girls, the Floating World is said to be staffed by stranger things. There are rumors of Sazae-Oni madams who allow college boys their first sexual wonder, and then suffocate them as they pant after orgasm, of vampiric things that strangle drunken patrons.

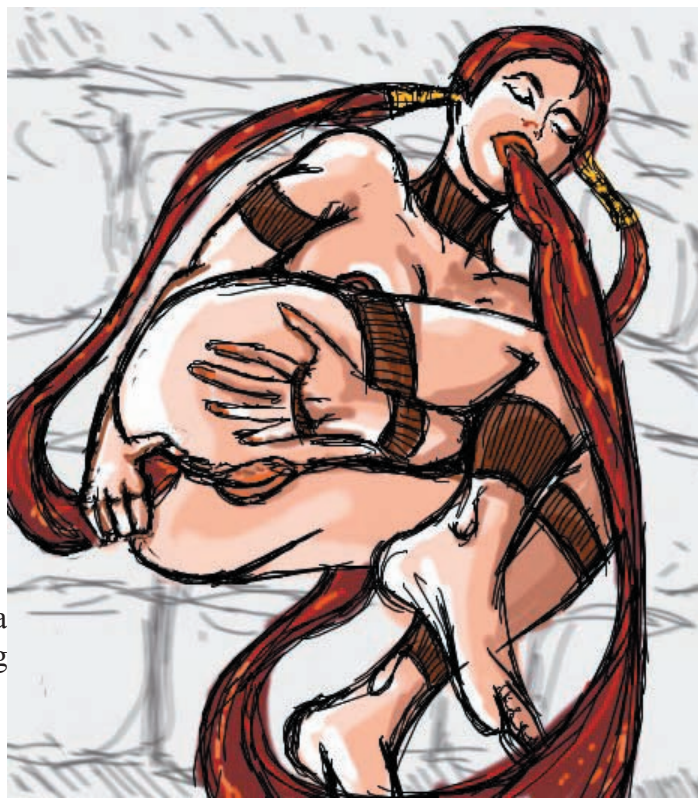
There are just as many tales of delicate maidens whose touch awaken strange powers, whose orgasm brings enlightenment, of cowardly little men who somehow found the courage to stand against the Black Else after a drunken night in the Floating World. There are tales of Sacred Pleasurers who use the Floating World as their temple, like the Babylonian hora of old. There are rumors of glamorous and exotic Flow Witches working out of the Floating World's cramped bedrooms who bottle their blood and urine as mystical and potent "teiku auto"... expensive fetish souvenirs.

As always, which stories are true, and which are only dark legend is for you to discover....

The Hibagon's Night Stadium:

On moonless, cool, crisp spring nights, just after baseball season begins, another small ball field sometimes appears in a country already filled public and private ball fields. Under the sterile light of sodium vapor lamps, demons from the Black Else step into the Earth-realm, enjoying the night. Since the dawn of Japanese history, the Hibagon have plagued mankind. In modern times, their brutal gatherings have imitated human baseball games. Girlish screams and demonic drums fill the air; the rolling thunder of Hibagon laughter spoils the springtime tranquility.

The Hibagon's night games are thankfully rare, but are nightmares of violation and torture. The Hibagon indulge in atrocities most humans cannot even conceive, doing things that would sicken a serial rapist and drive a mass murderer to repentance, all under the cold white glow of the sodium vapor lamps. Hibagon children prove their demonic manhood, cheered on by the tribe's adults, by destroying the bodies and mind of human prey.



By morning, the stadium is gone, the lights extinguished for another evening. The only trace of the Hibagon night games are the weeping remains of the victims, left lying in some abandoned alley, or in the entry nook of a closed and shuttered bar.

The Night Games have been recorded across Japan, with the worst and most numerous incidents in Okinawa and far Southern Japan. Section Seven has tried to find some way to predict the Hibagon's incursion, without success.

To date they have only been able to report to individual kidnapping and missing persons reports as they come in, and hope they are in time to save the Hibagon's many young victims. As the Night Games become more frequent and their effects more horrific, Section Seven has begun negotiating with the United States to purchase UAVs (unmanned Arial vehicles) and satellite time in hopes of spotting the Hibagon's vile stadium as soon as it materializes in the Earth-realm.

Morioka Prefecture School:

Sixty three little girls died by fire and smoke, trapped inside a grade school that is **now long abandoned**. The Morioka Prefecture School was boarded up in early 1983, and the once rural city grew up around the smoke blackened ruin. The school lies silent and crumbles to dust, a charred corpse tangled in legal bureaucracy. The Prefecture would like to forget about the tragedy, and just bulldoze the ruin into memory and build a new Happy Drug over the site, but circumstances conspire against ever putting the tragedy in the past.

The Morioka Prefecture School has a reputation as one of the most haunted places in Japan, a terrible designation in a land already choked with ghosts. Children avoid the ruin; animals refuse to come within a hundred yards of the classrooms where the girls burned, and three Buddhist priests have died of unexpected strokes or heart attacks during public exorcisms preformed on the anniversary of the tragedy.

A pack of Ohaguro, more than two dozen strong, claims the ruins as their home. They huddle together for warmth in lightless, blackened basements. Jinzu abominations float silently through the halls, dripping blood and water, which never seems to dry. Ghostly lights can be seen drifting through the hallways; the locals know enough not to look towards the school's ruins after sunset.

Project GILGAMESH:

"The last island between Japan and Siberian Russia. Unpopulated because of its nature as a political football. Legally, this island is a nowhere thing."

-Master Storyteller, Warren Ellis' Planetary

Project GILGAMESH began three days after the Japanese surrender, the first United States project begun as MacArthur's occupation forces rolled into Japan. Following rumors whispered by children driven mad by hellish dreams of an enormous monster entombed under miles of black ice, a small US Marine Corps detachment landed on Onkotan, the northern most of the Kuril Islands, just a stones throw from Russia. The USMC detachment found a collection of crude stone houses, all empty, and all marked by pools of frozen blood.

A long tunnel disappeared beneath the tundra, leading miles into the Earth. Over the course of a single hellish night, the Marine recon team descended into the tunnels; most went mad; the lucky ones died. The handful of survivors brought back a tale of a great dragon, a demonic, suarian turtle slumbering but obviously alive buried under a three mile deep ice shelf. Inexplicably, the slumbering beast's cavern was littered with recent newspapers from around the world, all reporting on the atomic bombings at Hiroshima and Nagasaki.

It took the Pentagon only a few days to deduce the truth. A small USMC detachment had found the infamous Genbu, a creature of Japanese myth so horrible that even the gods trembled at its passing. Soon, the foundations for *Project GILGAMESH* had been laid. The project's

mandate: do everything in its power to ensure the beast never awakened; find a way to kill it, and if not, find a way to control it.



Over the decades, GILGAMESH's mandate evolved and it ceased to be a solely American project. Even during the height of the Cold War, a detachment of Russian scientists was allowed to study the beast, in the hopes of finding some way of keeping it in deep coma. Likewise, the United States quickly opened the project to several ancient Ainu clans, whose bloodline had been tasked with containing the demon since the Edo period.

Today, Project GILGAMESH is an under-funded side project, a forgotten 'legacy mission' high in the Arctic Circle. The current administration sees little point in spending billions each year keeping a slumbering giant contained, especially since that giant has never actually awoken in all of human history. That the genbu's mere presence drives psychic sensitive's to suicide and can break the minds of diviners who try to understand its purpose is a fact lost on 21st century Washington DC.

Outwardly, Oneketon appears as it has for centuries, a handful of crumbling huts littering a blasted snow-scape. Project GILGAMESH's base of operations is buried deep beneath the Kurils, and stretches several miles into Russian territory. GILGAMESH Base was state of the art throughout most of the 80s, but is falling into ruin.

Outdated mainframes and green-screen computers are slaved to recently bought Dell's, and system failures are expected and common. Paint is peeling and the base's lime green concrete walls are cracked by ice and dribble frozen tears. Half the base's florescent lights are blown out on any given day. For all the importance of its mandate, GILGAMESH Base is a dying military secret.

For the last few years, GILGAMESH has been a dumping ground for disgraced US officers, a final command while they wait out retirement. As a result, the Japanese and Russian factions within the project have grown more influential.

Campaign Use:

Project Gilgamesh can be used in several ways. The Project can provide the initial backing and **investigatory mandate** for a group of government sponsored heroes. Players wishing to play non-Japanese heroes or who want to 'import' existing characters to the Black Tokyo could easily be part of the project. A crew of US military misfits and brig-scum might be deployed to Japan and stationed with the Project.

Since Project GILGAMESH is a discredited and under-funded organization, it can be an effective benefactor for the PCs, keeping them equipped and slightly above the law, but lacking such campaign breaking potency that the PCs can always just run to their superiors for more guns and advice at the first sign of trouble. GILGAMESH characters are brutally efficient, capable thieves, blackmailers and jury riggers who know how to keep their operation running on a shoestring: they're tough, smart, lean and hungry.

A recent rash of demonic incursions might be the harbingers of the Genbu's long prophesied awakening. A campaign that spans the length and breadth of Japan, hunting one monster after another might climax in a desperate struggle against an awakened Genbu.

Long term exposure to the Genbu can be a source of great power, or supernatural corruption. Soldiers stationed on Onekotan might notice the taint first in dark dreams; indulge in rape fantasies that finally play out bloodily in Russian whorehouses during shore leave. Body and mind might warp in the Genbu's shadow. The Genbu's dreams might disorder reality, opening portals to the world beyond. Gates to the Tatakama and the Black Else might be found, in deep recesses in the twisting ice caverns.

The player characters may have to storm a crumbling military base, battling through oni-tainted soldiers and hungry ghosts before confronting evil's darkest dreams. Both the 2005 videogame F.E.A.R (First Encounter Assault Recon), and the Marvel comics graphic novel Ultimate Nightmare offer great *inspiration for a doomed mission into a military base that has somehow become a portal to hell itself.*

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Black Tokyo -The Hentai SRD

Project GILGAMESH also shares many similarities with Neon Genesis Evangelion's NERV, most of which are intentional. Adding bio-tech mecha born from the Genbu's own flesh *makes for an interesting* variant Black Tokyo campaign. Since Neon Genesis Evangelion uses the brutality and sexual tension of the best horror hentai to tell its epic psychology *meets mecha tale*, its fair game as source material for a dark hentai game.

Rural Japan

Despite being one of the most cutting edge, hyper-industrialized nations on Earth, Japan has never forgotten its roots as a farming and fishing nation. Apartment owners keep tiny gardens on overcrowded patios already crammed with stored bicycles, omnipresent satellite dishes and laundry lines. Just minutes outside the city, the smell of horse and human manure drifts up from flooded rice paddies.

Outside of mega-cities like Tokyo, Kobe and Hiroshima, the winding roads are quiet. Well maintained toll roads wind through old growth forests. Lonely farmhouses, some of which survived the devastation of WWII intact, most of more recent vintage sit far back from the road, beyond a maze of ancestral rice paddies and wheat fields.

The eerie quiet and isolation makes rural Japan a great setting for a horror campaign. Farmer's superstitions can provide a clue to the supernatural menaces in the area; local harvest festivals might unknowingly placate local ghosts and demons.

Akaname scavengers might prowl the lonely fields at night, devouring the 'night dirt' a euphemism for the human waste that fertilizes the rice to maintain the illusion of living humanity. Goblins and minor oni emerge through torrii gates high in the mountains, vandalizing shrines, violating temple maidens and turning onsen into abbitors.

Japan's city dwellers find plenty of reasons to retreat to the quiet of the countryside. Family and grade school class trips to storied old temples are regular occurrences. Mount Fuji is one of the world's most popular tourist destinations. Millions of travelers, both Japanese and foreign, make the day long ascent each year, visiting an assortment of small shrines, bathhouses and little bars on the way up.

Onsen are luxurious and peaceful resorts built around natural hot springs; some of the oldest date back to the 1600s, though like most of Japan's structures, many were rebuilt post-WWII. Guests can spend days bathing, dining and relaxing, but are expected to follow long standing codes of decorum and behavior. More raucous partiers can visit near by love hotels, or 'leisure hotels' to enjoy a sexual rendezvous, a night of drinking and terrible (or terribly fun) karaoke.

Japan's myriad temples and onsen provide a great, and unique adventuring location. In many ways, these tourist spots are a throw back to an earlier era. Some haven't even added modern electric lights or phone lines, and are an exact recreation of Japan's past.



Black Tokyo -The Hentai SRD

Travelers trapped in an isolated hotel when the lights go out and the phones stop working is a classic horror movie motif on both sides of the Pacific, and there's nothing more Japanese than a vicious sword duel that spills blood and cherry blossom leaves.

Police Section Seven:

The Tokyo police force has maintained a small garrison of ghost hunters and exorcists since 1914. Police Section Seven has maintained the peace and harmony of Japan and ensured balance in the mystic realms for nearly a century. Section Seven was a model for the American Department Seven and other demon-war groups. As befits a Japanese organization, Section Seven is less apt to use fire arms and advanced technology than their American counterpart. Many of Section Seven's operatives are competent street corner mages and veteran exorcists.

The prestigious Section Seven only rarely accepts new agents, and only than to replace officers lost to death, injury or retirement. Applicants are required to have years of excellent service with the Tokyo PD or the Japanese Self Defense Force, and few candidates make it through the grueling 12 month long academy. The academy itself is located a few hours north of Sapporo, at the frozen northern edge of Japan, and it's rumored that the final 'graduation exam' is held on the far side of the Tatakama.

Section Seven is headquartered in an ultramodern 12 story glass and steel obelisk in the heart of Tokyo's Shinjuku shopping district. The sprawling complex is home to everything from forensics labs and armories to a cafeteria and gift shop, even a small museum detailing some of the Section's unclassified cases. A rooftop heliport and dedicated rail lines built into the building allows Section Seven operatives to be anywhere in Tokyo within minutes, and anywhere in Japan within hours.

Chrysanthemum 7:

Chrysanthemum Seven is the Japanese Self Defense Force's equivalent to Section Seven. Named for the imperial flower of Japan, the unit is made of Japan's most highly decorated and well equipped veterans. Chrysanthemum Seven was founded in the late 1970s, and first became active stopping a rash of rape murders that were eventually traced to an Isonade mastermind in the rural Misawa, far in northern Japan.

Today, the unit is several thousand men and women strong, and operates out of JSDF bases across Japan. Unlike most Japanese units, Chrysanthemum Seven is a relatively welcoming place for female operatives. The unit recognizes that certain monsters can only be put to death by a woman's hand, a woman's mind.

Chrysanthemum Seven operatives wear standard military uniforms and combat gear in the field, and are easily recognizable in their off duty attire. Most new operatives make it a point of honor to wear a loose kimono decorated with golden chrysanthemums, and many tattoo the same image across their backs and as a band around their inner thighs.

Campaign Use

Section Seven and its counterparts are the most likely organization for player characters to belong to, **an elite**, semi-secret government agency that is above the law, providing clearance, transport and ammunition to the heroes. It is a slightly skewed version of the omni-present Department Seven, a generic 'heroic' organization the heroes can serve in.

By making Section Seven both older and more publicized than their American Department Seven counterparts, the gamemaster can set up an interesting conflict between the two groups, a rivalry that colors every interaction the two organizations share.

While Department Seven might boast genetically engineered super soldiers, gunslingers and stoic veterans, they are unprepared for the quieter and more intimate horror plaguing Japan, and equally unprepared to work with death-fixated Ghostkiss Investigators, shape-shifting Kitsune spies and Flow Witches whose power spills from between their legs... all part and parcel of life in Black Tokyo.

The Sisterhood

"And in the dream you held a gun, and you killed the fawn who hurt you. And left me there, the only one who would not dare desert you."

-Veruca Salt, Celebrate You

Black Tokyo -The Hentai SRD

There is a house in Osaka, which dates back to the 15th century, untouched by Allied bombing runs. And in this house, there are women. Extraordinary, powerful, and beautiful women. Enraged women. The Sisterhood are a dark legend among Black Tokyo's predators. They are protectors and priestesses, frontline soldiers in Japan's sexual war.

The Sisterhood are a coven of mages and feminist artists, priestesses and vigilantes. Their tactics range from video installations in Tokyo's skyscraper art galleries to cold blooded murder, from public pressure to prosecute sexual violence and raise awareness of domestic abuse to mystic rituals, handed down from mother to daughter for generations. The women of the Sisterhood are a loose confederation of extraordinary women, who are united only by a sense of purpose.

The Sisterhood works closely with Section Seven, helping survivors cope with demonic rape, aborting oni-spawn pregnancies and helping victims turn their pain into power. The Sisterhood produces Eyrines 5.67 mm SMGs for Section Seven and others, providing the weapons necessary to hunt demonic super-predators.

The Osaka safe house is open to all members of the Sisterhood. Usually only a handful of women are in residence at any time, recuperating between missions or using the safe-house's library. The Sisterhood makes it a mission to free slaves of all kinds, from children abused by international pedophile rings to exotic beings like Daydream Girls and Nekomusume. The crowded, chaotic safe house is the temporary home to Japan's desperate and fearful, their first stop on a journey to personhood.

Campaign Use:

The Sisterhood can be a powerful patron and motivating force for some player characters. Their **feminist slant and** cellular structure gives them a unique feel, a sense of purpose and passion that Section Seven sometimes lacks. They make ideal backers for a collection of heroes who doesn't want anything to do with the law and resists taking orders.

The fact that the Sisterhood actively frees and recruits the other-worldly and the exotic means that many metahuman PCs will have had contact with them. Players with Nekomusume or Elsebound PCs might owe their lives and souls to the Sisterhood; Flow Witches and Sacred Pleasurers might study at their feet.

The Sisterhood might take a darker turn, and be introduced as merciless furies. If the Sisterhood gives into its anger, the organization might turn from hunting the worst monsters: rapists, murderers and supernatural horrors and begin murdering anyone who they disagree with, anyone who harms women in any way, politically economically or socially. And in Japan, that's a lot of targets.

The Yurei-Sama Line (Black Ghost Line):

*"In a six month period during the year 2000, 22 out of 37 suicides involving **JR trains in eastern Japan occurred on the Chuo Line.**"*

-Seldom Asked Questions about Japan



There's a ghost story circulating across urban legend websites tagged with ".ip" addresses. Office girls running late for the last train running home from the business district of a crowded city, sometimes Tokyo, sometimes Kyoto, sometimes a suburb.... There's a story about the woman rushing to catch the last train, and finding it strangely empty. There's a story about falling asleep on the train, somehow, despite the mental training and justified paranoia of a woman on a Japanese rail line late at night.

There's a story about a woman awakening to a stabbing pain in her center, and opening her eyes to hell itself, about demons with penises as smoothly deadly as a wasp's sting, of a train cruising soundlessly through a black countryside with no lights. There's a story of the quiet whish of the wheels over the track's steel as her screams reach a crescendo. There is a story.....

And in the morning, there is usually a body found at the last stop on the line, a young woman brutally violated by an inhuman lover, her body burst apart from within, the line's advertisements and plastic seats splashed with her blood. No cameras will have recorded the death, no deviations from the route will have been recorded, and no witnesses will be found. Piles of demonic shit will float through the despoiled air of the murder-car, causally breaking a dozen laws of physics. The train's hull will be pitted and scored as if exposed to some hellish furnace.

And sooner or later, Section Seven will be

Black Tokyo's Inspiration

Black Tokyo is a world like ours, at least on the surface; it is a world that most anime fans will find familiar. Black Tokyo uses the city of Tokyo as a starting point, and adds supernatural and demonic elements to an otherwise real world setting. Desire can reshape reality; a bored salary man can find an ancient sword and become a dimension jumping hero- or can give into his lusts and birth another rape-oni into the world.

While Black Tokyo takes plenty of liberties with Japan, the more uniquely 'Japanese' flavor the gamemaster can inject to the game the more memorable and unique the campaign will be. Travel books and expert websites are good sources for a street level view of the culture, and inspiration for setting details. The following anime, manga, films and other media provide some great gaming inspiration for a Black Tokyo campaign. Some are erotic, others are not, but all of them are thought provoking and capture something essential about Japanese life.

Battle Royale: This grim story has been successful as a manga, a novel and a live action movie. Hideously violent, the graphic novel's plot satirizes Japan's cut-throat competition among students and salary men, for grades, for jobs, for rare class openings... for a future, among an overcrowded, over stressed and overworked society. Japan is home to an aging populace that both hate and envies, but still depends on the young working class to support it: Battle Royale turns class struggle and the war between the generations into a life or death battle.

FLCL: This entire surreal anime is a metaphor for a boy's first sexual experience, and first exposure to adult roles and responsibilities, and though it's not explicit, its one of the most intelligent and poetic anime out there. Something else to notice is the backgrounds- the designs for the shops, the homes, the Japanese street corners.

FLCL, like Perfect Blue (another favorite anime), gives you a sense of how crowded and industrialized Japan is. In both these anime, just like in real life, you might go out for drinks and salted peas in a Japanese bar that's only a little bit bigger than your bedroom. You might have a 2 room apartment in a high-rise that's about half the size of a standard American efficiency, or stay in a high-priced Tokyo hotel room less than 100 ft square.

The Grudge (American version): While this was an utterly mediocre horror movie with a pretty forgettable plot, I really enjoyed the camera work and the film's subplot: how it feels to be an outsider in an alien culture. The scene where Sarah Michelle Gellar is in the Japanese supermarket, unable to read the packages and has to confront the fact that all of a sudden she's the illiterate one, the immigrant, and the outsider- is stunning. That one short scene captured the culture shock of my first few months in Japan perfectly.

Lost In Translation, starring Bill Murray, is another American movie which provides a great look at Japanese culture.

Karen & Paletta: Karen and Paletta are Japanese magazines dedicated to anime, filled with great images, interviews (in Japanese unfortunately) and design art. Karen focuses on hentai and sexually explicit art, while it's sister magazine Paletta focuses on non-erotic works. If you can find some copies in a used book store or through an importer, pick them up. As both works of art and gaming inspiration the copies of these magazines I brought back from Japan have been invaluable.

Panty Explosion; Matt Schlotte, Jake Richmond. In addition to having the coolest name of all time, this indie RPG offers a lot of vital details about the Japanese public school system and teen life in Japan. I enjoyed it as a game, but I enjoyed the well researched, well written info about Japan even more, and can't recommend it enough as a cultural resource.

The Ring (both versions): The Ring is quintessential J-horror, and the incredibly well-shot American version is one of my favorite horror films. Players building Ghost Kiss Investigators or playing Ohaguro PCs can find lots of inspiration in this terrifying, creepy film, and Samara is one of the best villains in modern horror.



Silent Hill is another favorite horror film, full of great ideas and awe inspiring monsters. The film also owes a major debt to anime and J-horror, and the director openly credits Urotsukidoji with inspiring the film's bloody climax.

Species: This mid 90s horror movie could be considered America's first mainstream, live action hentai film. Tentacles, gratuitous sex and extreme violence dressed up a plot that focused on the role of women in American society. Though obviously inspired by both hentai and H.R. Giger's paintings, the movie is set in American and offers little insight into Japanese society. Still, it's an example of a well written, highly symbolic hentai action-adventure, and worth checking out.

Stormwatch: Force of Nature; Warren Ellis, Tom Raney. Warren Ellis is one of the best authors working in comics. His single issue story *Kodo*, which is collected in this TPB offers a fairly insightful look into the damage WWII caused to Japan's national psyche, and the role fictional 'super militaries' play in Japanese pop culture. The single issue story *Island*, collected in Planetary: All Over the World & Other Stories explores similar themes.

Black Tokyo -The Hentai SRD

Also worth mentioning is his Strange Kiss miniseries from Avatar Press, which offers some good plot hooks for an erotic horror campaign.

Taschen Books: Taschen produces a great line of inexpensive art books, focusing on pop art, fringe artists and controversial subjects. I kept copies of several of their books on hand for inspiration while working on this project: *Digital Beauties*, *Erotica of the 20th Century Vol 1 and 2*, *H.R.Giger, Pussycats (which has a few great erotic Japanese woodcuts and silk screens from the Edo period)* and finally, *Women Artists in the 20th and 21st Centuries*.

Urotsukidoji: Legend of the Overfiend: Toshio Maeda, the film's creator, is the Jack Kirby of hentai, the first artist to take the art form to its limits, and to develop the visual language that later artists working in the genre utilize. The story is fairly clichéd, but today's standards, but the battle scenes are incredible, and the old school, shadowy anime look blows away everything the US animation industry was pumping out during the mid 1990s. The over the top Urotsukidoji inspired Black Tokyo's cosmology, some of its demons and many of the feats, and is a great place to pillage ideas from.

Wicked City: Wicked City is one of the quintessential horror hentai. Imagine a Japanese version of the X-Files investigating demonic invasions, not alien visitations, and you have a pretty good idea of what Wicked City is all about. One of the first hentai I ever saw, Wicked City is an obvious influence on Black Tokyo, inspiring everything from character classes to feats to the setting's cosmology. The anime's premise: super agents working for the secretive Black Guard battle shapeshifting demons is one of the most gamable out there.

Though slower moving and needlessly angsty, Witchhunter Robin has the same basic set up. A psi and mage-enhanced SWAT team takes down out of control 'witches'. Witchhunter Robin seamlessly blends police tactics and modern fire power with psi-talents and sorcery. The Spriggan, from the eponymous named anime and manga is another secret Japanese organization dedicated to hunting monsters and recovering mystic artifacts. These fictional super-soldiers fill the same basic role most Black Tokyo Department Seven agents will.

Black Tokyo

The Hentai System Resource Document
CHRIS FIELD, March – April 2007

Bibliography

Seldom Asked Questions about Japan:

www.japan-zine.com The S.A.Q. is one of the best resources I've ever found about modern life in Japan. Gamemasters looking to add genuine Japanese flavor to their games are encouraged to read through the list for inspiration about everything from the beer their Black Tokyo PCs drink to the habits of the other drivers on the road, from the 'pervert chairs' in love hotels to the enduring mystery of why there aren't many snack food vending machines in Japan. A quick read of the S.A.Q. is almost as good as a trip to Tokyo, and about 1,500 dollars cheaper.

Skeleton Key, by Andi Watson:

Andi is an American mangaphile, who produces wonderful, minimalistic adventure comics inspired by the best Japan has to offer. One of Skeleton Key's main characters is Kitsune, a playful foxy adventurer from the species of the same name. Over the years, Skeleton Key's storyline morphed from wild and crazy adventure to relationship drama, but never lost its essential charm. Some of the best Skeleton Key issues were the one shots, a crossover with Indy comics character Sugar Kat, and the in particular the *Kitsune Tales* one shot. Set in a feudal Japanese never-world, *Kitsune Tales* can be a great source of inspiration for gamemasters looking to run a Black Tokyo campaign emphasizing the Tatakama.

Time Magazine Asian Edition, March 25, 2002:

While prowling through a box of old comics, I found this issue just as I was putting the finishing touches on Black Tokyo. Though virtually impossible to find in the U.S. this edition of the magazine goes in depth into Japan's music scene, and the careers of several idol signers. Even though it's only five years old, in Japan's hyperactive pop-culture, it's a life time ago, so many of the singers mentioned are now crushingly out of date. Still, Time offers great details about Japan's music industry, the careers of its major players and their role in society.

-END-

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BLACK TOKYO

Orgasms, kisses and caresses. Tears and saliva and blood. Muscles straining, blood pulsing through engorged veins, bodies slamming together with unbridled, inhuman passion. Mouths opened in ecstasy or lips drawn back in agony.

Other genres may explore sex, flirt with pleasure, toy with relationships and encompass themes of love, desire and obsession, but Hentai is somehow different. Hentai explores the visceral, organic reality of sexuality, embracing and exaggerating the biology of the act of sex itself to shock, to arouse, to tell a story. Hentai reminds viewers that we are meat machines, and revels in spurting fluids and heaving flesh.

Black Tokyo focuses on one particular sub-genre of hentai: supernatural horror and bondage. With visually spectacular demon lords, stunning action scenes, virginal heroines, hyper-sexualized magic rituals and psi-talents and cunning modern demon-slayers, horror hentai makes the most 'gamable' background for a hentai flavored setting.

Chris A. Field

