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二年

# TALES OF THE TATAKAMA

# BLACK TOKYO

## Tales of the Tatakama

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# Black Tokyo: Tales of the Tatakama

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Requires the use of the D20 Modern core rulebook, published by Wizards of the Coast

This sourcebook serves as a continuation and expansion of the Black Tokyo world, delving even deeper into this horrific imitation of real world Japan. Inside, you'll find new monsters, new feats, new demon-tainted advanced classes and a selection of monstrous new player races. We'll venture across the dimensional border, and cross into the Tatakama. We'll catch a glimpse of oni at play in the fields of the Black Else. And eventually, we'll return to Tokyo, to confront human horrors and demonic lusts.

## NEW PLAYER SPECIES

The human-shaped monsters described in Black Tokyo aren't the only character options for the players in the setting. The Tatakama is an endlessly changing, ever-new realm of wonders, and in the Black Else, the only way to survive is to mutate and evolve. New species emerge with alarming regularity; some temple maidens claim that there is an oni for every lustful thought ever shared by a human. If that's true, the Black Else is home to an endless array of monsters. And some of these monsters venture into the Earth Realm, to protect or plague humanity....

## DAUGHTERS OF KIRIN

(Athletic, heroic unicorn girls)

### Daughters of Kirin

Medium Monstrous Humanoid

The Kirin- the blessed unicorn of the East- is a singular being, an intercessor between mortals and the gods. The Kirin is singular but he takes many lovers and has fathered countless daughters, all of whom are beautiful. Daughters of Kirin have been born to fit and perfect mares across Japan since before the long before the birth of the Western Christ. Emerging from between their horse-mother's legs like a foal, the appearance of a Daughter of the Kirin is an omen of cosmic significance.

A Daughter of the Kirin can run within minutes of her birth, and is as clever as a two year old by the end of her first night on Earth. As they have for the last four millennia, Japan's farmers and horse-breeders raise their unexpected new daughter in secret, allowing heaven's many strange agents into their home as tutors. Daughters of Kirin are called to heroism and service, like the Futakuchi and others, they are agents of heaven, every bit as heroic and benevolent as their legendary father.

Daughters of Kirin define themselves by their family relationship. They are sisters to the Futakuchi, and consider it their duty to protect the two-mouthed women in their journeys. Powerful, heavily armored and in terms of strength and heart a champion mare in the form of a girl, Kirin resemble their father closely. The Kirin are an exclusively female species- they can only bear daughters with their divine father, and most of the Daughters long for a visit from the legendary unicorn, though few begrudge him his wanderlust.

Daughters of Kirin stand easily six feet tall, and though their bodies are lean and attractive, they are surprisingly heavy. Their lower legs are equine and end in a pair of golden hooves. A Daughter of Kirin hides a beautiful pair of taut breasts and a virginal pussy behind gnarled ivory and golden armor. Her armor grows from her skin, and is a living part of her. Her partial carapace also protects her hips, shoulders, forearms and spinal cord. When a Kirin is relaxed, she can expose her armor to allow a lucky lover to touch her, but she can never fully retract her defenses. Daughters of Kirin have a long, wickedly sharp ivory horn growing from their forehead. Despite their armor, unicorn-like horn, a Daughter of Kirin's face is youthful and attractive.

**Size and Type:** As Medium Monstrous Humanoids, Daughters of Kirin receive no special bonus or penalties due to their size. As a Monstrous Humanoid, Daughters of Kirin are immune to effects which specifically target humanoids, such as charm person.

Daughters of Kirin are fleet-footed and have a base land speed of 40 ft.

**Ability Score Modifiers:** +2 STR, -2 INT, +2 CHA. Daughters of Kirin are champion athletes with a natural charm. Though their presence is comforting and their demeanor is cheerful, Daughters of Kirin are too direct and optimistic to ever be considered truly ingenious.

**Racial Feats:** Daughters of Kirin can run within hours of their birth and find almost orgasmic pleasure in pushing their bodies to the limit. Daughters of Kirin receive Run and Endurance as racial bonus feats.

**Enhanced Senses:** Daughters of Kirin receive lowlight vision.

**Heavenly Armor (EX):** A Daughter of Kirin is instantly recognizable because of the ornate gold-laced bone armor which grows from her soft flesh. A Daughter of Kirin receives a +4 natural armor bonus to her Defense score. She may not wear additional armor, and rarely wears human clothes.

**Touch Not the Earth (SU):** Like their divine father, a Daughter of Kirin steps so gently she does not disturb even a single blade of grass nor crushes even the most humble insect. A Daughter of Kirin always seems to float just a few inches above the ground, and unless she specifically chooses to, she does not leave tracks in any setting.

**Vegetarian (EX):** Like her father, a Daughter of Kirin will never take an animal's life needlessly. Daughters of Kirin cannot digest any form of meat, and are nauseated for 24 hours if they ever try. She is also nauseated for the same duration if she ever intentionally kills a member of the Animal or Vermin type without excellent cause.

## STARTING TALENTS

The starting occupations found in D20 Modern work well for most modern action campaigns. The following talents ground these generic starting occupations more fully in Black Tokyo's pseudo-Japanese reality. During character creation, players select a single Starting Talent. Most Starting Talents are only found among members of one or two starting occupations, and some have additional prerequisites that must be met before they can be selected.

Starting Talents provide characters with a minor advantage, which is usually a bit too situational or weak for a full feat. These minor abilities are intended mostly as campaign flavor, but clever players can probably come up with more impressive uses for these talents.

### Ainu (SU)

**Prerequisite:** Blue Collar, Religious or Rural Starting Occupations  
You are a descendant of the fading Ainu people, Japan's indigenous population. You are closely bound to the land and spirits (kami) of the archipelago. You receive a +2 racial bonus on CHA-based skill checks made against creatures with the Animal, Plant or Magical Beast type, as well as members of the Koropokkuro.

### Amakaze Trust Fund (SU)

**Prerequisite:** Academic, Adventurer, Emergency Services, Investigative Starting Occupations  
The Amakaze collectively funds dozens of adventuring and archeological groups, and are always anxious to see the results of their trustees' explorations. Once per game session, by calling in a favor from your mysterious benefactor, you may act as if your Wealth Bonus were +2 higher for a single purchase or bribe.  
**Drawback:** If you die, immediately make a Purchase DC 28 Wealth check. Success means you die normally and your spirit reenters the wheel of karma. Failure means you rise as a Binbogami within 24 hours.

### Amateur Fortuneteller (SU)

**Prerequisite:** Creative, Religious or Rural Starting Occupations, WIS 13+  
You know the superstitions of the Junishi zodiac. If you know a character's birth year you receive a +1 insight bonus on Diplomacy, Gamble and Sense Motive checks made against that person.

### Best In Show! (SU)

You have competed in- and won ribbons- at Fashion Club Nekomini. You are one of the most beautiful, glamorous cat-girls in Tokyo, and even your enemies have to stand in awe of your sensuality.  
**Prerequisite:** Athlete or Celebrity Starting Occupation, Nekomusune race, CHA 15+  
Once per day, you may add your Reputation bonus as a luck bonus to your Defense Score. Mystical confetti and celebratory music fills the air, the arcane remnants of the enchantments you received for your stunning victory on the runway. This enhancement lasts for one round. Activating this talent is a free action, and can be used as an interrupt even when it is not your turn.

### **Beneficent Lover (SU)**

**Prerequisite:** Any Starting Occupation, CHA 13+

Your gentle touch and unbridled passion helps your lovers overcome wounds and weariness. Perhaps you claim descent from a benevolent oni or angel of lust. Anyone having a consensual sexual encounter with you recovers 1 HP at the end of the act. A character can only benefit from your sexual healing once per day.

### **Big Money Gamble (EX)**

**Prerequisite:** Entrepreneur or White Collar Starting Occupation, Knowledge (business) 1 rank

You gamble on the national and international stock markets, and how to spot the big risks that will pay off nicely. Whenever you attempt to make money on a Bluff, Diplomacy, Knowledge: Business, or Profession check, he can choose to activate this Starting Talent. You willingly increase the check DC in increments of five. For each five points you increase the check DC by, the Wealth bonus increase that results from a success increases by a single point.

### **Bless Gohei (SU)**

**Prerequisite:** Religious Starting Occupation

You can bless the zig-zagging ritual streamers commonly found in Shinto temples. This minor magical artifact is common across Black Japan. Once blessed (a full round action), a gohei retains its blessing until the next dawn. Evil outsiders suffer a -1 morale penalty on all attack rolls, skill checks and saving throws within 60 ft of a blessed gohei. This penalty is not cumulative if the outsider is exposed to multiple gohei simultaneously.

### **Bored Teenager (EX)**

**Prerequisites:** Athlete, Celebrity, Dilettante or Student Starting Occupation

Clubs, drugs, parties and kinky sex are starting to lose their luster, and you've become an adventurer mostly for something interesting to do. Up to three times per day, you may add your CHA modifier as a bonus on any saving throw. You may add this bonus after the saving throw roll is made, to save your luck for when you really need it.

### **Born to the Tatakama (SU)**

**Prerequisite:** Adventurer, Rural, Religious or Student Starting Occupation

You were born a peasant farmer in the half-world of the Tatakama, before immigrating to the Earth Realm as a child and assuming a human life. You are most comfortable in those few hours of twilight as night falls or the dawn breaks. For one hour before and after either sunrise or sunset, you receive a +1 morale bonus on all saving throws.

### **Bosozuko Stunts (EX)**

**Prerequisite:** Blue Collar, Criminal, or Technician Starting Occupation

You grew up riding with one of urban Japan's colorful young motorcycle gangs. Less organized than the Yakuza, your breed of criminality focused on speed, flashy rides and underage tail. By voluntarily increasing a stunt or vehicular maneuver's Drive Check DC by +5 points, you reduce the maneuver's movement cost by one square (down to a minimum of one square of movement required). You can increase the DC by as many points as you like, in +5 DC increments, to make complex maneuvers smoothly and quickly.

### **City Mover (EX)**

**Prerequisite:** Blue Collar, Criminal, Doctor, Emergency Services, Investigative, Law Enforcement, Student, White Collar Starting Occupations

You've spent your whole life in ultra-crowded, fast paced Tokyo and know no other way to live. You may move through crowds of indifferent, or non-hostile NPCs at your full base movement rate, regardless of how densely packed the mass of humanity is.

### **Corpse Haunted (SU)**

**Prerequisite:** Academic, Adventurer, Creative, Investigative, Religious or Student Starting Occupation

Ever since you were a child, you have been able to see and speak to ghosts. And in Japan, there are many, many ghosts. You receive a +1 insight bonus on all CHA-based skill checks made against sentient undead. Once per day, you may ask a single question of any recently slain corpse that it can answer within 50 words or less. When used on any corpse slain within the past 12 hours, this ability functions as a lesser version of speak with dead.

## **Cram Student (EX)**

**Prerequisite:** Academic, Doctor or Student Starting Occupation

Like most Japanese teenagers, you attended (or are attending) extra-curricular cram schools to prepare you for college entrance exams. Any time you gain a level, including at first level, you may choose to reduce your gained Hit Points by one. If you do, you receive two extra skill points, to be distributed as you see fit.

## **Datsusara (EX)**

**Prerequisite:** Adventurer or Entrepreneur Starting Occupation

You are a datsusara- someone who rejects Japan's stifling corporate culture to pursue your dreams. Your good fortune can rankle the less fortunate, the less daring. Each day, upon awakening, you may choose to suffer a -2 luck penalty on CHA based skill checks made against Japanese characters in the middle age category or older. If you do, you may apply a +2 luck bonus on all Craft checks. This bonus remains in place until you next sleep.

## **Death Crosser (SU)**

**Prerequisite:** Any Starting Occupation, CHA 13+

You awakened to a life in Black Tokyo complete with a history you know as you know your dreams. More clearly than your waking life, you remember another life, either as a peasant of the Tatakama or as a soul from somewhere far more distant.

If slain, your consciousness migrates quickly to another pseudo-life somewhere in Black Japan or in the Tatakama. You remember your experiences and your death, and may quickly resume the business of your old existence, as soon as you can find a way to return to the place you died.

## **Delivery Health (SU)**

**Prerequisite:** Celebrity, Criminal, Dilettante or Student Starting Occupations

You earned money as an amateur prostitute as a 'delivery health' outcall service. You have instinctively mastered a few tantric secrets to keep yourself safe and healthy. You receive a +4 bonus on FORT saves made to resist mundane sexually transmitted diseases, and a +1 bonus on all saves against sexual magic.

## **Demon Scarred (SU)**

**Prerequisite:** Any Starting Occupation

Earlier in your life, you survived an assault by the Black Else. Your early experience with demons and hungry ghosts has hardened you and given you a great depth of rage when confronting other evil creatures.

Select either Monstrous Humanoids, Outsiders, Undead. You receive a +1 morale bonus on melee attack and damage rolls against creatures of that type, as well as a +1 insight bonus on Bluff, Intimidate and Sense Motive checks made against the creature.

## **Dimwitted But Mighty (EX)**

**Prerequisite:** Adventurer, Athlete, Blue Collar, Criminal, Law Enforcement, Military or Rural Starting Occupation, STR 13+

You aren't exactly brilliant, but you are as strong as an ox. If you have either an INT or WIS penalty, you may add the penalty as a luck bonus on any STR check, STR based skill check or melee attack roll once per day. You must declare the use of the talent prior to making the roll.

## **Dodge the Tentacles (EX)**

**Prerequisite:** Female gender, DEX 13+, Any Starting Occupation

You're an attractive young Japanese girl, so you just know there's a lot of tentacles out there with your name on them. Try and avoid some. You receive a +2 luck bonus on grapple checks made to break a pin or escape a grapple by any kind of tentacle, prehensile penii or other weirdness.

## **Ecchi (EX)**

**Prerequisite:** Adventurer Starting Occupation

Your sex drive is insatiable, and you don't confine your lusts to ordinary humanoids. Oh no, you are a dedicated pervert, always on the look out for new sexual thrills. The first time you have a sexual encounter with a member of a new creature type you receive a bonus skill point to be spent as you see fit. If you manage to have a sexual encounter with every creature type (subtypes irrespective) in the game, you gain either the Tantric Wisdom, Gifts of Ecstasy or Perverted Immortality feat.

## **Executioner (EX)**

**Prerequisite:** Law Enforcement or Military Starting Occupation

You have served as an executioner at least once, putting a condemned prisoner to death. When you inflict a coup de gras, the FORT Save DC to resist instant death is increased by one.

## **Eyrines Training (SU)**

**Prerequisite:** Adventurer, Emergency Services, Law Enforcement or Military Starting Occupations

You've received basic training and indoctrination from a Sisterhood gun-witch. You receive a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

## **Familiar Spirit (SU)**

**Prerequisite:** Adventurer, Celebrity, Investigative, Religious, Student or Technician Starting Occupations, INT 13+  
You've attracted the attention of a cute, cuddly animal companion born in the Tatakama's endless twilight. This creature usually appears as a small, unusual looking version of your birth animal, but can occasionally pass for an ordinary animal.

When determining what abilities your familiar spirit receives, every two character levels are considered a single Mage level. You may select any familiar available from the Mage list, or choose any creature of CR ½ or less as your familiar spirit, including new creatures unique to the Black Tokyo campaign setting.

## **Financial Inner Circle (EX)**

**Prerequisite:** Entrepreneur or White Collar Starting Occupation

You have a network of business contacts forged on the golf course and at the after-work karaoke bars. When making a Wealth check, if you choose to increase the time required for the check to 24 hours (or twice the original check, whichever is greater), you may add your CHA bonus to the check.

## **Geisha (SU)**

**Prerequisite:** Celebrity or Creative Starting Occupations, CHA 13+

You have studied with a traditional geisha mistress, and understand the fading and highly ritualized role of a geisha. You are a submissive, cultured companion. When interacting with Japanese characters (or supernatural creatures drawn from Japanese myth), if you choose to take twice as long as normal to perform a Diplomacy check, you may substitute add your ranks in Knowledge (history) to the check as an untyped bonus.

## **Gynophiliac Chef (SU)**

**Prerequisite:** Academic, Creative, Criminal, Dilettante, or Religious Starting Occupation

You have a taste for the attractively prepared flesh of human girls, and can prepare their bodies with a chef's expertise. You receive a +2 bonus on any Craft or Profession check if you incorporate a humanoid you would be sexually attracted to as an ingredient.

## **Half Demon Pussy (SU)**

**Prerequisite:** Any Starting Occupation, female gender, CON 13+, CHA 13+

An oni ancestor hides somewhere in your heritage. Your tainted bloodline gives you insatiable lusts, driving you to half crazed with a need to fill your pussy. Your half-demon viscera squirm, writhe and reorganize themselves around the shafts that penetrate you in hopes of driving it deeper. For an hour after any penetrative sexual encounter, you have a 15% chance to ignore the effects of critical hits, as if you had a lesser version of the light fortification armor feature.

## **Incestuous Teacher (EX)**

**Prerequisite:** Academic, Religious or Student Starting Occupation Only INT 13+,

You've mastered a few tantric secrets, and can share your skill and wisdom with close family members after a lusty lesson. Members of your immediate family receive a +2 competence bonus on any class skills you possess 4 or more ranks in fo 24 hours after a sexual encounter with you.

### **Inspiring (SU)**

**Prerequisite:** Any Starting Occupation, WIS 13+

You bring out the best in your friends, motivating them to depths of heroism and endurance they didn't know they possessed. Anyone who spends at least an hour in your company who has chosen either the Great Fortitude, Iron Will or Lightning Reflexes feat receives an additional +1 bonus on the enhanced saving throw (s). This bonus lasts for 24 hours, or until the recipient next sleeps.

### **Kamera Kozou (EX)**

**Prerequisite:** Adventurer, Creative, Dilettante or Investigative starting occupations, Craft (visual arts) 1 rank

You are an amateur cameraman, a sort of low-end papparazzi who lurks around public events waiting to snap a picture of a minor celebrity's nipple-slip or panty shot. You may use a camera to make a Craft (visual arts) check as a move-equivalent action.

### **Kitsune's Kiss (SU)**

**Prerequisite:** Adventurer, Athlete, Criminal, Rural or Student Starting Occupation

Somewhere along the way, a good hearted Kitsune became infatuated with you. Your mysterious friend or former lover gave you a gift of luck. Once per day, when rolling action dice to improve the result of any Bluff, Sleight of Hand or Knowledge (arcana) check, you may add double the action dice result to the roll.

### **Kwannon's Touch (SU)**

**Prerequisite:** Emergency Services, Medical or Religious Starting Occupation

You were born with a divine gift for healing. Each day you may touch other creatures and heal them for a total amount of HP equal to one plus your WIS modifier (minimum two HP per day). Each touch is a standard action, which heals a single HP.

### **Gajin (EX)**

**Prerequisite:** Adventurer, Celebrity, Military or Student Starting Occupations, non-Japanese nationality

You are a foreigner living in Japan, often stereotyped as an uncultured thug, but you are not expected to know all the local culture's intricate rules of behavior. You receive a +2 bonus on Intimidate checks, and once per day, you may reroll a failed Diplomacy check. You must accept the results of the second roll, even if it is worse than the first.

### **Gashapon Prize (SU)**

**Prerequisite:** Academic, Adventurer, Celebrity, Creative or Student Starting Occupation, CHA 13+

You were born in a magical girl vending machine and bought as a playtoy. You've still got your company's logo on your butt, in fact. You're naturally connected to the street corner machines that created you, and you receive a +2 insight bonus on Hide checks in urban environments. Additionally, you may purchase items with a Purchase DC of 4 or less from any vending machine without cost.

### **Ghost Worker (SU)**

**Prerequisite:** Blue Collar or Rural Starting Occupations

Japan is an island where the unquiet dead outnumber the living. Even in the course of their most mundane activities, the living might encounter ghosts. Taxidriviers might pick up a ghostly fare, construction workers might have to contend with old family ghosts during a remodel. Up to three times per day, you may substitute any Craft, Repair or Profession skill for a Knowledge (arcana or theology & philosophy) check, or a WILL Save made to resist the mental attacks of undead.

### **Gothic Christian (SU)**

**Prerequisite:** Religious Starting Occupation, WIS 13+

You are a believer in one of the West's many Christian sects... as the faith is depicted in horror anime. You are a serious, somber but stylish demon slayer. Up to three times per day, you may brandish a cross, Bible or other holy symbol as a full round action. All undead and evil outsiders within 30 ft suffer 1d6 points of holy damage.

### **Local Hero (EX)**

**Prerequisite:** Adventurer, Blue Collar, Criminal, Emergency Services, Investigative, Law Enforcement or Student Starting Occupation

Choose a small city or distinct neighborhood within a larger city, where your exploits are well known and where you get respect from the inhabitants. Your reputation bonus is doubled within this area, and you receive a +1 competence bonus on Spot checks made to detect unusual activity in the region.

### **Maid-Chan (EX)**

**Prerequisite:** Academic, Dilettante, Religious, Student or White Collar Starting Occupations only

You are an excellent, hardworking servant for a lucky master. When properly dressed in your elaborate and seductive maid's uniform, you may add your CHA modifier as a bonus on Repair and Profession checks.

### **Megane-Ko (EX)**

**Prerequisite:** Academic, Student, Investigative, Religious, Technician or White Collar Starting Occupation, female gender  
You are an absolutely adorable, if slightly nerdish young lady. Your omni-present glasses imply that you are shy, quiet and obedient, but when the glasses come off, you can be lusty and unrestrained. You may use your INT modifier in place of your CHA modifier as the key ability for Bluff and Diplomacy checks.

### **Mortician (EX)**

**Prerequisite:** Doctor, Religious or Technician Starting Occupations, Knowledge (theology & philosophy) 1 rank  
You make a living preparing the dead for burial or cremation. You receive a +2 bonus on Diplomacy checks made to comfort the grieving or made against any sentient undead.

### **Mournful Moan (SU)**

**Prerequisite:** Any Starting Occupation, any undead player race, CHA 13+  
You can sing a ghostly death song that sickens and kills mortals. Once per day, as a full round action, you unleash a keening, almost songlike moan. All living creatures within 30 ft who can clearly hear you must succeed at a WILL Save (DC 12 + your CHA modifier) or suffer damage to the number of ranks you have invested in Perform (sing). Affected targets suffer no damage on a successful save.

### **Ningyou (SU)**

**Prerequisite:** Creative, Student or White Collar Starting Occupation  
You are a devotee of garage built model kits, vinyl minifigs of your favorite characters and realistic, human-like tush-indai sex dolls. You may add your CHA modifier as a bonus on Craft (visual arts) checks, and you receive a +2 insight bonus on CHA-based skill checks (except for Intimidate) against Living Doll characters.

### **Nocturnal by Trade (EX)**

**Prerequisite:** Blue Collar, Celebrity, Creative, Criminal, Doctor, Emergency Services, Investigative, Law Enforcement, Military or Technician Starting Occupation  
Your entry-level career forces you to work at night and sleep as best you can during daylight hours. Your nocturnal lifestyle means that you regularly confront the strange things hiding in the Tokyo night. You receive a +1 bonus on FORT and WILL Saves made between sunset and sunrise.

### **Noose Dreamer (SU)**

**Prerequisite:** Any Starting Occupation, female gender  
Ever since you were a little girl, you've dreamed of ceremonial suicide at the end of a noose, beneath the boughs of a great tree, in the presence of your friends and family. You have a supernatural insight into the pathways between the Earth Realm and the place where your dream will become a reality. You see torri gates between the Earth Realm and the Tatakama, and are aware of the general direction to a torri if you merely come within 10 kilometers of one.

### **Office Lady (EX)**

**Prerequisite:** White Collar Starting Occupation, female gender  
You receive a +2 bonus on Knowledge (business) checks and may add your CHA modifier as a bonus on all Profession checks.

### **Otaku (EX)**

**Prerequisite:** Creative, Dilettante, Student, White Collar Starting Occupation, INT 13+  
You've been exposed to Japan's old legends through a steady diet of anime. Your obsessive love of anime occasionally comes in handy as you remember some useful bit of folklore that found its way into an episode's plot. Once per day, you may add your ranks in Knowledge (pop culture) as a bonus on any other Knowledge check. You must declare use of this ability before making the check.

### **Panchira (EX)**

**Prerequisite:** Any Starting Occupation, female gender, CHA 13+  
It's a universal law that a cute girl's panty shot can stop even the fiercest demon in his tracks as he stares lustfully. When you are dressed in a skirt, dress or kimono, any round you move at least 20 ft, you flash a shot of your panties (or what's under them). All creatures within 30 ft of you at any point during your movement that round suffer a -2 penalty on WIS-based skill checks for one round.

### **Panty Shredding Trick (SU)**

**Prerequisite:** Adventurer, Athlete, Celebrity, Criminal, or Student Starting Occupation

With a snap of your fingers, your lover's clothes explode off the body. It's a useful trick common among oni sex-predators, but you've somehow learned it. Up to three times per day, you can snap your fingers and instantly destroy the ordinary, non-magical clothes of a single target within 10 ft. Your target can resist the destruction of his or her clothes with a DC 11 WILL Save. You can only target ordinary clothing, and cannot affect armor or magical cloth.

### **Parasite Single (SU)**

**Prerequisite:** Academic, Creative, Dilettante or Student Starting Occupation, Wealth Bonus +3 or less

You are one of Japan's unemployed youths, living with your family so you can spend any money that comes your way on luxuries or amusement. Not in school, not employed full time, and unmarried, you are an annoyance to the older generation and a slacker icon to the younger.

You have been issued (or stole) a magical Coinless Card from the Tokyo Youth Employment League, a semi-governmental body designed to help young people find jobs and become independent.

### **Parental Demeanor (EX)**

**Prerequisites:** Academic, Blue Collar, Doctor, Emergency Services, Law Enforcement, Military, Religious, Rural Starting Occupation, CHA 13+

You have a comforting presence and calm demeanor that serve you well when dealing with young people. You receive a +1 bonus on Bluff, Diplomacy and Sense Motive checks made against any character in a younger age category than yourself.

### **Race Queen (EX)**

**Prerequisite:** Blue Collar or Technician Starting Occupation, female gender

You're a sexy mascot for a Tokyo-based racing team, and a minor celebrity among grease monkeys. For every four ranks you place into Repair, you gain a cumulative +1 synergy bonus on sexually oriented Perform and Diplomacy checks.

### **Rack Time (EX)**

**Prerequisite:** Blue Collar, Doctor, Emergency Services, Military, Student, White Collar Starting Occupations

The nature of your work means you need to be able to steal a few minutes of sleep whenever you can. You gain all the benefits of 8 hours of sleep or rest (including restoration of HP and ability score damage, as well as spellcasting ability) after only five hours of sleep or rest.

### **Salaryman's Drive (EX)**

**Prerequisite:** White Collar Starting Occupation, male gender  
When it comes time for promotions, you work yourself nearly to death. When making a Profession check to increase your Wealth by level, you may voluntarily suffer 1d6+1 points of WIS and CON damage each. Doing so provides you with a +5 luck bonus on the Profession check.

### **Sexy Beast (EX)**

**Prerequisite:** Celebrity, Creative, Criminal or Student Starting Occupation

You were created as a sexual plaything by one of Black Tokyo's flesh-sculptors. You are naturally submissive. Each day, upon awakening, you may designate one character of either gender to be your master for that day. If within 30 ft of that person, you gain a +1 morale bonus on all attack rolls, skill checks and saving throws.

### **Sexy Doctor (EX)**

**Prerequisite:** Doctor or Emergency Services Starting Occupation, WIS 13+

Your patients always seem to get better if you offer them some extra special care. You receive a +1 luck bonus on Treat Injury and Craft (pharmaceutical) checks made to aid a character you've previously enjoyed a sexual encounter with.

### **Slide Home (EX)**

**Prerequisite:** Athlete Starting Occupation

Baseball is bigger in Japan than it's ever been in its parent nation. You've played for a promising minor or even major league Japanese ball team. Three times per day, you may add +5 ft to your base land speed. Using this Starting Talent is a free action, and the benefit lasts for one round.

### **Sneaky (EX)**

**Prerequisite:** Adventurer, Criminal, Investigative, Student Starting Occupation, Move Silently 1 rank

You move like a ninja. Add your CHA modifier (if positive) to all Bluff, Hide and Move Silently checks to sneak past guards, sneak into restricted areas and to convince the authorities that they really belong there.

### **Soldier's Spells (SP)**

**Prerequisite:** Military Starting Occupation, WIS 13+  
Unknown to the general public, several JSDF units incorporate ancient arcane secrets into their training regimen. While not a full spell caster by any means, you have several minor supernatural powers that keep you alive on the battlefield.

Once per day, you may cast any one of the following spells as a first level mage or acolyte: create water, cure minor wounds, light, mage armor, power device, sleep. Using this starting talent is a spelllike ability.

### **Street Dealer (EX)**

**Prerequisite:** Criminal Starting Occupation

Your product is widely regarded as the best shit on the street. You receive a +1 bonus on Knowledge: streetwise and Craft: chemical or pharmaceutical checks.

### **Student Witch (SP)**

**Prerequisite:** Academic or Student Starting Occupation  
You attend a magical high school or junior college, such as the prestigious Clovers University, the Hanging Academy or a similar school. Choose three 0-level arcane spells ("cantrips"). You may cast each of these spells once per day per your arcane spellcasting level (minimum once daily). You are treated as a Mage for purposes of arcane spell failure chance when you are wearing armor.

### **Successful (EX)**

**Prerequisite:** Any Starting Occupation

You've done well in your chosen field. Your Wealth Bonus and Reputation score are both increased by +1.

### **Sumo (EX)**

**Prerequisite:** Athlete Starting Occupation, STR 13+  
You have trained in Japan's iconic national sport, and know the fundamentals of sumo wrestling. You are treated as being one size category larger whenever doing so would be advantageous to you, such as during grapple checks, when determining your carrying capability and what weapons you can wield, as well as whether enemy attacks (such as swallow whole) can affect you.

### **Swing Slut (EX)**

**Prerequisite:** Adventurer or Dilettante Starting Occupations, CHA 13+

Your wealth, beauty and confidence opens the doors of Tokyo's most exclusive fuuzoku clubs to you. You may add your CHA modifier as an insight bonus on all Knowledge (streetwise) checks you make. You receive a +4 circumstance bonus on Diplomacy checks gain entry to any sex club, no matter how exclusive or restrictive, if your identity is known.

### **Take a Beating (EX)**

**Prerequisite:** Any Starting Occupation, CON 11+

You know how to roll with the punches, either from enemies or from cute girls who don't think you're as cool as you think. You gain Damage Resistance 1/- against non-lethal damage only. This DR stacks with Damage Resistance gained by Tough Hero class levels as it applies to non-lethal damage.

### **T.B.M.S. Catch-man (EX)**

**Prerequisite:** Blue Collar Starting Occupation

You've done time in a TBMS catch-truck, capturing and euthanizing stray cat-girls. You receive a +2 insight bonus on grapple checks and attack rolls made to inflict subdual damage on members of the Nekomusune player race or similar cat-women.

### **This Week's Idol (EX)**

**Prerequisite:** Athlete, Celebrity, Dilettante Starting Occupations

In Japan, trends come and go with blinding speed. Today's hot idol singer is tomorrow's joke. When you begin play, your Reputation Score and Wealth bonus are increased by +5. However, each week of play, you must succeed at a DC 30 Perform or Diplomacy check. If you fail, your bonus wealth and reputation from this starting talent is reduced permanently by one. Continue this process until your fame evaporates completely.

## Ungaikyo (SU)

**Prerequisite:** Any Starting Occupation, WIS 13+

Ever since you were a child, mirrors have shown you strange and terrifying wonders. Up to three times per day, while you are holding or touching a mirror, you can command that mirror to show you the true form of all creatures reflected in it. Doing so is a standard action, and the reflected creatures receive no save against this effect. The mirror reveals transformations, pierces illusions and reveals invisible creatures. The mirror will not show the true form of someone disguised through mundane or high tech means.

## Useful Superstitions (SU)

**Prerequisites:** Academic, Religious or Rural Starting Occupations, Knowledge (arcana or theology & philosophy) 1 rank

You are familiar with dozens of weird old legends and creepy old ghost tales and have a storehouse of folk remedies and obscure Taoist protections at hand. Once per game session, when facing any supernatural obstacle or opponent, you may describe some relevant superstition. Make a DC 10 Purchase Check to see if you have a relevant item at hand; if you do you receive a +1 morale bonus on attack rolls and saving throws made against a single enemy or group of identical enemies until the end of the encounter.

## Unspoken Strangeness (SU)

Despite the fact that you are obviously something completely different than ordinary men and women, nobody ever seems to notice your true heritage unless you do something obvious to arouse suspicion.

**Prerequisite:** Any Starting Occupation, any non-human player race

**Benefit:** Ordinary characters will react to you as if you were an mundane human being, unless you do something obviously strange or magical. Even if you are a monster, undead or other strange being, you can still (somehow) attend a regular high school, work an ordinary job, and live a mostly ordinary life.

## Without Conscience (SU)

**Prerequisite:** Any Starting Occupation, male gender

**Benefit:** You rape, torture and kill without a single thought given to karmic retribution. You do not suffer additional damage at the hands of the Eyrines Sisterhood nor their enchanted weapons based upon the number of creatures you have raped.

## Yakuza (EX)

**Prerequisite:** Criminal Starting Occupation, male gender  
You have received the impressive, full-body tattoos which mark traditional Yakuza gangsters. You receive a +2 bonus on Knowledge (streetwise) and Intimidate checks, but suffer a -1 penalty on Disguise checks.

## Yakuza Cocksman (SU)

**Prerequisite:** Criminal Starting Occupation, male gender  
For each year a Yakuza spends in prison, he is allowed to insert a single tiny pearl in the skin of his penis, a symbol of his honor and acquired wisdom. For every year or majority of a year you have spent in prison before beginning your heroic life (roll 1d6+1 to randomly determine, and increase your starting age appropriately), you gain one point in a pool of bonus points which may be spent to improve any of the following: Bluff, sexually oriented Perform and saves made to resist the effect of sexual magic. This pool refreshes every 24 hours, or after any sexual encounter.



## NEW ADVANCED CLASSES

In a world where women are property and plaything, they develop ways to survive. A woman's scars become her symbols of power. Three of the new advanced classes presented below represent three different paths to female power, while the last class is as stridently masculine and combative as a naked blade.

### THE ASSAULT WITCH ADVANCED CLASS

Japan changes slowly, but it does change.

With the birth of Princess Aiko in 2000, Japan's legislature began seriously considering rewriting the national constitution to allow for an Empress for the first time in centuries. Faced with a plummeting birth rate, Japan has become suddenly more respectful of women in the workforce, doing everything in its national power to assure women that they can be both worker and mother. And despite all this, oni and human violators prey on women, and the old paths to power remain closed. For all its supposed change, Black Tokyo's women are still livestock, butchered in Rappongi oni-bars, sold at the Mansion Inugami in harem-lots, even forced into subservient, secondary roles in the Section Seven kill-squads detailed to protect Japan from the Black Else.

The Assault Witches are the personal initiative of Aiko's royal mother, Crown Princess Masako. The first Assault Witch squadron was formed in late 2003, comprised of promising young secondary school students specifically chosen and trained by the JSDF's (Japanese Self Defense Forces) best combat witches. The rookie squadron is based out of Misawa Air Force Base in the northern Amori Prefecture, where they work closely with their American counterparts.

#### The Assault Witch in the Campaign

Assault Witches are frontline combat arcanists, who focus their magical gifts totally on air-to-air combat. Unlike other forms of local magic, the Assault Witches favor blinding speed and a withering offense and have little skill at illusions, summoning or sexual magic. Assault Witches operate publicly, with open groups like Section Seven and often aid the Tokyo PD's Chrysanthemum Seven or American agencies.

Whenever possible, the JSDF sends a small 'wing' of young Assault Witches into battle alongside Section Seven. Under the Crown Princess' direction, neophyte Assault Witches are to get as much battle experience as possible, hopefully becoming a centerpiece of a new generation Japanese military, one that publicly embraces magic, and elevates women to positions of power. When Princess Aiko is old enough, it is expected she will begin Assault Witch training herself, and already expresses a childish fascination with the glamorous airplane-girls.

#### Profile of an Assault Witch

Fast, sleek and sensual, Assault Witches are trained to become living war planes through technophilliac ritual. Where their American counterparts enhance their bodies with cutting edge cyber-systems, the Assault Witches use traditional magic in unconventional ways. The young women of Assault Witch Squadron Seven are some of the best and most dedicated little witches in Japan, but rather than an internship at Studio Sakai GO! or competing in Neko-sculpting fashion shows, they choose a more militaristic path to power. Patriotic, driven and assertive, few girls have the strength and valor necessary to complete training.

Additionally the virginal airplane-girls are lithe and attractive, and have become minor celebrities in Black Tokyo. They are often dispatched to otaku conventions between missions to help the JSDF meet recruiting goals, and make frequent public relations appearances on television and at sporting events.

The fastest path into the Assault Witch Advanced Class is through the Smart Hero basic class, though there are other paths. Fast Heroes make excellent Assault Witches, as do exceptionally quick-witted Strong Heroes.

#### Requirements:

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

Base Attack Bonus: +3

Skills: Knowledge (arcane lore) 4 ranks, Pilot 8 ranks

Feats: Aircraft Operations, Heavenly Virgin

Gender and Age: Only females in the Adult or Young Adult age categories can gain levels in this advanced class.

Special: Prospective Assault Witches must enlist in the JSDF and be accepted into Section Seven.

## Class Information

The following information pertains to the Assault Witch advanced class.

## Hit Die

The Assault Witch gains d8 hit points per level. The character's Constitution modifier applies. Assault Witches are quick, nimble and when they're in the sky, they can absorb more punishment than an F-22.

## Action Points

The Assault Witch 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 Assault Witch's class skills are as follows.

Balance (DEX), Computer Use (INT), Demolitions (INT), Disable Device (INT), Jump (STR), Knowledge (civics, current events, history, tactics, technology, pop culture) (INT), Listen (WIS), Navigate (INT), Pilot (DEX), Repair (INT), Spot (WIS)

Skill Points at Each Level: 4 + INT Modifier

Bonus Feats: At 2nd, 4th, 6th and 8th level, the Assault Witch receives a bonus feat, which must be chosen from the following list.

Acrobatics, Aircraft Operations, Alertness, Broken Doll, Combat Expertise, Combat Martial Arts, Cosplay, Dodge, Elusive Target, Ganguro Beauty, Far Shot, Heavenly Exhibition, Iron Will, Lightning Reflexes, Mobility, Nudie Cutie, Shot on the Run, Super Kwaii, Renown, Trustworthy, Vehicle Dodge, Vehicle Expert, Windfall

**Aeromusumne (SU):** Assault Witches are trained to embody the speed, power and grace of Japan's greatest warplanes. As a full round action, the Assault Witch strips away her uniform, her legs and virginal pussy becoming steel and aluminum. When fully transformed, the young girl is almost naked, except for the warplane components sheathing her legs like a vixen's lacy stockings.

While transformed, the Assault Witch gains a flight speed of 60 ft (good maneuverability). On any round she takes a double move and flies at least 100 ft, the Assault Witch may add her CHA modifier as a deflection bonus to her Defense score. This bonus remains for one round after she completes her movement.

# The Assault Witch

Level	Base				Special	Defense Bonus	Reputation Bonus
	Attack Bonus	Fort Save	Ref Save	Will Save			
1	+0	+0	+2	+0	Aeromusumne	+1	+1
2	+1	+0	+3	+0	Arcane Ace, Bonus Feat	+1	+1
3	+2	+1	+3	+1	Mach One Climax	+2	+1
4	+3	+1	+4	+1	Bonus Feat	+2	+2
5	+3	+1	+4	+1	Tail Guns	+3	+2
6	+4	+2	+5	+2	Bonus Feat	+3	+2
7	+5	+2	+5	+2	Radar Girl	+4	+3
8	+6	+2	+6	+2	Bonus Feat	+4	+3
9	+6	+3	+6	+3	Air Superiority	+5	+3
10	+7	+3	+7	+3	Airframe Reinforcement Girl	+5	+4

*There are 10 levels to this class*



An Assault Witch knocked unconscious, asleep or slain returns to her human form. The Assault Witch can otherwise remain in her Aeromusumne form indefinitely. While transformed, she is immune to environmental cold, and though she still needs to breathe, she can do so easily at supersonic speeds and doesn't suffer any ill effects from fighting.

**Arcane Ace (SU):** Assault Witches are trained extensively in both dog-fighting tactics and magical theory. Starting at 2nd level, the Assault Witch can add  $\frac{1}{2}$  her class level, rounded down on all Knowledge (arcana) and Pilot checks.

**Mach One Climax (SU):** Like the witches of old performed sex magic with their besoms, the Assault Witch can use the pure energy of her orgasm to unlock her body's full potential. Starting at 3rd level, if she masturbates to orgasm immediately before take off, the Assault Witch gains the ability to travel at supersonic speeds outside of combat and gains the stamina to take advantage of her range.

At Mach 1.5, her maximum air speed, the Assault Witch can reach anywhere in Japan in an hour and can be anywhere in the world in a day's travel. This enhancement does not affect her tactical speed or maneuverability.

**Action Enhancement:** By spending an action point and touching a willing creature no more than one size category larger than herself, the Assault Witch gains the ability to carry this person as a passenger at supersonic speeds. Her passenger is protected from suffocation, cold and wind injuries by a magical aura, so long as he clings tightly to the airplane-girl. This enhancement lasts for the duration of a single journey.

**Tail Guns (SU):** At fifth level, when the Assault Witch transforms into her Aeromusumne form, a pair of impressive, independently targeted machine guns appear on her shapely hips. These twin machine guns each inflict 2d8 points of ballistic damage (crit 20/x2), have unlimited ammunition and a 75 ft range increment. They are capable of semi and fully automatic fire.

The Assault Witch may fire both machine guns simultaneously at a single target or up to two separate targets, which can't be more than 30 ft apart. If the Assault Witch chooses to fire both guns at once, she suffers all the usual penalties for fighting with two weapons.

# THE WORLD OF BLACK TOKYO

## THE AMAKAZE

**Action Enhancement:** By spending an action point, the Assault Witch can imbue her guns with the Eyrines quality. While enhanced the weapons receive a cumulative +1 bonus to assault and damage for each sentient being the target has sexually assaulted (maximum +10 bonus). This enhancement lasts until the end of the encounter.

**Radar Girl (SU):** At seventh level, the Assault Witch learns to channel her mystical energy into an extrasensory web as sensitive as anything found in a modern war plane. The Assault Witch gains Darkvision with an impressive 500 ft range, as well as lowlight vision while in her Aeromusumne form.

She is automatically aware of all Large creatures or larger aircraft within one mile of her current position, and knows the distance and direction to these vehicles.

**Action Enhancement:** By spending an action point, the Assault Witch automatically becomes aware of the current and maximum HP of all aircraft within one mile, the pilot's ranks in Pilot and DEX bonus, and the weapon loadout of all aircraft.

**Air Superiority (SU):** At 9th level, the Assault Witch's flight speed increases to 100 ft (Perfect).

**Airframe Reinforcement Girl (SU):** At 10th level, the Assault Witch's formerly fragile Aeromusumne form becomes much more durable. She gains a +4 natural armor bonus to Defense in this form. Additionally, her metal-laced skin becomes immune to small arms fire, and she becomes immune to Ballistic damage while transformed. While transformed, a 10th level Assault Witch has a 25% chance of negating any critical hit that she suffers, as if she were wearing armor with the Light Fortification feature.

The Amakaze are the secret power behind Japanese society, a ruling council made up of the wealthiest, most powerful men in the nation's history. Members of the Amakaze are the founders of the megacorporations that have ruled Japan since the end of Reconstruction. The Amakaze's great wealth has allowed its members to buy immortality. The secret society has resources far greater than Chrysanthemum Seven, its archeologists, retained scholars and well-paid demon hunters have recovered and catalogued thousands of minor artifacts and hundreds of portals to the Tatakama.

There, beneath the timeless branches of the Universe Tree, the billionaires of the Amakaze have their mansions. While each member of the society is expected to own lavish landholdings in our reality, their Earthly mansions, private golf courses and smoke-filled personal clubs are just for show. Their true homes are a reality away, and the Amakaze's members no longer truly consider modern Japan their home. Instead, they choose to dwell in the shadows, only returning to their birth reality for occasional business meetings or to attend the G8 summit.

The Amakaze's Tatakama homes mirror their palatial homes in the Earth realms, but are built to a grander scale. Their preserves stretch over a dozen kilometers. Elsebound slaves act as butlers, geisha and concierge. Kijimunna gardeners landscape tranquil golf courses overlooking feudal rice farms. The nooses of the Universal Tree cast their morbid shadows over hundred car garages: time does not pass in the Tatakama, making it an ideal place for grasping multi-millionaires to store their most prized possessions.

The Amakaze return to Earth rarely, and when they do, they do not travel unprotected. Their bodyguards are oni and Elsebound lust-slaves bound into human form and dedicated utterly to the protection of their billionaire masters. Bargains with the Black Else keep the Amakaze safe from demonic plots, and ensures their immortality, but at a horrific cost. The bitter old men of the Amakaze grow more cynical and cruel with each stolen year, and each year, the price of their immortality grows.

For all their temporal power and continent-spanning wealth, the Amakaze are the catspaws of the elder Oni Lords. In return for health, longevity and prosperity, the Amakaze increase the sum of human misery. Their businesses subtly manipulate the planetary economy, ensuring their own wealth but at the cost of bankrupting less fortunate nations. Children die by the thousands annually to sustain the Amakaze's senior membership, sacrificed en masse by heartless political and economic decisions made in accordance with Hell's wishes. The Amakaze ensure that their pharmaceutical companies research million-dollar erectile dysfunction drugs so other old men can buy erections they can't come by honestly, while AIDS and malaria kill millions. And the demons laugh...

## THE AMAKAZE'S MINIONS

The Amakaze holds as much power as the Japanese Diet, if not more. Politicians come and go, but the shrunken old men of the Amakaze are eternal. At least half of Japan's largest corporations are directly under Amakaze control, and the other half are steered and influenced by their secret society.

The organization sponsors treasure seekers and demon slayers out of enlightened self interest. The relics collected by their minions are used as bribes and tribute to the Amakazes' overlords, or kept as private toys. Members of the Amakaze compete with one another fiercely, especially where the acquisition of something precious and unique is concerned. Back alley arcanists and treasure hunters can retire to a life of leisure with a sale to one of Japan's patriarchs, and they know it. For those with a mercenary bent, finding something worthy of attention by a Fortune 500 CEO is the goal and the dream.

The Amakaze also directly fund freelance demon hunters, even funneling yen to a few Eyrines Sisterhood cells. Few of these supernatural heroes realize where their operating budget comes from, or the true nature of the business men who fund them. To their subordinates, the Amakaze can be surprisingly charming, adopting the persona of a harmless and lovably perverse geriatric altruist.

Without realizing it though, those who accept the Amakaze's generosity are serving the Black Else. The elder oni steer Amakaze-funded demonologists against their infernal rivals, especially ones that have displeased them. Groups serving the Amakaze rarely realize the

depth of their servitude. By carefully seeding intelligence and manipulating lesser oni to their deaths, the old men of the Amakaze expertly play their dupes. Every mission the demon hunters undertake feels like it came from within the cell, while in reality the quest began somewhere deep within the Black Else.

## THE UBUME EMPRESS

One of the Amakaze's strangest and most implacable servants is the so-called Ubume Empress. Through her, the Amakaze manipulate the guilt ridden Ubume into servitude and spread delicious misery across the human realm. The Ubume Empress is not native to Japan nor to the True Earth Realm- she answers to the gajin name "Ellen" and her accent marks her as American. She is missing the crown of her skull, and she conceals her injury beneath enchanted veils, and is weighed down by hundreds of fetal ghosts, clinging semi-visibly to her tailored business attire.

The Ubume Empress refuses to answer questions about her past, but it is known she died in another world before crossed the Black Else and Tatakama to arrive in Black Tokyo. She serves the Amakaze as one of their aswang- a ghostly hunter who feeds on the blood and souls of pregnant mortals and their children, and also finds the taste of an Ubume's unborn ghost-flesh a delicacy. The Ubume Empress is also adept at manipulating Japan's minority Christian population to commit horrid atrocities in the name of faith, only realizing too late their actions serve the Black Else.

## AMUSEMENT STORE TULIP SAPPORO JAPAN

This small dusty store is located in Northern Japan, at the end of a crowded, undistinguished street. Outwardly, the shop is nothing special, just another forgettable porn-shop with a small apartment above. The store sells VHS cassettes and DVDS that are several years behind the perversion curve, but its true business is done in back. The Amusement Store sells a variety of sex toys and sexual playthings, from ordinary plastic dildos and pocket pussies to incredible tantric magic artifacts.

The store is run by Noriko Tennin, a self-emancipated Living Toy who is one of Japan's most skillful and creative Innocents (D7ACU: The Innocent, Skortched Urf Studios, 2007). The oldest sister of the Tannin clan, Noriko and her quiet shop are allied with Tokyo's

Seamless Sleep Club and its trio of Living Toy owners. Unlike many Innocents, Norkio prefers to craft adult toys, claiming that adults and teenagers need a chance to 'play' as much as children do and have far fewer opportunities.

The porn-store is an almost profitable façade. Noriko's real business is crafting magical artifacts to order. Her prices are reasonable and her quality excellent, but customers must accept the fact the toy-witch has a months long backlog on orders. She will also build Living Toy bedmates for clients, but only after she has had an encounter with the client herself and is sure he won't mistreat the arcane doll. Many of Black Tokyo's sexiest and most submissive Living Toys were born in Sapporo.

## WWW ANON CHAN NET

Anon-CHAN is an anonymous file sharing website based out of servers in the Amori prefecture. It's a rude and impudent website, a place where calling another anonymous poster a nigger-fag is the height of comedy, and the one place on the Net where it's totally possible to innocently stumble across home-made kiddy porn while browsing for anime wallpapers or song torrents. The brainchild of Ryu and Haneda Shirow, twin Shirime brothers, the website is a place that revels in rudeness.

Under the guidance of the two brothers, the website has turned into a clearinghouse for humorous or sexy pix, illegal file-shares and hacker culture. Shut down dozens of times by a dozen different governments and mega-corporations, Anon-CHAN refuses to die. Recently, the website has found something approaching redeeming social value. Some of the regular posters have begun a campaign of harassment and vandalism against some of the worst companies on the Amakaze board of directors.

The almost spontaneous, leaderless acts of civil disobedience are nearly impossible for the Tokyo PD to stop, and are bringing to light some of Japan's worst corporate crimes and scandals. While a few Anon-CHAN posters have fallen to Amakaze-funded Digital Sorcerers and hunter-oni, the anonymity of the 'net protects most. Where anonymity fails, the Shirow brothers are not above sending agents to covertly protect some bold otaku regular poster. The Shirows have deep connections across the breadth of Japan's magical underground, aren't above blackmail, coercion and dirty tricks to protect one of their online friends.

## AOKIGAHARA FOREST

Nestled against Mount Fuji, this old growth forest is possibly the most haunted place in an already ghost-scarred nation. Since the publication of the famed novel Kuroi Jukai (Black Sea of Trees) in the mid 1950s, hundreds have committed suicide in the forest's dark and serene environs. The myriad solitary deaths- most by hanging- among the trees have worn a hole in the fabric of reality. The roots of the Universal Tree Ygrassyd are entwined with Aokigahara's roots. On cold nights, visitors to the forest can catch a glimpse of the impossibly huge tree rising far above the forest's branches.

Girls following their hearts to the Hanging Academy step out of reality here in the quiet forest. Ordinary mortals who've chosen suicide become unwitting sacrifices to the Tree here. Kijimunna who have chosen suicide and a return to the Tatakama's endless twilight make the same trek humans do, and masturbate to deadly orgasm in the forest's Wind Cave with a sacred steel phallus that has been used for this purpose since the 1800s.

Aokigahara Forest is a sacred grove for guardians of cosmic order; Kahsa Deadslayers escort the souls of suicides to their new place in the great wheel of karma. Futakuchi angels materialize in the Earth Realm in secret clearings. Akaname zombies prowl the forest, licking the suicides clean of the feces they loose as they kick and strangle, and mutilating treasure seekers come to rifle through the purses and wallets of the forest's many suicides. The forest's anonymous Akaname caretakers are treated with more respect than normally afforded their kind; even the normally severe Futakuchi passing through the forest might share a rare smirk at the sight of a lone zombie lovingly licking clean the suicidal dead.

The entire massive forest is a semi-permeable membrane leading to the Tatakama. A character visiting the forest can attempt a DC 30 Knowledge (theology & philosophy) check can intuit the exact location of an open torri to the Tatakama within a 1,000 ft radius of his current position. If the character succeeds on the check by 5 or more points, the torri is semi-stable. It will remain open for at least 24 hours, and allow passage between the worlds in both directions. Otherwise, the portal closes soon after the character arrives in the Tatakama, and the traveler must find another path home.

A character who has fallen to 0 HP and unconsciousness due to strangulation within the bounds of the forest receives a permanent +5 insight bonus on this check. . . assuming that character either recovers or returns to existence as some kind of undead.



Clovers University teaches children from grades 7-12, and many of the best alumni continue on as student teachers themselves, rather than leaving for a conventional college. The student body stays at the school year round, while mild enchantments make their mortal parents gradually forget they ever had children. Older and more experienced students are allowed off campus more often, and are made available to Chrysanthemum Seven and the Tokyo Police Department as oni-hunters and exorcists.

However, until graduation, all Clovers students must wear the distinct University blazer, and all are accompanied on their errands by a Futakuchi or Kasha Deadslayer guardian. Still, sneaking out without their celestial chaperones for some mischief in Black Tokyo is a time honored University tradition.

Clovers University trains Mages and Occultists of all traditions, as well as tutoring young Devil Heart Hunters, Flow Witches, Ghostkiss Investigators, Neo-Witch Guardians and Sacred Pleasurers. The school considers the Harem Mage path a frivolous misuse of magical talent, though a few upper-classmen otaku learn the basics of the profession as part of the school's Anime Culture Club. Likewise, the teachers do not train students in the path of the Hanging Maiden, believing that such a mystical career is a tragic waste of mystical potential. Despite their aversion to the class, Clovers University plays regular football scrums against the girls of the Hanging Academy, and many Clovers students are pen pals and almost-boyfriends with the doomed young ladies of the Hanging Academy.

## CLUB AMEONNA TOKYO HARBOR JAPAN

One of the hottest clubs in Tokyo isn't found in the fashion district. Instead it's nestled between dock-side shipping offices, its frosted windows looking out over Tokyo International Airport. Club Ameonna is a cramped three story restaurant popular with younger Yakuza and wealthy idiots who get their thrills being seen with Yakuza. The club is a nyotaimori, where world class sushi is served off the perfectly shaven bodies of supermodels. The club has an excellent reputation, a five star rating, and a waiting list for reservations nearly six months long.

## THE CLOVERS UNIVERSITY OUTSIDE TOKYO JAPAN

Clovers University is a private school owned by Heaven itself, whose celestial and half-angelic teachers scour Japan in search of courageous, promising young magicians. Prospective students find their lives quietly becoming more and more bizarre, as Futakuchi teachers and their celestial assistants begin quietly dogging their every step, hoping to protect them from a suddenly hostile Black Japan. Those willing to accept Clover University's tutelage are taken to its secluded campus in the shadow of Mt. Fuji, overlooking Aokigahama Forest.

Club Ameonna is a permanent torri between worlds, a place where an unwary visitor can step between the Earth-realm and the cobalt horrors of the Black Else. The club is a hub for various human-trafficking gangs, and it has to be. Very few of the waitresses and living dinnerware last more than a few evenings. The lucky ones are devoured whole, but their deaths occur on the Earth-realm, in a private, soundproofed banquet room on the upper floor.

Though horrible, their deaths are relatively quick and since their millionaire murderers have no interest in their soul, their ghosts are free to reenter the wheel of rebirth. The unlucky ones- the truly beautiful immigrant girls- find their way into the Black Else, where they are re-sculpted, body and soul by Isonade transmuters. These unfortunates either end up on the menu or become one of the club's rarely seen but ominous guardian demons.

## **FAIRY TALE STUDENT'S CLUB RAPPONGI TOKYO**

The Fairy Tale Student's Club is a gathering place for Black Tokyo's innocent young shapeshifters. Kitsune, Byakko, Nekomusune, and others are all welcome at the messy two-bedroom apartment turned party-pad. The Club is too raccous and fast moving for the more indolent Tanuki Beggarfolk and too wild for most Hanging Maidens, though a few have no objection to sharing a beer and a laugh with the awed mortals crammed into the little flat. The Fairy Tale Student's Club is laughably informal, with the most trustworthy and assertive 'senior members' berating the younger partiers to cough up some yen to pay the rent and buy more beer and snacks. Anyone with shapeshifting talents or magical gifts is welcome at the crash-pad, where the parties start at sunset and usually last until everyone is passed out in front of the PS4 come dawn.

The Club has no real agenda, aside from providing a good time for its loose knit collection of members. Despite this, the club members are surprisingly loyal to one another, and will often come to each other's aid. A few of the more daring club members have taken to smashing up TBMS catch-trucks and freeing the shivering cat-girls inside, out of boredom as much as heroism. Most of the time, though the sexy young shape changers of the Fairy Tale Student's Club can be seen leaping along the neon-splashed Tokyo skyline. The laughter of their frivolous, acrobatic races can be heard far below, even over the club district's unceasing music and street noise.

## **MONSTER'S UNIVERSITY OKINAWA JAPAN**

This rundown preparatory school has another, more ordinary name, but no one ever uses it. Hidden behind an eight foot stone privacy wall, the Monster's University is an impoverished sister-school to the prestigious Clovers Academy. The Monster's University is a place where the most optimistic of Black Tokyo's exorcists and demon hunters send young abominations, in the hopes that education can overcome dark lusts. Young demons and oni-spawn captured by Section Seven and Crysanthimum Seven are sometimes exiled to the crumbling Okinawan university.

The students of Monster's University face a choice- learn to be nice or die at the hands of one of the tutors. For many of Black Tokyo's creatures, the Monster's University is a last chance at life, a magically aware version of juvenile hall, complete with its own Death Row. The student body is relatively small, with each graduating class only boasting two or three homerooms. Monstrous races such as an array of vampire species, Spider Souls, Succubi Kin, Elsebound and other children of the Black Else are common at the Monster's University, as are young Freudian Oni who attend classes in hopes of controlling their inner demons.

The University's reluctant students are capable of surprising amounts of school pride, and have a fierce rivalry with the better groomed, more erudite Clovers students. Sneaking off to out wit a Clovers detective squad, or to prey on a pretty Clovers student are time honored school tradition. Since most of Monster's University students enjoy watching women die, students of both genders often begin strange, melancholy romances with the girls of the Hanging Academy.

The teachers at Monster's University are strict and often cruel, and most are veteran exorcists and monster hunters. They allow their charges off campus only with a wary chaperone. Those students who must prey on humans are allowed to do so only under a teacher's direct supervision. Occasionally, upper-classmen are allowed to assist Tokyo's police force in hunting others of their kind. The school claims right of first refusal over any young monsters its students assist in the capture of, for the kids of Monster's University, today's adversary may be tomorrow's roommate.

## WWW OMORASHI CHASE JP

This popular website, based out of Tokyo, naturally, is dedicated to wet panties and female bathroom shots. Various channels feature everything from hidden toilet cams to contests to see which of an assortment of various cute competitors can hold her urine the longest. The website also offers hidden, magically encrypted channels (coded by Digital Sorcerers from the D7ACU line) designed to appeal to Black Tokyo's magical fetishists. These mysterious web-casts allow subscribers to catch a glimpse of Flow Witches and shit-mages at play, to arrange magical commissions, and to purchase the urine-impregnated, mystically potent panties of various magicians, monsters and goddesses.

Many of Japan's Flow Witches and pee-mages start their apprenticeship in front of an Omorashi Chase web-cam. No matter what directions their magical career take them, Tokyo's fetish mages know they earn a nice, quick paycheck by putting on a streaming video show for the Omorashi Chase. For the convenience of its regular guests, the website offers a mystically encrypted web chat service so the fetish stars can discuss magical matters from any computer in Japan. This exclusive chat room is always busy, with various mages collaborating on projects, trading recipes and arranging meetings.

## SAGARI DOWNS NAGASAKI JAPAN

This ¼ mile horse track is one of the best in Japan. Built during the most prosperous years of the 1980s, no expense was spared to make the track comfortable and stylish. Japan's wealthiest men, including the Amakaze inner circle, congregate here to take advantage of the thrilling races and well stocked bar.

Normally the horse track is just another exclusive social club, but during the track's off season, even stranger races take place. A glamour cast over the track and its guests ensures privacy during these unscheduled, late winter races. Japan's mystic pony-players, animalistic cosplay-mages and the virginal, powerfully built Daughters of Kirin compete against one another in high-stakes and eroticized races. Beautiful things, part women and part mare dance through the snow. Most of Japan's citizenry has no idea these spectacular races occur daily behind the gates of the shuttered horse track.

Even when the track is open to the public, it is often visited by the supernatural. Many of the jockeys and grooms are Koropokkuru. Their champion horses are partners and lovers and the tiny apartment blocks surrounding Sagari Downs are quietly strange, home to the greatest concentration of dwarfish Koropokkuru outside of Okinawa. The Kirin often visits the track's well bred, pampered mares to father his half-godly Daughters.

## SEAMLESS SLEEP CLUB RAPPONGI TOKYO

Seamless Sleep is a maid café and cuddle club in the heart of Tokyo's hippest mega-sprawl. The club is run by a bevy of adorable sisters. The three Tannin sisters all seem perfectly human despite the fact they're all self-emancipated Living Toys. Seamless Sleep Club offers a sexy, but chaste atmosphere, where guests can relax and nap in the arms of the Living Toy staff. The club's rules are fairly simple- no sex, no dry humping, and pajamas (for both guests and workers) stay on.

The Club is amazingly popular among the otaku and salarimen who've kept a bit of their innocence. The little café recently gained national attention, when her royal parents brought HIH Princess Aiko to the café for an exclusive visit. The staff doted on her, and the young Princess left the café with a pair of new companions- a Living Toy swordswoman and her somber Nikusui partner, both of whom would gladly sacrifice their pseudo-lives to protect their charge.

## THE SHIKOME

The Shikome are a heretical branch of the Eyrines Sisterhood, operating out of a disused and crumbling automobile factory in Okinawa. Possibly tainted by the close presence of the Revered Shogun, these hard-faced women carry out the mission of the Sisterhood with a viciousness that terrifies even their former Sisters. Like all Eyrines Sisters, the Shikome make it their mission to find and execute sexual predators, human and oni-spawn.

However, where true Eyrines Sisters do their best to comfort and empower victims, the Shikome believe that some horrors are too much for a soul to bear and survive. Knowing beyond all certainty the truth of karma, resurrection and life-beyond-life, the Shikome deliver

death to victim and offender alike. Predators are tortured to death, while prey are put to death gently, in hopes they will be reborn into a new incarnation free of a lifetime of pain and guilt that will only stain their karma.

The Shikome are hunted relentlessly not only by the predators they oppose but also their former Sisters. Few Shikome survive longer than a few missions, but all of them believe they are doing something worthy, even if their methods are horrific. Nikusui and especially dark Hanging Maidens comprise the core of the Shikohme, though a handful of Futakuchi and Ohagru are also members. Total membership is believed to be less than a hundred, across the Japanese archipelago.

## VENDING MACHINE GIRLS

As always Japan blends the magical with the most mundane things imaginable. In Black Tokyo, it is perfectly possible to buy a mage-bred slave from a corner vending machine. Of course, exactly which street corner sells slave girls is open for debate, and since these semi-mythical machines never seem to be in the same place twice, tracking their movements has become an obsession for Japan's otaku mages. There are at least three companies with machines scattered throughout Japan.

The Gashapon Girl Corporation is run by a quartet of Harem Mages and Master Toymakers from Atsugi who stock eye catching pink and white machines with magical H-book pages and living toys. Buyers can pay in thousands of yen to purchase a sketched Daydream Girl (Purchase DC 16). Of course, these transitory playthings quickly vanish, and are almost as disposable as a can of soda. Those who wish a more permanent plaything can purchase a Living Toy, who is initially a pocket sized doll, who expands into a full sized artificial woman by the time you get her home. Living Toys purchased from Gashapon Girl have a Purchase DC of 26-27.

Mystical security sigils (and often Koma-Inu guards hidden inside the machine itself) protect the vending machines. Because of the high yen purchases involved, Gashapon Girl vending machines do not use cash, instead being set up to accept credit and debit cards.

The Amakaze holds partial ownership in Gashapon Girl's greatest rival, the New Day Girl Factory. These vending machines are black, gold and pink. The New Day Girls are designed to be disposable sexual playthings, especially for those who like to kill or torture their partners. Their Daydream Girls are twisted into deep masochism and even their living toys have a suicidal streak, all the better to force customers into buying replacement after replacement. New Day Girls are also acceptable prey for many of Black Tokyo's predatory oni, and are designed for flavor. If they can afford it (and if they think they can get away with it) the misanthropic students of the Monster's University will pool their money to buy a New Day Girl to devour.

The New Day Girl Factory offers a discount (reduce Purchase DC by 2) to members of player species who and monster races who are required to feed on others, such as Succubi Kin and Hannya. The Amakaze-funded vending company knows its target market well. Otherwise, prices are in line with the Gashapon Girl Company.

All Daydream Girls and Living Toys created as a vending machine prize have their birth-company's logo as a colorful birthmark on their butt. If these girls are allowed to live, they may purchase prizes from their birth-company at a -2 Purchase DC discount.

Finally, for those unable to afford a real Daydream Girl or Living Toy, the low-rent Yanari Publishing House offers a selection of cheaply printed newsprint scrolls. These scrolls depict a slightly pixilated erotic scene, and are enchanted with a minor illusion cantrip that brings them to holographic life for an hour or so of thrusting, spurting porno-fun. These disposable scrolls have a Purchase DC of only 7.

# NEW MONSTERS

1. **Aswang (CR 6)**
2. **Amakaze (CR 10)**
3. **Binbogami (CR 2)**
4. **Daruma (CR 5)**
5. **Kanedama (CR 5)**
6. **Kijohime (CR 7)**
7. **Koma-Inu (CR 8)**
8. **Kosode-no-te (CR 1/2)**
9. **Okiku (CR 3)**
10. **Shingami (CR 25)**

The parasitic Aswang are a race of oni-spawn who migrated to Japan from their birthplace in the Philippines. Often referred to as Kokakuchō by Black Tokyo's demonologists, these predators are among the nation's most voracious and most fearsome. Aswang feed exclusively upon pregnant women, devouring their fetuses from within with their mosquito-like proboscis. Their shapeshifting talents and sadistic cunning has allowed many of the abominations to infiltrate Black Tokyo's medical establishment. They often work the nightshifts at disreputable hospitals, prowling maternity wards plagued by unexplained deaths.

## Aswang (CR 6)

Medium Undead

Init +4; Senses Darkvision 60 ft

Languages Tagalog, Japanese

**Defense** 16, touch 14, flat-footed 12 (+4 DEX, +2 natural)

hp 8d10+(44 hp)

**Immune** Undead Immunities (Poison, sleep, paralysis, stunning, necromantic effects, disease, mind-affecting abilities, critical hits, stunning, ability score damage/drain, massive damage or most effects requiring a FORT Save)

**Special Immunity** Unarmed and Melee damage delivered by an Ubume character

Fort +2, Ref +6, Will +7

**Speed** 30 ft, Flight 60 ft (average)

Melee Space 5 ft x 5 ft.; Reach 5 ft or 20 ft with proboscis

Base Atk +4; Grapple +12

Atk Options Proboscis Slash +8 melee (1d8+2 slashing, 19-20/x2)

or

Slam +6 melee (1d6+2 bludgeoning)

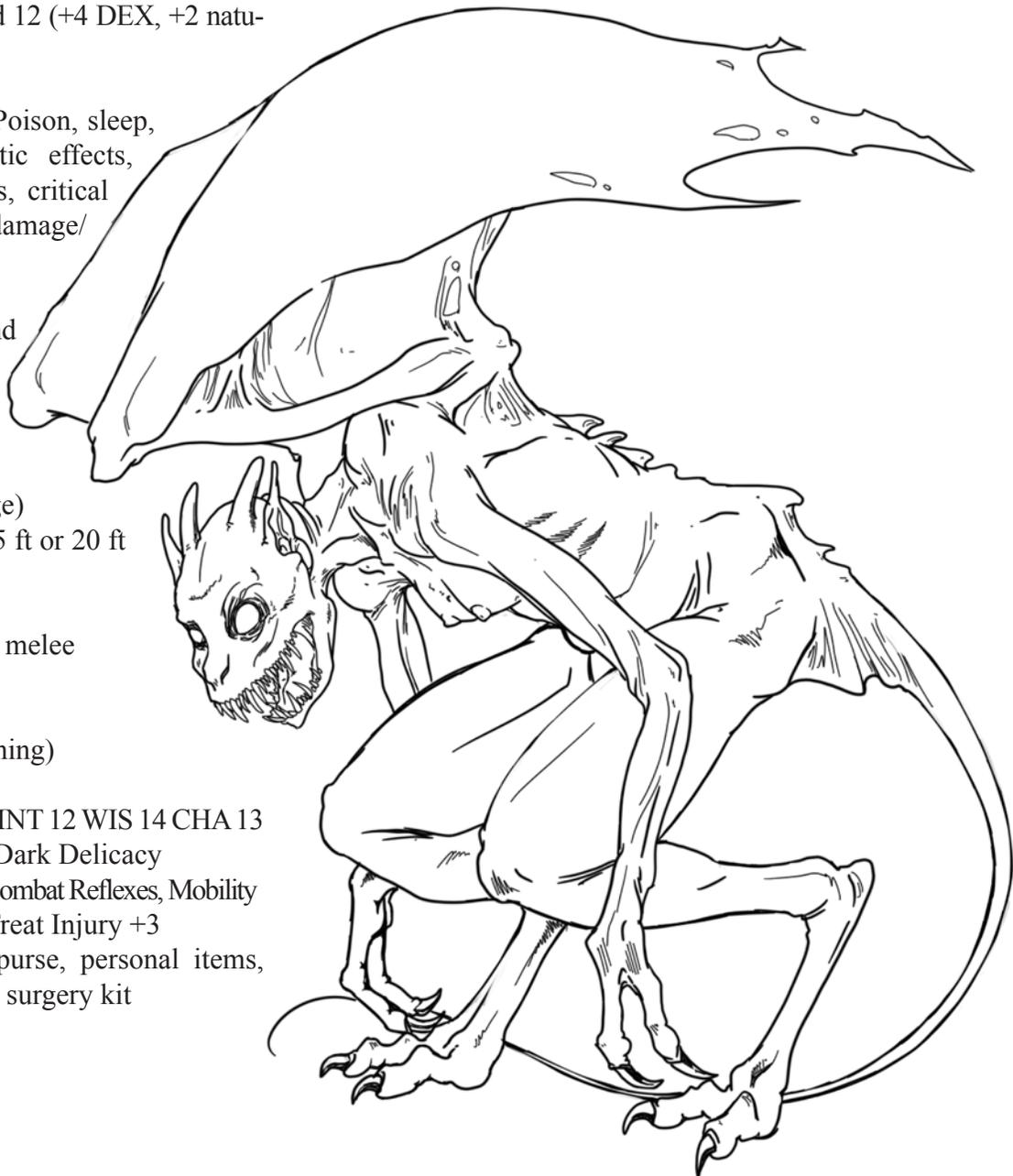
**Abilities** STR 14 DEX 19 CON - INT 12 WIS 14 CHA 13

**SQ** Undead Traits, Seeking the Dark Delicacy

**Feats** Weapon Finesse (proboscis), Combat Reflexes, Mobility

**Skills** Bluff +9, Disguise +29, Treat Injury +3

**Possessions** cell phone/PDA, purse, personal items, hospital credentials, first aid kit, surgery kit



Aswang are so incredibly tenacious that Section Seven stations an operative at all of Tokyo's largest hospitals, specifically to be on the lookout for signs of Aswang infestation. However, the overworked agency can never spare its best for the job- those assigned to hunt Aswang are often the agency's rookies, its incompetents, or its retirees, waiting out their last months of service. As cunning as the Aswang are, they can easily avoid (or brutally and sadistically murder) their persurers.

The demons also plague the Ubume, and they claim that the flesh of an unborn ghost is the sweetest of all. Even the bravest and most dedicated Ubume hero shivers with fear at the mere rumor of an Aswang's presence, and the creatures often trade info and coordinate their attacks amongst themselves to bring down their delicious undead prey.

In their natural form, the Aswang is a bird-demon, all lice-flecked ebon wings and hollow fangs. Her tongue is long, prehensile, and razor sharp, easily capable of piercing flesh and suctioning away tissue. Aswang smell of shit, blood and rotting tissue. The oni are also capable of changing its form, usually adopting the guise of a beautiful Filipino girl or an elderly grandmother of the same race.

**Masque (SU):** At will, as a full round action, the Aswang can disguise itself as a human female in either the Adult or Venerable age categories. It can only disguise itself as a Filipino female, but is otherwise free to determine the shape its masque takes. While transformed, the Aswang cannot bring its proboscis to bear.

The Aswang receives a +20 racial bonus on Disguise checks made to pass for human when transformed.

**Proboscis (SU):** The Aswang's whip-like tongue provides the monster with a 20 ft reach. She can threaten adjacent squares simply by shortening her swings. The Aswang can grapple opponents with her proboscis and is not considered grappled herself. She may attempt to trip or disarm opponents with her proboscis.

Each round the Aswang maintains a hold with her proboscis, she inflicts automatically inflicts 1d3 points of CON drain. Each point of CON drained heals the Aswang for 5 Hit Points worth of damage. Excess healing is retained as temporary Hit Points, which are lost first and remain for one hour. The Aswang can have up to double her maximum HP total as temporary Hit Points.

Pregnant mortal women are especially traumatized by the demon's invasive mutilation. A pregnant woman must succeed at a DC 22 FORT save each round the grapple is maintained or undergo an especially traumatic abortion. If the Aswang successfully induces an abortion, the demon's bloodlust only increases.

An Aswang who has successfully induced an abortion immediately returns to full health, recovering all Hit Points, and removing any harmful status ailments. For 24 hours after inducing an abortion, the Aswang becomes immune to clerical turning.

**Seeking the Dark Delicacy (SU):** Aswang are optimized to hunt the Ubume and devour their soul-fetus. Aswang cannot be harmed by any melee or unarmed attack made by an Ubume character.

Additionally, an Ubume's undead nature does not protect her or her ghost-child from the Aswang's proboscis. An Ubume grappled by the Aswang's proboscis suffers 1d3 points of permanent WIS damage per round the grapple is maintained. An Ubume reduced to 0 WIS by this special attack is slain permanently, her soul (and that of her fetal ghost) destroyed. She cannot be raised or resurrected.

## **Amakaze (CR 10)**

Medium Humanoid

Init +3; Senses Darkvision 60 ft, Scent  
Aura Illusory Haze (60 ft, allied outsiders appear human, WILL DC 22 negates)  
Languages Japanese, English, 1-2 others of choice

Defense 17, touch 17, flat-footed 14 (+3 DEX, +4 deflection)  
hp 10d8+16 (61 hp); DR 5/+1  
Fast Healing 3  
Immune Massive Damage, Stunning, Poison  
Fort +5, Ref +6, Will +11

Speed 20 ft  
Melee +8 melee talons (2d6+1 slashing + wealth drain, Crit 19-20/x3)  
Melee Space 5 ft x 5 ft.; Reach 5 ft.  
Base Atk +7; Grapple +8  
Atk Options +8/+3 melee talons (2d6+1 slashing + wealth drain, Crit 19-20/x3)  
Free Action: Black Coin +10 ranged touch (30 ft, outsiders gain +2 bonus on melee attack and damage rolls against the target)

Abilities STR 12 DEX 16 CON 14 INT 22 WIS 18  
CHA 17

SQ Economic Sadism, Murderous Fraud

Feats Insinuation, Frightful Presence, Power Attack

Skills Bluff +9, Diplomacy +6, Intimidate +13, Knowledge (business, civics, technology) +14 each

Possessions at least 1d6 items that can be used to power their Bribe Hell ability, laptop computer, PDA and cell-phone, coinless card

Amakaze are ancient Japanese men, stooped and wrinkled and powerful, wealthy beyond measure. Empowered by the noble oni of the Black Else, they have become among the most powerful men in Japan. More powerful and influential than Diet members, their names and corporate conquests are splashed all across Tokyo's business pages. Amakaze revel in their power, and in the company of their own cruel kind.

Amakaze appear as the humans they were before their demonic transformation. Though Amakaze are wizened and walk with a cane, they are stronger than they were in their 20s. They no longer age, and are immortal unless slain but can potentially buy their way out of Hell. The Oni reward their most loyal, capable servants.

When an Amakaze fights, scythe-like talons of gold and bone rip from its liver-spotted fingers, and the old man's toothless mouth transforms into a sharklike maw, filled with inch-long, serrated fangs.

**Bribe Hell (SU):** Amakaze are Hell's favorite servants, and they are protected by powerful oni guardians. The Amakaze can offer a bribe to their oni masters to summon powerful fiends. As a full round action, the Amakaze can offer a sacrifice of any object with a Purchase DC of at least 20; which rots away to dust and ash as the magic unbinds it. By doing so, the Amakaze can summon any non-good outsider of CR 8 or less, which appears in the nearest open square and serves the Amakaze loyally for 13 hours. Amakaze proudly wear designer watches, fine jewelry and thousand dollar ties just so they can discard them to summon demons in times of need.

The Amakaze's dark magic ensures that all allied oni within 60 ft appear human, often disguised as intimidating human bodyguards, lithesome secretaries and assorted personal assistants. Those viewing the Amakaze's demonic servants can attempt a DC 22 WILL save to penetrate the illusion.

**Black Coins (SU):** As a free action once per round, the Amakaze can toss a handful of bloody yen pieces at any target within 60 ft as a ranged touch attack. All allied outsiders permanently receive a +2 luck bonus on melee attack and damage rolls against that target, as they try to claim the spiritual bounty the Amakaze has placed upon this adversary.

Once this ability is used, the effects are permanent, even if the particular Amakaze who laid the curse is slain. A victim can only be subject to one Black Coin bounty at any given time, and a remove curse spell is needed to permanently negate this effect.

**Economic Sadism (SU):** The dark, materialist magic that sustains the immortal Amakaze loathes the working poor even as it depends upon them for sustenance. The Amakaze receives a +2 morale bonus on attack and damage rolls against any sentient target with a Wealth Bonus less than +8.

The Amakaze automatically confirms critical hits threatened against sentient targets with a Wealth Bonus of +0.

The Amakaze receives a +5 racial bonus on Bluff, Diplomacy and Intimidate checks made against someone whose Wealth Bonus is lower than +8.

**Murderous Fraud (SU):** The Amakaze's cold bone talons unravel a victim's wealth and credit history even as they slice through his guts. Anyone wounded by the Amakaze's permanently loses -1d4 points from their Wealth Bonus. This magical effect only affects the target's liquid wealth, and does not affect their current possessions.

## **Binbogami (CR 2)**

Medium Undead

Init +0; Senses Darkvision 60 ft

Languages Understands Japanese, does not speak

Defense 15, touch 10, flat-footed 15 (+5 natural)

hp 4d12(26 hp); DR

Immune Undead Immunities (Poison, sleep, paralysis, stunning, necromantic effects, disease, mind-affecting abilities, critical hits, stunning, ability score damage/drain, massive damage or most effects requiring a FORT Save)

Fort +1, Ref +1, Will +6

Speed 20 ft  
Melee +5 melee slam (1d8+5 bludgeoning)  
Melee Space 5 ft x 5 ft.; Reach 5 ft.  
Base Atk +1; Grapple +5  
Atk Options +5 melee slam (1d8+5 bludgeoning)

Abilities STR 18 DEX 11 CON - INT 2 WIS 15 CHA 3  
SQ Undead Traits, Unbreakable Contract

*“In 2009, the number of suicides exceeded 30,000 for the twelfth straight year. Since 2008, the economic situation worsened in Japan due to the global financial crisis, and this has pushed the suicide rate in Japan even higher.”*

*-Wikipedia.org article “Suicide in Japan”*

The Binbogami are zombie-undead created indirectly by the cruel economic policies of the Amakaze and their quest for profit. In Japan, it is common for lenders to take out life insurance policies on borrowers, especially in tough economic times, ensuring even if the borrower commits suicide rather than default on the loan, the company profits. Those ordinary men and women unfortunate enough to do business with an Amakaze company serve the oni-backed bank in another way. Those who commit suicide after an Amakaze loan rise from the dead as pathetic undead servants, serving the Amakaze as disposable drones for all eternity.

Binbogami are not threatening singularly, but are dangerous in large numbers. Their tenacity and blind obedience to the Amakaze make them terrifyingly effective shocktroops, and the difficulty in permanently exorcising one means a defeated Binbogami can return again and again to terrorize its victim.

The pathetic undead resemble the person they were in life, but washed of all color, appearing like a grey-scale photograph. They are dressed in faded business attire, and their eyes are always shrouded in shadow and mist. A faint odor of decay shrouds them, almost too faintly to be consciously perceived.

**Unbreakable Contract (SU):** The supernatural contract they unwittingly signed binds Binbogami inexorably to the Amakaze’s service. A destroyed Binbogami will rise again 1d6 hours after its apparent destruction, recovering one hit point per hour once its regeneration begins. When back to full strength, it will either attempt to complete its original mission, or return to its Amakaze master for further instructions if the former doesn’t seem possible.

The only way to permanently exorcise a Binbogami is to assume some of its spiritual debt. By touching an inert Binbogami corpse and willingly offering its soul some of their wealth, a hero can permanently destroy a particular Binbogami. Doing so permanently reduces the exorcist’s Wealth bonus by -1.

The Binbogami’s targets only gain XP for destroying the creature if they permanently put them to rest, not merely for incapacitating them.

## **Daruma (CR 5)**

Small Outsider

Init +6; Senses Darkvision 60 ft, Scent  
Languages Japanese, Draconic, Infernal

Defense 21, touch 17, flat-footed 15 (+1 size, +6 DEX, +4 natural)

hp 5d8+10(33 hp); DR

Immune

Resist

Fort +6, Ref +10, Will +8

Speed 40 ft flight (perfect)

Melee +11 melee (bite 1d8 slashing, 20/x3)

Melee Space 5 ft x 5 ft.; Reach 0 ft.

Base Atk +5; Grapple -1

Atk Options two bites +11 melee (1d8 slashing, 20/x3) or  
One mutilating bite +11 melee (1d6 slashing, plus shaken  
& slowed for duration of encounter, DC 18 FORT negates)

Abilities STR 3 DEX 22 CON 14 INT 7 WIS 19 CHA 7  
SQ Pounce, Sexual Inversion Curse

Feats Weapon Finesse (bite), Mobility

Skills Hide +12, Move Silently +18, Knowledge (religion & philosophy) +5, Swim +5

Possessions

According to the legends, Daruma was a Buddhist monk so devout and committed that he meditated alone, in solitude, until his body withered away. Transcending the world, Daruma was left a bodiless and perpetually serene head. Legends lie. The Daruma are a species of viscous oni, spawned in the depths of the Black Else’s deepest oceanic trenches. In life, Daruma were monks, priests and holy men who broke their vows of chastity, or who gave into pious hypocrisy. After death, their souls migrated to the Black Else, where over the course of endless years, they devolved into a kind of jealous, shrimp-oni.

Daruma are naked, hideously pink shrimp the size of a stray dog. Their fleshy carapaces are slick with sweat and mucous, and their hundreds of tiny, vestigial legs squirm obscenely. Their heads resemble a grimacing human male's, and on many of the stunted little monsters a monk's tonsure is visible where human-like head meets invertebrate torso. A Daruma's wide mouth is filled with dozens of wickedly serrated triangular teeth.

Daruma enter the mortal realm to plague lovers. They like nothing better than chewing away a human's genitals as some kind of bizarre attempt to control 'human lust'. The little beasts delight in misery and despise love, romance and hate nothing more than a good honest fuck.

**Pounce (EX):** When the Daruma leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Nibble (EX):** Daruma are piranha like abominations. As a standard action, they can bite the same target twice, and inflict massive damage on a critical hit.

**Mutilating Bite (EX):** As a standard action, instead of inflicting two regular bites, the Daruma can go straight for a target's crotch and try to rip away sensitive flesh. In addition to inflicting 1d6 points of slashing damage, the target is considered shaken and slowed for the duration of the encounter (DC 18 FORT Save negates).

**Sexual Inversion Curse (SU):** A Daruma likes nothing better than to destroy romances, and tries to thwart young lovers even in death. The creature who inflicts the death blow against the Daruma, no matter the method, must succeed at a DC 22 FORT Save.

If the save fails, the character's gender is reversed. Male becomes female, and vice versa. This effect is permanent unless a Remove Curse or gender swapping magic is used. If the character has class levels or feats tied to a specific gender, they are useless in the new form.

## **Kanedama (CR 5)**

Medium Humanoid

Init +3; Senses Blindsight 60 ft, Sense Languages Japanese, Infernal

Defense 16, touch 13, flat-footed 13(+3 DEX, +3 equipment)  
hp 8d8+16(52 hp);

Immune gaze attacks, visual attack forms  
Fort +4, Ref +9, Will +5

Speed 30 ft, Climb 30 ft

Melee +10 melee (combat baton 1d6+4 bludgeoning, 19-20)

Melee Space 5 ft x 5 ft.; Reach 5 ft.

Base Atk +6; Grapple +10

Atk Options +10 melee combat baton (1d6+4 bludgeoning, 19-20)  
or

+9 ranged Glock 17 (2d6 ballistic, 30 ft range increment, single shot, 17 round clip)

Special Attack Modifiers The Kanedama and all allies inflicts an additional 2 points of damage on all successful attacks after the first hit.

Abilities STR 18 DEX 16 CON 15 INT 10 WIS 17 CHA 13  
+4 +3 +2 +0 +3 +1

SQ Cowards Prosper

Feats Light Armor Proficiency, Simple Weapons Proficiency, Double Tap, Combat Reflexes, Point Blank Shot, Track

Skills Drive +7, Intimidate +5, Knowledge (streetwise) +4

Possessions undercover vest, collapsible combat baton, Glock 17 and two clips, cell phone, pair of handcuffs

The Kanedama are the trusted servants of the Amakaze, often sent on missions into the Earth Realm to recover artifacts, eliminate adversaries or intimidate them into compliance. These legions of minor oni are merely demonic errand boys, but have earned a degree of trust from their masters. Kanedama are likely to be sent to eliminate heroes who've become an annoyance to the Amakaze. In this case, a favorite tactic is to drive an entire panel van full of starving Binbogami zombies into the heroes' homes and unleash them in the dead of night.

Kanedama are the quintessential 'men in black'. They look like forgettable, almost pathetic salari-men. Their dark suits are cheap and rumpled, and they complain about their bosses, their horrible working conditions and their miserable lot in life constantly. The man-like creatures do not have eyes, but hide this lack behind dark sunglasses. If the demonic thugs ever took off their suit, you'd see a dog's leering mouth where a man's penis should be, a final joke played on them by their masters and creators.

**Blindsense (EX):** The eyeless Kanedama are immune to gaze attacks, visual attack forms (such as a flash bang grenade). They have blind sense with a 60 ft radius, and the scent special quality. They can track by scent alone.

**Cowards Prosper (SU):** Kanedama are cowardly fighters, without enough honor or courage to question their masters' commands. They prefer to gang up on outnumbered prey.

Anyone damaged by a Kanedama suffers an additional two points of damage on all successful attacks made by anyone allied to the Amakaze for 12 hours after the injury. This extra damage also applies to all successful attacks the Kanedama makes after the first.

### **Kijohime (CR 7)**

Medium Monstrous Humanoid

Init +7; Senses Darkvision 60 ft, Scent

Languages Japanese, Infernal

Defense 21, touch 17, flat-footed 14 (+7 DEX, +4 natural)  
hp 6d8+12 (39 hp); DR

Immune poison

Fort +4, Ref +12, Will +7

Speed 60 ft Climb 60 ft

Melee +11 melee bite (2d4+5 piercing plus poison (initial and secondary 1d8 DEX, FORT DC 18 negates)

Melee Space 5 ft x 5 ft.; Reach 10 ft.

Base Atk +6; Grapple +21

Atk Options +11/+6 melee +11 melee bite (2d4+5 piercing plus poison (initial and secondary 1d8 DEX, FORT DC 18 negates)

Or Constrict +21 melee (1d8+5 crushing)

Or Shiofuki 15 ft forward facing cone (FORT DC 18 or be blinded for 1 minute plus poison Initial and Secondary 1d8 DEX, FORT DC 18 negates)

Abilities STR 21 DEX 25 CON 15 INT 5 WIS 14 CHA 16  
SQ Constrict, Solitary Lust

Feats Combat Reflexes, Stranglehold

Skills Bluff + 7, Hide +11, Move Silently +11

Kijohime are oni of lust and jealousy. They spawn in breeding pools deep within the Black Else, given form when a young woman masturbates to a bitter, hurtful orgasm to thoughts of a lover she can never possess.

The Kijohimes' birth cries are deafening and arousing, and reverberate throughout the Black Else. Oni princesses pause for a moment to listen to the beautifully discordant melody, before returning to their schemes.

Kijohime are not very bright, but they possess a low cunning and a dangerous allure. They slip into the Earth realm in search of the men (and occasionally women) whose fantasies birthed them. Their goal is simple- to bring their beloved to a final orgasm in their coils, before swallowing the pulped corpse whole and returning to the Black Else to sleep and dream.

Kijohime resemble stunning Japanese women from the waist up, though their arms end at the shoulder. Their lower body is a colorful black, red and gold serpent's. Their womanly vagina writhes with venomous serpents, and their breast milk is neurotoxic.

**Climb (SU):** The Kijohime is not truly bound by gravity. She can move at full speed across walls, ceilings and can fight effectively from any angle. She often ambushes her prey from above.

**Constrict (EX):** The Kijohime's coils are strong enough to snap a target's ribs with a good squeeze. The Kijohime receives a +10 racial bonus on grapple checks. She has the constrict special quality, and automatically inflicts 1d8+5 points of crushing damage each round a grapple is maintained.

**Shiofuki (SU):** The mere thought of her destined lover-victim can arouse the Kijohime beyond all reason. She reaches a messy orgasm, her serpent lined vulva entering spasm and spraying everything near her with venomous cum. As a full round action, the Kijohime may spray a 15 ft cone directly in front of her with a potent toxins. Anyone caught within the spray must succeed at a FORT Save (DC 18) or be blinded for 1 minute.

Additionally, anyone who fails their save is affected as by the Kijohime's toxic bite, and must make an additional DC 18 FORT save or suffer 1d8 points of temporary DEX damage.

**Solitary Lust (SU):** In each battle, the lustful but ultimately faithless Kijohime selects one victim to be the temporary focus of her lust. She chooses one character, usually the one with the highest CHA score (though she prefers lovers with the Gifts of Ecstasy or Tantric Wisdom feats above less skilled paramours).

Against this target, who is designated at the beginning of the battle, and cannot be changed for the duration of the encounter, the Kijohime's natural toxins become more potent. The Kijohime's chosen lover suffers a -8 luck penalty on FORT saves made to resist the snake-oni's poisons.

### **Koma-Inu (CR 8)**

Large Construct

Init +1; Senses Darkvision 60 ft

Languages None

Defense 22, touch 11, flat-footed 20 (-1 size,+2 DEX, +13 natural)

hp 12d10+20 (86 hp)

Immune Construct Immunities (mind-influencing effects, poison, paralysis, stunning, critical hits, sleep, disease, necromantic effects, nonlethal damage, ability damage, energy drain or massive damage and most FORT Saves) Fort +4, Ref +5, Will +4

Speed 50 ft

Melee Space 5 ft x 5 ft.; Reach 5 ft.

Base Atk +9; Grapple +19

Atk Options Rake +16 melee (2d6+7 slashing, 19-20/x2) or

Deafening Roar (30 ft radius 2d6 sonic plus deafness 1d4 minutes, FORT DC 16 negates)

Abilities STR 25 DEX 14 CON - INT - WIS 10 CHA 1  
SQ Construct Traits, Divine Father of Cats

Traditionally, Koma-Inu guardians were ornately sculpted lions flanking the entrances of great Buddhist temples. In the modern era, these artfully carved and expertly painted lions also guard the doors of Fashion Club Nekomimi. These new-era living statues are even more spectacular than their ancient relatives. Their stone bodies are etched with anime style and a decorated with neon colors. Magic and luminous neon tubes buried deep within their nearly indestructible stone hides bathes new-era Koma-Inu in a rainbow of patterns and colors.

**Divine Father of Cats (SU):** In addition to its role as a guardian beast, the Koma-Inu also serve as a focal point for a unique kind of sexual magic. Across Japan, its an open secret that if you wish to bear a cat-child, masturbating to orgasm with the Koma-Inu's stone phallus will help you accomplish your goal. Any humanoid female who willingly does so is impregnated

with either a Byakko (male) or Nekomusune (female) child. Women from across Japan occasionally visit the Fashion Club for this reason and are welcomed by the club's owners.

Unless attacked first or specifically ordered to do so by its creator, a Koma-Inu will not attack a member of either species. The otherwise mindless monster considers all such beings its children.

**Deafening Roar (SU):** As an attack action, the Koma-Inu can throw back its stone head and unleash a roar like an airliner taking off. All creatures within 30 ft of the stone cat suffer 2d6 points of sonic damage and must succeed at a DC 16 FORT Save or be deafened for 1d4 minutes.

**Pounce (EX):** When the Koma-Inu leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

**Rake (EX):** A Koma-Inu who gets a hold of its target can make two rake attacks (+16 melee) with its rear claws for 2d6+7 points of slashing damage. The creature can also rake after a successful Pounce.

### **Kosode-No-Te (CR ½)**

Tiny Construct

Init +1; Senses Darkvision 60 ft

Languages None

Defense 11, touch 11, flat-footed 10 (+1 DEX)

hp 1d10 (6 hp)

Immune Bludgeoning Damage, Construct Immunities (mind-influencing effects, poison, sleep, paralysis, stunning, necromancy, energy drain, ability score damage/drain, critical hits, nonlethal damage, and most effects which require a FORT save)

Fort +0, Ref +1, Will -1

Speed Flight 30 ft (good)

Melee +1 melee slam(1d4+1 bludgeoning)

Melee Space 2.5 ft x 2.5 ft.; Reach 0 ft.

Base Atk +0; Grapple +6

Atk Options +1 melee slam (1d4+1 bludgeoning)

Abilities STR 12 DEX 13 CON - INT - WIS 8 CHA 1  
SQ Construct Traits, Paralyzing Grapple  
Skills Disguise (pass as an ordinary kimono) +12

The Kosode-no-te is a mystical annoyance that plagues Japan's women. Resembling an enchanted kimono, the strange creature is all but indistinguishable from an ordinary article of clothing until it is worn. As soon as a woman slips her arms into the kimono, the kosodo-no-te's dim consciousness and lust awakens. Phantom hands made of smoke and silk slither out of the kimono's sleeves, and begin roaming across the wearer's body.

Victims are groped for hours by the phantom hands, until the garment's lust is sated, and are sprayed with a pungent liquid from some strange orifice within the cloth. Once its lust is satiated, the kosode-no-te slips off the victim's sweating skin and flaps away into the night like some bizarre bat.

Section Seven doesn't believe the Kosode-No-Te really mean any harm. The agency suspects the creatures are a breed of Tsukumogami, accidental creations of errant magic, poltergeist-like lust-spirits rather than true demons. Clearing out a nest of kosode-no-te is more of an irritation than a challenge, though the dimwitted beings occasionally attract more dangerous creatures, who exploit their rapacious instincts to their own, darker ends. Section Seven usually leaves the hunting of these minor threats to the overworked thugs of the TBMS, who don't mind so much when the victim is an attractive young girl, but tend to grumble when the cloth-monster's victim is an 87-year old grandmother.

**Paralyzing Grapple (EX):** The Kosode-No-Te receives a +5 racial bonus on Grapple checks. It does not suffer a size penalty on grapple checks.

The sensations of being spiritually groped by the kosode-no-te are enough to make even the strongest woman shiver with revulsion. A woman grappled the creature must attempt a DC 16 WILL Save before she can attempt to break the creature's pin. If she succeeds, she may attempt to break the pin normally. On a failure, she cannot attempt to break the pin that round, though she may attempt any other action during the grapple.

Familiar Traits: Exceptionally perverse magic users might select a kosode-no-te as a familiar. Mages who do receive a +2 morale bonus on Grapple checks made against any target they would be sexually attracted to.

## **Okiku (CR 3)**

Medium Undead

Init +3; Senses Darkvision 60 ft, lowlight vision

Aura Cloud of Doubt (no creature within 30 ft can be immune to fear, all suffer a -2 morale penalty on WILL Saves)

Languages Japanese

Defense, touch, flat-footed (+3 DEX, )

hp 2d12 (14 hp)

Immune Undead Immunities (Poison, sleep, paralysis, stunning, necromantic effects, disease, mind-affecting abilities, critical hits, stunning, ability score damage/drain, massive damage or most effects requiring a FORT Save)

Fort +1, Ref +4, Will +3

Speed 30 ft

Melee +2 melee slam (1d6+2 bludgeoning)

Melee Space 5 ft x 5 ft.; Reach 5 ft

Base Atk +0; Grapple +2

Atk Options +2 melee slam (1d6+2 bludgeoning)

Abilities STR 14 DEX 17 CON - INT 13 WIS 12 CHA 16

SQ Cloud of Doubt, Undead Traits, Suicide Pact

Feats Insinuation

Skills Computer Use +3, Bluff +7, Diplomacy +7, Hide +7, Intimidate +8, Knowledge (behavioral sciences) +5, Move Silently +7, Sense Motive +5

Possessions iPhone or laptop

The Okiku are the restless spirits who heard the call of the Hanging Academy, but could not answer it. They died alone in the Earth Realm, unable or unwilling to cross into the Tatakama and their true destiny. Vengeful, angry and shamed, the Okiku prey on little girls, luring them to suicide with promises of eternal beauty and peace.

The Okiku resemble the girls they once were, but their smooth skins are cold and hard as jade. Their viscera and sexual organs have been removed on the autopsy table. Their bodies are hollow and home to an assortment of tiny insects and the dark smoke that serves as their souls. This oily black miasma leaks out of their sewn vulva, nostrils and mouth and surrounds the little undead girls like fog.

**Cloud of Doubt (SU):** The Okiku is surrounded by a chilling black aura like black smoke. Even creatures normally immune to fear become vulnerable to fear within 30 ft of the Okiku, and all creatures within this area suffer a -2 penalty on WILL Saves.

**Deathsmoke Kiss (SU):** The Okiku is clever in her attempts to lure other young girls to their deaths. With a successful grapple check against any female victim, the Okiku kisses the girl, forcing her ebony smoke deep into her victim's lungs.

The grappled victim suffers 4d6 points of acid damage (FORT DC 15 half). Males suffer half this damage by default, and can attempt a DC 15 FORT save to halve the damage further. Males are not immune to the lingering effects of the kiss.

Female victims are cursed with a deep depression. If a female victim fails a DC 22 WILL Save, she becomes listless and suicidal, suffering a -4 morale penalty on all attack rolls, skill checks and saving throws. If left alone, the girl will attempt suicide in the most straightforward and efficient method possible, though she gets a second attempt to break the curse immediately prior to the attempt. This effect can only be removed with a remove curse spell.

Once she has breathed into a girl's lungs, the Okiku will usually break off her assault to let her magic do its work. Young women who commit suicide after a Deathsmoke Kiss rise as Okiku within 48 hours.

**Suicide Pact (SU):** Okiku spend their entire sleepless existence plotting to drive teenaged girls to the grave by their own hands. They maintain a network of unsuspecting online friends and acquaintances they have almost convinced to take their own lives. If these victims are convinced their only friend, the Okiku has abandoned them by breaking off contact after its destruction, their already precarious mental state crumbles.

When an Okiku is destroyed, at least one specific teenaged girl somewhere in Japan will commit suicide within 24-48 hours (24+2d12) unless the heroes aid her.

Discovering the Okiku pawn's online identity requires a DC 22 Computer Use check and tracing her online identity to her real life requires a DC 22 Research check. If the heroes are able to prevent this girl's suicide, award them XP as if they overcame an additional CR 3 challenge.

## **Shingami (CR 25)**

Beyond Colossal Giant

Init -4; Senses Darkvision 60 ft

Aura Radioactive Hell (heavily irritated area 150 ft)

Languages Mindlessly repeats circa WWII anti-Japanese catch phrases

Defense 27, touch 2, flat-footed 27(-8 size, +25 natural) hp 30d8+300 (435 hp); DR Damage Resistance 10/good Fast Healing 3 Spell Resistance 22

Immune Acid, Fire, Radiation, Suffocation, Drowning, Vacuum, Massive Damage, Ability Score damage/drain, Energy Drain, Negative Levels Resist Electricity 20,

Speed 100 ft (cannot run or shift)

Melee +49 melee slam (4d6+26 bludgeoning plus 4d6 fire, 18-20/x2)

Melee Space 500 ft x 500 ft.; Reach 150 ft

Base Atk +23; Grapple +65

Atk Options Squirring Cock Rush +49 melee (hits up to 3 enemies within 30 ft of each other), (4d6+26 bludgeoning and 1d6 fire) or

Slam +49 melee (4d6+26 bludgeoning plus 4d6 fire, 18-20/x2) or

Fling +23 melee (thrown 500 ft straight up or any direction, falling damage 20d6 REF DC 60 halves)

Horrific Orgasm (20d10 acid, 500 ft cone, REF DC 28 half, once every 3d6 rounds)

Abilities STR 52 DEX 3 CON 31 INT 3 WIS 15 CHA 9 +26 -4 +10 -4 +2 -1

SQ Eventual Return

Feats Power Attack, Cleave, Great Cleave, Improved Sunder

The Shingami is the 'western god of death', a colossal psychic monster created from the hate and bigotry of an entire nation. Born during World War II, the Shingami is the living embodiment of American sin- the loathsome spirit that put Japanese-Americans into camps, and the same rage that burnt the world at Hiroshima and Nagasaki. Like the Genbu, the colossal Shingami has slept through the decades, somewhere deep beneath the Sea of Othosk. Coral has grown over the monster's resting place, and every day cargo ships drift lazily by above. For most, the Shingami is long forgotten. Only a handful of Japanese arcanists serving with Police Section Seven believe the monster still lives and even fewer have a plan to destroy the great beast if it should ever reawaken.

The Shingami stands taller than most of Tokyo's sky scrapers, and its sheer mass shakes the ground with every step it takes. The monster resembles a gigantic ebony ape with dozens of jagged horns nearly half a kilometer long protruding from its spine and the crown of its head.

The Shingami's sickly yellow and black face is like something out of a WWII propaganda poster- a slant eyed, bucktoothed, leering parody of a Japanese man's. Dozens of penis tendrils, each the size of subway trains whip, from beneath the creature's bulging gut. The Shingami's eyes glow a bloody crimson, and its light is strong enough to blot out the sun. From head to hooves, the monster is wreathed in atomic flames.

**Radioactive Hell (SU):** The Shingami laughed at the atomic end of World War II, relishing the destruction. It is a creature of elemental atomic fire. A 150 ft radius around the behemoth is considered heavily irradiated and remains so for 1d6 minutes after the Shingami passes.

**Squirming Cock Rush (EX):** The Shingami's enormous prehensile cocks strike up to three enemies which must be within 30 ft of one another with every attack. Make one attack roll for all adversaries, and this is considered a single attack. All enemies struck by the behemoth's cock suffer the same amount of damage.

**Fling (EX):** If the clumsy Shingami can get hold of a Huge or smaller target, it can toss the target up to 500 ft in any direction it chooses. If attacking a Medium or smaller target, it may scoop up two adjacent Medium sized enemies with a single attack roll. It really, really likes doing this.

**Horrific Orgasm (SU):** As often as once every 3d6 rounds, the Shingami can ejaculate waves upon waves of acidic greenish-grey semen from every one of its dozen cocks. Bits of the corpses it has created rush out mixed with the acidic spray.

As a full round action, the Shingami unleashes a 500 ft cone of acid which inflicts 20d10 points of acid damage to everything within the blast radius. Characters caught within the spray may attempt a DC 28 REF Save for half damage.

**Eventual Return (EX):** The Shingami is nearly impossible to ever truly destroy. It can only be permanently slain if a character of American nationality voluntarily chooses to sacrifice themselves to the task. The creature must first be brought to negative HP equal to its maximum positive HP total, and the American sacrifice must immolate him or herself atop the gigantic corpse. Otherwise, the slain behemoth will return to life in 4d6 months, or upon the next Akashita Wind storm.



## NEW SPELLS

Each new spell is a potential story, and here are a handful of new stories to be told in Black Tokyo.

### **Armored by Failure (abjuration)**

Level: Arcane 3, Divine 3  
Components: V, S, M (idiot henchmen)  
Casting Time: Standard action  
Range: Long (400 ft + 25 ft/level)  
Targets: All allied creatures within range  
Duration: 1 minute/ level  
Saving Throw: WILL negates (harmless)  
Spell Resistance: No

This selfish protective charm is often cast by Amakaze witches to protect their geriatric masters. When this spell is cast, any time an allied creature is slain with the spell's area of effect, the magic's recipient gains a cumulative DR 1/magic. There is no limit to the Damage Reduction that can be gained in this manner, as the blood of former henchmen and summoned beasts flows across the recipient's skin and hardens into basalt armor.

### **Cock Like a Piston (transmutation)**

Level: Arcane 2  
Components: V, S, Focus (the vehicle to be piloted)  
Casting Time: Standard action  
Range: Touch  
Targets: Vehicle Touched  
Duration: 1 minute / level (D)  
Saving Throw: No (harmless)  
Spell Resistance: No

This motor-magik is common among Yakuza street mages, who use it to make the phrase 'crotch rocket' literal. When this spell is cast, a male driver and his vehicle become one entity- the recipient's penis becomes a thing of thrusting iron and fire, plunging directly into the almost-vaginal confines of the vehicle's engine compartment. The act of driving the vehicle is intensely pleasurable, and the driver has phenomenal control over his vehicle.

While the spell is in effect, the enchanted vehicle can turn as easily as a character can; its Turn Number/Turning Radius is effectively set to zero squares. The enchanted vehicle does not suffer a Drive penalty based upon speed.

### **Deadening Defense (abjuration)**

Level: Arcane 4  
Components: V, S  
Casting Time: Swift action  
Range: Personal  
Targets: You  
Duration: Variable, maximum 10 hours  
Saving Throw: No  
Spell Resistance: N/A

When this spell is cast, you cut yourself off from the Earth Realm's ley lines. As soon as the last syllable of the spell is spoken, you become completely magically inert, for good and ill. While this spell is active, you gain Spell Resistance. You gain a base Spell Resistance 22 + 1 per each hour this spell will be active for, to a maximum of Spell Resistance 32 with a 10 hour duration.

While this spell is active on you, you cannot cast spells, nor use any supernatural (SU) or spell-like (SP) class abilities, feats or other powers. You are slightly distracted and weakened, as you are cut off from the planet's life giving energy, and take a -1 morale penalty on all saves, attack rolls and skill checks for the duration of the magic.

Special: Only humans can cast this spell. If your campaign includes non-magical aliens or genetically engineered species (such as the Patriot series mutates from the Psi-Watch campaign setting), these non-magical metahumans may also be able to cast this spell.

### **Evil's Tools (enchantment)**

Level: Divine 3  
Components: V, S  
Casting Time: Standard action  
Range: Personal  
Targets: You  
Duration: 1 round/level  
Saving Throw: No  
Spell Resistance: No

This strange spell changes your karmic balance, and is especially popular among elder oni who use it as a protective measure against demon hunters. Of course, elder oni who cast this spell are careful to do so out of the presence of their supposed allies, who are likely to have the evil-aligned weapons necessary to take full advantage of their boss' sudden vulnerability....

Any Damage Resistance you possess which can be overcome by a morally aligned weapon, whether innate or granted by magic is altered for the duration of the spell. Your DR changes to the opposite moral alignment- if you could only previously be harmed by good aligned weapons, you now can only be harmed by evil aligned weapons and vice versa.

### **Fertility Control (conjunction – healing)**

Level: Divine 0, Arcane 0

Components: V, S

Casting Time: Standard action

Range: Personal

Targets: You

Duration: 24 hours (D)

Saving Throw: No (harmless)

Spell Resistance: No

With this minor spell, you can control your fertility to a degree that modern pharmaceuticals cannot match. When this spell is cast, you choose if you will be completely infertile or hyper-fertile for the duration of the effect. If you choose to become hyper-fertile, your chance of conception or impregnating a woman during the spell's effect increases to well beyond 50%.

This minor spell is designed to prevent or ensure pregnancy when bedding mortal humanoids, and has no effect on your fertility if you have intercourse with a more exotic supernatural creature, or someone who is artificially controlling their fertility through more potent magical means.

### **Intimate Shards (necromancy)**

Level: Arcane 2, Divine 2

Components: V, S

Casting Time: Swift action

Range: Personal

Targets: All enemies in adjacent squares

Duration: 1 round/level

Saving Throw: No

Spell Resistance: Yes

This agonizing combat-spell is common among masochistic witches. Broken bits of bone rip through the flesh of the caster's breast and genitals, blasting through near by enemies like bullets.

When this spell is cast, keep close track of how much damage the caster suffers. The caster gains a pool of damage points equal to twice the amount of damage she suffers. She can assign these points of damage as she desires to any adjacent enemy or enemies, who receives no save. Even if the caster is slain by the damage, she can still inflict her mystical retaliation as her dying act. Transferred damage is of no particular type, and thus Damage Reduction and Energy Resistance doesn't apply.

### **Piss Like A Dragon (evocation)**

Level: Arcane 4, Divine 5

Components: V, S

Casting Time: Standard action

Range: Special Basic: Close (25 ft + 5 ft/ two levels)

Area: Cone pointing outward from recipient's body

Duration: Up to 12 hours or until discharged

Saving Throw: REF Half

Spell Resistance: Yes

This spell is known as ryu omoroshi in the original Japanese, and can be thought of as much a curse as a blessing. Mystical energy courses through the recipient's veins, settling in the bladder. The energy writhes and squirms and begs to be unleashed.

The spell's recipient can hold the mystically charged, energized urine for up to 12 hours, at which point the spell spontaneously discharges. Until the recipient unleashes the magic, she is considered shaken. For each hour the magic is held, the spell's range increases by five feet.

When the spell is triggered, it inflicts 1d6 points of acid damage per caster level (maximum 10d6). For each hour the spell is held, the spell inflicts an additional 1d6 points of fire damage (maximum +5d6 fire).

## **Slut Training (necromancy)**

Level: Arcane 4

Components: V, S, M (a few drops of blood or semen)

Casting Time: Standard action

Range: Touch

Targets: Single target touched

Duration: 24 hours

Saving Throw: WILL Negates

Spell Resistance: No

This vicious curse is often used by slave-breakers and pimp-wizards to debase captives or to spice up an orgy with an added edge of desperation. When this spell is cast, a damaging, contingent curse is tied to the victim's karma. Exactly twenty four hours after this curse is bestowed, the victim will suffer 100 points of damage. The victim suffers one fewer point of damage for every person he or she brings to orgasm prior to the curse's activation. The mage specifies whether bringing males or females to orgasm mitigates the effects of the magic.

Slut Training can't be dispelled, but it can be removed with a break enchantment or remove curse spell.

## **Sudden Flowering (transmutation)**

Level: Divine 4

Components: V, S, M (a Kijimunna's fruiting body)

Casting Time: Standard action

Range: Close (25 ft + 5 ft/level)

Area: Omni-directional burst

Targets: Non-magical metal objects within range

Duration: Permanent

Saving Throw: WILL Negates

Spell Resistance: No

With a squealing cry of child-like joy, you toss a nourishing berry freely given from a Kijimunna's body into the air, where it explodes in a storm of juicy pulp and cherry blossom leaves. All non-magical metal objects- from swords, guns and cell phones to modern automobiles within the burst area are transmuted to wood, flowers and fruits. Attended objects are allowed a WILL Save to resist the transmutation.

Most objects transformed into wood and plant matter become useless, but melee weapons transformed by this spell are simply treated as clubs or quarterstaves, depending on size and shape.

## **Well Educated Slut (enchantment)**

Level: Divine 3

Components: V, S, M (kanji painted on the recipient's body)

Casting Time: Full Round Action

Range: Touch or Personal

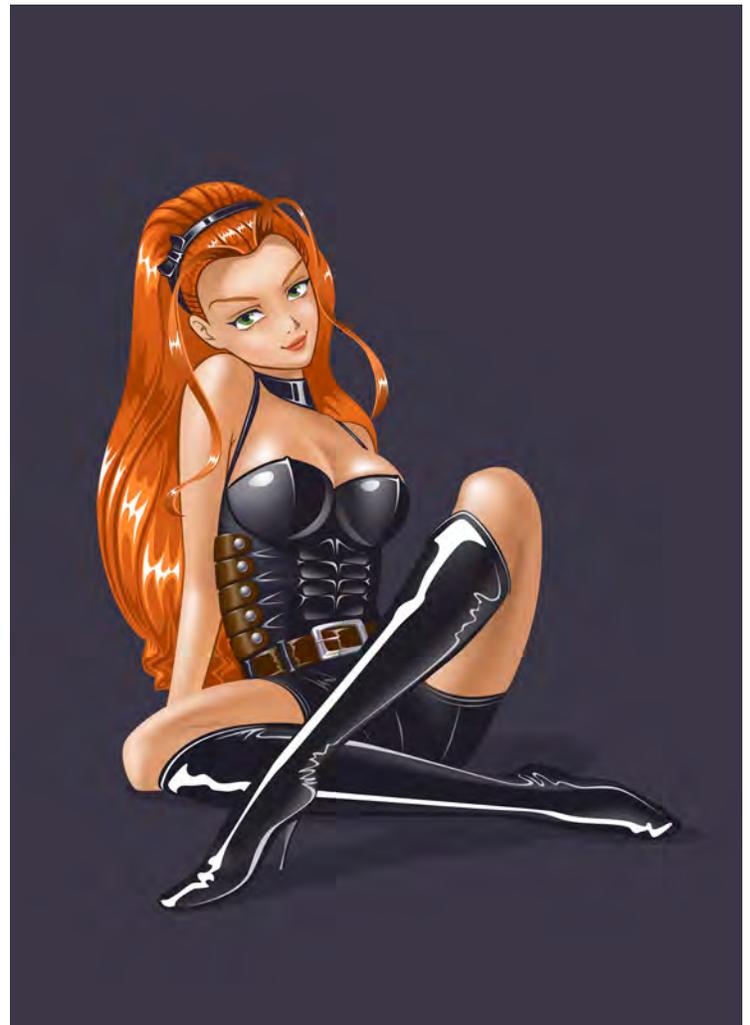
Targets: Creature Touched or Self

Duration: 24 hours

Saving Throw: WILL Negates (harmless)

Spell Resistance: Yes

This spell is a favorite of Sacred Pleasurers and other benevolent sex magicians, and is often cast upon inexperienced young prostitutes and temple maidens. For twenty four hours after the spell is cast, if the recipient has as a consensual sexual encounter with a creature, he or she gains XP as if she had defeated that creature in battle.



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