

FREE20 THE HAUNTS OF BLACK JAPAN



OGL

3.5 SYSTEM COMPATIBLE



**OTHERVERSE
GAMES**

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FREE20: THE HAUNTS OF BLACK TOKYO

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Fully Compatible with the PFRPG.

Requires the D20 Modern Core Rulebook, Published by Wizards of the Coast

Black Japan is a ghost-haunted land. Supernatural evil and unquiet spirits lurk in unexpected places and prey on the unwary. These are a few of Black Japan's haunts.

Free20: Black Tokyo's Haunts is a free supplement released in conjunction with *Enchantments of Black Tokyo*. For gamers who've purchased *Enchantments*, consider this short sourcebook a reward- a new way to use the 100+ spells in the game. For everybody else, consider this Free20 product an advertisement to the horrific possibilities that open to you when you purchase *Enchantments of Black Tokyo*. If you don't have *Enchantments of Black Tokyo*, don't worry too much, though. Most of the haunts in this short sourcebook are based around familiar spells.

The following new spells are found in *Enchantments of Black Tokyo*:

*Crucifixion, Kappa's Obscene Kiss,
Pervert Hell, Vacate Bowels*

THE HAUNTS

1. Apartment That Has Become a Coffin (Forbid Action) (CR 5)
2. Black Milking (Enervation) (CR 5)
3. Blood Pachinko (Chill Touch) (CR 4)
4. Child Skinning Machine (Crucifixion) (CR 8)
5. Demon City (Pervert Hell) (CR 6)
6. Disemboweling Waters (Kappa's Obscene Kiss) (CR 6)
7. Kuchisake-Onna Apparition (Phantasmal Killer) (CR 4)
8. Mariko Aoki Phenomenon (Vacate Bowels) (CR 3)
9. Maze of the Neon Streets (Confusion) (CR 7)
10. Sad Song of a Dead Celebrity (Mass Suffocation) (CR 11)
11. Suicide's Tub (Vampiric Touch) (CR 5)
12. TBMS Gas Chamber (Cloudkill) (CR 7)
13. Tsundoku (Lesser Geas) (CR 7)



APARTMENT THAT HAS BECOME A COFFIN (FORBID ACTION) (CR 5)

These haunts are common in cheap apartment blocks, particularly older and not particularly well cared for dwellings. These subtle haunts feed on loneliness and turn social anxiety into a prison. These haunts are particularly dangerous to both the elderly and otaka, or anyone without a strong connection to the world outside their own four walls.

XP: 1,600

Alignment and Area: This Persistent NE haunt affects up to five 5 ft squares (each the square occupied by the main door of a dwelling) spread throughout an apartment block or tower, which can house hundreds of tenets. Effectively the entire building is haunted, but the haunt has only enough spiritual power to affect XX doors each day, which are chosen randomly by the haunt each dawn. The haunt would rather torment large

numbers of victims than concentrate its power and kill one or two.

Caster Level: 5th

Notice: Perception DC 32 to notice that the paint on a door currently affected by the haunt seems faded or stained, or that the lock seems to stick, just a little.

HP: 23

Trigger: When a character approaches the haunted door from inside the dwelling; characters can approach the haunted door from outside, and even enter, but are not harmed in any way by the haunt until they try to leave.

Reset: 1 minute (The Haunt moves to a new doorway in the complex each sunrise.)

Effect: The haunt casts forbid action on any one attempting to leave the apartment. Those affected feel a wave of fear and anxiety, and are forbidden from leaving the apartment by that door. Characters with the Otaku cultural template suffer a -2 penalty on their saving throw against this haunt.

Destruction: The entry way or main courtyard of apartment building must be *blessed* by a Buddhist or Shinto cleric, and a few drops of holy water must be splashed on every door in the dwelling. (It takes one bottle of holy water to cover 2d6 doors, which can make it difficult to cleanse a particularly large apartment complex).

BLACK MILKING (ENERVATION) (CR 5)

Far more of Black Japan's beef and milk comes from specially bred cattle-girls than the mundane populace realizes. Especially in the Mie Prefecture, the exploitation of cow Anthros forms the backbone of the local economy. Unless milking and butchering equipment is specially washed and blessed by a Buddhist cleric, it can become haunted.

Black Milking Haunts are old, dusty and broken milking equipment and farm tools. The dim spirits within animate the old rubber tubing and nipple vacuums to suck the milk- and the life- out of their prey.

XP: 1,600

Alignment and Area: This persistent CE haunt only occupies a single 5 ft square of discarded or recycled milking equipment.

Caster Level: 5th

Notice: Perception DC 20 to notice the old tubing writhing and dripping a slow trickle of ectoplasmic milk.

HP: 23

Weaknesses: Black Milking Haunts are triggered by touch.

Trigger: When the haunted milking equipment is handled.

Reset: One hour

Effect: A single target within 50 ft is affected by *Enervation* (DC 16). Cattle-like Anthros suffer a -4 penalty on their save, and lose one additional level if affected by the trap. If the Haunt drains 3 or more levels from a cow Anthro, it resets automatically,

making this Haunt especially dangerous to those it once served.

Destruction: The milking equipment must be cleaned with 1d4+1 vials of holy water and *blessed* by a Buddhist divine spellcaster. Doing so exorcises the Haunt.

BLOOD PACHINKO (CHILL TOUCH) (CR 4)

Blood Pachinko haunts prey on the elderly, playing away their pensions in badly lit corners of the seedier, smokier pachinko parlors. Clotted blood drips slowly from the pay out slot like rust. Withered corpses mindlessly jerk the handles, moving like damned puppets.

XP: 1,200

Alignment and Area: This Persistent, LE Haunt possesses four pachinko machines adjacent to each other. Each individual pachinko machine occupies one 5 ft square.

Caster Level: 4th

Notice: Perception DC 25 to notice a crust of dried blood around the payout slots and on the rusty chrome handles.

HP: 18

Trigger: The haunted pachinko machine is played.

Reset: One minute

Effect: Each round the haunted pachinko machine is played, the player suffers 1d6 HP damage and 1 STR damage (FORT DC 15 negates). Players reduced to 0 STR go limp and are jerked and twisted by the pachinko machine's handles and buttons, as the machine plays them.

Victims in the Middle Aged category suffer a -2 penalty on their save, Old characters suffer a -4 penalty and Venerable characters suffer a -8 penalty. Each round the victim must also succeed at a DC WILL 15 Save to willingly let go of the handle.

The Blood Pachinko haunt can simultaneously affect up to four victims, if all four seats are filled.

Destruction: Winnings from the haunted pachinko machine worth at least 1,000 gp/DC 18 must be donated to an orphanage or other charity that benefits children. Alternatively, a child of 11 years old or

younger or an elder human older than 90 years must have their throat slit and have the blood drip into the haunted machines.

Any of these three possibilities can end this haunt forever.

CHILD-SKINNING MACHINE (CRUCIFIXION) (CR 8)

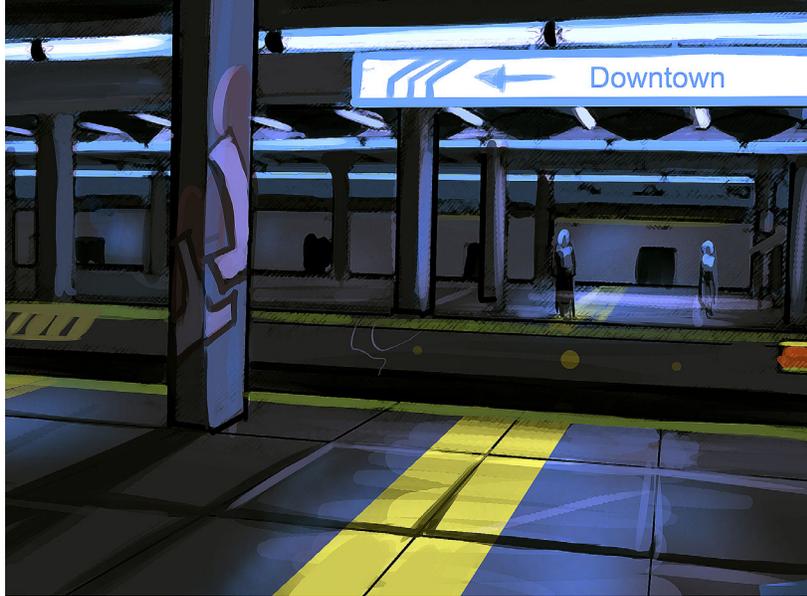
The consensus in Japan's occult community is these haunts are engineered-weaponized curses sent out randomly to kill children and cause misery. The fact these haunts manifest in seemingly random abandoned buildings, rather than sites of previous tragedies or occult battles, lends credence to this theory. The rumor is that Amakaze necromancers engineered these dark haunts, possibly for the sheer joy of slaughtering the innocent without fear of reprisal, but more likely to harvest the skin and soul-stuff of a murdered pre-teen.

When the Child Skinning Machine haunt activates, it conjures a hellish machine from shadow. This machine is every bit as high tech and purpose-built as an arc-welder on the Mitsubishi assembly line. Within the machine's gripping tendrils, a captive child is held cruciform off the ground, as lasers slice away their clothing and neatly skin them, while smaller articulated arms scrape away fat and muscle....

XP: 4,800

Alignment and Area: This CE haunt occupies a 40 ft area of an abandoned building or closed business- somewhere local kids would go to play or commit mischief.

Caster Level: 11th



Notice: Perception DC 21 to notice shadows that take the form of cruel machines briefly, or the sudden sharp sound of a child's scream, abruptly cut off before you are even consciously aware of what you heard.

HP: 16

Trigger: When any creature in the Child age category or younger enters the haunt's area.

Reset: 1 hour

Effect: The haunt casts Crucifixion on the child. If multiple children are present, the Haunt attacks the child with the highest CHA or CON scores.

Destruction: A child slain by this haunt must be returned to life via divine magic, and the spellcaster must speak his or her name to the haunt. Sheer rage destroys the Haunt.

DEMON CITY (PERVERT HELL) (CR 6)

This haunt is created by occult rape, imbuing the dirt and sidewalks, the store front glass and onsen walls, the buildings and the parked cars, the trees and the dirty sky with violent lust. When a beautiful victim enters the demon city, inanimate objects take on a sinister cast, and the victim's violation becomes inevitable....

XP: 2,400

Alignment and Area: This CE haunt occupies a 10 ft by 30 ft stretch of street, usually a narrow alleyway between buildings.

Caster Level: 6th

Notice: Perception DC 22 to notice the demonic changes occurring to inanimate objects and scenery in the area, as shadows lengthen and phallic objects become spikey and threatening.

HP: 12

Weaknesses: The Haunt can be damaged physically by a Chaste archetype monk.

Trigger: When a humanoid creature with CHA 18+ enters the area. This haunt only preys on the beautiful.

Reset: One day

Effect: The Demon City creates a Pervert Hell, which lasts 6 rounds (30 seconds). This Pervert Hell has an area of 100 ft, which is centered upon the Haunt. Thus, it can warp the terrain in an area far larger than the haunt itself.

Destruction: The Demon City Haunt can be physically destroyed by a Chaste archetype Monk who uses Flurry of Blows to destroy an object that is the 'heart' of the haunt. The heart is an object at the exact center of the heart, often a street sign, lamp post, billboard or something similar. It becomes the center of a bloody web that connects the Haunt to the Pervert Hell, and is instantly recognizable as such when the Haunt is active.

DISEMBOWELING WATERS (KAPPA'S OBSCENE KISS) (CR 6)

If a Kappa dies in free flowing water, its ravenous and cruel spirit bleeds into the waters, polluting them spiritually. Such waters are always clean and pristine- inviting swimmers and bathers to enjoy them. Occasionally though, a bather is sucked down into the water, spasming and screaming soundlessly into the water, as the hungry spirit of the Kappa slides into their asshole and devours their guts from within.

XP:

Alignment and Area: This CE Haunt occupies a stretch of free flowing water- a small stretch of river, a few square meters of beach front, or the pool beneath a waterfall or forming part of a natural onsen.

Caster Level: 6th

Notice: Perception or Knowledge (religion) DC 25 to notice a vague, amorphous dark shape sliding through the water near bathers, resembling a submerged Kappa swimming.

HP: 12

Weaknesses: A fresh cucumber (whole or sliced) tossed into the waters near the haunt prevents the haunt from triggering for 1d3 days.

Trigger: Anytime a humanoid creature swims or bathes in the waters, there is a 10% chance the haunt will activate.

Reset: 1 week

Effect: The Haunt casts *Kappa's Obscene Kiss* on a creature bathing or swimming in the water. The victim suffers a -2 penalty on their FORT Save against the spell if they are nude or dressed only in swimming trunks or a bathing suit.

Destruction: A living Kappa must be murdered by anal impalement within the Haunt's waters; alternatively, a human male must die in the same manner in the haunt. Alternatively, a virgin human female must break her hymen with a cucumber while bathing in the haunt to destroy it.

KUCHISAKE-ONNA APPARITION (PHANTASMAL KILLER) (CR 4)

The spectral 'Kuchisake-Onna' or Slit Mouth Woman has been spotted throughout Japan, and is a grim urban legend among Japanese children. Initially a beautiful, well dressed Japanese woman in her early 50s, wearing a cold mask, appears to a child or drunken businessman staggering home alone. "Am I beautiful?" she asks, before pulling off her mask to reveal a horror beyond imagining, a mutilation so severe it stops the heart of anyone unfortunate enough to see it.

XP: 1,200

Alignment and Area: This persistent CE haunt occupies a 20-25 ft stretch of empty urban street or road.

Caster Level: 4th

Notice: Perception DC 22 to notice that the middle aged woman approaching you is not quite real, not quite solid.

HP: 8

Weaknesses: A potential victim can come up with a witty retort to the Slit Mouthed Woman's question with a DC 15 Bluff check. If this check is successful, the phantom woman stops and stares in obvious confusion, and does not activate for 1d4+1 rounds.



Trigger: A victim hears the Slit Mouth Woman's question.

Reset: One day.

Effect: The Kuchisake-Onna Apparition casts Phantasmal Killer on the character who first interacted with the apparition. Characters in the Young Adult age category or younger, as well as any drunk character suffer a -2 penalty on their WILL Save to disbelieve the Phantasmal Killer. These penalties are cumulative.

Destruction: A beautiful woman died in a traffic accident or violent crime near the site of the haunt. Offerings and tributes (photos of her in life, make up, incense worth about 25 gp/DC 4)

must be left at her funeral shrine to permanently end the haunt. Finding the woman whose death began the haunt may prove difficult, as the tragedy may have occurred years, even decades, prior to the haunting and records might have disappeared in the interim.

MARIKO AOKI PHENOMENON (VACATE BOWELS) (CR 3)

Named for an otherwise obscure humorist who wrote about her rather embarrassing experiences in the early 1980s, the so-called "Mariko Aoki Phenomenon" is the sudden and nearly uncontrollable urge to defecate when browsing a bookstore. This haunt is especially common in book stores, manga shops, book-offs and newsstand frequented by Akaname customers. Like the undead it is closely related to, this haunt is embarrassing, more than a little gross, but mostly harmless.

XP: 800

Alignment and Area: This CN haunt occupies between 1-3 five ft squares worth of shelving in a bookstore. The haunt's area need not be continuous, and can often migrate to different squares within the shop or its restroom.

Caster Level: 3rd

Notice: Perception DC 16 to notice a faint smell like coffee beans, old ink on ancient paper or flatulence.

HP: 6

Weaknesses: Akaname are immune to this haunt.

Trigger: A living creature passes through the haunt's area while browsing the bookstore.

Reset: 1 minute

Effect: The haunt casts *Vacate Bowels* on a random person in its area. Each haunt has a specific gender that it will torment before other targets; there is a 50% chance that any given haunt prefers males or females.

Destruction: A Futakuchi, Kami or other outsider that does not defecate (or defecates only rarely) must spend 1d4 hours cleaning and sterilizing the area of the Haunt. Such meticulous cleaning destroys the haunt.

MAZE OF THE NEON STREETS (CONFUSION) (CR 7)

Urban Japan can be an impenetrable maze of sidestreets and slender alleyways, lit by a thousand shades of cold neon bar signs and advertisements. The ghosts of the modern world sometimes twist paths, isolating travelers and driving them slowly insane.

XP: 3,200

Alignment and Area: This persistent CN haunt occupies a stretch of back alleyway 5 ft wide by 35 ft long.

Caster Level: 7th

Notice: Perception DC 22 to notice odd shadows cast by the street's neon, and obscene messages hidden in the kanji of storefront advertisements.

HP: 28

Weaknesses: This haunt only activates at night or in dim lighting conditions, such as on rainy, cloudy days. Daylight or similar spells suppress the trap.

Trigger: A non-Japanese character walks down the haunted alley.

Reset: One day.

Effect: When the haunt triggers, all non-Japanese characters within the alleyway are affected by *Confusion* (DC 17). Affected characters only act normally on a 01-10 on percentile dice. On a percentile dice roll of 11-25 they flee at best speed in a random direction instead- fliers are as likely to take to the air as to flee on foot.

Destruction: Every single piece of neon and glass in the alleyway must be destroyed. Standing placards and storefront advertisements must be kicked over or broken.

SAD SONG OF A DEAD CELEBRITY (MASS SUFFOCATION) (CR 11)

When a celebrity dies young, their most stirring and beautiful songs can become curses. Such songs have the power to stop the listener's hearts, to paralyze their lungs with racking sobs that call them into beautiful death with the lost.

XP: 12,800

Alignment and Area: This Persistent, CN Haunt affects all creatures who are within a 30 ft radius of a television, radio or other electronic device playing a particular song.

Caster Level: 11th

Notice: Perception DC 22 to notice your chest getting tight, and your breath is coming harder, as the first notes of the sad song begin to play.

HP: 50

Weaknesses: If any Goryohime character is within the Haunts area of effect when the sad song begins to play, all living creatures within the Haunt's area of affect receive a bonus on their saving throw equal to the Goryohime's CHA modifier. If multiple Goryohime are present, use the highest CHA modifier of those present.

Trigger: When a particular song is played, the Haunt affects all creatures present.

Reset: 1 day. This haunt is unbound by geography, and can 'migrate' throughout Black Japan or the world, appearing wherever an electronic device is playing the sad song. However, it cannot cause deaths more than once a day, regardless of how many times, in how many places, the song is played.

Effect: When the sad song is played, all living creatures within the haunt's area of effect are afflicted as if by Mass Suffocation. The victims sob themselves to death, crying so painfully and intently they cannot draw in oxygen.

Destruction: An autographed recording of the dead musician's music must be left at their grave or any impromptu shrine to them. Alternatively, if the sad song is never again played or removed from circulation, the haunt is effectively nullified. However, while Black Tokyo's media community is well-aware of this phenomena, and

might pull ‘cursed’ songs from their playlists, it’s all but impossible to convince every member of the public to delete the cursed song from their media devices, and thus, the deaths may continue.

SUICIDE’S TUB (VAMPIRIC TOUCH) (CR 5)

No matter how it is cleaned and sterilized a bathtub where a suicide opened his or her veins retains the dark karma of the act. Occasionally, the ghosts within the bathtub awaken, and a new body is found half submerged in the bloody water. Suicide Tubs are often found in old, slightly disreputable apartment towers or onsen hidden in out of the way corners of Black Japan.

XP: 1,600

Alignment and Area: This Persistent NE Haunt is contained within a single bathtub, which usually only occupies a single 5 ft square, though perhaps a larger tub or Jacuzzi might produce a larger, though no less deadly haunt.

Caster Level: 5th

Notice: Perception DC 18 to notice the thick tang of iron in the air, and dark brown stains near the waterline.

HP: 23 (but see below)

Trigger: A victim steps into the filled bathtub.

Reset: One day

Effect: Each round the victim remains in the tub, the haunt attacks him or her with Vampiric Touch, inflicting 5d6 damage. The victim must succeed at a DC 22 WILL Save to notice that their blood is leaking into the water and will not attempt to leave the tub on their own initiative until they succeed on this save. This effect is obvious to anyone else.



The haunt gains HP from the Vampiric Touch effect normally, and there is no maximum to the amount of HP it can gain. Unlike a normal Vampiric Touch effect, the HP gain is permanent to the haunt- the grows dramatically stronger with each kill. Ancient haunts of this time might have dozens- even hundreds of HP! Once the gained HP is lost, it cannot be recovered when the haunt next reappears.

Destruction: The soul of the suicide who died in the tub must be appeased. Buddhist prayers and small sacrifices of food and incense must be made at the deceased’s family shrine.

TBMS GAS CHAMBER (CLOUDKILL) (CR 7)

The Tokyo Bureau of Mythological Sanitation has its main gas chamber in Shinagawa, Tokyo, and ancillary chambers throughout Japan in regional offices. Before the foundation of the TBMS in the late 1970s, the Japanese military controlled the population of

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rogue cat-girls, using outdated military execution facilities.

Though the old gas chambers are long shuttered, the agonizing death of so many catgirls there have given the dingy walls a hunger for blood and death. Urban renewal crews and squatters have stumbled across old gas chambers and died for their misfortune. Even though the gas mains haven't pumped cyanide in decades, the old ghosts in the walls still use their own occult miasma to kill.

XP: 3,200

Alignment and Area: This CE haunt occupies an old tiled gas chamber

Caster Level: 7th

Notice: Perception DC 24 to notice the faint coughing sounds echoing in the empty room, or to notice the faint scent of burnt almonds. Members of the Nekomusume race or other feline species are not allowed a Perception check to notice the Haunt.

HP: 14

Trigger: When 3 or more living creatures or at least one Nekomusume enters the Haunt.

Reset: One hour

Effect: The Haunt casts *Cloudkill* (DC 16).

Destruction: A current, uniformed TBMS employee must be executed within the haunt, his blood splattered on all four walls to end the Haunt forever.

TSUNDOKU (LESSER GEAS) (CR 7)

The Japanese word '*tsundoku*' has no exact English translation, but refers to the act of buying so many books or manga they pile up, unread, around your home. Haunts are created by death, but there are many degrees of death. Tsundoku haunts are created by the little death experienced by any otaku who gives up their love of fantasy, anime, art and escapism, and surrenders to the mundane world. Such haunts might spring up in office plazas, in grocery store check out lines, in physician's offices or in drab, lonely little apartments or the other places where

maturity and adult responsibility are forms of surrender.

XP: 3,200

Alignment and Area: This LN Haunt occupies a area, which may be randomly encountered virtually anywhere in Black Japan.

Caster Level: 7th

Notice: Perception DC 30 to notice that random patterns in the area- smoke from a cigarette, the pattern of rain drops on glass, leaves in the trees or blotches on tile- form figures that look like popular anime and game characters, if you look at them right. Characters with at least 5 ranks in Knowledge (popular culture) receive a +5 insight bonus on their Perception check.

HP: 14

Weaknesses: Doujinishi cannot be affected by this haunt, but may trigger it.

Trigger: The Haunt triggers whenever a character of the Otaku caste, a Doujinishi or a character wearing an article of clothing depicting an anime or video game character or concept enters the area.

Reset: 1 day

Effect: The Haunt casts *lesser geas* on the creature who triggered it (or on a random, adjacent character, if triggered by a Doujinishi). The character is compelled, by the geas, to spend all their available funds on book, manga, and other entertainment, such as DVDs or games. The character will do so until their accounts are mostly empty, their funds used up (though they will not take out loans or sell off possession to gain more money) or until the spell's duration expires.

Destruction: A character with the Otaku cultural template (or a Doujinishi) must introduce a young child to a geeky hobby at the site of the haunt to permanently destroy it.

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