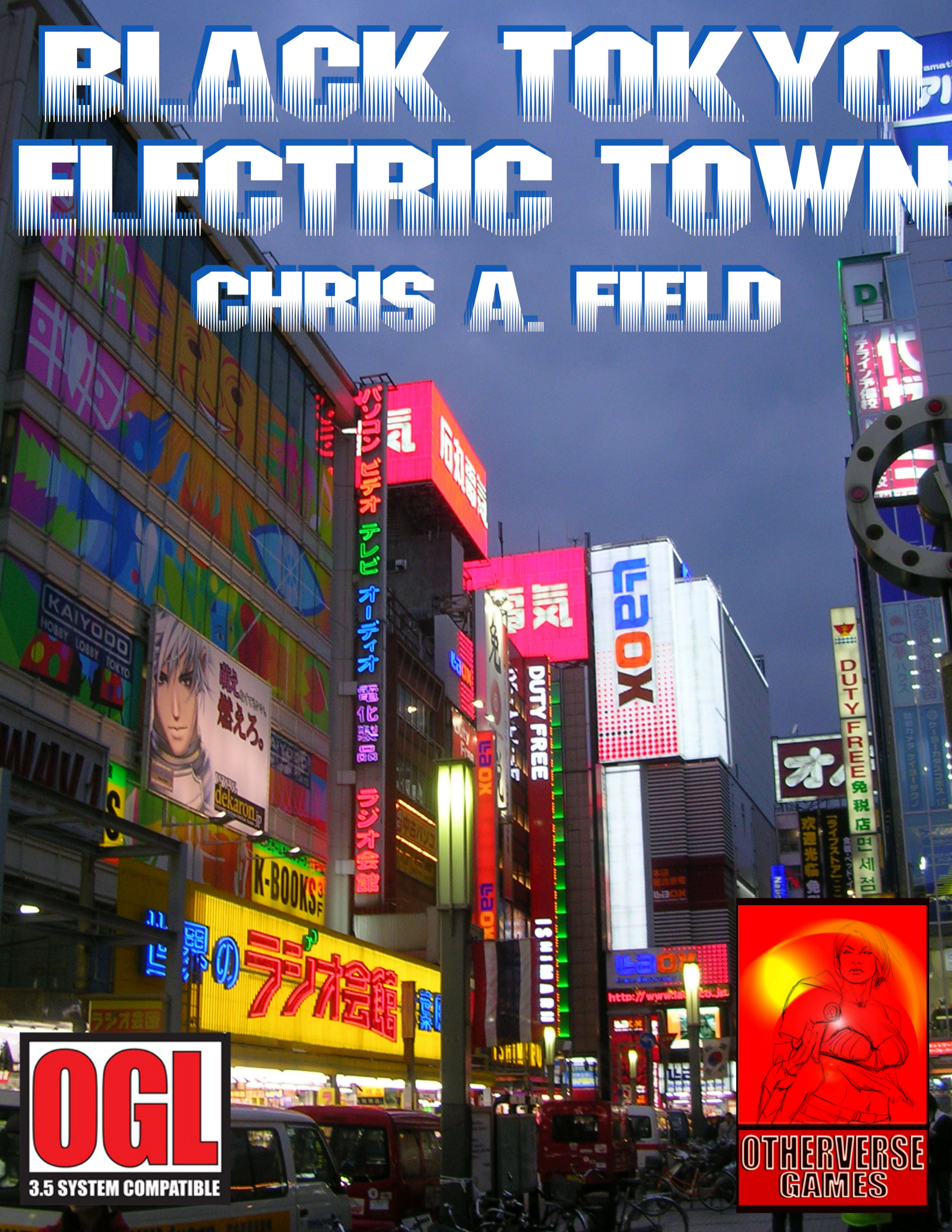
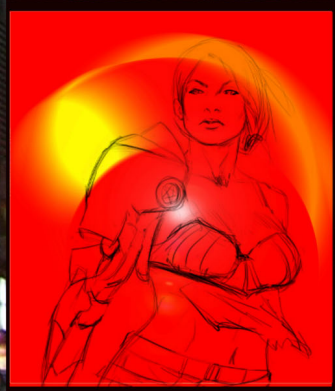


BLACK TOKYO ELECTRIC TOWN CHRIS A. FIELD



OGL
3.5 SYSTEM COMPATIBLE



**OTHERVERSE
GAMES**

BLACK TOKYO: ELECTRIC TOWN

2

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





The center of the Akihabara District is an endless neon party, some of the best and most densely crowded shopping in Tokyo. Electric Town is a mecca for otaku, gamers and gadget-freaks of all kinds. Video game megacorps like Sega and Taito have gleaming office buildings here, their outer facades lit with flashy neon. Media giants are headquartered here, setting fashion trends for the entirety of the world. Massive electronics stores sell everything from personal computers to cameras to televisions to appliances and toys- the largest are nine or ten story behemoths with square footage larger than most of Japan's rural villages. Anime and manga shops, book stores, music and DVD stores, bars, restaurants and maid cafes are found on every single corner, ten to a block at least.

And there are alleys you never want to walk down, leading to places where high tech meets horror.

Many of the new sites described in this sourcebook, and most of the sites from *Black Tokyo Unlimited* found in or near Electric Town are part of the bustle and energy of Electric Town. Electric Town is just one of many districts found in the sprawling alpha-city called Tokyo, but is dangerous and exciting enough to be the exclusive setting for many Black Tokyo campaigns.

This sourcebook focuses primarily on the Akihabara District, as well as the neighboring Rappongi, Harajuku and Shibuya, especially the iconic 109 Building that juts from the Shibuya skyline like a sleek, drawn blade.

BLACK JAPAN'S HOBBIES

Both Black Japan and real world Japan are nations obsessed with their leisure. Though one of the hardest working cultures on the planet, when the Japanese play, they play with a

frenzied intensity. Modern Japanese enjoy the mostly the same hobbies their American counterparts do, with a few new obsessions added in.

Karaoke is a countrywide obsession, and karaoke rooms are available for rent even in smaller, rural towns. Individual karaoke rooms can be rented cheaply, and are large almost completely soundproofed rooms, sufficient to hold a half dozen drunk friends. While singing is the ostensible purpose of a karaoke room, more than a few visitors use the rooms for a quick fuck- they're cheaper than a love hotel.

While American arcades are almost extinct, Japan's gamers play competitively, in public, as often as they do at home. Japan's arcades are crowded, colorful and noisy, filled with top of the line fighting and sport sim games, as well as claw machines offering gamers a chance to win stuffed anime dolls and *gashapon* vending machines. More adult fare, in the form of pachinko machines, is available both in ordinary arcades and in standalone pachinko parlors. Pachinko is the unofficial national gambling-mode of Japan- a game of chance similar to vertical pinball combined with a slot machine. Gamblers try to steer a descending metal ball (or balls) into high payout slots- if they get a jackpot, flashing lights and music alert everybody in the parlor to their good fortune.

Manga has completely saturated every strata of Japanese society. The Japanese comics industry has achieved a kind of cultural penetration that the American comic industry can't match- Japanese manga fans are as likely to be 45 year old salarimen or 70 year old grandmothers as they are teenagers. Part of the reason for this is the diversity of subject matter: romance (both gay, lesbian, straight and everything in between, from G-rated to echhi), comedy, slice of life, mecha, sci-fi in a thousand flavors, D&D inspired fantasy, sports ranging from drift racing to tennis or swimming, historical fiction, mystery, noir, and a thousand

more genres all line Japan's bookstore shelves. Manga dominates three quarters or more of every bookstore in Japan.

GENERALITIES ABOUT ELECTRIC TOWN

ANIME

You will see anime artwork and signage everywhere you go in Electric Town. Even stores not specifically targeting the otaku market, like restaurants and local grocery stores, will have large, bright anime posters, window clings or scrolls and cardboard standees to attract customers. There are *gashapon* (cheap toy) vending machines outside most businesses, right near the entryway, regardless of what the store sells.

JAPANESE ONLY

Several bars and restaurants throughout Tokyo's entertainment districts are barred to foreigners, either because some drunk American caused trouble in the past or just out of old fashioned prejudice. These closed businesses are usually announced by a bronze plaque on the entryway, usually written in mangled, pidgin English announcing they accept only Japanese guests.

PEDESTRIAN SCRAMBLES

Many of the intersections scattered throughout Electric Town are designed as 'pedestrian scrambles'. Every so often, the crossing lights stop all incoming traffic, allowing pedestrians to walk freely between the intersection. Crowds are dense, fast moving and an ideal place for pickpockets to ply their trade.

Many streets (in Akihabara and Harajuku especially) are closed entirely on Sundays and holidays to create 'pedestrian heavens'. During this time, crowds throng, especially cosplayers, anxious to show off their latest creations. The

street becomes an impromptu street fair. After a particularly notorious spree killing in 2008, the practice was temporarily suspended, and only renewed with restrictions. Nowadays, Tokyo police officers keep the crowds moving, not allowing large groups to congregate for long, in hopes of preventing a repeat of the mass murder.

SHOPS AND BUSINESSES

If you need a quick business for the player characters to duck into, roll 5D6 and see what you can come up with. These quick roll businesses help you capture a bit of the flavor of Akihabara. Most of these charts have supernatural involvement in the last two columns. Obviously, even in Black Tokyo, not every store front has an occult tie. If you don't want supernatural aspects to a random location, just roll

3D6 or 4D6 instead.

D6	Akihabara Business	How Naked Are the Advertisements?	The Clientele	What's Unusual About This Place?	Any Supernatural Aspects?
1	Convenience Store	Chaste, cute magical girls or sci-fi warriors	Lots of pre-teens and younger teens	Nothing really, its pretty much normal.	Nothing supernatural.
2	Video Game Arcade or Pachinko Parlor	Busty maids and cosplay characters	College age or older otaku, freeter and NEETs	There's a crowded bar that Yakuza or other scumbags hang out on the floor above.	A semi-stable torii to the Tatakama is found in the stockroom, opens sporadically during one season
3	Book Off, Game Off or Toy Off (used book/game/figure store)	Naked anime girls with breasts and pussy covered by props or limbs	Working class folks after closing time or on their breaks	Staff are familiar with one of the common supernatural races and offer discounts to them.	People have died or been raped here in extraordinarily horrific numbers
4	Bar or café	Explicit photographs of live action AV stars	Lots of American military and tourists	Insane security and surveillance set up	A family of Tanuki or Kitsune run the place
5	New game or bookstore	Seductive yaoi boys in a shirtless embrace	Gyaru and fashionable young girls	Much cheaper or much more expensive than similar businesses nearby	The owner or manager has abandoned the place after discovering his or her supernatural talents
6	Electronic/computer or gadget store	Openly and fully animated porno with only tiny pixel mosaics offering the pretense of modesty	Cosplay enthusiasts in full regalia	Pickpockets work the crowds here on weekends or busy days	Nothing supernatural.

SMOKING

Japan does not share America's distaste for smoking in public places. Virtually every bar, restaurant and club in Tokyo is wreathed in a constant and fragrant cloud of cigarette smoke. Most of the arcades and virtually all the pachinko parlors allow smoking, and if a business is smoke free that's enough of an oddity that the fact is prominently advertised.

SEX STORES

Electric Town is home to thousands of adults-only stores and boutiques, porn shops. Most manga and entertainment shops have whole floors dedicated to adult entertainment, from ever more imaginative *ona-holes* and pixilated live-action DVDs to explicit doujinshi, but there are plenty of stand-alone ecchi shops.

Need one of these small sex shops? Roll 5d6 and see what you get.

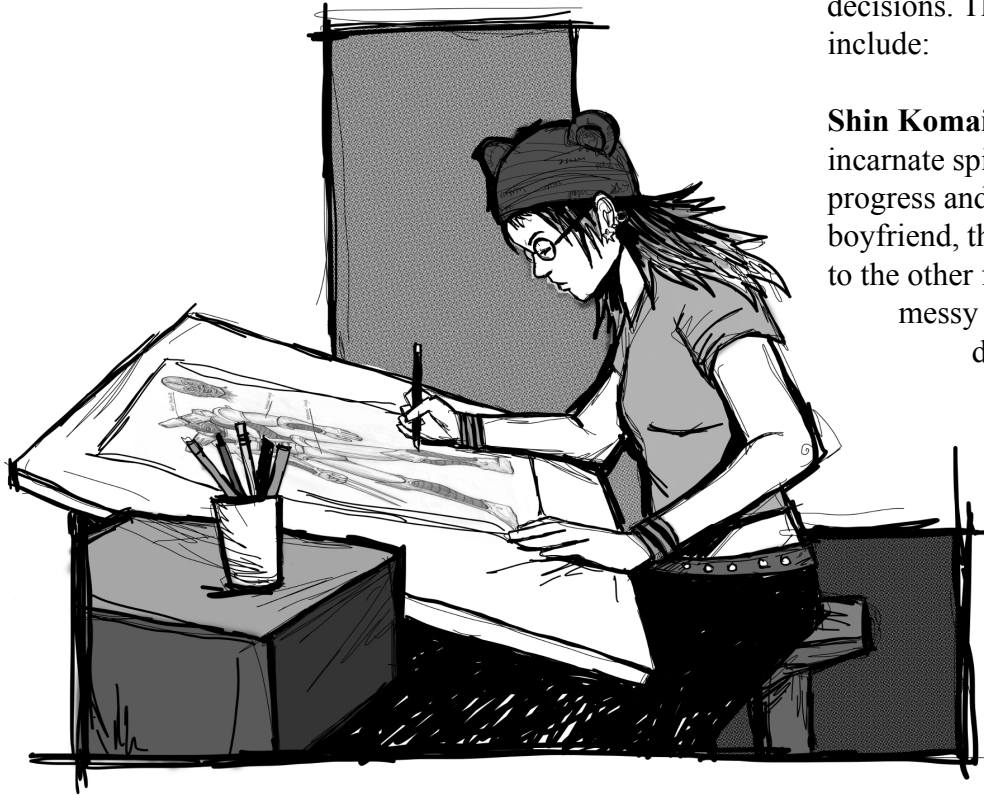
D6	Sexual Specialty	Store Staff	The Store's Extras	The Store's Problems	The Stores Unknown Benefactor
1	Live action DVDs and sex toys	Bored, drab people just doing a job	Frequent in store appearances and signings by AV idols	Some otaku spree killer bought his porn here and the place is notorious & scapegoated now	A sexual kami who wants mortals to enjoy sex
2	H-games, eroge and visual novels	Sexy, college age otaku in elaborate cosplay or high fashion	The unquestioned master of a particular niche fetish	A Diet member goes there for hookups and the tabloids just found out	A minor Amakaze underling, scheming to increase his power
3	H-anime and manga	Free Nekos or POETICA	Message boards and forum with ties to the ecchi occult world	A Diet member has launched a one man moral crusade to crush this store in particular	No protector.
4	"cast off" nude or erotic figures & statues	Surprisingly hip, non-judgmental and sex positive old people	Free condoms and other safe sex items by the entrance	Yakuza are extorting protection and blackmailing customers	A Kitsune feminist who keeps to the shadows
5	Yaoi, yuri, newhalf and other gender bending stuff	A young and very kinky married couple	Active in POETICA and Neko freedom orgs	A sexual predator (human or supernatural) is targeting the store's customers	A NEET with inherited wealth who is basically an inexhaustible bankroll for the store
6	All of the above	Fans, self producing their own ero masterpieces	Gay friendly and inclusive	Nothing major.	The community in general, who have benefited from the store's presence

AKIHABARA DISTRICT

THE AKIBA FOUNDRY

Back in the 1980s, the blocky, four story building that would become the Akiba Foundry was a video cassette manufacturer. After the economic bubble of the 1990s collapsed, the building was abandoned, and eventually bought out by a coalition of occult artisans. Nowadays, the Akiba Foundry is at the forefront of industrialized, production line magic; its staff of highly competent wage-mages specialize in electrical and evocation magic.

A huge, blinking neon sign crackles with electricity, casting noon-day light over the neighborhood even at midnight. In addition to magical artifacts (which it sells primarily due to word of mouth in the occult underground), the Akiba Foundry is known for its anime toys, remote controlled transformable mecha about 12 inches tall, and garish, light up toy swords. Akiba Foundry toys are a popular tourist export, and the factory offers daily tours of the production floor. By the way, if the batteries installed in these cheap toys ever run out of charge, nobody's seen it yet.



casters get a voice in company decisions. The other senior staffers include:

Shin Komai (LN male Kami Evoker 9), incarnate spirit of electricity and progress and Jiro's longest term boyfriend, though neither stays faithful to the other for long. The relationship is messy in the extreme and yaoi drama can shut down

production for weeks at a time, until another staffer manages to patch things up.

Riho Sayashi (LN female Human otaku Expert 4/Transmuter 3/Innocent 1) is a reclusive shut in; somebody has to literally drag her from home on the days they have to actually enchant

something. Riho works from home the rest of the time- she's the one who designs the toy robots the factory produces, and takes more enjoyment drafting robot designs than she does casting spells. She's more proud of her otaku street cred than she is of her magic- she feels she earned the fan acclaim for her mecha designs a lot more honestly than she did her spellcasting talents.

Masaru Hashimoto (CN male Human Evoker 5) is a relatively junior member of the partnership, and a troublemaker. He's broken up Shin and Jiro more than once, more out of jealousy and in-office power mongering than love or lust. The guy's a petty, vindictive pain in the ass, but a damn fine enchanter and something of a genius; he's designed many of the company's latest techno-magical production processes.

The Akiba Foundry was founded by a handsome, bishonen young spellcaster with the obvious pseudonym **Jiro Raiden** (N male Human (?) Evoker 14). Jiro Raiden prefers to hide in plain sight, and casts spells openly in Akihabara, and is such a boisterous, chronically deceptive loudmouth, given to such outrageous boasts nobody's sure where truth begins and lies end. According to him, he's either the bastard son of the Shinto thundergod himself, or at least the unclaimed, unwanted spawn of one of the richest and most influential Amakaze. Maybe he's a dragon in human form. Or Ameretsu's high school sweetheart. Maybe not. Whatever the truth, he was born in Akihabara, knows it's every alleyway like a lover, and has never been more than five miles outside Tokyo in his entire life.

Jiro Raiden might have started the company, but it's run along fairly democratic lines, with the other senior partners voting on important Foundry issues. Even newly hired

ANNIX!

Annix! is an eight story monolith selling anime and manga. The building is a sleek glass spire shaped roughly like a stylized katana, glazed in neon. It also includes two floors of wireless and manga cafes. Local kids can rent computers or drawing tables, or cheaply print their *dojinishi* here and sell them on a floor above for very reasonable hourly rates.

The whole point of Annix! Seems to be the creation of **Doujinishi**- both the hand printed and often erotic comics and the magical species that took the same name. Huge video screens mounted at various places along the Annix! tower's height, playing close ups of the art being created on the drafting tables inside, as the artists work. Passer by can look up to watch new Doujinishi being born in storms of magical fire and graphite (though most people only see anime playing on the screens).

The Annixers are an unruly, fractious collection of Harem Mages, enchanters, illusionists and Summoners who learned the arts here in the heart of Tokyo. Most are *Doujinishi* themselves, and a few others are *Kami* of creativity or craft. Collectively, they run the Annix! and train apprentices when they feel like it.

The most senior Annixer never leaves the building. **Penloe** (LG female POETICA Harem Mage 4) is probably Japan's staunchest advocate for POETICA rights. Though keenly intelligent and utterly committed to winning

freedom for POETICA, she is also justifiably paranoid, terrified that someone- maybe her former master, maybe someone worse- will enslave her again if she's caught outside. She'd die before becoming a slave and carries a hidden blade for that reason. Despite, or perhaps because of, her quest for android rights, Penloe has no great love for Tokyo's *Nekomusume*. These days, it's fashionable to be pro-Neko freedom, but nobody seems to care about the plight of androids.... Even the liberal bloggers running pro-Neko stories usually have a POETICA love slave to cuddle up to at home.

OTHER ANIME AND GAME STUDIOS

Several of the biggest names in anime, manga and computer gaming have their corporate headquarters in Akihabara or Rappongi. So do a whole bunch of smaller studios, ranging from mid-sized operations with one or two dozen employees to a one or two person studio cranking out hand-stapled doujins or smartphone apps.

D6	Media	The Chief Creator in the Studio...	The Studio's Other Staffers	Their latest release	Supernatural Involvement
1	Doujin manga	Is clinically depressed and taking the business down with him/her	All were fired or downsized from a larger studio	Got laughed out of the marketplace	Studio has heralded the birth of dozens of Doujinishi
2	Independent music	A talented amateur with no idea who to run the business	Are insanely competitive with one another	Earned them major hatred on Japanese blogs & internet sites for some reason	Nothing major
3	Television anime	Is like cat-nip for supernatural beings	Have a casual hook-up culture	Sparked some kind of major political controversy	Studio is a great place to learn Illusion and Harem Mage magic
4	Eroge computer games	Has been publishing since his/her late teens	Haven't been paid in weeks and are getting pissy	Got the artists investigated for pushing the definition of child pornography	Studio is revealing major Amakaze secrets in barely fictionalized form
5	OVA animation	Recently lost their impressive collection in a fire/disaster	Are the least sexy people in the world	Became a major hit- you'll see related ads & images everywhere for months	A favorite artist recently committed suicide and rose again as Goryohime
6	Hobby magazine	Is deep, deep into debt	Are insanely gung-ho and optimistic	Was plagued by problems and distribution disasters	A nest of Panty Fairies calls the building home

ARCADE FRIEND

Arcade Friend is a huge gaming facility- its six stories are each dedicated to a single genre of video gaming. The top floor is given over entirely to dance and rhythm games and the floor's legions of squealing and jumping little girls can make the whole place shake. Other floors are dedicated to racing games, classic shooters, side scrolling brawlers or fighting games. The first floor is dedicated purely to mecha-combat sims, played in life sized cockpits that are perfect recreations of cartoon control surfaces.

Arcade Friend is owned outright by **Mars Koreshige** (LG Male Kami Paladin 3/Wizard (transmuter) 19), a neo-Kami of competition, reflex and electricity. One of the first generation of Kami born into the modern era, Mars Koreshige is also one of Black Japan's most powerful living occultists. **The Amakaze** have mystically bound and gaesed him so profoundly to he cannot directly move against them, so Koreshige acts indirectly.

In addition to mundane video game tournaments held year round, Arcade Friend sponsors a massive **Golden Week (April 27-May 6) tournament**. This tournament attracts the best gamers from around Japan and the planet...even from the Tatakama and Black Else. The male and female

winner each receive a *wish*, any wish, from Arcade Friend's godlike owner.

For the past few years, Koreshige has granted mundane wishes- for sex, for money or fame or beauty or an imported, pristine Porsche Spider, and even evil wishes when some breed of *Oni* is that tournament's winner. Doing so hurts, but Korshige's word is his bond- always was, always will be. But every so often, Koreshige grants a *wish* that harms the Amakaze.... And even if the winners don't specifically request it, Koreshige is a master at twisting the meaning of their words to benefit them and take something precious from his old enemies.

AKIBA'S ARCADES

Arcades died out in America about the time the Playstation 1 debuted. Not so in Japan. There's at least a few good arcades in every big city, patronized by some seriously hardcore gamers that take electronic competition very seriously. In Tokyo itself, and especially throughout Electric Town, there's one on every

D6	Most of the machines	Other attractions	Arcade's Layout	The Crowd	The Weirdness
1	Rhythm and dance games	UFO Catchers (claw machines in US parlance)	An awesome 2-3 story space with lots of machines	Intense gamers who work the machines like it's an actual profession and aren't conversational	The Goddess Benten games here from time to time and challenges anybody with yen to spare
2	Impressive, immersive mecha-sims with full cockpits	Purikura (Print club) photoboosts	A shoebox space wedged between bars or other arcades	Highschool and junior college kids	Nothing too weird
3	2D and 2.5D fighting games (the really, really hard ones)	Sells blind-boxed figures and lots of gashapon/toy vending machines	Décor and employee uniforms are themed to recall a hot anime or game	Lots of squealing, squirming pre-teens	Failed Goryohime, who didn't rise, leave messages for their living left behind on the machines' screens
4	Kids puzzle and platform games	Decent snackfood restaurant	An elegant, high tech space built into a bar or club	Cosplayers and Akihabara's urban cliques	An Akaname has wired up all the bathrooms for video
5	Pachinko and video slots	Open till 6 AM when the trains start running again	Located very conveniently near a train station, school, or shopping center	Lots of tourists and Americans	Objects spontaneously animate in the surrounding neighborhood
6	Everythin'	Internet cafe	Looks like nothing except the games themselves has changed since 1990	A lot more occultists and supernatural beings than the mortal customers realize	The occasional customer goes missing, thanks to a local haunt

corner, or clusters of competing arcades bunched up together like neon-grapes on a very crowded, very noisy vine. Roll 5D6 if you ever need to custom-roll an arcade for your urban adventurers.

CALIFORNIUM 252

Named for the rare earth element that is currently one of the most expensive substances, gram for gram, on the planet, this posh, private nightclub radiates an almost palpable evil. Even the least sensitive mortal feels an uncomfortable shudder up the spine as he passes the smoked, black glass doors, marked by a silver sigil resembling Californium 252's molecular structure. The nightclub is owned by **Taru Tsuyoi's GREEN FLAG** media empire, and backed by his faction of the Amakaze, who are no great friends to Dr. Momonjii or his Health Girl85 faction.

Membership at Californium 252 is by the personal invitation of Tsuyoi or another senior GREEN FLAG board member, and dues are shocking even to multi-millionaires. Those allowed to pass through the ebon glass doors find a vast lounge, larger on the inside than the out, lit by cold blue fluorescents set to create seductive shadows rather than banish them. POETICA waitresses and entertainers, dressed in lingerie and vinyl, walk the floor. They are available for use by the club's members, either in the private sex booths encircling the dance floor or on the raised arena that is the club's center piece. There are, quite notably, gallows, guillotines, electric chairs and an assortment of lethal torture devices displayed on that stage, each lit by a 100 foot-candle spotlight. Glowing murder, wrapped in darkness.

Club security- rapacious *Mecha-Oni* stalking the floor in cybernetic exoskeletons-



force any new member to purchase and kill at least one POETICA waitress on their first visit, or visit the killing stage themselves. Perhaps it is the enchantments of this horrible place, perhaps it is purely the psychology of evil, but the first kill is usually addictive, and soon, even the most reluctant killer becomes a devoted lust murderer. Many of the regular attendees of Tsuyoi's illegal **Rape Pure** bouts acquired a taste for sexual violence after being invited to join an exclusive club whose activities are shrouded in seductive rumor.

Californium 252 cannot purchase its POETICA snuff-slaves from the New Day Girl Factory directly, due to tensions between the two Amakaze factions. Instead, the club's buyers attend the Cyber Heart Café's July auctions each year, buying as many decommissioned androids as possible, and driving up the prices on the rest. The club is not above kidnapping free POETICA and breaking them for use as snuff-toys, and its hunter-killers are justifiably feared by free POETICA throughout Tokyo. They are the reason that most free POETICA in this city never walk home alone.

CERVANTES

Cervantes shopping mall (so named for its Spanish cavalier logo and mascot) is one of the largest discount shopping centers in Tokyo, though smaller, similar malls can be found in other large cities. The topmost, fourth floor of this mall is a concert venue for the supremely popular **Everysummer Idol** singing group. Performing six days of the week, Everysummer Idol's concerts are popular enough the tickets are sold on a lottery system.

Everysummer Idol has been in existence for around five years now, and during this time its roster has continually evolved. New members begin a career with the group in their late teens and 'graduate' after several years, usually by the time their peers would be graduating college. Most go onto other entertainment careers, some time as top tier idols in their own right.

Everysummer Idol is probably the largest singing group in history, having won and re-won that acclaim from the *Guinness Book of World Records* for a full decade in a row. It holds other records too, largest number of idols in a single stage show, largest singing cast in a licensed video game, single sales numbers. Its roster fluctuates between 40 and 90 singers, from talented girls as young as 11 to senior members in their mid-20s. The singers rotate performance duties at Cervantes with performances across Japan and the world. Everysummer Idol members make it a point to be publicly accessible, mingling with crowds after a show at 'handshake, hug or high-five' events.

While the career progression of Everysummer Idol members is similar to other junior idol groups, a much greater percentage of Everysummer's former members than usual go into second careers as AV starlets. Also unlike most, the former members rarely consider this a step down. This may be due to the influence of the group's manager, who has seen all incarnations of Everysummer since the beginning, **Yui Michishige** (NG female Human Cleric of Amaretsu 5/Bard 3). Michishige was born to the Tatakama, the daughter and granddaughter of Tantric magicians, and was aided in acclimating to the Earth Realm by the **Eyrines Sisterhood**. Her AV idol protégés not only provide her a valuable intelligence stream into Japan's pornographic underworld, but also, hopefully, provide those audiences with a more positive view of female sexuality overall.

THE CYBER HEART CAFÉ

The Cyber Heart Café (with a stylized heart design fitting between the establishment's kanji in advertisements) is a hyper-commercialized maid café in the heart of Tokyo's tech district. It's exclusively **POETICA** staff dress in futuristic versions of the traditional maid costume. The Cyber Heart Café is one of the most expensive maid cafes in Tokyo, with hidden charges for everything.

The café focuses on long term clients, with its AI maid-staff progressing through carefully scripted scenarios that allow a client to ‘unlock’ a deeper relationship with its maids in exchange for well chosen dialogue choices, repeated visits and lots and lots of yen changing hands. The whole experience plays out like a live action version of a harem/romance game. Regular customers can purchase ‘their’ maids at annual auctions where bidding can quickly get intense. POETICA maid-droids are replaced after 24 months of service, and usually ‘sold off’ in the annual Maid Auction, which occurs every July.



The Cyber Heart Café is owned and operated by the **New Day Girl Corporation**, Japan’s leading manufacturer of artificial women. A mid-level administrative Vice President oversees daily operations of the Café and ensures profitability. However, the Café’s public face is the POETICA businesswoman **Noriko Gibson** (assigned a Western surname in homage to William Gibson). Publicly Gibson is seen as a major POETICA entrepreneur, one of the most financially successful artificial girls in Japan. She is seen as a maternal figure, giving new model androids their start in life in a relatively safe, secure environment. Neither the general public, nor her staff realizes that Noriko Gibson is a mega-corp pawn, nor that there have been at least 3 separate androids assigned the Noriko Gibson identity over the last decade or so.

WELCOME HOME MASTER! OTHER MAID CAFES

There’s plenty of diversity for the maid connoisseur; this lucrative new fad taps into pretty much every fantasy a young otaku has ever held, and turns it into cute, mostly chaste reality. If you want to include other maid cafes, roll 5D6 to rapidly build a nice random one. Also, check out *Expanded Occupation: Maids* (Otherverse Games, 2012), which makes an excellent companion piece to this sourcebook anyway.

D6	Costuming	Embarrassing Services Offered	The Café's Distinguishing Feature	Café Quirks	Supernatural Aspects
1	Lace and ruffles, Sweet Lolita and Rococo charm	Wiping the customer's chin and washing his hands before and after the meal	Really cheap but still decent quality, always packed	The café hires employees fired from other places as a second chance	Popular with Goryohime, both as customers and staff
2	Kitty maids with ears and tail	Lots of cooing, babytalk and cuddling	Lots of odd board games for the customers to use	Almost all the workers are related or dating or both	Nothing supernatural going on
3	Handsome butler café (maybe girls in male dress)	Severe tsundre attitude (you can order slapping from the menu)	Cat café with dozens of tame cats to pet	The owner is a former junior idol or idol singer or other media personality	Most of the staff have trained with the Eyrines and will protect neighborhood women
4	Innocent kid's /shojo anime styling	Shoulder, back and scalp massages	The staff think of themselves as an unofficial matchmaking service	The owner is distantly related to the Imperial Family	Lonely and depressed customers sometime attract Kami 'guardian angels'
5	Very risqué, lingerie maids	Cartoons drawn on your deserts in syrup or whipped cream	Really good music selection	The café is part of a chain expanding throughout Tokyo and even into America and the rest of Asia	Miidera sometimes takes an interest in particularly charming staffers
6	POETICA or android/ gynoid themed	Nothing too embarrassing, surprisingly chill	Amazing food or coffee	Incredibly high turnover, like a maid just quit in tears while you're having milk tea	Very small part of an 'underground railroad' to get supernatural slaves out of Japan

before the JSDF lock it down and blame everything on seismic activity. There's a real good chance he's not going to live to see 23.

GOLD SAUCER

The high-tech Gold Saucer is one of Akihabara's newer arcades, a series of round arcade floors built around a central lobby. The building, pressed closely between a pair of more architecturally normal department stores looks like a stylized mushroom garden, rendered in a sleek, mod 1960s style. Gold Saucer is

run by three owners, who pooled their money to open the shop. Two are Doujinishi, who incarnated from old school videogame dojins; the third claims to also be Doujinishi if anybody ever asks, but is something a lot more exotic.

Most of the arcade games here are enchanted in some way, probably by the owners themselves. Many of the enchanted arcade games and pinball machines from *Heavy Weapons* and *Even Heavier Weapons* (Otherverses Games, 2014) can be found inside.

GYMNASIUM SPARTACUS

This large sports facility overlooks one of the few open, green spaces left in Akihabara, a sprawling park that draws thousands of visitors during cherry blossom season. GymSpar (as locals have nicknamed it) is contained a free

FEATHER STEEL GARAGE

Located just two blocks from the **Cyber Heart Café**, this two story garage and aftermarket shop offers custom paint, and anime decal work, not to mention upgraded sound systems for local street racers and car-nuts.

The owner is the lanky, half-black **Trey Yanagita** (N male otaku Human Wizard 4). He does Itasha Custom mods for high dollar clients—usually only rich kids can afford the fee. Trey spends most of his private time across the street at the Cyber Heart Café, and has an unhealthy obsession with uncovering the secrets of a tasty new urban legend he's heard about called Project GILGAMESH. He's got plans to 'hotwire' one of their rumored bio-mech goliaths and go joyriding, if and when he can get to a crisis site

outdoor running track, while the fitness center itself has an excellent set of training options, including multiple pools, a full fitness center and weight room, as well as several indoor basketball courts and a indoor soccer pitch, even a luxurious, artificial *onsen*. All facilities, except for the soccer pitch, outdoor track and some of the pools, are strictly gender segregated.

GymSpar makes itself a presence in the Tokyo adventuring community. Those who can afford it can pay for a pricy annual membership that allows access to the enchanted workout equipment on the comparatively tiny third floor. This floor is naturally off-limits to members with a purely mundane membership. In addition, GymSpar offers katana and *iajitsu* training, exclusively for women, three or four nights a week. Tokyo Metropolitan PD occasionally rents out one of the basketball courts to teach free self defense classes to women and the elderly.

Most of Black Japan's adventurers consider GymSpar neutral ground, and those that don't are kept out by potent abjurations and wards. GymSpar's massive entirety is protected by a permanent *Dismissal* and *Protection from Chaos* effect (W-DC 20; CL 20th) that prevents Outsiders from entering. Even Kami birthed in the Earth Realm cannot enter the gymnasium without at least some psychic trauma. The abjuring barrier predates the gymnasium's construction by centuries; the hill upon which GymSpar was erected has been a sacred site since the Edo period.

HELL STUDIO NIPPON, BROADCASTING FROM THE AKIHABARA DISTRICT

The Hell Studio broadcasts sporadically, pirating the NHK signal, using occult transmitters hidden in an office tower overlooking Electric Town. Hell Studio Nippon is the 'official' television station of Black Japan's demons. Wealthy and well connected *oni*

purchase 'descramblers' which look like wooden prayer beads. They wrap these around the power cord of an ordinary television and if it is one of the roughly 108 nights of the year when Hell Studio Nippon is broadcasting, they can receive the signal.

Hell Studio Nippon broadcasts from one of several studios, hidden in the missing thirteenth floor of several office buildings owned by the **Amakaze**. Humans never see this floor, but here, demons produce grim parodies of modern news casts, reality television and game shows, all designed to appeal to an audience of *oni*. Baseball and soccer play constantly- either current live games or celebrated matches from years past. As much time is dedicated to broadcasting the current *Hashin Tigers* games as the horrors of the **Night Stadium**.

The Hell Studio's director is a **Jurogumo** (see the Black Bestiary) called **Lady Ahy Vulgaris**. She is the one who decide programming, and is the sadistic genius behind many of the Hell Studio's most torturous games. While kidnapping and torturing unwilling humans to death is always good TV, Lady Ahy has realized her best ratings are for semi-consensual torture. The guro-games she devises are almost invariably lethal, but they are fair- a particularly tough, clever or cruel human can win these games. The few that do earn a fortune that they couldn't spend in five lifetimes- the rest become necro-toy meals for the demonic studio guests. Black Japan's truly desperate have two choices these days- either jump in front of a bullet train or sign up for a 'game' at Hell Studio Nippon. Both are equally certain means of suicide, but at least there's a 0.0001 percent chance of striking gold at Hell Studio.

The most popular *guro-game shows* this season include:

- *All Purpose Nekomusume*- Not strictly a game show, this reality show is glossy propaganda about the joys of Nekomusume



fortune, idols and AV stars slightly past their prime and facing obscurity, even beautiful teens who couldn't find the path to the Hanging Academy. There's no way to 'win' this game- just see how much pleasure your greedy body can absorb before it finally fails. Lady Ahy herself often participates and her guest appearances are among the most memorable TV on Hell Studio.

- *Ten Minutes Hell!* Some poor soul (equally likely to be a beautiful bishi boy or a busty American tourist) gets strapped to a torture bed and is set upon by this episode's celebrity *oni*

ownership. Watch an assortment of beautiful cat girls groom, play, fuck and die all in HD color.

- *Killing Heart Mambo-* A human *salariman* with no combat training whatsoever is given the best magical weapons Hell Studio Nippon has on hand, and is tossed into an arena against wave after wave of no-hope minor *oni* or demonic animals.

The audience likes seeing weaker members of their own kind get massacred by some human weakling before he's crushed under sheer weight of numbers. The few humans who survive find their darkest dreams- usually of rape, dominance and greed- coming true and a junior *oni* who strikes the killing blow finds himself elevated in Hell's cruel caste system.

- *Smiling Exit-* A beautiful but suicidal Japanese woman is strapped down and is slowly and lovingly tortured to death with Pleasure magic and demonic dildos. Victims are often wealthy business women facing poverty after an Amakaze induced turn of

guest. If the guest can endure ten minutes worth of agony without begging to be killed, he or she becomes a billionaire. And if this episode's guest torturer is feeling especially generous, he or she might even receive magical healing. So far, no player has ever made it past the 7th minute.

IMAKINOU

This used video game shop disdains current generation games, and features classics from the 70s, 80s and 90s for an assortment of hit systems and some that are more obscure. Imakinou is tiny, crammed into a dingy, dimly lit little space filled with overstuffed, disorganized shelves that hides out beneath a raised railway track. The old grey game cartridges hanging on the walls continually shake as the trains rumble overhead.

Imakinou's piddling profits are just about the only thing keeping the store's owner from homelessness, and even that's a near thing. Imakinou is owned by mostly a Tokyo bank and partially by the lazy, often broke **Takahiro** (N male freeter Kami Expert 1), a minor god of time and nostalgia. The shop has one thing going for

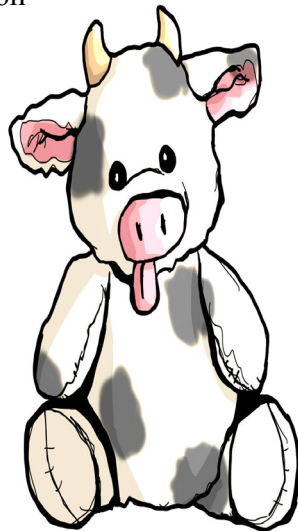
it, which may be a property of the space, or perhaps a property of the Kami that inhabits it. A customer will always find a working copy of the first videogame they ever loved somewhere in the store, after just a little searching.

Takahiro isn't quite clever enough to price accordingly. He spends most of his time playing *Famicom* and *Super Famicom* games on the really, really nice leather couch in the back and chainsmoking.

Moo Moo Cafe

This upscale café is known for excellent sweets and coffees and décor and dishes inspired by a popular anime featuring the adventures of a cute family of cows. Moo Moo Café caters to the lonely, and in its own way, protects them from the many dangers lurking in the Tokyo shadows. Moo Moo Café was started around three years ago by **Miaru Honda** (NG male Human freeter Smart 5) and his pudgy partner **Tuko** (NG male Tanuki otaku Charismatic 3); the two misfits lived miserable lonely lives until they met at a nearby anime shop and their lives started to get better, together.

Tuko had no real magic himself, but knew a few working class mages who would do the job; he commissioned the child-sized stuffed cows that are the restaurant's trademark. Anyone who comes in alone is seated across from one of the stuffed cows, who the wait staff treat almost like a real person- a beloved friend. It's geeky and cute, and most people leave the café with a smile on their face. What very few people know is that the stuffed cows (which are never, repeat NEVER rented out or sold) are blessed with protective magic that keep the lonely and the depressed alive another day.



SMILODON RISK!

One of **Neko Dream Ultimate's** chief rivals, **Smilodon Risk!** has been in business since the mid-1980s. Also headquartered in Tokyo- in the rambunctious **Akihabara District-** Smilodon's success is due to its unforgettable ad campaign. Where Neko Dream positioned its catgirls as elegant and graceful companions to the elite, Smilodon's hyper-colored, action-oriented advertisements featured lithe, athletic catgirls in action! Karate, kendo, SCUBA diving, skydiving, free-climbing the rock faces of Yellowstone, motocross racing, paintball- Smilodon catgirls could do it all and more! And they were much cheaper than the equivalent Neko Dream kitties, the first mass-market catgirl.

Smilodon Risk! is privately owned by **Warren Dunn** (N male Human otaku Expert 2/ Hentai Hero 3/Modern Spellcaster 2), an American ex-pat who decided to stay in Japan after a summer internship with Neko Dream. The Amakaze controlled mega-corp couldn't conclusively prove Dunn stole their technology (he didn't- he was given it freely by disgraced founder **Dr. Sukakagi** specifically to make trouble for the mega-corp), but they spent over 100 million yen taking his start-up to court in the attempt. The handful of attempts on his life only made him stronger- Dunn was an ordinary mortal, albeit obsessed with catgirls before he crossed the Amakaze. He learned quick though, and proved capable of defending himself. Eventually, he was able to negotiate a truce with Neko Dream's secret backers- a truce that kept him alive and in business, though what the treaty entailed, he's never revealed.

SUPER CARROT

Super Carrot is a popular arcade and used video game store. The first floor of the four story building features a massive arcade floor, including several mecha sims with lifesized mech cockpits. The second and third floors are dedicated to a variety of

classic video game systems from the late 1970s to the early 2000s, while the fourth floor is divided between selling newer PC and console games, and a small café.

Super Carrot is owned by the free POETICA techno-occultist, **Try** (CN female freeter POETICA Wizard 9), who depends on a pair of very human otaku-turned-accountants to keep the doors open. Though nominally the owner, Try spends most of her time tinkering with the games, and experimenting with modern spells based on electricity, or else incorporating gaming tropes and imagery in their effects. Her Super Carrot arcade is a good place to find the retro-style, enchanted video games and pinball machines described in the Heavy Future sourcebooks, *Heavy Weapons* and *Even Heavier Weapons* (Otherverses Games, 2013-2014).

T-2 RIVER BUILDING

The T-2 River Building is a ten story appliance and households good retailer, selling kitchen goods, furniture, and home electronics. The building is most famous as the headquarters as the T-2 River company, which began as a plumbing wholesaler during the late 1940s and today makes the highest tech, most expensive and luxurious *washlets* (advanced toilets) in the world. A T-2 River washlet can run into the 3,000-5,000 dollar range or more, but nearly half of the homes in Japan have one of these devices installed.

T-2 River is owned by **Fuda Sakana** (N Male Akaname Commoner 1/Wizard (diviner) 11), who crossed over from the Tatakama as an illiterate peasant. He didn't stay ignorant long once in the modern world, and built his fetishes into an empire. The mortal shoppers who visit the T-2 River shopping plaza never realize that eight out of every ten sales people are secretly Akaname filth-lickers. Many Akaname live either in a secret floor at the T-2 River Building itself, or at a cheap capsule hotel half a block away.

Sakana's sales-ghouls produce a great variety of *skatto* magic items and spells in the building's secret floor. Pretty human girls are often hired at lavish wages to spend an afternoon 'test-piloting' new washlet designs on the secret floor, while leering undead in labcoats lick their lips. Skatto mages know the T-2 River Building well and often conduct business on the secret floor. Local kids avoid the building, and stories about the ghosts and ghouls that inhabit T-2 River grow more horrific (and less accurate) with every telling.

There are deaths within T-2 River.

Girls do die here, but always by their own choice. The T-2 River Building is one of the few places in Black Japan, outside Aokigahara Forest, where girls who die by hanging might rise as **Goryohime** undead. High school girls who suicide in the subterranean temple complex (*The Bowel Structure*) and magical vault (*The Rectum Structure*) beneath T-2 River, are those whose noose dreams emphasized the final emptying of bowel and bladder in death over the eroticism of choking.

Sakana's techno-mages dutifully record their death struggles, and use their spilled wastes as components in experimental new magic items. When the girls return to sentience (if not life), still hanging from the noose, T-2 River employees cut them down, clean them up and take them to their new place in the Hanging Academy via a small fleet of charter busses with a winged washlet logo on the sides.

GAME RULE INFORMATION: T-2 RIVER GORYOHIME

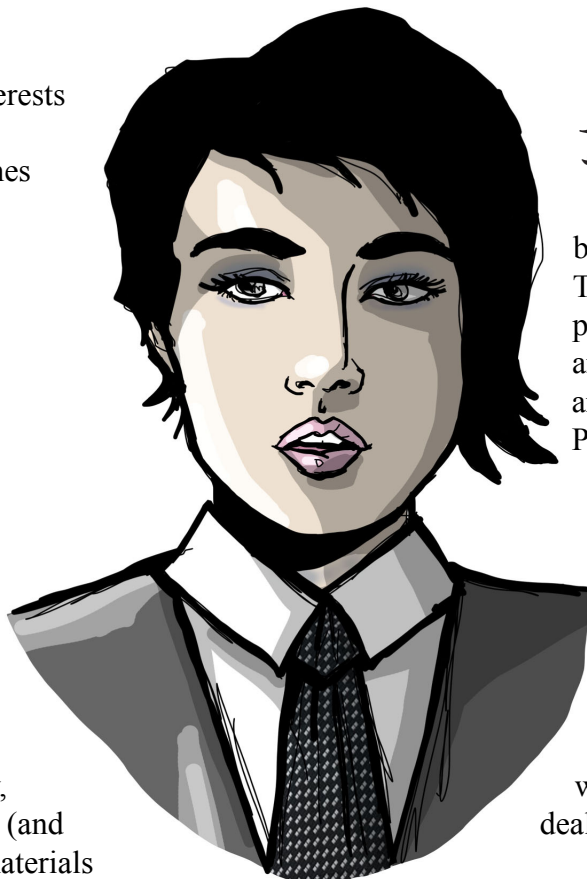
Goryohime 'born' in the Bowel Structure have the Peristaltic Magic alternate racial trait, and always take their first heroic class level as Modern Spellcasters. Most become techno-mages or modern alchemists (with quite a few picking up additional, actual Alchemist levels as they gain experience). Most come from the Otaku or Freeter modern castes. They tend to be

loners, with fetishes, interests and obsessions that are mostly solitary- sometimes painfully so.

Dr. Hitori

Matsumoto (LN female Goryohime burakumin Modern Spellcaster 3/ Field Scientist 10) is T-2 River's chief arcane researcher and head of the occult R&D department. She died and rose again in the Rectum Structure and rather than studying at the Hanging Academy, she received her masters (and later, her doctorate) in materials science and chemical engineering from **Maebashi High Technology University** in Gunma. The T-2 River Corporation paid her way- she was the first recipient of an annual scholarship program that pays for the education of promising mystical artisans. She was also one of the handful of female students to ever graduate from the mostly male MHTU.

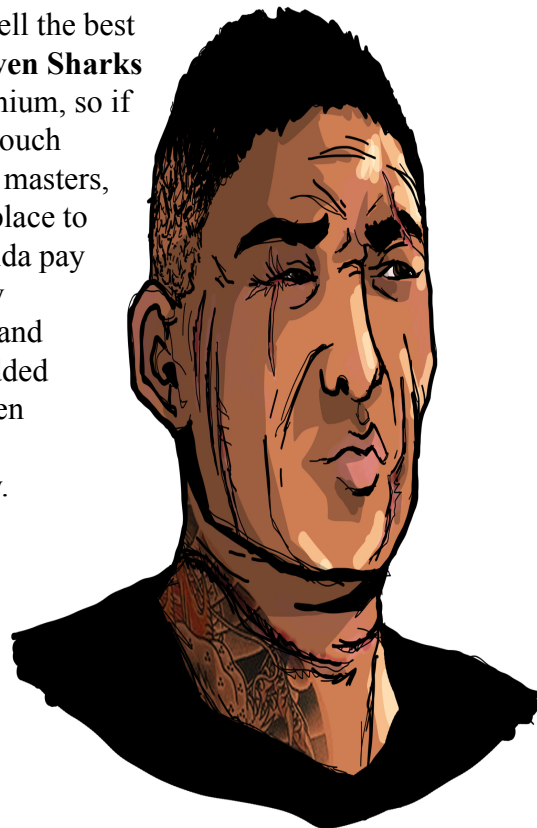
Dr. Matsumoto (Or Doc Hitori, as most of the other researchers refer to her) is fiercely loyal to the T-2 River Corporation, and considers its staff her family, especially Fuda Sakana, who paid for her education when the girl showed promise. She oversees the secret, subterranean research labs, and is personally responsible for some very interesting magical items, popular with both undead, ghost-hunters and shit-mages. She's become a minor celebrity in the occult artisan's community, and a hero to young Goryohime. To the rare Goryohime with a head for high-tech, an unpaid summer internship with Doc Hitori is a once in an undead opportunity.



TOY-OFF AND PACHINKO PREGGO

These two neighboring businesses- the single story Toy-Off with its fading yellow paint and windows filled with anime figures and vinyl statues and the hot pink, three story Pachinko Preggo are owned by the same family. **The Fujiyoshida** are a foulmouthed, mercenary breed of Tanuki that chain smoke constantly (and have lost the keen noses shared by other Tanuki as a consequence) but can wring every last yen out of a deal.

In addition to badly gouging the local Otaku market on *Figma* dolls and mecha model kits, Toy-Off is used to fence occult goods. The Fujiyoshida only offer 15-25% list price on stolen goods, but they'll buy most things no questions asked and they pay untraceable cash, laundered via Pachinko Preggo. It's an open secret that the Fujiyoshida resell the best artifacts to **The Seven Sharks Amakaze** at a premium, so if you need to get in touch with Japan's secret masters, Toy-Off is a good place to start. The Fujiyoshida pay better for magically enhanced firearms and Itasha Custom modded cars- paying between 40-45% of list depending on rarity.



A hulking, sullen sociopath everybody just calls **Shizuka** (quiet) is always found sitting at one of the outdoor tables of a noodle stand next door, shoveling cheap ramen into his mouth. Shizuka (LE male Bloodstrong Fighter 9) has skin like rancid leather, covered in intricate Yakuza tattoos that mark him as one of the **Seven Sharks Amakaze**. He never speaks- somebody ripped his tongue out at the root long ago, and he's security for both businesses. He solves most security problems with just a look.



WIRES CENTER

Wires Center is one of the myriad electronic parts shops just off Akihabara's main drag, and one of the better ones. There are few places in Tokyo with a better selection of technology and spare parts. Wires Center is open four days out of the week, with its owner as the only staff. This owner, **Yoshi Oda** (LN male Hanging Boy Goryohime Smart 4/Techie 4) thinks his own undead race is absolutely insane. He prefers the company of human techno-geeks and small-time inventors, not to mention POETICA. He usually doesn't get involved, but once or twice now, he's helped a POETICA escape the city and hopefully find some freedom.

HARAJUKU DISTRICT

HARAJUKU BRIDGE

The Harajuku Bridge is a solid, imposing stone bridge built in a French Gothic style during the 19th century and extensively rebuilt after the devastation of WWII. This wide foot bridge stretches over a deep canal of cold, surprisingly pure water, a river running beneath the urban heart of Tokyo. Wrought iron electric lanterns are spaced very few dozen feet, giving the foot bridge a vaguely Victorian ambience. (This is in dramatic contrast to the real world's Harajuku Bridge, which is a narrow foot bridge above a set of train tracks.)

On the weekends, the Harajuku Bridge becomes the exclusive province of cosplayers and those in one of Black Japan's many, many street fashion subcultures- visual kei, Gothic Lolita, Princess Lolita, even retro rockabilly scenesters all gather here and make the bridge's span into an endless, improvised weekend long festival. Street performers and buskers gather, passing around the hat, and vendors of all sorts lay out their wares on spread out blankets or small *yatai* (pushcarts).

GAME RULE INFORMATION: HARAJUKU BRIDGE

From sunset on Friday afternoon to sunset on Sunday afternoon, the Harajuku Bridge becomes a half world place. These conditions do not apply at any other time, at least under normal circumstances....

- Illusion and Enchantment spells and effects have their base save DC increased by +2 during this time when cast in the area, and the duration of all Illusion effects are doubled, which stacks with the effect of the Extend Spell feat.
- Doujinishi characters gain Fast Healing equal to their CHA modifier (minimum Fast Healing 1) while in the area.
- Non-human creatures receive a +5 luck bonus on Disguise checks made to pass for human; they are automatically considered to be making Disguise checks during this

time, in this area, at all times.

- A character who succeeds at a DC 40 Disguise check vanishes into thin air, reappearing in a large town or small city somewhere within the Tatakama. If they do not manage to return sooner, they (or their body and gear) return to the Earth Realm just as abruptly in 6d6 hours. They return to the Harajuku Bridge at sunset on the next Sunday.

HIGH FASHION HARAJUKU

Harajuku is a shopping Mecca. High fashion boutiques, exclusive appointment-only fashion houses and elite accessory shops all pay unbelievable rents for the right to sell to Japan's wealthiest women in their natural habitat. If you need more shopping opportunities, roll 5D6 to create a unique experience.

D6	Boutique	The Style	The Staff	Occasional Occult Sales	Supernatural Contacts
1	Insanely intricate nail art and manicures	Darkness lit by spotlight displays	Hipper than thou, speaking incomprehensible subcultural slang	A handful of Ususama's Tampons and similar items behind the counter	Tons of Goryohime, hanging around casually
2	Ultra expensive casual clothes	Bright chrome and white marble	Gyaru who are enthusiastic about brining newcomers into their circle	Nothing at all	A single sales-girl just coming to terms with her supernatural heritage
3	High end men's and women's formal wear	Close, cramped and stereotypically feminine	Bright, fiercely competitive kids	A selection of magical lingerie and underaments each spring	An Ecchi Enchanter does commission work for high paying customers.
4	Exclusive jewelry	Crowded shelves filled with product	Spoiled rich girls that berate & shame the customers into spending more than they planned	Minor potions and oils sold during summer	A succubus (or something worse) shops here, and will not allow anyone to harm the staff. Other than her, of course.
5	Seductive club fashion	Laid out like a princess's private closet	All are beautiful in an understated way	Mystical jewelry sold by appointment only	One of the Imperial Family loves this shop.
6	Purses and accessories	Industrial chic	Mostly students form a nearby college	An occult vending machine on site or nearby	Nothing too obvious.

PENNY CANDY LANE

Known locally as ‘Penny Candy Lane’, this picaresque street is almost a lazy recreation of Old Edo. This winding, narrow alley is home to several confectioners, wedding cakeries and more general bakeries. Local chefs produce *Kami Pleasing Candy* and various first level potions cheaper and faster than anyone else in Black Japan, using pure skill, not a trace of magic. Some of the local alchemists allow visitors (usually just local kids, but they might make an exception for visiting adventurers, especially *gaijin*) to order a free first level potion on their birthday.

Penny Candy Lane is a center of modern alchemy in Japan- the local potion makers are lead by the brilliant and hyperactive **Yasu Nishimura** (N Male human Smart 8/Alchemist 1). Nishimura believes freverently in UFOs, the *Protocols of the Elders of Zion*, the Reptid Overlords, and hasn’t ever met a fringe scientific theory he didn’t immediately fall in love with. He independently rediscovered the ‘science’ of alchemy in his 20s, and holds over 350 patents, about 5 of which are actually useful, but all of which make him money.

NIHON CRATE

This small, but growing business incorporated only a few months ago, and is doing pretty well, albeit in a very, very niche market. Nihon Crate targets the foreign otaku market, offering a huge shipping box full of a random assortment of Japanese snacks to anime fans, otaku and weaboos

as far away as North America or Europe. Nihon Crate started out as a bedroom operation, but whoever runs the operation has rented out a few neighboring apartments in his (or her) apartment complex to handle shipping and storage.

Nobody knows who runs Nihon Crate, as the owner never seems to open their door for anybody but the DHS delivery driver, and is always out when somebody else comes calling. There’s speculation that he (or she) is an occultist, or at least has some decent occult ties, because seemingly one out of every 20 (?) crates shipped includes a very minor magical snack or potion. The random recipients of these strange magical items get far, far more than they bargained for their 2,500 yen/month snack subscription, often their first glimpse of the magical world.

URA HARAJUKU

The **Ura Harajuku** semi-legal streetmarket that springs up nightly in alleys behind popular clubs and throughout Yoyogi Park. On a mundane level, the Ura Harajuku is a great place to find off convincing knock-offs of designer label purses and fashion, bootleg DVDs and CDs, untaxed booze, snacks, and energy drinks and other cultural emphera.

Black Tokyo’s occultists know that Ura Harajuku is a great place to find bargains on potions, scrolls and minor wondrous items.



These items are constructed by somewhat less than competent magical artisans, or the less honest ones. They sell cheap, but rarely work quite as promised. Good luck finding the same occult artisan twice- their stalls move around a lot, and they often deal through intermediaries because customer satisfaction is rarely high. There's a good chance whatever schlub sold you a cursed school uniform or mis-labeled potion is just some ignorant high school student earning a few thousand yen selling what he or she assumes is merely fanciful junk.

Minor magical items can be had very cheaply from the Ura Harajuku, but each time the item is used, roll at the beginning of the encounter to see if it fails. Once an item fails, it is destroyed and cannot be repaired. You obviously roll only once for consumable items, at the time the item is used. Items with a caster level higher than 5th cannot be found at the Ura Harajuku. Any permanent magical item sold at Ura Harajuku has a 5% chance of being cursed in some way- the curse doesn't end merely because the item falls apart, however.

Magical Item	Discount	Percentage chance of item failure
Consumable Items (potions, candies, oils, scrolls, ect) CL 1-3	Sells for 25% list price	50%
Consumable Items CL 4-5	Sells for 40% list price	65%
Wondrous Item	Sells for 30% list price	25% per use
Magical Armor	Sells for 25% list price	15% per encounter
Magical Weapons	Sells for 40% list price	15% per encounter

YOYOGI PARK

The huge homeless camps that ring Yoyogi Park are a far cry from the nightclubs and fashionable stores sprinkled throughout the rest of Harajuku, the hippest of all Tokyo's wards. These impromptu towns are well organized and surprisingly clean, but the tents are always filled to capacity as a consequence of both Japan's long recession and the long term schemes of the **Amakaze**.

The park's homeless adhere to a basic and roughly communistic code of conduct: everybody works, money is shared equally, disputes are mediated by respected members of the camp, violence and hard drugs are prohibited. The tent city's most senior resident, the one who wrote the rules, is a leathery old Chinese man who answers only to **Li** (NG male burakumin Akaname Commoner 14/Rogue 2). Li has lived in Harajuku since the place was just called Edo, and knows every facet of life in Tokyo. He may be the city's best spymaster and information broker.

Li has made it clear that his camp will offer refuge to anyone fleeing the Amakaze, as well as providing a sanctuary for other supernatural beings. Several other Akaname, a few Tanuki and even a few Yurei all find shelter here- the Yurei provide muscle, as needed, to protect Li's tent city.

ROPPONGI DISTRICT

BETHANY BLISS

Bethany Bliss is a high-end cannibal café, renowned in the occult community. This private

supper club is elite enough to attract junior members of the **Akaname**, and their pawns and favored minions are often in attendance. Bethany Bliss is neither exclusive enough, nor cruel enough, to win the favor of more senior Akaname, and Black Japan's true masters are never found within.

Bethany Bliss is decorated in a garish, rococo style, and the wait staff dress in complex and ostentatious Victorian cosplay with a rather

Prussian military flavor. Bethany Bliss serves the flesh of only humans (of both genders), male Kami, and female Kitsune (their livers command a princely ransom). Bethany Bliss occasionally serves the flesh of some exotic creature found in the depths of the Tatakama, but only during winter- the Special Season for exotic fare. None of its victims are slaughtered on site, instead, Bethany Bliss depends on a special arrangement with local procurers like the Chiba-based **Eto the Ironpot** (see Black Bestiary) and requires a network of well-compensated couriers to acquire the freshest product.

The evil restaurant is owned by **Lord Sharkskin**, a powerful oni lord who maintains a human seeming of a humorless, long-mustached Japanese chef. He has little love for the modern world, and never has been seen outside Bethany Bliss' walls; perhaps he is bound within by some magic? The vermilion door to the owner's private office is a stable, permanent *torii* to a frigid, Korean-style fortress somewhere in the Tatakama. The fortress is Lord Sharkskin's true home and final redoubt. Many of his victims, culled from the Tatakama's peasantry and forest-folk, are killed and butchered there. Sharkskin is cunning enough to only rarely take flesh from the Earth Realm, where mortal authorities are more likely to take notice.

CREEDS STUDIO

Creeds produces some seriously nasty, hard-core fetish pornography from its completely soundproofed Rappongi studios, which ironically enough overlook a fairly popular group of tourist restaurants. Creeds is the brainchild of professional grade pervert and Olympic caliber date-rapist **Hideo Kun** (NE male Human Expert 6/ Bard 1). Kun is a fairly nasty customer, a genius when it comes to blackmail and

information gathering. In mystical terms he is a weakling, but he's got an information network stretching throughout the city, and knows more about the occult underworld than many immortals.

Kun's genius is involved in finding supernaturals to star in his direct to DVD fetish shows, and in placing actresses and actors in the roles nature has best suited them for. He does fake snuff and nooseplay with Goryohime, scat with Akaname, mutilation and extreme bondage for those blessed with healing factors, and so forth. It saves on special effects budget, and the mortals watching the porn never realize the difference. He does plenty of work with human actresses as well- few enjoy the experience. If Kun wants somebody in one of his films, he's willing to ruin their lives to force them into the production, and he takes a nasty pleasure in sending copies of his DVDs to an unwilling star's family, friends and employers after he wraps. He likes his actresses desperate and degraded- says he gets better performances that way.

DEVIL OTOMO'S STUDIO

The infamous pornographer who works under the pseudonym Devil Otomo (Male LN Human Ecchi Enchanter- see *Black Bestiary*) operates out of a converted apartment building off Roppongi's main drag. When he started up his business, Otomo bought out the top floor of the run-down, working class apartment complex and turned it into a huge, sparkling new video studio,



while many of the older tenants remained on the lower two floors. They're not exactly happy about the new business upstairs, but the rents are cheap and as far as landlords go, Devil is a lot less corrupt than most.

Devil Otomo makes very special porno-his actresses are exclusively adventurers and occult beings, and instead of paying in cash, he trades in magical artifacts. Need a magic item, and need it fast? Make an appointment with Devil Otomo and do a short film. The offer's open only to females, preferably Japanese-born humans and Kami, because that's what both Otomo and his audience wants to see.

The kinkier and more degrading the film, the greater the magic provided. Gravure or solo masturbation might earn a handful of potions of consumable magic items, especially ecchi ones, but the more unusual the film, the better the loot Devil Otomo provides. He trades in magic items he crafts himself, but he's got the connections and access to get hold of some of Tokyo's mystic rarities, which he only ever loans out, never permanently trades. Word on the street is, he was able to arrange the loan of the **Imperial Mirror of Japan** to a certain female adventurer for 7 ½ hours, and all it cost her was her willing participation in a 200 man bukkake gangbang.

As far as the rumors go, nobody's ever stolen a loaned item, because nobody wants to

anger a broker with that level of occult influence. Though he acts like a gibbering, misogynistic creep on camera, Devil Otomo is a dispassionate and very professional businessman in his real life. He's a proponent of 'safe, sane and consensual' and no matter how risky or icky his film, he uses his occult talents and mundane pre-planning to make sure its safe. He'll hold to the letter of any agreement he signs, and demands the same from all his clients.

ROPPONGI'S PORNOGRAPHERS

Roppongi produces a good portion of Japan's lower-tier pornography. Most of its strictly amateur hour, filmed on location at a variety of strip clubs, private homes and motel rooms throughout Roppongi. Of course, just like every other industry, AV has its idols and mega-stars.

D6	Studio Location	The Actors and Actresses	The Studio's Signature Kink	Relationship with the law	Supernatural Entanglements
1	Filmed out of the director/cameraman/actor's home	Low level Yakuza thugs taking various prostitutes for a test ride	Ornate and intricate rope and harness bondage	All above board, scrupulous in staying legal	Has an 'exclusive' line of snuff DVDs where actresses are destroyed by monsters and oni
2	Dedicated small studio in an otherwise normal Tokyo neighborhood	Western girls and fit Japanese men	Breathplay (with the occasional Goryohime guest star!)	Stays afloat by judicious bribery and blackmail	Camera follows occult beings through their strange daily lives
3	Man on the street, guerilla style porn with handicams	Amateur and first time couples	Piss, scat, voyeurism and kink	Has been shut down dozens of times, keeps popping up under new names/ownership	Nothing supernatural
4	Films at various rented rooms and love hotels	Exclusively female, no men seen on camera at all	Bukakke and gangbangs	Untouchable because of Yakuza or Amakaze connections	Actively recruits occult beings and nonhumans for specialty films
5	Filmed on location at various luxury location like fine restaurants and onsen, very high class	Man on man, favoring young, handsome guys	Romantic and sentimental storylines	Distributes over the internet or other unconventional methods and stays one step ahead of the law	Producers use Ironclub Oni or other burly thugs to keep their talent in line
6	Outdoor porn often filmed in Aokigahara Forest or around Mt. Fuji or other national parks	Top tier AV idols	Well designed cosplay and parodies of popular anime	Never met a law or moral code it didn't piss on	Studio's owner or other important figure is a Doujinishi with insane ideas of how sexuality works in the real world



FAIRY TALE STUDENT'S CLUB

The Fairy Tale Student's Club is a gathering place for Black Tokyo's innocent young shapeshifters and apprentice witches. Kitsune, Dodoma, Nekos and anthros of all description, not to mention spellcasters with a flair for transmutation are all welcome at the messy two-bedroom apartment turned party-pad.

The Fairy Tale Student's Club is too raucous and fast moving for the more indolent Tanuki and too wild for most of the Clovers Academy's girls, though a few have no objection to sharing a beer and a laugh with the outsiders, immortals and occasional Guryohime 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 PS3 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.

Some of the Club's luminaries include:

- **Jun Hattori:** is a clammy little pervert who hides the fact of his Akaname existence fairly well. He's the club's perpetual sidekick and the butt of most of the jokes, but he's far better with money and planning than

anybody else. He is the club's unofficial treasurer. (NG male otaku Akaname Expert 1)

- **Yu Hideyoshi:** was only admitted to Clovers University because his mother is a powerful *miko* and his grandfather is **Dr. Nobunga** himself. So far, Yu hasn't shown a single glimmer of magical potential and is perpetually on the verge of flunking out. He spends most of his time lounging and drinking at the Club, where he demonstrates a real street savvy and a knack for convincing the more powerful members and hangers on to go along with his schemes. (CN male otaku Human Rogue 2)
- **Kaori Ryu:** is a seventeen year old, single-tailed kitsune who fled the Tatakama with her mother as an infant. Her mother died during their escape, murdered by the notorious Lord Sharkskin, and Kaori ended up in modern Japan's foster care system. She ran away from the Daikoin Temple a few years ago, and has been making a living as a thief and occasional camwhore. **Lord Sharkskin** still pursues her, obsessed with devouring her liver as he did her mother's. (CG female ninja Kitsune Ranger 1)
- **Mie & Mau:** These twin white-furred feral Nekomusumes crash at the Club two or three nights a week. Where they go when they're not at the club is anybody's guess, but it was the twins who began harassing TMBS catch-trucks and freeing their less intelligent sisters. (LG and LN female Nekomusume Rogue 3)

PURELY SPRING CLUB

The Purely Spring Club has been in business, inhabiting the same ragged rental property in the heart of Roppongi since the late 1960s. The neighbors are low-end Yakuza run hostess bars, seedy porno shops selling pixilated crap, and a noodle shop that gets robbed on a bi-weekly timetable. The place is a beloved, even

legendary, part of Black Japan's wet fetish scene, and a hangout for Akaname. The bouncers can tell an Akaname at a glance, and the undead never pay cover.

Purely Spring is owned by **Isao Mawaya** (CN male burakumin Akaname Charismatic 8/ Sorcerer 5), the grandfather of the founder of the **Omorashi Chase** piss and skatto fetish website. Isao taught his grandson everything he knows about the piss fetish business, and one of these days, will hand over the hassles of running the Purely Spring Club to the lad, and simply enjoy being a VIP for a few decades. The two business cross pollinate, and cam-shows often stream live from Purely Spring.

Purely Spring is a low end sex club, notorious for its stage show. Its sex workers piss and shit on stage for the amusement of cheering Japanese men, drunk on cheap beer sold out of a mini-fridge. Draft drinks are watered down- with the urine of the performers- because that's the way the clientele like it.

Like Omoashi Chase's website, Purely Spring has a hidden back room for the occult trade. The house takes a small cut of the potions sold. The club's back room will open to those who can cast a cantrip or three at the mystical wards holding the latch shut, and only spellcasters are allowed back there. No guests, visitors or mundane prostitutes allowed. Mawaya also keeps a stash of truly excellent whiskey which even he won't taint with woman-piss back there to celebrate big deals with his occult clients.

ROPPONGI NIGHTLIFE

Roppongi is the most decadent district in Tokyo, the center of nightlife and club culture. Dance clubs, bars and hostess clubs abound. Their neon signage presses out into the narrow alleyways. Several Tokyo bars offer unlimited drink packages- customers pay 2,000 yen and up for the right to drink all they can in the time allotted, usually two hours. A lot of bars spike

RUMORS OF STRANGER PLACES

even weak drinks with hard alcohol in the hopes that customers will pass out before drinking too much, maximizing the bar's profits. The current rumor says avoid Roppongi's Nigerian-run clubs exactly for this reason.

Many of the tiny, tiny bars have multiple floors. Some of these are two or three story facilities, others are built with a basement and sub-basement level. In either case, the ground level usually caters to foreigners, while the higher (or lower) floors welcome Japan. Other bars occupy only the top floor of a multi-use space- a hard to find neighborhood pub hidden above a grocery store or insurance office, for example.

If you quickly need a Roppongi bar, complete with some basic plot hooks, roll 5d6 and see what you come up with.

There's an endless parade of oddities and horrors in the Roppongi alleyways. If you can find them, you might encounter one of the following rumored clubs down a winding, neon-burnt street.

- A nameless pedophile sexclub where the child on stage is always a client's perfect fantasy, their ideal lover, but as a child, regardless of that person's true age. Its not just illusion or fantasy either- the victim soon starts remembering their violation as their history twists and curls in.
- *Bucca's*- it looks pretty, clean and modern and has drink specials, complementary snacks and an atmosphere designed to attract women, but it's a bear-trap in disguise. Low budget directors from Creeds porno studio dope the drinks and record the 'fun'.

D6	Owned By	Atmosphere	Demographic Quirks	Supernatural Involvement	Problems
1	An ordinary Japanese entrepreneur	Packed, loud, crowded dance club	Gay or lesbian club	Nothing major	Yakuza running protection and laundering money through the bar
2	A minor Japanese mega-corp or bar/restaurant chain	Quiet and chill, an older crowd	Popular with otaku- anime themed?	Kami or Doujinishi gather here for drinks and talk	No major problems
3	An American, British or Australian ex-pat	Popular place to get hammered after work	Wealthier than usual clientele	Nekos are welcome here, owner is pro Neko-freedom	The area is haunted by the spirit of a woman killed a decade before
4	African or Middle Eastern immigrants	Attracts a foreign crowd- mostly US servicemen & ex-pats	Attracts an educated, college crowd	Bartenders sell potions under the table	The Amakaze is trying to ruin the bar, and the neighborhood to redevelop it
5	Chinese, Pilipino or Korean immigrants	Tourist trap	Nobody under 50 drinks here	Sazae-Oni and other predators hunt here	The place is a front for the most desperate and depressing kind of prostitution
6	A low-end Yakuza clan	Overpriced, overhyped	Cop, military or TBMS bar	Nothing major	Something vile- drugs, kiddy porn, human flesh- is being sold out of the back room

- *Lace*- a popular club and hook-up spot for many reader models, actual contracted models and even the occasional idol singer. Mostly a cocktail bar with a stereotypically feminine selection of delicious snacks. Fans and paparazzi know that Miidera and her entourage often visit, lining up for blocks to catch a glimpse.
- *Nadia*- an outwardly lovely and seemingly feminist sex club where the workers all seem happy, well adjusted and content in their work. Run by the Amakaze, it's not quite a façade- the staff are happy, but only because they willingly allowed the Amakaze's sorcerers to reorder their minds and resculpt their bodies, make them into perfect prostitutes.
- *The New Lux*- opened in the 1970s and never renovated, even the VIP

seats are patched by duct tape. Falling apart, but open all night, and if you walk out the door at the 6 AM last call, there's a chance you'll step out into the sunlight of 1973 Black Tokyo.

- *Peter Kurtin*- an *izakaya* where a furred being, like a *Nekomusume*, can get drunk enough to tear off her fur with a claw, revealing a fully human form beneath, and abandon the fur forever. Pelts line the wall.
- *Yoshi's Key*- a crappy, dimly lit basement bar where the hardcore gamblers go. There's a craps game out back that has been going non-stop since '83, with a clutch of *Amakaze* immortals who've been gambling non-stop for three decades now. The wagers are souls.

SEAMLESS SLEEP

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 (Sakura, Satomi, and the eldest of the three, Saki)** 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 **HHH 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 STYLE ORI OFFICES

Every week, the Style Ori corporation publishes a top 100 chart of the hottest music, movies and manga in Japan, and is probably the biggest arbiter of Japanese pop culture. Style Ori has been the voice of the Japanese music industry since the early 1960s, and its decisions can make or break idols. Style Ori operates out of a fairly humble two story office building in Rappongi. The only hint to this non-descript building's importance to pop culture are the cutsey survey takers lingering near the entry way. Iconic in their pink and orange blazer and berets, these perky girls snag passer-by at random for in-depth questioning about their entertainment tastes.

Though journalists throughout Japan occasionally whisper that Style Ori is not nearly as bias-free as it claims, they rarely make public statements to that effect. Style Ori's lawyers are fearsomely competent. It is correctly suspected that Style Ori is **Amakaze** owned, and helps ensure that Amakaze-funded idols stay at the top of the charts. Style Ori's internal bias is the major reason that **Blue Shout** has never climbed higher than the mid-80s of their top hundred chart, despite the fact her download sales rival or exceed any member of their top five.

THE WET ALLEY

The "Wet Alley" refers to a handful of winding, inter-laced alleyways behind Roppongi's main bar drag. These narrow alleyways are filled with sushi and udon noodle shops, convenience stores and the like, and most businesses have tiny apartments for rent on the second or third floor walk-ups. The alley gets its name because something about it seems to attract drunken women staggering home from the clubs to stop, squat and piss in its shadows.

The Wet Alley functions identically to the Mariko Aoki Phenomenon Haunt (*Free20: Haunts of Black Japan*, 2014), save that it only affects women and compels public urination



rather than defecation. Intoxicated characters suffer a -2 penalty on their saving throw against the Wet Alley haunt.

The neighborhood's Akaname know all about the haunted alleys, and it's the reason most of them live in the neighborhood. At 3 am or so, after most of the bars let out, they'll gather on their tiny, cluttered balconies, chainsmoking and watching living girls piss. Unlife doesn't get any sweeter to an Akaname, and they'll defend this little slice of paradise (and the women who squat to piss there) fiercely. Almost by accident, this means the Wet Alley is almost as well protected as **Love Hotel Hill**, and by a similar crew of voyeur/vigilantes.

The Wet Alley is home to dozens of Akaname, including some of the 'heroes' of the race. Often overlooked, Akaname are minor yet vital parts of almost every one of Black Japan's

myriad factions. When among their own kind, sometimes they talk about what they see, meaning the Akaname species as a whole is very, very knowledgeable about Black Japan's secrets. Some of the Akaname residing here include:

- *Nikii Moto*, a 'corpselicker' forensic tech working out of the local police substation, who knows more about the local drug trade than anybody, alive or undead.
- *Drs. Gen and Kate Mitsugoro*, a super-cute married couple who work together at the T-2 River Building, and specialize in potions turning mortals into Akaname undead for an afternoon. They're still trying to get the taste right.
- *Kekkou Okada*, the foulmouthed nanny of an Amakaze CEO's four young daughters. Kekkou knows the middle daughter is

already showing signs of the fetishes that mean she will likely reincarnate as Akaname, even if big businessman Daddy has no fuckin' clue.

- *Tomas Acuna*, a rare foreign-born Akaname, emigrated from Brazil, who does freelance computer repair and security installation throughout Tokyo. He's one of the electronics experts who wired up Love Hotel Hill, and does similar pro-bono work with the Eyrines Sisterhood when they need tech support.
- *Old Man Kita*, one of Li's contemporaries, this stooped, ancient man gets about on crutches and acknowledges at least three centuries, though he's probably older. The unofficial banker of Wet Alley, who loans money to local bars and businesses, keeping The Alley appropriately moist.

HAPPY DRUG WET

One of the most unique of the many, many Happy Drug franchise pharmacists found throughout Japan is housed a few blocks down the Wet Alley. This 24-hour drug store is run by **Dr. Renri Nakazawa** (LN female Akaname Cleric of Ususama 13), a former chemist working for the **T-2 River Corporation**. She only ever works the nightshift, operating the store in the quiet hours between 2300 and 0730. Dr. Nakazawa was especially blessed by the piss-god she serves.

Up to ten times per day, Dr. Nakazawa can produce any Abjuration, Conjunction or Transmutation potion she wishes of 2nd level or lower (CL 3rd), as a full round action. Doing so requires her to urinate directly into a supplicant's mouth, and these urine potions lose all potency if stored. She offers this strange service to fetishistic adventurers, especially heroic Akaname in need, and to the poor and desperate in the neighborhood. Those too poor to pay for an ER visit, or who need off the books medical care know to come here, lay down on the cold, cracked tile floor and open their mouths.....

SHIBUYA DISTRICT

ADVENTURING IN SHIBUYA

Shibuya has more two and three story HD television billboards than any other place in the country, and in Japan, that is a hotly contested title. Including the massive screens adorning the 109 Building, Shibuya is carpeted in these bright (and typically silent) displays, so oversaturated with television coverage that most long time residents hardly notice them anymore.

However, these displays have become part of the mystical energy flow of the district. If any **Illusion** spell or effect, or spell or effect with the **Light** descriptor is cast within 100 ft of any of these display screens, the effect is *maximized*. In addition, the images playing on the screen change for just a few seconds, displaying the spell's effect from the point of view of the caster. Even illusions that would not normally show up on an electronic monitor are displayed in Shibuya's display screens. The display screen's images return to normal after one round.

THE 109 BUILDING, SHIBUYA DISTRICT, TOKYO

This glass-fronted, ultra-chic commercial tower is one of Tokyo's most iconic structures and if you've ever watched a movie set in Tokyo, you've seen it. 109 Shibuya is a shopping arcology and business tower more massive than some of Tokyo's outlying suburbs, and is the center of Black Japan's idol culture. Inside, 109 Shibuya is a multi-level maze of expensive, exclusive shops catering to Japan's *gyaru* and wanna-bes, architecturally designed (and subtly enchanted) to steer shoppers in an endless, frenzied loop from one retailer to the next.

Beyond the public levels, 109 Shibuya is home to hundreds of excellent recording studios, as well as the corporate headquarters of Black Japan's largest entertainment labels: **Avex**, **Sony Music Japan**, **Fairy Soundsystems** and others



all have their main offices at 109 Shibuya. The supermodel Miidera owns 109 Shibuya through her holding company, and her fashion empire's heart is found here. The goliath, three story high high-rez display screen on the skyscraper's façade often plays video clips of the ethereal and glamorous fashion icon. The 20 year old starlet has her private offices in the 109 Building, and several floors are dedicated to her cosmetics, club wear and lingerie empire, as well as the

music of the young B-list idol singers she takes under her wing, many of whom are Goryohime.

Miidera is on good terms with the Goryohime race, and often incorporates faux nooses as fashion elements in her photo shoots. She is almost childishly fascinated with the Goryohime, and many of her hangers-on are undead. Goryohime teens have a decent chance of getting the star's autograph or spending an afternoon with her, and in their own turn, wish they can be as glamorous and poised as their dead-friendly idol.

THE REAL 109 BUILDING

The 109 Building in Black Japan is subtly different than the structure found in the real world. Black Japan's 109 Building is double or triple (at least) the size of its realworld counterpart. The concert hall on the upper level is similar to the planned theaters on the real world 109 Building's top floor. However, in reality, these plans were cancelled and the theater project abandoned because of a lack of usable emergency exits in the structure's design. Finally, while the real structure is mostly retail space, Black Tokyo's version serves as the corporate offices for several

entertainment mega-corps, both fully fictional, and fictionalized.

109'S TENANTS

Those who rent office space in the exclusive 109 Building are shaping what it means to be female in Japan. Not just physically, though genetic megacorps like Neko Dream Ultimate have offices there, but culturally. 109's tenants have incredible cultural weight- they,

more than anyone else in Black Japan, are the arbiters of what is beautiful, slick and kawaii.

ARIGANE MEDIA GROUP

The Arigane Media Group is a top tier music label, specializing in the cultivation of *junior idols*. Talented pre-teen girls are recruited from around Japan, with the cutest and most musically gifted learning vocal technique and stagecraft in a class-room like environment right inside the 109 Building. At any given time, three classes of twenty girls, ranging in age from 8-13, are attending classes in the building. The Arigane Media Group's elite private school is fully accredited, and offers an excellent and rigorous musical education.

The Arigane Media Group is owned by the **Ten Ryo Amakaze**, and in its own way exists to spread suffering and the most profitable kind of pain. **CEO Jisei Shinkosha** (LE male Human Aristocrat 9) is an effectively untouchable pedophile (technically a hebophile) who has transformed his media empire into a *lolicon* grooming operation on a national scale. While his label's innocent and cheerful J-pop is popular nationwide, his young starlings are more famous for their dozens of picture albums and glossy photo magazines available at any Amakaze-owned bookstore. These magazines skirt the legal line of child pornography, and the company's famous tropical vacation DVDs, featuring the label's junior idols, push that line even farther.

It's an open secret that Shinkosha trades sexual favors for stardom, and his 'favorite' junior idols achieve rapid fame at the cost of their innocence. Shinkosha is accompanied everywhere by an **H-Child named Ringo**, and who poses as his daughter (see *The Black Bestiary* for more details). The devil-girl is his bodyguard, who carefully protects the Amakaze's investment in this man. She also uses her seductive powers to prepare victims for Shinkosha's violation, allowing the older man to

maintain the self-delusion that he's the gentlest of predators, a first lover and not a monster.

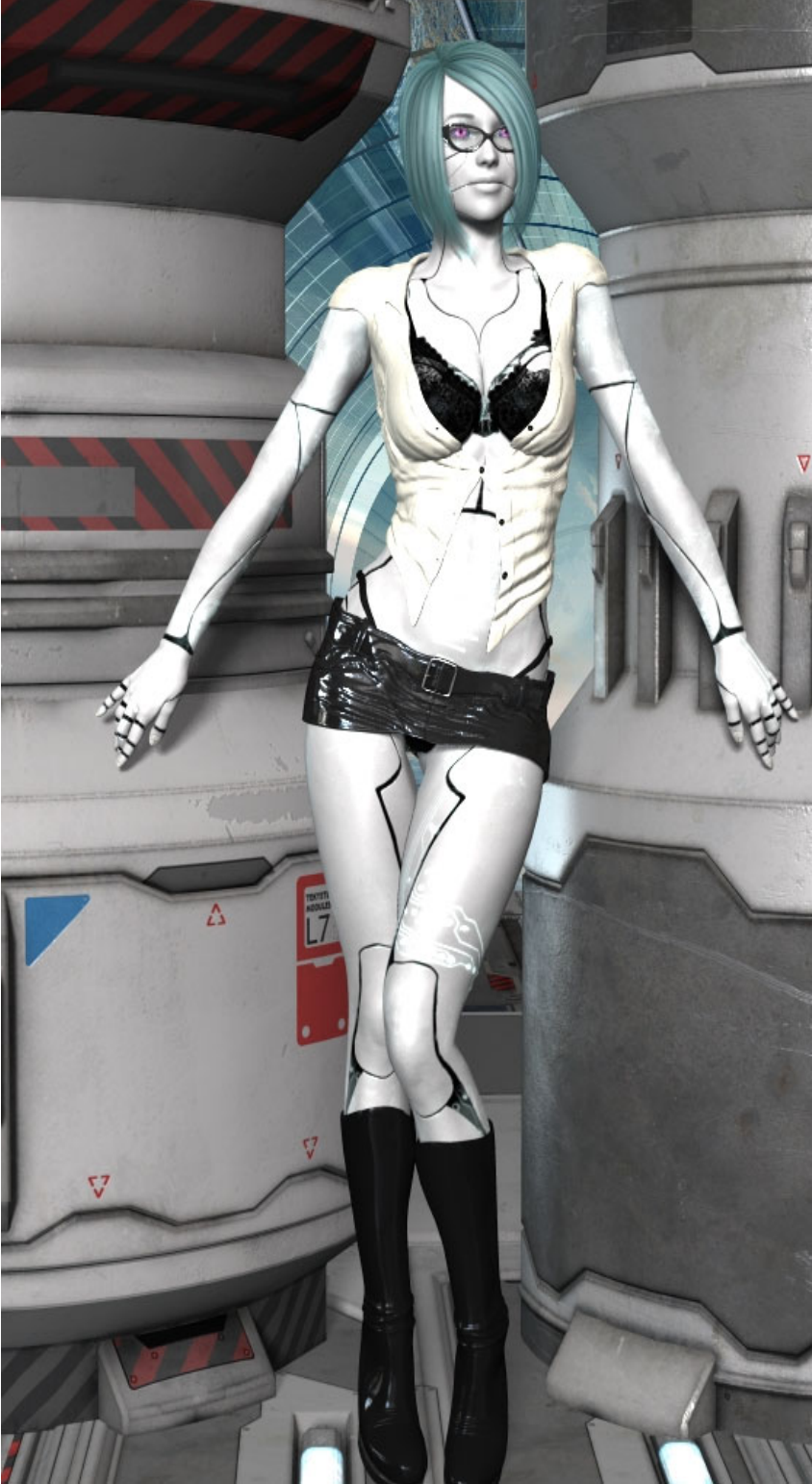
Jisei Shinkosha and **Oyari Roman** are the fiercest of rivals, both musically and competition for the hearts and bodies of young girls. The two rivals scout the same talented girls, and occasionally Shinkosha sends one of his cruel minions to torment or torture a young musician who rejected his advances in favor of studying at the Oyari Musical Academy.

FAIRY SOUNDSYSTEMS

Fairy Soundsystem's corporate offices only occupy about half of one of the 109 Building's floors, but the company's high-fidelity, ultra-precision recording technology is found in every recording studio in the mega-structure. Fairy was incorporated in the early 1980s, producing high end microphones and recording equipment that quickly became the industry standard throughout Japan. A few years ago, Fairy began its own music label, focusing initially on techno and trance, with artists rapidly mutating into even more obscure musical styles like *nightcore*, and even geekier sub-genres like *denpa* music.

Fairy Soundsystems was founded by the gawky, sharp faced, sharp nosed electronics geek **Hideki Tainaka** (CN male Human otaku Bard 8/ Smart 6). First he started making gear for fellow music geeks, passing around prototypes freely, before he realized he could actually make a decent living producing musi-tech gear. When the techno-wizard purchased his first POETICA with the profits of his early sales, her guidance turned a hobby into a successful business.

Hideki's POETICA concubine, **Utada** (NG female Mature POETICA Bard 12) performs on the Fairy Soundsystems label under the stagename **Blue Shout**. Hideki has tinkered with his concubine's internal systems since he purchased her, and she is the recipient of nearly thirty years of innovation, experimentation and technological advancement. In terms of her



mastery of sound, light, illusion and hope, Blue Shout is perhaps the most technologically advanced POETICA found anywhere in Asia.

Utada/Blue Shout's music is light and effervescent, filled with hope. Both she and her owner recognize the pains and struggles of Black Japan, and she performs music to hopefully lift the nations spirits. While Blue Shout

occasionally tours with idol groups as celebrated as *Momorio Clover Z*, she is most commonly a solo act. Her most recent specialty are flash mobs and unannounced raves, using her own techno-magical body as all the sound equipment she'll ever need. Blue Shout's musical career is a profitable sideline to Fairy, not much more. Her music sales pay for her continual upgrades and make her charity work (focusing on disaster relief and POETICA and Neko freedom organizations) mostly self sustaining.

NEKO DREAM ULTIMATE

Neko Dream Ultimate was the among the first companies breeding Nekomusume. Neko Dream Ultimate occupies three full floors of the chrome and glass commercial tower, having moved in from an earlier, more modest facility in the late 1980s. The corporation has an unmatched reputation for quality and only sells their submissive, well-trained cat girls to carefully screened and credit-checked buyers. Unlike many lower-tier kitten factories, Neko Dream Ultimate has no interest in producing snuff toys; catgirls are a pleasure to be savored over a lifetime. The company's advertising image is bound up in the Nekos they produce, and prides itself on producing happy Nekos that go onto happy (if unfree) lives. The office is decorated with glossy photographs and memorabilia to the world famous **Cheetah-Ai** (NG female Nekomusume idol Bard 9, 1982-2007), the first cat-girl.

Neko Dream Ultimate has exclusively licensing rights to sell kittens (and clones) of **Fashion Club Nekomini** show winners and first runner ups. The company is unique in that many of its sales staff are Nekos themselves, somewhat more intelligent than the norm, and extremely skilled in negotiations. These Neko sales-ladies are allowed to use their commissions to purchase not only their own freedom, but also stock in the company- making Neko Dream Ultimate one of the only partially Neko-owned businesses on the planet.

The Three Plums Amakaze own a controlling interest in Neko Dream Ultimate, and their interests are represented by senior board member, **Karen Obake** (LE female human Transmuter 13). Obake was once one of Japan's secret protectors, but she sold out during the 1970s. She designed both the spells and the gene-treatments necessary to produce a true Neko and was very much the 'mother' of Cheetah-Ai and the other first-gen Nekomusume. Today Obake is one of the richest businesswomen in Japan, but she has not left her Chiba mansion (except for high security board meetings) in more than two decades.

THE SHIROI GROUP

The Shiroi Group is a diversified conglomerate with interests in railways, department stores, architecture, hotels and nuclear power. Practically every major store in Shibuya has Shiroi somewhere in its name, including several department stores, grocery outlets and restaurants on the lower floors of 109.

The Shiroi Group is controlled by the **Five Blossoms Amakaze**, and its aim is temporal and financial power, rather than the accumulation of occult lore. Its immortal master is the Amakaze Executive Board Member (see *Black Bestiary*), **Shingon Date**. More than seven centuries old, Date has guided his branch of the Amakaze from the

sale of water, salt and firewood in ancient days to more diverse means of earning. Five Blossoms is one of Japan's largest private landowners. Either directly or indirectly, the Shiroi Group controls the flow of necessities throughout Japan; if it wished, it could jam the railways to stop the flow of goods, or turn its reactors cold during the fierce Japanese winter and cripple the nation. Date knows the power he wields and he is a senior voice among other Amakaze.

Few other Amakaze lords like Date- most consider him an uncultured barbarian because he has little interest in the sorcerous schemes that obsess the rest of the Amakaze Board- but none openly disrespect him. Date and his Five Blossoms Amakaze can depend on the assistance of **Goro Akabeko's** Twelve Golden Amakaze faction as well as **Momonjii's** New Day Girl Factory. Both men depend on the rails to rule their own little empires, and thus have to curry favor with Date at all times. Both would love to

D6	Tenet's Industry	Corporate Reputation	Relationship to the Amakaze	The CEO is:	The workers are:
1	Recording industry	An older, trusted company, dating back to the Occupation	Not on the Amakaze's radar at all	An impotent figurehead manipulated by the senior shareholders	Often supernatural beings, actively recruited for their special talents
2	Television or video game production	Failing, undergoing layoffs, reorganization and about to be bought out	Company has earned the personal animosity of a senior Amakaze Executive Board Member	Legalistic monster concerned with profit above everything else	The dregs of the Japanese educational system
3	Internet related business	Recently broke off from a larger parent company in an acrimonious shake-up	Caught in a power struggle between two or more factions	Social activist who ensures ethical conduct	Ordinary, unwitting, innocent mortals
4	Magazine or manga publisher	New start-up making a fortune, but who knows how long it'll last?	Being sacrificed by the Amakaze to confuse or mollify an enemy faction	The child, protégé or lover or a powerful Amakaze or Yakuza	Worked beyond the point of exhaustion and terrified of failure
5	Fashion, style or hygiene	Under government investigation for an assortment of white collar crimes	Victim of a hostile takeover by the Amakaze	Worked his/her way up from inside the company	Treated with uncommon kindness
6	Nekomusume, POETICA or other artificial life	Nothing special, a background player that rarely attracts attention	CEO is attempting to earn a spot on the Amakaze Board	Is dying and will pay any price for a cure	Often underpaid foreign workers

eat Shingon Date's viscera, if there was a way to be free of the Five Blossom's master without consequence.

OTHER TENETS

Rolling 5D6 will allow you to quickly build other tenets in the famed 109 Building.

BAISHU MUSIC AND VOICE

Found just half a block from the train station that serves as most foreigners' first introduction to Shibuya, this small musical school is one of the best in the nation. However, **Baishu Music and Voice** advertises only by word of mouth and lacks the prestige of other musical academies; however Baishu is often sought out by those in the know. The shop's humble white and blue signage goes mostly unnoticed compared to the neon and chrome of the nearby businesses, and frogs (also spotted with blue and white) can be heard croaking from a small artificial pond out back.

Baishu is run by an ancient Ainu crone who only answers to **Koe-sama** (NG female Human Ainu Bard 5). Her eccentric training methods produce stars and idols-to-be in great number, but require dedication that puts most full time jobs to shame. Half of her lessons involve serenading the frogs and white snakes out back in the man-made pond; the other half consists of time in her fully equipped occult recording studio, one of the nicest in Tokyo. Koe-sama has an encyclopedic knowledge of the modern music business, and more connections than you'd think by looking at her (she seems like a half-crazed bag lady on a good day). Most of her students go onto modest fame- none ever become top tier idols, because Koe-sama always,

inevitably steers her charges away from any involvement with an Amakaze-owned business.

FASHION SLIP

This exclusive boutique (instantly recognizable for its full color holographic displays of well dressed POETICA fashionistas) is situated at a particularly good location- just one block away from the world-famous **109 Building**. Fashion Slip embraces bleeding edge technology- its sales floor, point of sale systems and merchandise is all futurist. Fashion Slip sells the overpriced future-fetish latex and silk costumes that have become *de rigur* for fashionable POETICA owners and their machine-pets.

Fashion Slip is the brainchild of **Miku Keitakuen** (LG female heimin Human Charismatic 7), is a good friend to the POETICA race and thus-far-unsuccessful crusader for the abolition of the artificial girl slave trade.

She dedicates 10% of her boutique's vast profits towards purchasing as many POETICA as she can, whom she immediately frees. Many of these freed POETICA work at Fashion Slip, or have taken similar jobs at nearby shops. While Shibuya itself is usually too expensive for working-class

POETICA, many of the neighboring wards are home to inexpensive apartments and dorms filled with whole communities of free living POETICA.



The largest of these homesteads is **The Ceramic Angel Apartments**, located in nearby *Asagaya District*, just a short subway ride from Shibuya. The Ceramic Angel Apartments are a block of four story apartment buildings, built around a central, inner courtyard with a stone angel statue that gives the complex its name. The Ceramic Angel was built in the early 1970s and has seen better days. The POETICA who live there do their best to make it cheery and bright, but it's still pretty rundown. Rents are cheap though, and some of the neighboring shops are pretty great. In addition to POETICA, the place is a magnet for young otaku and freeters, who are willing to put up with rusting pipes and cracked drywall for a chance to live amongst a bevy of cute, free POETICA.

LOVE HOTEL HILL

To earn a reputation for having a plethora of love hotels in a city filled with perversion on every corner, this Shibuya neighborhood has to do something special. And it does. Hundreds of neon-right love hotels, sex shops, one room bars and karaoke clubs line the eight block region. Tourists and pub-crawlers trawl the neighborhood at all hours, and despite the dangerous sexual waters that lap at Tokyo's erotic community, Love Hotel Hill is a safe place for mortals to play. Very few mystical artifacts are for sale here, and the local sex trade sticks to the consensual- oni flesh traders and demonic predators don't have their claws into Love Hotel Hill yet.

The safety of the human visitors to Love Hotel Hill is ensured by an unlikely coalition of supernatural vigilantes, known locally as "**The Bowel Angels.**" The Bowel Angels' membership is exclusively **Futakuchi and Akaname**, a strange hybrid family that has come to agree on one important point: humans deserve a safe place to enjoy their sexuality, no matter how kinky. Futakuchi monks and martial artists mingle with tourist crowds, working undercover to protect humanity. Meanwhile, Akaname hackers and surveillance experts have tapped into the

neighborhood's security cameras to watch for trouble before it begins. The fact the Akaname have wired every ladies' room within an eight block radius with hi-def video cameras is something that the local Futakuchi tend to overlook.....

RANDOM LOVE HOTELS

Shibuya is carpeted in love hotels.

In a city where shoe-box apartments have walls not much thicker than the average paperback, and many adults live with their parents well into their thirties, privacy and luxury are premium. Love hotels fulfill that need. The industry is fiercely competitive, and to attract customers, offers an ever escalating roster of amenities to customers, so some of the newer hotels can be very luxurious. Not much pricier than an ordinary hotel room either, sometimes even a little bit cheaper. You know the drill, roll 5D6 to build a semi-random love hotel if you need one.

MYOONTEN SECOND-HAND MUSICAL INSTRUMENTS

Myoonten Second Hand is located about a block and a half down the alley from **Baishu Music and Voice**, and offers students at the small musical academy (or attending the **Oyari Academy**) a 10% discount on all used instruments.

The proprietor, who rarely opens the blue and white painted rolling steel door until well after 11 am (even though the sign says they are open from 9-9) is a woman every bit as old and surly as Koe-Sama. Most people assume that she and Myoonten Second Hand's owner, who answers only to **Emiri** (CG female human Rogue 2/Bard 3) are sisters, but nothing could be farther from the truth. The two used to hate each other, and once dueled nearly to the death atop the Tokyo Tower, but in their dotage, they've forgiven, even if they haven't quite forgotten. These days, their feud still simmers, but only as

D6	The Hotel's Décor	The Local Sex Trade	Best Amenities	Your Fellow Guests	Supernatural Aspects
1	Bright, primary colors and curvy motifs	Older teen girls on compensated dates	Sex toy vending machines and a huge sex shop in the lobby	A burnt out spellcaster on a weeklong debauch, trying for an ecchi occult breakthrough	<i>Pervert chairs</i> in every room and a few magical sex toys for rent
2	Each room is a different city, like Paris or LA	Pretty clean neighborhood, no major local trade	Best hot tubing experience in Japan	Really nice, sweet young lovers	A low level Buddhist cleric who ensures nobody suffers STDs or unplanned pregnancies on site
3	Different rooms look like different anime	Sacred prostitutes of an obscure sect	In room gaming setups that attracts geeks for computer time as much as sex	A salariman or three out for a little extramarital affair before heading home at 10 pm or so	Offers mortals a chance to lay with a willing undead
4	Victorian elegance or Japanese traditional	Mortal, native born Japanese prostitutes doing outcall	Amazing room service	A tourist blogging about the whole experience	Nothing supernatural.
5	Hip-hop strip club	A 'happenings bar' or other thin veneer for an in hotel bordello	Takes customer anonymity very seriously	An older couple having a wild night together	A forgotten Kami has rented a room here since the early 1990s. Why?
6	School, office, café or other sex-in-public theme	Something nasty- pedophile, snuff or supernatural sex slavery	High quality showers, washlets and bath luxuries	Students who've pooled their money for a sweet party room	Kitsune gather here to plot and scheme and talk shop in private

OYARI MUSICAL ACADEMY

- *School Colors:* brown and burgundy vests over bleached white blouses, brown skirts for female students or brown slacks for males, accessorized with brown or burgundy berets
- *Grade Levels:* Elementary through high school in integrated classes
- *Accepts:* any non-undead student with musical talent, primarily Japanese student body, but a plurality Western population

catty comments left on one another's Twitter feed.

Despite her less-than-warm relationship with Koe-Sama, Emiri genuinely likes the other old woman's students, and is known far and wide for the quality of her refurbished instruments. The discount she offers to Baishu and Oyari students also applies to occult musical instruments, and given enough lead time (usually at least a month or two beyond whatever estimate she gives the customer) she can craft enchanted musical instruments and musical weapons to order. She also pays significantly better than average for pawned occult instruments.

Oyari Roman (LN male Human (?) Bard 14) is an elegant soul, dressing in the laced style of an earlier era, marked by a long shock of snow white hair. He is simultaneously ancient and youthful; he ceased to age sometime during the 16th Century. His music had given him immortality, and ever increasing powers of reason, seduction and compulsion. In his time, he tutored Chopin, Beethoven, Mozart and Theolonious Monk, among many, many others, and sometime between World Wars, he settled in Japan.

Shortly before Japan invaded mainland China, Oyari opened his musical academy. The huge, rambling western style mansion, in the heart of Tokyo itself would have been a prime target for Allied bombing crews, but no Allied flier remembers seeing the massive edifice

during wartime, though many toured the facility during the Occupation. The gifted children of US service members became a large part of the school's first few classes, a tradition that continues today. Many of the Academy's first students returned to teach there in later years. In addition to its excellent musical curriculum, the Oyari Musical Academy is fully accredited academically, and offers elementary through high school education.

Oyari himself has trained many of Black Tokyo's most promising young Bards, and tries to instill a strong moral code in his students. He instills an equally strong classical bias- very few students go on to become idols or pop stars, though many achieve great fame as classical, neo-classical or jazz musicians...though there are the occasional exceptions. Oyari's moral code allows (and even encourages) intergenerational sex and lolicon romances; he is slightly more attentive and inspirational to his younger female students, and has taken the (willingly offered) virginity of many of his protégées. His male students, by contrast, rarely receive the same mystical training their female counter parts do.

Oyari's immortality is tied to two things: his daily musical practice and the frequent deflowering of barely pubescent girls. Deprived of either, the immortal musician would soon wither away to dust.

As is true of Black Japan's other mystical schools, Oyari Musical Academy is host to a variety of clubs and student organizations, most based on a shared love of music. Among them are:

- *Ballroom Dance Club:* both boys and girls are encouraged to learn the art

of elegant dance. For the girls, it is an opportunity to don the fabulous, princess-style dresses kept in the Academy's endless maze of closet space.

- *Composition Society:* this club teaches the intricacies of composing original compositions for cello, violin, piano and full orchestra. Oyari Roman himself teaches and demands both perfection and an acceptably classic style, having little patience for more modern musical theories.
- *Free Notes Competition League:* students form a 4-6 member band and compete against other student bands in intense Saturday evening competitions. While Oyari emphasizes classical styles, most of these groups play modern rock, J-pop and even visual kei metal. It's a chance for the students to cut loose musically, and a way to win minor magic items as prizes, as well as attract the eye of Oyari Roman himself.
- *Jazz Club:* musicians playing a variety of instruments as well as smoky voiced singers often join this club for the opportunity to visit some of Yokohama's excellent jazz and blues club- perhaps even take a trip to New Orleans during Marti Gras to hear real American jazz.
- *Men's Vocal Society:* this choral organization trains young men in manners, decorum, and style. As singers, the men of this club often attend socials and exclusive political gatherings in elaborate Elegant Gothic Aristocrat fashion.



TENNIN

This high-end ladies fashion boutique is found in the heart of the Harajuku neighborhood—the commercial heart of teen fashion in Tokyo. The bright and noisy shop is filled with laughter and dance music, and is owned by **Tae Kago** (NG Female Goryohime Hentai Hero 3/Smart Hero 1) a former soldier for the **Ramat Sect** who quit in disgust when she realized how crazy Old Misashi really was.

Despite being officially ‘off limits’ the shop is very popular among the sect’s Goryohime for more than just jeans and nail art. The Ramat Sect’s armorer often sends girls here with signed letters of credit to acquire especially exotic weapons for missions. Tae keeps the weapons (and custom fitted combat leathers) in a double locked storeroom in the back.

ALTERNATE RACIAL TRAITS

Electric Town is a world unto itself, with its own rhythms and a magical ecosystem strongly dominated by primal electricity. Those who have grown up in Electric Town, whether human or something stranger, are forever marked by their experiences beneath the neon sky.

Baby Witch (SP)

Available To: Female Humans in the Child age category, Doujinishi

Replaces: Bonus Feat (Human), Robust Fantasy (Doujinishi)

Though young, you are an extremely proficient spellcaster. You do not suffer mental ability score penalties for being in the Child age category, making you the intellectual equal of many adults.

As long as you gain at least one spellcaster level per year, you do not age, and are immune to effects that would magically age you. If you reach 10th level in any spellcasting class before leaving the Child age category, you no

longer continue to age, and have no maximum age. You receive a +2 racial bonus on saving throws against transmutation (polymorph) effects and death effects.

Black Electricity (SU)

Replaces: Savage Talons

Available To: Yurei

Your hands are charred black and skinless, as if by intense electrocution, and must be hidden behind gloves if you wish to pass for human. You add +1d6 points of electrical damage to any unarmed strike you make, and gain Improved Unarmed Strike as a racial bonus feat.

Call of Illusion (SU)

Replaces: Call of Creation

Available To: Doujinishi

You are the embodiment of the beauty and wonder of magic. Every time you take a level in Bard or Wizard (illusionist specialization), you gain a bonus skill rank.

Electricity in the Blood (SU)

Replaces: Highly Skilled (Human, POETICA), Foxy Skills (Kitsune)

Available To: Human, Kitsune, POETICA

Your blood crackles with the electricity that powers Akihabara. You gain Electrical Resistance 1; if you roll a natural 20 on any Computer Use or Craft (electronic) check, this increases to Electrical Resistance 3 for one hour. This stacks with any other Electrical Resistance you might have.

Gunner Babe (SP)

Available To: Doujinishi

Replaces: Pink Zone

Nothing’s sexier than a skimpily dressed cyberpunk heroine wielding something sleek and fully automatic, at least as far as most manga artists are concerned. The Doujinishi is a supernaturally adept gunslinger. She receives Personal and Advanced Firearms Proficiency.

In addition, once per day, the Doujinishi may cast either *Reload!* or *Personalized Gun* with a caster level equal to her total character level.

Ironpot Oni (SP)

Available To: Ironclub Oni

Replaces: Ironhead Tetsubo, racial skills, racial weapon proficiency

Many Ironclub Oni tribes are proud cannibals, known for their masterpieces of culinary murder. The proprietor of Pick the Bones, in the worst part of Chiba, is an Ironpot, a fact he's immensely proud of.

The Ironpot Oni is a keen hunter and expert butcher, receiving a +2 racial bonus on Survival and a +4 bonus on Profession (chef) checks. The Ironpot Oni is proud of its dangerous collection of axes and cleavers, and is proficient with all Simple and Martial weapons that inflict slashing damage.

Once per three days, the Ironpot Oni can cast *Cannibal Feast* as a 10th level Druid, which can affect a corpse of up to size Large. The Ironpot Oni must succeed at a DC 23 Profession (chef) check; if the check is successful, the Ironpot can cast the spell without providing the expensive material components (100 gp/DC 10). If the check fails, the Ironpot Oni can still cast the spell, but is required to provide the expensive material components.

Kitten Idol (SU)

Replaces: Feline Nimbus

Available To: Nekomusume

Your voice was designed with as much obsessive love as your body, your fur and your pussy and tail. You receive a +3 racial bonus on Perform (sing) checks, and can speak the language of cats as easily as you can humans. You are treated as being under the effects of a permanent *Speak with Animals* spell that is limited only to feline creatures. You receive a +3 racial bonus on Handle Animal checks involving any kind of feline.

Love Body Doujinishi (EX)

Replaces: Robust Fantasy

Modifies: Subtype

The fantasy that gave birth to you was a lustful one, inspired by a particular lifesized love doll popular in ecchi fandom. Though you're now flesh and blood, your magical body has retained some of the appealing softness and pliability of silicon and fleshy latex.

You are immune to critical hits, precision based damage, damage from weapons with the bleed property, stunning and the effects of massive damage. You gain the construct subtype.

Healing spells and effects cast to benefit you have the minimum numerical effect, unless the caster has had a sexual encounter with you during the previous 24 hours, in which case healing benefits you normally. You are healed normally by effects specifically designed to heal constructs.

Motorbreath Oni (EX)

Replaces: Ironhead Tsetubo

Available To: Ironclub Oni

A demon of the modern world, you are most at home behind the steering wheel of some overcharged racer, and vehicular homicide is your preferred tactic. You receive a +2 racial bonus on Drive checks (or similar driving checks made to control a ground vehicle), and inflicts an additional two dice of damage on a successful ramming attempt.

Natural Master (EX)

Replaces: Highly Skilled

Modifies: Subtype

Available To: Humans with any lawful alignment

Some humans are naturally commanding presences, and artificial girls seek them out for discipline and proper ownership. You receive a +2 racial bonus on Diplomacy and Intimidate checks made against Nekomusume, POETICA or any of Black Japan's other 'artificial girl' species. You increase the saving throw DC of



any mind-affecting abilities used against these creatures by +1.

Neon Scramble (SP)

Replaces: Bonus Feat (Human), Kami's Perfection (Kami)

Available To: Humans, Kami

Your skin reflects the glistening neon light of Akihabara. Once per day, you may use *Blink* as a spell-like ability, but must activate this ability in a location lit by neon or fluorescent artificial lighting. If you activate this ability in the Akihabara district itself, it acts as CL 10th; it acts as CL 5th outside Akihabara.

Ojosama (EX)

Replaces: Bonus Feat (Human), Kami's Perfection (Kami)

Available To: Human, Kami with the Hiemin, Idol, Imperial Family or Noble cultural templates

You're an *ojosama* (wealthy girl) living a life of unimaginable privilege in modern day Japan.

You need not track most lifestyle purchases, such as clubs, restaurant, entertainment and travel expenses, regardless of the cost of such things. Thus, you can attend the most exclusive clubs on the planet, and run up bills totaling hundreds of thousands of yen without consequence. Additionally, you can

42 purchase non-magical clothing, fashion, jewelry and luxury items just as capriciously.

Oyari Academy Cat-Maid (EX)

Replaces: Gifts of Ecstasy

Available To: Nekomusume

The Oyari Musical Academy maintains a staff of specially bred cat-girls as maids and servants. They are semi-free, treated much better than typical Nekos, and often become quite gifted performers themselves, as they help the school's young students with daily musical lessons.

You gain either Extra Performance or Skill Focus (Perform) as a racial bonus feat. The Performance skill chosen as your Skill Focus must be musical.

Perverse Artisan (EX)

Available To: Doujinishi

Replaces: Call of Creation

When the Doujinishi sleeps, he or she dreams of elaborate and complex sex toys, next-generation love dolls, handcrafted bondage frames and other high tech love aids. The Doujinishi receives Master Craftsman as a racial bonus feat, with an emphasis on the creation of magical sex toys.

Pervert Maestro (SP)

Replaces: Bonus Feat

Available To: Human

Some of Akihabara's mortals have a natural gift for sorcery, manifested the untrained ability to bring their lusts to life. Otaku with this gift are hotly sought after by the many animation and occult studios that call Akihabara home.

You gain the ability to use *Stunning Orgasm* as a spell-like ability as a 3rd level sorcerer, you may use this ability up to three times per day.

In addition, you may choose to use *Ani-Mate* as a 3rd level sorcerer as a spell-like ability once per day. If you use this ability, you expend

all daily uses of *Stunning Orgasm*. However, this power is not fully under your control. If encountering an extremely sexy piece of anime artwork, you must succeed at a DC 10 WILL Save. Failure indicates you inadvertently cast *Ani-Mate*; if cast in this manner, you do not need a focus.

Smilodon Risk! Catgirl (EX)

Available To: Nekomusume

Replaces: Gifts of Ecstasy

You were bred by Smilodon Risk! to be an especially athletic and fun loving catgirl. Like all Smilodon Risk! Nekos you are easily identifiable by your cutely enlarged (1.5 inch or thereabouts) canines and love of sports, games, competition and the outdoors. You receive either Acrobatic or Athletic as a racial bonus feat.

Spark Kitsune (SU)

Replaces: Foxy Disguise

Modifies: Four Footed Trickster, subtype

Available To: Kitsune

Rather than an ordinary fox, your animal shape is that of one of the clever, golden furred, electrically charged *Spark Foxes* of the Tatakama. Rather than becoming an ordinary fox, use the statistics for a Spark Fox while in your animal form.

You gain the Electrical subtype, even in Kitsune form, and are immune to Electrical damage.

Spark Kitsune are unlucky around machines, and suffer a -2 racial penalty on any skill checks involving electricity (such as Computer Use, Drive, Pilot, and many Craft and modern Perform skills). If the Spark Kitsune fails any such check by 5 or more points, she inflicts 1d6 electrical damage upon the device(s) she was using at the time.

Thunder Horn Kirin (SU)

Available To: Daughters of Kirin

Replaces: Horse Sister

Modifies: subtype

Your horn is longer and stronger than normal, and has a dramatic curve to it like an Egyptian *kopesh*, and this deadly horn crackles with argent electricity. You gain a natural Gore attack as a primary natural attack that inflicts 1d6 + STR piercing plus 1d6 electricity.

You gain the Electrical subtype.

Vocal-X POETICA (SP)

Replaces: Highly Skilled

Available To: POETICA

You are a very specialized Idol-model POETICA, part of the Vocal-X series of androids, distinguished by your glowing fiber optic hair and enormous headphones built into your ears.

You can cast *Solid Note* as a spell-like ability three times per day, with a caster level equal to your total character level. Vocal-X POETICA always select the Creative starting occupation and associated skills.

Yakuza Avatar (SP)

Replaces: Black Talons (Yurei), Pink Zone (Doujinishi)

Available To: Doujinishi, Yurei

You are the incarnate fear and suspicion felt by Japanese towards Yakuza thugs, a fictionalized or ghostly version of these ferocious and stylish urban gangsters. You gain *Animated Tattoo* as a spell-like ability; you inflict 1d6 + CHA modifier points of damage when using your Animated Tattoo as a weapon.

STARTING TRAITS

These starting traits are very common among those born and raised in Akihabara, from the impeccably costumed students of the Oyari Academy to the grungiest street-oni making a dark living in the Tokyo shadows.

COMBAT TRAITS

Bosozuko Stunts

Ability Type Extraordinary

Requires Drive 1 rank

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.

Combat Musician

Ability Type Extraordinary

Requires Perform (any) 1 rank

You know how to kill with the cutting notes of your music. You receive a +1 trait bonus on Perform checks made as a substitute for an attack roll with any weapon with the Musical or Superior Musical property.

Competitive POETICA

Ability Type Extraordinary

Requires POETICA race

POETICA owners often pit their beautiful androids against other models in tests of skill and training. Due to the expense of POETICA ownership, actual combat is rare, but such challenges might be fierce ballet competitions, soccer scrums, games of chance or skill, vehicular or foot races, athletic contests or

44

non-lethal fencing or kendo matches, among others. More traditional owners might train their POETICA in haiku or flower arranging, and earn glory that way, while otaku POETICA owners might pit their androids against one another in video game death matches.

You receive a +1 trait bonus on all opposed skill checks made against other POETICA, and always win ties against POETICA without this trait. You also receive a +1 trait bonus on attack rolls made to inflict non-lethal damage and combat maneuver checks to grapple or disarm against other POETICA.

Datadancer

Ability Type Extraordinary

Requires POETICA race or Cyborg subtype

Your electronic perceptions tie you into ambient traffic cams, passing cell networks, and cull data from private cell phones and laptops- as a result you have a split second of advanced warning of danger when it counts the most. You receive a +1 trait bonus on REF Saves anytime you are connected to the Internet (or higher tech equivalent systems); this bonus increases to +2 in areas of extreme Internet connectivity (such as major corporate headquarters with excellent internet coverage, Tokyo's Akihibara district, and other high-tech Mecca).

Otaku Rider

Ability Type Extraordinary

Requires Otaku cultural template, Drive 1 rank

You've spent every spare yen you've collected on a top of the line drift racer decorated in eye-popping anime graphics. Regardless of your Wealth Bonus or starting gold, you begin play a top of the line sports car or motorcycle that's been extensively customized and elaborately decorated. You receive a +1 morale bonus on Initiative checks and Drive checks made with this finely painted vehicle.

Vocal Training

Ability Type Extraordinary

Requires Perform (sing) 1 rank

Special Characters with the Idol cultural template can also choose this as a Social feat

Your extensive voice training allows you to wield musical weapons to their fullest effect. You inflict an additional point of damage when wielding any Microphone or Megaphone.

FAITH TRAITS

Temple Bell Kami

Ability Type Extraordinary

Requires Kami race

You are the great bell of a Shinto temple, come to life to remind people to worship there. You receive a +1 trait bonus on Perform (percussion) and Knowledge (religion) checks.

MAGIC TRAITS

Akibahara Electrical Mage

Ability Type Supernatural

Requires spellcaster level 1st

You were born in the heart of Akihabara, and the ever present electricity and otaku fantasy that permeates the area has shaped your magic. Your hands or hair sometimes crackle with bright flashes of static electricity. Your magical style emphasizes holography, illusion, fantasy and lighting evocation.

Whenever you cast a spell with the Electricity descriptor, your illusions become more potent. For one round, the Save DC of any spell from the Illusion school increase by +1.

Alternatively, whenever you cast a spell from the Illusion school, you inflict +1 electrical damage with any damage dealing spell with the Electrical descriptor for one round.

Gymnasium Spartacus Special Membership

Ability Type Extraordinary

Special Can also be chosen as a Social trait

Requires STR 13+ or DEX 13+ or CON 13+

You have a special, long term membership with Gymnasium Spartacus, in Akihabara, Tokyo. In addition to full use of their



mundane facilities, once per day, you can use any single Occult Gym Equipment on site of your choice. GymSpar has a full selection of Occult Gym Equipment and are open 24 hours.

Occult Consumer

Ability Type Extraordinary

Special You can select this as a Social trait.

Requires Knowledge (arcana) 1 rank

Like many of Black Japan's young occultists (and mage-watchers), you obsessively track the locations of vending machines selling occult goods and trade sightings on occult message boards.

Once per day, you may attempt a DC 15 Knowledge (arcana) check. If the check is successful, you are aware of the location of an

occult vending machine (see *Enchantments of Black Tokyo*) within 2-3 blocks of your present position. You may only attempt this check in the Earth Realm, inside Japan. If you are outside of Japan, but elsewhere in Asia, the Knowledge Check DC increases to DC 25.

Occult Style

Ability Type Supernatural

Requires Knowledge (arcana, pop culture) 1 rank each

Once per day, you may attempt a Knowledge (arcana) check to transform an article of non-magical clothing you are wearing into a temporary wondrous item. Making this check is a full round action that provokes attacks of opportunity. The Knowledge (arcana) Check DC is equal to 15 + the wondrous item's caster level (maximum CL 10th). If your check is successful, the non-magical clothing duplicates the properties of the designated wondrous item for one round per four character levels. A failure still uses up the daily use of this ability.

Sleep on Ecchi Pillows

Ability Type Supernatural

Requires Otaku cultural template

Your small, bachelor's bed is cramped and overstuffed with dozens of lewd anime body pillows and the occasional hip on-a-hole buried beneath them. While sleeping on any bed filled with at least 100 gp worth of anime pillows or similar items (blankets, slip cases, ect) you become immune to abilities that specifically target sleeping creatures, such as a *Night Hag's* dream haunting ability.

Spoon Feed**Ability Type** Supernatural**Requires** Domestic starting occupation

A magical refinement of a service offered in some maid cafes, you can feed magical food to a master or mistress to enhance its effects. If you feed a potion or other consumable item to another character as a standard action, the duration of the potion/consumable is increased by one round. If the potion provides healing, it restores an additional +1 HP to the character instead.

Visual Kei**Ability Type** Supernatural**Requires** Bard class levels

Your style is beautiful, androgynous and accentuated by elaborate, militaristic costumes and long, flowing hair. When wearing any form of Impromptu, Light or Medium magical armor that you are proficient with, you receive the armor's enchantment bonus as a competence bonus on one Perform check of choice. You choose this Perform check when this trait is chosen, and thereafter it cannot be changed.

RACIAL TRAITS

Palette**Ability Type** Supernatural**Type:** Racial**Requires** Doujinishi race, arcane spellcaster level 1st

You are a master (or mistress) of the vibrant magic of light and color. You may add either +1 to the saving throw DC of any spell from the illusion school with the figment descriptor or one round to the duration of any such spell. You make this choice at the moment of casting. When you use this racial trait, your clothing and gear is bathed in a spectacular lightshow that makes it appear a single monochromatic shade, emblematic of your personality, for several seconds. This shade is chosen by you during character creation and only changes after truly life-altering events.

Pillow POETICA**Ability Type** Extraordinary**Requires** POETICA race

Your body is soft and pliable, and sleeping in your arms is restorative for humans. If you undergo complete bedrest with a human also undergoing complete bedrest, that human regains Hit Points and Ability Score damage at three times the usual rate.

Waifu**Ability Type** Extraordinary**Requires** Doujinishi race

You sprang into life from a romantic, even sweet, sexual fantasy common to many otaku. You receive a +4 trait bonus on sexually oriented Diplomacy checks made against male characters with the Otaku cultural template. You never worsen the attitude of such a character if you seriously fail a Diplomacy check.

SOCIAL TRAITS

Activist Kitsune**Ability Type** Extraordinary**Requires** Kitsune race, Knowledge (civics or current events) 1 rank

Kitsune have no tolerance for injustice. Many Kitsune in the modern world have ties to Dakiniten Legal Assistance, or other activist groups- most mortal-run, but quite a few packing an occult weapon or three. Select a single cause or social issue (such as capital punishment, housing for the poor, women's rights, worker's causes, ect)- you receive a +2 trait bonus on Knowledge checks concerning this issue. Knowledge (civics or current events) is always a class skill for you.

Arcade Champion**Ability Type** Extraordinary**Requires** Computer Use 1 rank, DEX 11+

Video game arcades are extremely popular in Japan, with hundreds of world famous gaming centers found in Tokyo's Akihabara district alone. You spent many hours, and many more 100 yen coins in a Japanese arcade. You

receive a +1 trait bonus on Knowledge (pop culture) as well as opposed Computer Use checks and Profession (gamer) checks.

Arcane Veterinarian

Ability Type Extraordinary

Requires Heal 1 rank or Handle Animal 1 rank

You learned veterinary medicine from one of Black Japan's secret vets- those hidden, unadvertised clinics that care for familiars, summoned eidolons and Anthros, both free and slaved.

You receive a +2 bonus on Heal Injury checks made to assist supernatural animals or extremely animal like creatures, such as magical beasts, familiars, animal companions, eidolons, and creatures with the Anthro subtype. You do not suffer a penalty on the check for being a different species than your patient.

AV Co-Star

Ability Type Extraordinary

Requires Perform (sexual) 1 rank

You are a minor celebrity in the AV (adult video) industry, appearing in several videos. You know how to make your costars look especially tempting. You may use the Aid Another action in conjunction with the Perform (sexual) skill, and when you do, the bonus provided is +4 rather than +2.

AV Fetish Master

Ability Type Extraordinary

Requires Perform (sexual) 1 rank

Your pornographic performances include a specific kink that has made you famous. Select a single primary fetish element (such as watersports, superhero cosplay, rope bondage, ect) as well as a secondary fetish element. You receive a +4 trait bonus on Perform (sexual) check if the act involves the primary fetish; you receive a +2 trait bonus on the Perform (sexual) check if the act involves the secondary fetish. These bonuses stack.

AV Molester

Ability Type Extraordinary

Requires Perform (sexual) 1 rank

You usually keep behind the camera and shoot POV; you might not be truly unattractive, but when filming an AV, you take on a creepy, pervy persona. When you make a Perform (sexual) check involving another creature, you can use that creature's CHA modifier in place of your own if it is greater.

AV Orgy Master

Ability Type Extraordinary

Requires Perform (sexual) 1 rank

Your pornographic films feature a cast of dozens, all engaged in complex, kinky and polyarmous orgies. You receive a cumulative +1 competence bonus (maximum +20 bonus) on Perform (sexual) checks per participant in the act beyond yourself.

Carouser

Ability Type Extraordinary

After work, most evening it's karaoke and booze in smoke-filled bars until last call. You receive a +1 trait bonus on Perform (sing) checks and a +2 trait bonus on FORT Saves made to resist intoxication.

Comiket Cosplayer

Ability Type Extraordinary

Requires Otaku cultural template

You're a frequent attendee at the Comiket (Comic Market) events held in Tokyo and throughout Japan, where you are known for your excellent costumes and the quality of the dojins you have for sale. You receive a +1 trait bonus on Craft (visual arts), Craft (sewing) and Disguise checks.

Ethical Catgirl Owner

Ability Type Extraordinary

Many breeding organizations teach new owners the principles of ethical catgirl ownership, following the lead of cat-girl mega-corps like Neko Dream Ultimate, who abhor cruelty towards their high value kitty-

48
commodities. You receive a +2 trait bonus on Diplomacy and Heal checks made against or to aid Nekomusume. If you later gain the Leadership trait, treat your leadership score as being one higher for the purpose of recruiting followers or a cohort from this race.

Fashion Slip POETICA

Ability Type Extraordinary
Requires POETICA race

Like many of Tokyo's POETICA, you were purchased and freed by the activist owner of the ultra-hip Fashion Slip boutique, and spent at least a little while working as a sales android while exploring what it meant to be free. You receive a +2 trait bonus on Knowledge (pop culture) checks made concerning high fashion, and a +1 trait bonus on Knowledge (local) checks made in Tokyo.

Icon Master

Ability Type Extraordinary
Requires CHA 13+, Perform (any) 1 rank

You are highly sought after as a manager for young idol singer-wannabes and up and coming celebrities. Once per day, you may grant a willing character a +2 competence bonus on checks with any CHA keyed skill, which must be a class skill for you. This bonus remains for 24 hours, and it requires at least a minute of conversation to grant this bonus. If the receptive character does not use this skill at least once within the bonus' duration, she cannot again benefit from this trait for at least a week.

Kamera Kozou

Ability Type Extraordinary
Requires Craft (visual art) 1 rank

You are an amateur cameraman, a sort of low-end *papparatizi* 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.

Kawaii Artisan

Ability Type Extraordinary

Requires Craft (any) 1 rank

In Japan, cuteness is king. You receive a +1 trait bonus on all Craft checks if you incorporate kawaii visual elements into the final design.

Known Yakuza Associate

Ability Type Social

You associate with known Yakuza and other undesirables. You receive a +1 trait bonus on Diplomacy checks made to gather information among criminals, Bluff checks and Knowledge (local) checks. However, when interacting with law enforcement, their initial attitude is usually unfriendly rather than indifferent.

Otaku

Ability Type Extraordinary
Requires Knowledge (pop culture) 1 rank, 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.

Oyari Academy Deportment

Ability Type Extraordinary

The Oyari Academy demands pride, style and decorum from its well dressed student body. You receive a +1 trait bonus on Knowledge (nobility), Diplomacy and Perform (sing) checks, and one of these skills is always a class skill for you.

Reader Model

Ability Type Extraordinary
Requires CHA 11+

"Reader models" blur the line between fashion-obsessed fan and professional model. Many of the most vivacious *Gyaru* are reader models, supplementing their mundane income

with meager paychecks from small time modeling assignments for local businesses. You receive a +1 trait bonus on Knowledge (popular culture) and Craft checks made to create clothing or jewelry.

Relentlessly High-Tech

Ability Type Extraordinary

Requires Knowledge (technology) 1 rank

You know more about cutting edge technology than most futurists and buy and utilize the latest technological fads. You receive a +1 trait bonus on Craft (electronics), Computer Use and Knowledge (technology) checks; Knowledge (technology) is always a class skill for you.

Top Student

Ability Type Extraordinary

Requires INT 13+

You were one of the best students in your class. You receive a +1 trait bonus on any three Knowledge checks of choice, except for Knowledge (pop culture).

Ultrafashionable

Ability Type Extraordinary

Requires Knowledge (arcana and pop culture) 1 rank each

Your connections to mystical fashion-houses allows you to sometimes score magical designer wear at a fraction of the cost an unconnected mortal would pay. You can reduce the purchase price of any Wondrous Item that takes the form of clothing or one specific type of jewelry (such as rings, necklaces, ect) by 10%, but this discount does not apply to Magical Armor.

ELECTRIC TOWN FEATS

These feats are often chosen by those who begin their adventuring careers in Electric Town.

1. *Baishu Music and Voice* – Perform (sing) 1 rank
2. *Blessed by Benten* – INT 13+, CHA 15+, non-evil alignment, character level first
3. *Improvisational Jazz* – *Weapon Focus* (microphone, trumpet or saxophone), BAB +1
4. *Masterful Performer* Bardic Performance, Perform (sing) 4 ranks
5. *Mega-Busty!* – Busty Extreme trait
6. *Mega-Pettineko* – Small Breasts Forever trait
7. *Oyari's Bequest* – Oyari Deportment trait, Skill Focus (Perform: stringed instruments), Perform (stringed instruments) 1 rank
8. *Skillful Loli* – young adult or younger, INT 13+
9. *Viola Quartet* – *Skill Focus* (perform: stringed instruments), BAB +1
10. *Yosei Transformation* – Human or Kami race or Fey type

Baishu Music and Voice Training

You studied voice and performance with the eccentric mistress of the small Baishu Music and Voice school in Shibuya. The hours were long, the training grueling and more than a little strange, but you learned some useful things about music...and magic.

Requires Perform (sing) 1 rank

Benefit You may use *Speak with animals*, as a spell-like ability with a caster level equal to your total character level up to three times per day. You may only use *Speak with animals* to communicate with aquatic creatures, amphibians or any type of snake.

If any such creatures are within 30 ft (including familiars and summoned animals), you receive a +2 morale bonus on Perform (sing) checks; this bonus increases to +4 at 10th level.

Ability Type Spell-Like

Blessed by Benten – Birthright

The goddess Benten, only female member of the *Seven Lucky Gods of Good Fortune*, remains very active in modern Black Japan. The gregarious, blue haired maiden-goddess has many plans and schemes, and owns several businesses throughout Japan, through which she protects mortals and furthers her schemes. She rewards sarcasm, wit, hard work and innovation.

Requires INT 13+, CHA 15+, non-evil alignment, character level first

Benefit Your blessing by the goddess Benten has a variety of positive effects, all tied to eloquence and the water element, her specific portfolio. You receive a +2 holy bonus on Bluff and Perform (one of: sing, comedy or oratory) checks, and these skills are always considered class skills for you.

Water is fortunate for you. For 1d6 hours after you bathe in the ocean, a natural hot spring or salt-water lake, you receive a +1 holy bonus on all saving throws, and you cast spells with the Water descriptor at +1 caster level.

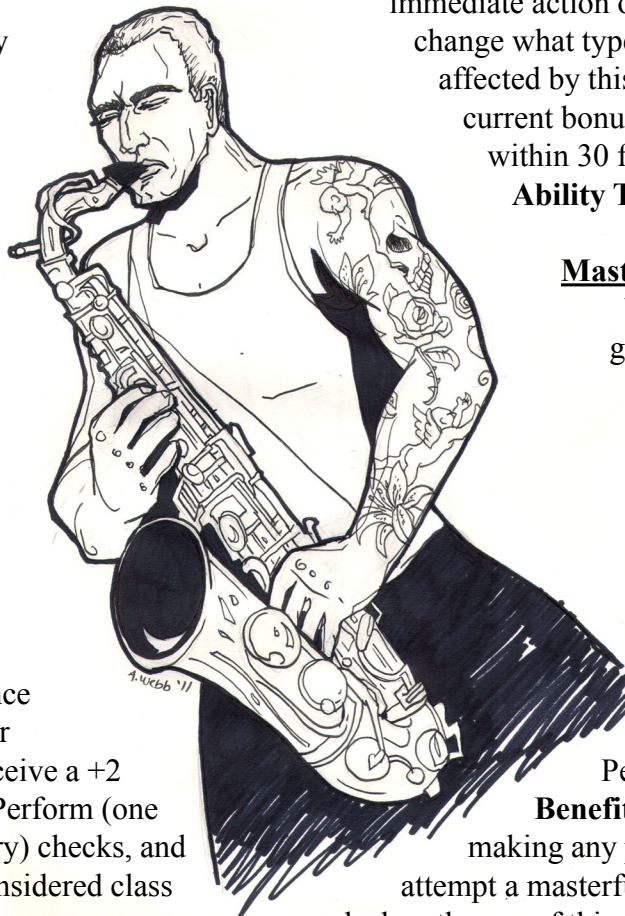
Special Your hair becomes a shocking shade of blue, as a result of your divine blessing.

Ability Type Supernatural

Improvisational Jazz – Combat

You know how to create free-flowing, ever-changing and creatively smooth jazz with your band mates.

Requires Weapon Focus (any of the following: any microphone, any trumpet, any saxophone), base attack bonus +1



Benefit You receive a cumulative +1 morale bonus on one type of saving throw (FORT, REF or WILL) for every ally within 30 ft who is wielding one of the weapons listed in this feat's prerequisites, to a maximum +8 bonus. As an immediate action once per round, you may change what type of saving throw is affected by this feat, or apply the feat's current bonus to any allied musician within 30 ft for one round.

Ability Type Extraordinary

Masterful Performer

You were blessed with the glorious song of the morning dove, and have the skill to become one of the most famous kabuki players in all the Tatakama or one of modern Black Japan's hottest J-pop idols.

Requires Bardic performance class feature,

Perform (sing) 4 ranks

Benefit Once per day, when making any perform check, you may attempt a masterful performance. You must declare the use of this ability before making the Perform check. Roll a d20 as normal for the check; if the die result is 15 or greater, you make a Masterful Performance.

Reroll the check using 1d100 (or percentile dice). If the result is greater than 15, it replaces your initial skill check result, allowing you to craft a performance your audience will dream of for the rest of their lives. If the percentile dice result is less than 15, use the original die roll instead.

Ability Type Supernatural

Mega-Busty!

Your breasts have grown to positively gigantic size, vastly increasing your busty magical talents.

Requires Busty Extreme trait

Benefit You add +1 to the saving throw DC of any spell with the *busty* descriptor. This bonus stacks with the bonus provided by the Spell Focus and Greater Spell Focus feats. The busty bonus to AC provided by the Busty Extreme trait increases to +4.

Ability Type Extraordinary

Mega-Pettineko

Your small breasts and your confidence in them, protect you from busty witchcraft.

Requires Small Breasts Forever trait

Benefit You become immune to spells and effects with the *busty* descriptor.

Ability Type Extraordinary

Oyari's Bequest

As a former top student at the Oyari Musical Academy, your deportment and skill with the viola attracted the attention, and perhaps the lust, of the founder, Oyari Roman. You still treasure the gifts he presented you with at graduation.

Requires Oyari Deportment trait, Skill Focus (perform: stringed instruments), Perform (stringed instruments) 1 rank

Benefit The character receives the following magical items and begins the campaign with them.

- Either a +2 *School Uniform* or an *Oyari Academy Blouse*
- Oyari's Fine Bow
- Either a +1 *Viola* or a +1 *Grand Viola*
- One Romanesque magic item of choice

If these items are ever lost or stolen, they can be replaced after the character gains a new level, through the Oyari Academy. This requires the character to remain on good terms with the Academy and its founder.

Ability Type Extraordinary

Skillful Loli

Though young, you are easily the equal of adult experts, and pick up a bunch of useful skills from your adult mentors.

Requires young adult or younger characters, INT 13+

Benefit When adjacent to any allied character in the adult age category or older, you are considered trained, and receive the class skill bonus, in any class skill the adult character has placed at least three ranks in. You may make trained-only skill checks with these 'borrowed' skills.

When you reach the adult age category, you lose this feat and replace it with another feat of your choosing that you meet the prerequisites for.

Ability Type Extraordinary

Viola Quartet - Combat

You know how to synchronize your instrument to those of your allies, and craft a beautiful and deadly melody of combat.

Requires Skill Focus (perform: stringed instruments), base attack bonus +1

Benefit You receive a cumulative +1 competence bonus on attack and damage rolls with any Viola or Grand Viola for each ally within 30 ft of you who is also wielding this type of weapon (maximum +4 bonus).

Ability Type Extraordinary

Yosei Transformation

You have become a *yosei*, a mischievous and spiritual creature who can become a large bird, such as a crane, heron or swan, at will.

Requires Human or Kami race or Fey type

Benefit You gain the Shapechanger subtype. At will, you can transform yourself into a larger bird species, as by the spell *Beast Shape I*. Your spellcaster level is equal to your total character level; at 10th level this improves to *Beast Shape II* instead.

Ability Type Spell-Like

Idol Singer Weapons	Damage	Critical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
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One Handed Simple Weapons

Jester's Bells	1d6 sonic	19-20/x2	30 ft	Single	Musical (comedy or dance)	Unlimited	Negligible	120 gp
Mega-phone, Heart	3d6 sonic	-	90 ft	Single	Musical (sing or oratory)	Unlimited	2 lbs Tiny	700 gp
Mega-phone, Note	3d8 sonic	-	120 ft	Single	Superior Musical (sing or oratory)	Unlimited	2 lbs Tiny	1,200 gp
Micro-phone, Golden	2d4 sonic	20/x2	40 ft	Single	Superior Musical (sing)	Unlimited	1 lb Tiny	950 gp
Micro-phone, Silver	1d8 sonic	20/x2	40 ft	Single	Musical (sing)	Unlimited	1 lb Tiny	500 gp
Wand, Cute	2d4 force	20/x2	50 ft	Single	-	Unlimited	1 lb Tiny	650 gp
Wand, Heart	2d6 force	19-20/x2	50 ft	Single	-	Unlimited	1 lb Tiny	900 gp

Two Handed Simple Weapons

Micro-phone, Torch	2d10 sonic	20/x2	50 ft	Single	Superior Musical (sing)	Unlimited	10 lbs Small	5,250 gp
Koto	1d6 sonic	20/x3	10 ft	Single	Musical (stringed instruments)	Unlimited	2 lbs Small	225 gp
Rocker, Basic	2d6 sonic	19-20/x2	50 ft	Single	Musical (stringed instruments)	Unlimited	4 lbs Small	800 gp
Rocker, Squealer	1d8 sonic	20/x2	50 ft	Single	Superior Musical (stringed instruments)	Unlimited	4 lbs Small	450 gp
Rocker, Twin, Thunder	2d12 electrical or sonic	20/x2	50 ft	Single	Musical (stringed instruments)	Unlimited	7 lbs Small	6,500 gp
Shamisen	1d8 sonic	20/x3	20 ft	Single	Superior Musical (stringed instrument)	Unlimited	4 lbs	650 gp
Trumpet, Brass	1d6 sonic	19-20/x2	30 ft	Single	Musical (wind)	Unlimited	1 lb Tiny	250 gp
Trumpet, Golden	1d12 sonic	19-20/x2	30 ft	Semi Auto	Superior Musical (wind)	Unlimited	1 lb Tiny	1,200 gp
Trumpet, Silver	1d8 sonic	19-20/x2	30 ft	Single	Musical (wind)	Unlimited	1 lb Tiny	500 gp

Two Handed Martial Weapons

Drum Solo	2d8 sonic + STR modifier	20/x3	30 ft	Single	Musical (percussion)	Unlimited	5 lbs Small	4,500 gp
Saxo-phone, Brass	2d6 sonic	20/x2	40 ft	Semi Auto	Musical (wind)	Unlimited	8 lbs Small	2,000 gp
Saxo-phone, Golden	2d10 sonic	19-20/x2	40 ft	Semi Auto	Superior Musical (wind)	Unlimited	8 lbs Small	6,500 gp
Saxo-phone, Silver	2d8 sonic	19-20/x2	40 ft	Semi Auto	Musical (wind)	Unlimited	8 lbs Small	3,500 gp
Stave, Crescent	2d8 force	20/x2	50 ft	Semi Auto	-	Unlimited	4 lbs Small	1,500 gp
Stave, Orb	2d8+1 force	20/x3	50 ft	Semi Auto	Masterwork	Unlimited	5 lbs Small	2,500 gp
Viola	2d6 slashing/force	20/x4	30 ft	Single	Musical (stringed)	Unlimited	4 lbs Small	1,050 gp

One Handed Exotic Weapons

Sonic Pulsar	2d6 sonic	20/x3	40 ft	Single	Musical (sing)	Unlimited	1 lb Tiny	1,800 gp
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Two Handed Exotic Weapons

Grand Viola	2d12 slashing/force	20//x3	50 ft	Single	Musical (stringed)	Unlimited	22 lbs Medium	3,500 gp
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MUSICAL AND MAGICAL WEAPONS

There aren't many Idol Singers willing to risk their lives and souls battling the corruption of the *Black Else* or exploring the *Tatakama*, but those who do often wield unique weapons based on their signature musical instruments. These weapons have the new Musical or Superior Musical special weapon qualities.

In addition to their use as weapons, weapons with these quality can be used as mundane musical instruments for Perform checks of the listed type. For instance, a Rocker can be used as a guitar outside of combat. Enchantment bonuses to the Musical weapon, such as a +2 *Brass Saxophone* or a +1 *Golden Microphone*, do not provide a similar bonus on perform checks, unless the item is separately enchanted to provide a skill bonus.

MUSICAL

Weapons with the Musical special quality are designed to be used by bards, idol singers and other performers. Each Musical weapon is keyed to one or two specific Perform checks. The wielder can make a Perform check with the associated skill rather than an attack roll to attack with this weapon. Doing so is considered a full round action.

SUPERIOR MUSICAL

Weapons with the Superior Musical special quality function as Musical weapons, but if the wielder's Perform check beats the target's armor class, excess damage is inflicted as bonus sonic damage. This damage is not multiplied on a critical hit.

Example: Idoru is battling a Skinless Yakuza thug with a superior musical Golden Microphone; the hideous, flayed swordsman has AC 17, and her Perform (sing) check result is 23. As a result, the Skinless Yakuza takes 2d4+6 sonic damage from Idoru's attack.

A MUSICAL ARMORY

Drum Solo

Where most Rockers are high-tech guitars, this device is a high tech, gravity-suspended drum set. The core component is a magnetic field generator worn on the belt. A basket ball sized sphere of colorful metal floats about shoulder height to the musician. When its time to rock, the metallic sphere explodes into a set of hovering percussion disks and hardlight sticks appear in the musician's hands.

Special

- The Drum Solo's wielder adds their STR modifier to damage inflicted with this weapon- the harder the wielder hits, the stronger the note.

Jester's Bells

These tiny silver and mithral bells have a crystal clear, tinny sound and are often worn as bracelets or attached to the end of strings wrapped tightly around the jester's hands. These instruments are traditionally modeled on a medieval jester's motley, but might also represent gypsy style hand cymbals, castanets, or a small tambourine.

Koto

The koto is a small, Japanese harp, and a traditional instrument learned by many geisha. Its strings produce a mournful sound when plucked.

Megaphone: Heart or Note

This wide-mouthed, high tech megaphone has its speaker cone painted in bright colors, with heart or note decorations etched into the handle. The modulated voice of the megaphone's wielder can be heard for incredible distances, above even the most deafening din.

Special

- A Megaphone cannot inflict critical hits, but does high base damage at impressive range.

Microphone: Golden or Silver

This high-end, performance quality wireless microphone not only provides a bright clear tone, it doubles as a deadly sonic blaster. It is sheathed in gold and features ornate musical decoration. Silver Microphones lack a little fidelity and pack less of an offensive punch.

Microphone, Torch

A classically styled microphone inspired by the preferred instruments of Jazz Age torch singers, these art-deco Microphones are permanently attached to a long stand made of durable, polished steel and chrome. Their smoky sound cannot be equaled or imitated.

Special

- If making a Perform (sing) check as a full round action, the wielder can make two Perform (sing) checks, each at a -5 penalty to make two special Perform attacks. The wielder can direct these attacks at a single target or two separate targets.

Rocker, Basic

Rockers are high tech weaponized, electric guitars that crackle with wisps of pulsing, throbbing sonic energy.

Rocker, Kawaii

The Kawaii Rocker is the cheapest rocker on the market, carried by kids, young idol starlets and wanna-be celebrities. The cheap plastic instrument has a cute pink, purple and white color scheme, and most are decorated with anime styling and colorful, glowing decorations. A Kawaii Rocker doesn't pulse as hard as a standard Rocker, but rewards its wielder for musical style.

Rocker, Twin Thunder

The Twin Thunder Rocker has two parallel necks, with intense electrical discharges running between them. This deadly rocker pulses with crackling silver and white lightning.

Special

- The Twin Thunder rocker deals electrical damage when fired as a standard weapon, or sonic damage when wielded via Perform checks. On a successful hit with the Twin Thunder Rocker in electrical mode, all creatures adjacent to the target suffer 1d8 points of electrical damage (REF DC 15 half).

Saxophone: Brass, Golden or Silver

Combat saxophones are challenging weapon-instruments to master, but deliver a jazzy, lively performance. These weapons are among the few Musical weapons that can function in something like a semi-automatic mode. The metal of a Saxophone's construction indicates its quality and power.

Shamisen

This traditional Japanese instrument is closely associated with geisha, as all geisha must master it during their training. The shamisen is a three stringed instrument, similar to a banjo. It has a small, drum like resonating body and a shaft about a meter long. When the silk strings are plucked, it produces an eerie, mournful sound.

Sonic Pulsar

This handhead silvery weapon draws its power from a choker-like black and silver band worn around the shooter's throat. It converts the sonic energy of the wielder's voice into a devastating sonic blast. It resembles an ornate wand often decorated with a winged head or musical note motifs.

Special

- A target damaged by the Sonic Pulsar must succeed at a DC 15 FORT Save or become *deafened* and *stunned* for 1d4 rounds.

Stave: Crescent or Orb

Magical Staves are similar to magic Wands, and are often wielded by older, more

mature and competent magical girls. These elaborately carved and brightly decorated staves are topped either by a spherical crest, which may glow brilliantly, or by a crescent that sparkles with arcane fire. Of the two, Crescent Staves are the more powerful by far, and are always considered masterwork weapons.

- When attacking with a Stave, the wielder uses her CHA modifier rather than her DEX modifier on the attack roll.
- Only female characters may use a Stave; these strange occult weapons do not fire when wielded by a male character.

Trumpet:
Brass, Gold or Silver

Trumpets are among the simplest, cheapest and easiest musical weapons to master. They are often the weapon of choice for young bards and idol singer adventurers just starting out. Golden Trumpets, in particular, can unleash quick blasts of sonic energy.

Viola

The Viola is a difficult musical weapon to master, resembling a small, finely wrought violin, formed of fine dark wood and silver strings.

Special

Half the damage inflicted by a Viola is slashing, half is Force. It has golden strings and a long bow tipped in silver.

Viola, Grand

The Grand Viola is a massive, cello-like musical weapon, with a wide, resonant body carved from dark and strong wood, and silver, brass or gilded fixtures.

Special

A Grand Viola functions identically to a Viola. In addition, a proficient user gains a +1 shield bonus to Armor Class when fighting with

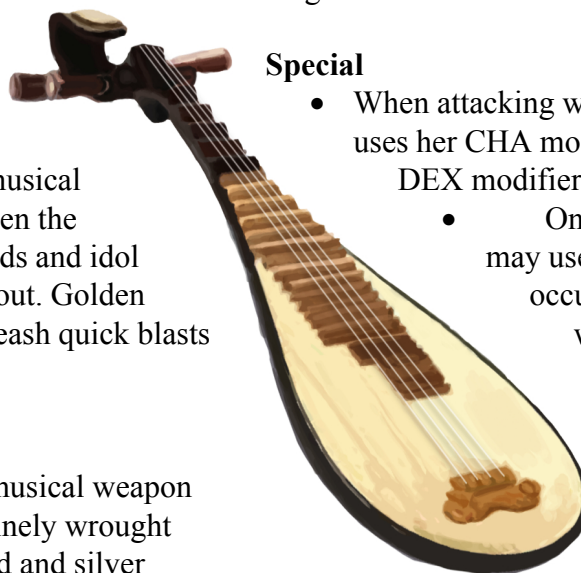
a Grand Viola. The ‘shield’ and ‘weapon’ aspects of a Grand Viola are enchanted separately, as with other weapons that offer secondary defensive abilities.

Wand: Cute or Heart

Magic Wands are the domain of cute, girlish young heroines. Fueled by the power of belief and self confidence, wands are not strictly musical weapons, but are often used by idol singers and others. Cute Wands have a variety of crests, such as animal motifs, musical notes, or occult sigils. Heart Wands, which are much more potent, are decorated with pulsing pink heart or winged heart motifs.

Special

- When attacking with a Wand, the wielder uses her CHA modifier rather than her DEX modifier on the attack roll.
 - Only female characters may use a Wand; these strange occult weapons do not fire when wielded by a male character.



Device	Description	Hardness	Hit Points	Weight	Cost
Performer's Headphones	Provides a bonus on Perform checks with Musical weapons	-	4	Negligible	+1/ 500 gp +2/ 650 gp +3/ 800 gp +4/ 1,000 gp +5/ 1,250 gp
Maestro's Crystal	Changes a Musical weapon's base damage from Sonic to another energy type	2	6	Negligible	Varies by energy type
Techno-Amp	Floating amplifier that augments Musical weapons	5	10	25 lbs (hovers)	1,200 gp

Maestro's Crystal

Maestro's Crystals are palm sized gems, polished into smooth, flattened ovoids that can

MUNDANE MUSI-TECH GEAR

The following pieces of gear join the advanced high tech devices found in *Advanced Equipment* (Otherverse Games, 2014) as gadgets carried by Idol Singers and others with talent, style and an eye for fashion.

Performer's Headphones

These very, very expensive, noise-canceling headphones plug directly into a Musical weapon and allow the wielder to hear her performance in real time, making her better able to adjust her performance on the fly.

Special

- When plugged directly into a Musical or Superior Musical weapon, Performer's Headphones provide a bonus on Perform checks with the weapon, the degree of which is determined by the item's cost.
- When Performer's Headphones are worn, the wearer receives an equivalent bonus on saving throws against bardic music and spells and abilities with the sonic descriptor. However, the wearer suffers a -10 penalty on sound-based Perception checks while the headphones are worn.

be fit into special receptor ports on most Musical weapons. When inserted, the Crystal changes the tone and timbre of the Musical weapon, converting its base sonic damage into numerically identical damage of some other energy type. A Musical Weapon can only be fitted with a single Maestro's Crystal at a time; changing or removing the crystal is a full round action.

The color and associated energy type of known Maestro's crystals are as follows.

- *Deep crimson: Fire: 1,200 gp*
- *Pale azure: Force: 1,500 gp*
- *Sparkling green: Acid: 1,500 gp*
- *Canary yellow: Electrical: 1,500 gp*
- *Pale pink: Pleasure: 2,000 gp (see Enchantments of Black Tokyo)*
- *Diamond: Positive Energy: 5,000 gp*
- *Obsidian: Negative Energy: 5,000 gp*

Techno-Amp

The Techno-Amp is an roughly egg-shaped floating speaker system about three foot high, covered in complex control systems and glowing read outs. When powered down, the Techno-Amp sets itself down; when plugged into any weapon with the Musical or Superior Musical special qualities, it floats at roughly shoulder level, connected to the device by a 5-10 ft long cord. When plugged in, it does not count towards encumbrance.

Special

- A Techno-Amp increases the range increment of a Musical or Superior Musical weapon to 100 ft, or 120 ft if its base range increment is 50 ft or greater.

MAGIC ARMOR AND COSTUMES

1. Akiba T-Shirt
2. Concert Outfit
3. Oyari Academy Blouse
4. Oyari Academy Uniform
5. Princess' Hood, Black
6. Princess' Hood, White
7. Race Queen's Outfit
8. Sukeban's Skirt
9. Style Ori Grand Fur
10. Yakuta, Drummer's

Akiba T-Shirt

Aura faint evocation **CL** 1st

Slot armor

Price 3,400 gp (DC 22)

Weight negligible

This tight fitting yellow and grey cotton t-shirt is a magical version of the ordinary shirts sold in the Akiba Foundry's souvenir shops, and features a silk-screened graphic of a cool-looking mecha against a stormy sky.

The Akiba T-Shirt acts as a +1 **school uniform**. The wearer can command the shirt to shed *light* at will, and once per day, can command the shirt to add +1d6 points of electrical damage to all melee and unarmed attacks for one round.

A similar item of clothing, which does not act as armor or provide a +1 enchantment bonus to AC costs 1,400 gp, and sells just as well. An even cheaper third version of this shirt only provides the 1x/day shocking grasp effect

and costs only 400 gp. These variant items occupy the *body* rather than the *armor* item slot.

Construction

Requirements Craft Magic Arms and Armor, *light, shocking grasp*

Cost 1,700 gp (DC 20)

Concert Outfit

Aura moderate evocation and enchantment

CL 6th **Slot** armor **Price** 28,000 gp (DC 29) **Weight** 2 lbs

This eye-catching performer's outfit is dyed in a neon hue, and frilled with lace at every opportunity. It shifts between a frilly performance dress and an equally colorful and lacy suit

depending on the wearer's gender. The color itself changes every few days, seemingly at random, but is always a bold and strong hue.

The Concert Outfit is a +3 **Radiant School Uniform**.

When worn by a character with the Bardic Performance class feature, it increases the effective range of that ability to 90 ft. The range increments of any Musical or Superior Musical weapons wielded by the wearer are doubled; this does not stack with the effects of the Far Shot feat, or with the effects of a Techno-Amp.

Construction

Requirements Craft Magic Arms and Armor, *daylight*, creator must have the *bardic performance* class feature

Cost 14,000 gp (DC 27)



Oyari Academy Blouse**Aura** faint enchantment **CL** 2nd**Slot** body **Price** 2,500 gp (DC 21)**Weight** negligible

Oyari Roman personally presents these impeccably starched, bone white blouses to especially promising young musicians at his occult Academy, often at year end graduation ceremonies. This blouse has gathered lace ruffles at each shoulder, and cufflinks resembling musical notes.

The Oyari Academy Blouse provides a +5 competence bonus on one musical Perform check of the creator's choice. The wearer must have at least 1 rank in the associated Perform skill to gain any benefit from this magical item.

Construction

Requirements Craft Magic Arms and Armor, creator must have the *bardic performance* class feature

Cost 1,250 gp (DC 19)**Oyari Academy Uniform****Aura** moderate illusion **CL** 7th**Slot** armor **Price** 51,000 gp (DC 31)**Weight** 2 lbs

This enchanted version of the white and brown Oyari Musical Academy uniform is distinguished by its fine cut and more ornate than usual flourishes. The uniform will switch between male and female versions of the uniform within seconds of being donned by a new wearer. Teachers at the academy often accessorize the uniform with a crimson or burgundy cravat or tie; very few students are allowed to wear this fine uniform.

The Oyari Academy Uniform is a +2 **Harmonizing School Uniform**. The wearer receives a +4 morale bonus on saving throws against spells and effects with either the Good or Evil descriptors. The wielder also gains a +1 dodge bonus to AC when attacked by weapons with any alignment based descriptor other than Greyflame.



Special: If worn by a character with at least one neutral component to their alignment, the Oyari Academy Uniform inflicts one negative level, which never results in actual level loss, but cannot be removed until the Uniform is discarded.

Construction

Requirements Craft Magic Arms and Armor, *calm emotions*, creator must be any neutral alignment and have the bardic performance class feature

Cost 25,500 gp (DC 29)

Princess Hood, Black

Aura faint enchantment **CL** 3rd

Slot shoulders **Price** 12,000 gp (DC 26)

Weight 1 lb

This black velvet cloak hangs to buttock-length and is embellished with a rich vermilion inner lining and edge. Fer-de-lis styled clasps tied with vermilion cord secure the cloak to the wearer's shoulders.

While wearing the Black Princess' Hood, the wearer may reroll a failed Intimidate, Knowledge (dungeoneering), Knowledge (tactics), or Knowledge (nobility) check or melee attack roll with any edged weapon. The wearer may reroll the check or attack roll as many times as desired, as long as daily uses of the ability remain. The wearer receives a +2d4 luck bonus on a re-rolled check.

Construction

Requirements Craft Wondrous Items, *gallant inspiration*

Cost 6,000 gp (DC 24)

Princess Hood, White

Aura faint enchantment **CL** 3rd

Slot shoulders **Price** 12,000 gp (DC 26)

Weight 1 lb

This white silk cloak hangs to ankle-length and is embellished with a golden satin lining and edge. Silver clasps depicting royal coats of arms (father's on the right, mother's on the left) secure the cloak.

While wearing the White Princess' Hood, the wearer may reroll a failed Diplomacy, Knowledge (tactics), Knowledge (history) or Knowledge (nobility) check or a WILL Saving throw as an immediate action up to five times

per day. The wearer may reroll the check as many times as desired, as long as daily uses of the ability remain. The wearer receives a +2d4 luck bonus on a re-rolled check.

Construction

Requirements Craft Wondrous Items, *gallant inspiration*

Cost 6,000 gp (DC 24)

Race Queen's Outfit

Aura faint divination **CL** 3rd

Slot armor **Price** 6,500 gp (DC 22) **Weight** 2 lbs

Japanese *race queens* are minor celebrities and junior idols who are cute, energetic mascots for local auto racing teams, not to mention celebrity guests at auto shows, car conventions and the like.

The Race Queen's Outfit is an especially revealing and brightly colored +1 **School Uniform**, ostentatiously decorated with sponsor patches and corporate icons. While wearing the Race Queen's Outfit, the character receives a bonus on Drive and Craft (mechanical) checks equal to her CHA modifier (minimum +1 bonus).

Special: Only female characters can benefit from this magic item.

Construction

Requirements Craft Magic Arms and Armor, *borrow skill*

Cost 3,250 gp (DC 24)

Style Ori Grand Fur

Aura moderate illusion **CL** 7th

Slot armor **Price** 21,500 gp (DC 28)

Weight 3 lbs

This jacket length, fur coat is silky white fox fur coat as soft as a maiden's dream. The collar snaps, zippers, front closures and cufflinks are large, dangly and ostentatious gold trinkets, many forged into the shape of the Style Ori Album Chart corporate logo.

Style Ori Grand Fur is a set of +2 **Harmonizing Decadent Furs**. The wearer receives a +5 bonus on Perform (sing or dance) checks made to earn a living while the Style Ori Grand Fur is worn.

Construction

Requirements Craft Magic Arms and Armor, *bardic performance* class feature

Cost 10,750 gp (DC 26)

Sukeban's Skirt

Aura faint enchantment and transmutation

CL 5th **Slot** armor **Price** 13,500 gp (DC 27)

Weight 1 lb

The Sukeban's Skirt is a complete, highly modified school uniform that marks the wearer as a tough, scrappy fighting girl. It consists of a white blouse, usually with sleeves rolled up, a lengthened black or blue skirt, and colorful, loose-fitting socks.

The Sukeban's Skirt is a +2 **brawling, bolstering school uniform**. The wearer is treated as having the Improved Unarmed Strike feat while wearing the armor.

Special: The Sukeban's Skirt can only be worn by females. Any lawful creature wearing the Sukeban's Skirt gains a negative level, which does not result in permanent level loss, but cannot be restored while the skirt is worn.

Construction

Requirements Craft Magic Arms and Armor, **Cost** 6,750 gp (DC 24)

Yakuta, Drummer's

Aura faint transmutation **CL** 8th

Slot chest **Price** 6,500 gp (DC 24)

Weight negligible

Yakuta are light kimono, typically worn in less formal settings. This particular yakuta is loose fitting, black cotton with voluminous white sleeves. Festival kanji, stitched in white often decorates the back.

The Drummer's Yakuta grants the wearer an enhancement bonus to STR of +2. Treat this as a temporary ability bonus for the first 24 hours the Drummer's Yakuta is worn. The Drummer's Yakuta provides a +5 competence bonus on Perform (percussion) checks; the wearer may use either their STR or their CHA modifier on Perform (percussion) checks, whichever is higher.

Construction

Requirements Craft Wondrous Items, *bull's strength*

Cost 3,250 gp (DC 22)

MAGICAL WEAPONS

1. *Akiba Electron Dagger*
2. *Akiba Electron Danger Kiss*
3. *Akiba Electro Princess Wand*
4. *Akiba Raiden Katana*
5. *Akiba Storm Ribbons*
6. *Beethoven's Viola*
7. *Challenging Microphone*
8. *Deadly French Viola*
9. *Doujinishi's Paintbrush*
10. *Fine Oyari Bow*
11. *Futanari's Viola*
12. *Flexible Viola*
13. *Goryohime's Saxophone*
14. *Grand Orchestral Viola*
15. *GymSpar Volley*
16. *Koto of the Black Else*
17. *Myoonten's Broken Microphone*
18. *Myoonten's Broken Trumpet*
19. *Performance III Microphone*
20. *Tokyo MPD Special*

Akiba Electron Dagger

Aura moderate evocation **CL** 8th

Slot weapon **Price** 4,800 gp (DC 23)

Weight 1 lb

The Akiba Foundry formerly sold these enchanted daggers from its Tokyo production floor, but ceased production of these weapons in 2008, after a knife attack in Akihabara that killed nearly a dozen. The Electron Daggers already in the market became sought after collectibles in the occult community.

Akiba Electron Daggers are garish gilt-edged ceremonial knives with a heavy golden lightning bolt motif forged into the blade itself. These weapons are **+1 shocking daggers**. Prior to 2008, the Akiba Foundry also produced **+1 shocking combat balanced daggers** under the same name (cost 5,000 gp). While holding or carrying an Akiba Electron Dagger, the wielder gains a +2 competence bonus on Computer Use and Craft (electronics) checks.

Construction

Requirements Craft Magic Arms and Armor, *lightning bolt*
Cost 2,400 gp (DC 21)

Akiba Electron Danger Kiss

Aura moderate evocation **CL** 8th

Slot weapon **Price** 7,200 gp (DC 24)

Weight 1 lb

This more fancifully named weapon replaced the Electron Dagger on the Akiba Foundry's sales-floor after the atrocity of 2008. It resembles the futuristic and stylized melee weapons wielded by cartoon and sentai heroes. It is forged from gold and neon-orange plastic and looks more like a toy than a weapon.

The Akiba Electron Danger Kiss is a **+1 merciful shocking arc dagger** (Advanced Edge, Otherverse Games, 2014). It inflicts 1d6+1 non-lethal electrical damage under normal circumstances or 2d6+1 non-lethal electrical damage when its shocking property is activated.

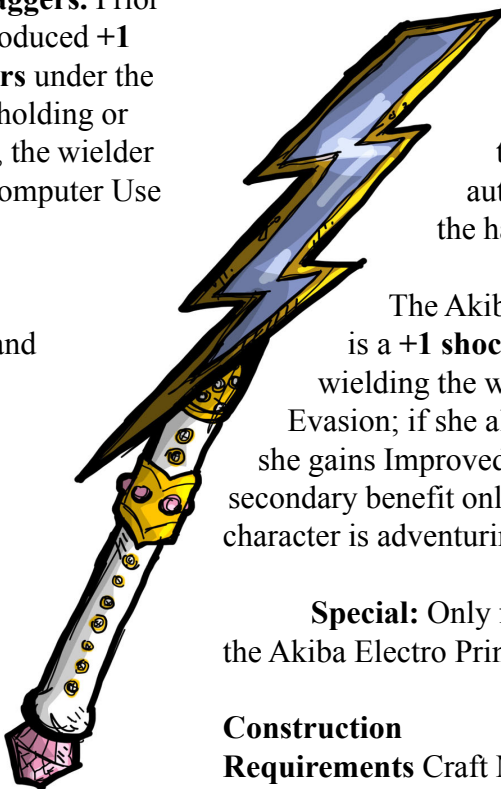
Construction

Requirements Craft Magic Arms and Armor, *cure light wounds*, *lightning bolt*
Cost 3,600 gp (DC 22)

Akiba Electro Princess Wand

Aura moderate evocation **CL** 8th
Slot none **Price** 14,500 gp (DC 27) **Weight** 1 lb

This white plastic wand, with a glowing lightning bolt head could be a child's store-bought toy, except for the fact the zigzagging lightning bolt is outlined in real, high carat gold, and several tiny, yet completely authentic diamonds decorate the handle.



The Akiba Electro Princess Wand is a **+1 shocking cute wand**. While wielding the wand, the character gains Evasion; if she already possesses Evasion she gains Improved Evasion instead. This secondary benefit only applies when the character is adventuring in Akihabara itself.

Special: Only female characters can use the Akiba Electro Princess Wand.

Construction

Requirements Craft Magic Arms and Armor, *cat's grace*, *lightning bolt*, creator must be female
Cost 7,250 gp (DC 25)

Akiba Raiden Katana

Aura moderate evocation **CL** 10th
Slot weapon **Price** 29,000 gp (DC 29)
Weight 6 lbs

The Akiba Foundry only ever produces its Raiden Katana specifically to order, due to the complexities and costs involved in forging such a fine blade. Compared to this deadly, anime-inflected electro-katana, the Electron Daggers and Electron Danger Kisses the Foundry also produces are mere trinkets. The company founder likes to brag he learned the techniques for forging these enchanted blades from his grandfather, latest in a long line of master swordsmiths, but he likes to brag about a lot of things, very few of them true.

The Akiba Raiden Katana is a **+3 shocking burst katana**. While in hand, the

wielder gains the Quick Draw and Exotic Weapon Proficiency (katana) feats as bonus feats.

Construction

Requirements Craft Magic Arms and Armor, crafter must have the Exotic Weapon Proficiency (katana) feat

Cost 14,500 gp (DC 27)

Akiba Storm Ribbons

Aura moderate evocation **CL** 8th

Slot weapon **Price** 11,250 gp (DC 26)

Weight 1 lb

Akiba Storm Ribbons are canary-yellow silk fighting scarves threaded with gold, cut into the shape of a jagged lightning bolt.

Akiba Storm Ribbons are +2 **glorious, shocking ribbon blades**. The weapon provides a +1 luck bonus on REF Saves while within Akihabara, Tokyo, so long as the weapon is in hand and wielded.

Construction

Requirements Craft Magic Arms and Armor, *blindness/deafness, daylight, flare, lightning bolt*

Cost 5,625 gp (DC 24)

Challenging Microphone

Aura strong abjuration **CL** 11th

Slot weapon **Price** 57,500 gp (DC 32)

Weight 1 lb

This expensive wireless microphone is sheathed in blood red plastic with a silvery cap and long, whip antenna. Voices resonate and echo faintly when transmitted through this microphone, but in a way that makes the songs paradoxically stronger and more ethereal...if you can master your voice enough to take full advantage of it. An Idol Singer who truly masters a Challenging Microphone is a true master of her craft.

The Challenging Microphone is a +2 **Human-Bane Golden Microphone**. The Challenging Microphone is difficult to master,

and imposes a -5 luck penalty on Perform (sing) checks made with it, including such checks made in combat.

However, while the Challenging Microphone is in hand, the wielder gains Spell Resistance 23 against bardic spells and spell-like abilities that duplicate bardic spells. If the wielder ever rolls a natural 20 on a Perform (sing) check with the Challenging Microphone, this Spell Resistance increases to SR 28 for one minute; during this time the penalty on Perform (sing) checks is nullified.

Construction

Requirements Craft Magic Arms and Armor, *summon monster I, spell resistance*

Cost 28,750 gp (DC 29)

Beethoven's Viola

Aura faint conjuration and enchantment **CL** 5th

Slot weapon **Price** 42,500 gp (DC 31)

Weight 4 lbs

This Viola has a slender body carved from darkest mahogany, with gleaming brass fixtures and golden strings. The bow is etched with musical notation on a nearly microscopic scale.

Beethoven's Viola is a +3 **Merciful Viola**. The Viola's wielder can cast *calm emotions* at will while wielding this weapon.

Construction

Requirements Craft Magic Arms and Armor, *calm emotions, cure light wounds*

Cost 21,250 gp (DC 28)

Deadly French Viola

Aura strong conjuration and necromancy **CL** 18th **Slot** weapon **Price** 75,000 gp (DC 33)

Weight 22 lbs

This massive and heavy grand viola is assembled from dark oak and bloodstained steel recovered from an ancient, Revolution-era guillotine. The neck is stamped with a tiny metal plate depicting the French tri-color. The sounds

produced by this viola are sharp and resonant, like steel scraping against steel.

The Deadly French Viola is a **+2 Keen, Vorpal Grand Viola**. The Deadly French Viola automatically confirms critical hits when used as a Superior Musical weapon (meaning when substituting a Perform check for an attack roll).

Construction

Requirements Craft Magic Arms and Armor, *circle of death, keen edge*, creator must possess 10 ranks in Perform (stringed instruments) and speak/literate in French
Cost 37,500 gp (DC 30)

Doujinishi's Paintbrush

Aura faint evocation **CL** 3rd
Slot weapon **Price** 7,000 gp (DC 24)
Weight ½ lb

Doujinishi are living works of art and imagination, and the boldest adventurers of their race wield enchanted paintbrushes as a symbol of their artistry. This weapon resembles a large sable brush with a silky brush that glows as bright as a lantern, and is wielded like a magic wand.

The Doujinishi's Paintbrush is a **+1 Cute Wand** that fires bolts of colorful force. Doujinishi's Paintbrush receives a cumulative +1 bonus on attack and damage rolls for every four ranks the wielder has placed into Craft (visual arts).

Three times per day, the wielder can use *color spray* as a 3rd level sorcerer; the spell's saving throw DC is increased by the wielder's ranks in Craft (visual arts).

Revision Note

This is a variant version of the Doujinishi's Paintbrush that appeared in *Enchantments of Black Tokyo*. It is built on the new "cute wand" weapon as a mechanical base, and is thus a little cheaper to create.

Construction

Requirements Craft Magic Arms and Armor, creator must be a Doujinishi, *color spray*
Cost 3,500 gp (DC 22)

Fine Oyari Bow

Aura faint enchantment **CL** 5th
Slot none **Price** 2,100 gp (DC 20) **Weight** negligible

Not technically a magical weapon in and of itself, this violin bow is designed to be used in conjunction with a Viola or Grand Viola, improving the sound and enchantment of the musical weapon. Oyari Roman himself handcrafts these fine bows.

The Fine Oyari Bow is treated as being a **+1 weapon** when used with any Viola or Grand Viola, adding its enchantment bonus to the musical weapon's own. (This will allow a non-magical Viola or Grand Viola to be treated as magical.) This stacks with any existing enchantment bonus on the weapon, to a maximum of +5.

Construction

Requirements Craft Magic Arms and Armor, Perform (stringed) 5 ranks
Cost 1,050 gp (DC 17)

Flexible Viola

Aura moderate transmutation **CL** 10th
Slot weapon **Price** 23,000 gp (DC 29)
Weight 4 lbs

The Flexible Viola is a masterfully wrought oak violin, accented by multiple heavy brass fixtures at the end of its delicate neck. This viola has nearly a dozen adjustment knobs, where an ordinary violin has only four; its tone and timbre can vary greatly in the hands of a skilled performer.

The Flexible Viola is a **+3 Keen Viola**. The wielder can decide how much damage inflicted by each of the Flexible Viola's attacks is *slashing* damage and how much is *sonic* damage, but at least one point must be of each type.

64 Construction

Requirements Craft Magic Arms and Armor, *keen edge*, creator must have 5 ranks in Perform (stringed instrument)

Cost 11,500 gp (DC 26)

Futanari's Viola

Aura moderate transmutation **CL** 10th

Slot weapon **Price** 24,000 gp (DC 29)

Weight 4 lbs

This strange violin is hewn from two woods, of radically different color and texture, giving it a mismatched asymmetrical appearance. One side of the viola is all flowing curves and graceful lines, while the other is as hard-edged as a knife.

The Futanari's Viola is a **+1 gender-bane viola**. It inflicts bane damage against Humanoids, Monstrous Humanoids and Outsiders of a particular gender, which is always the opposite gender of the creature wielding the viola. Bi-gendered creatures or those without defined gender choose a gender to affect while wielding this weapon. Anytime the wielder scores a critical hit in combat with this musical weapon, their own gender is permanently changed.

Construction

Requirements Craft Magic Arms and Armor, *alter self*, *summon monster I*, creator must have the Futanari trait or a similar trait

Cost 12,000 gp (DC 26)

Goryohime's Saxophone

Aura faint evocation and evil **CL** 4th

Slot weapon **Price** 27,000 gp (DC 29)

Weight 8 lbs

A legendary New Orleans saxophone is passed down the decades and across the world, until it ends up in the hand of a Japanese occultist/musician and enchanted. Subtle skulls are etched into brass knobs and valves, and the mouth piece is the color of charcoal.

The Goryohime's Saxophone is a **+3 Brass Saxophone**. While it is played as a musical instrument or as part of a bardic performance, all allied undead within 60 ft radius gain Channel Resistance +3, while the player herself receives Channel Resistance +4. This trait also applies for one round after a Perform check is made with the Brass Saxophone in combat.

An undead creature wielding or carrying the Goryohime's Saxophone cannot be reduced to below 1 HP by channeled positive energy while in possession of the Saxophone.

Construction

Requirements Craft Magic Arms and Armor, *desecrate*, creator must be a Goryohime

Cost 13,500 gp (DC 27)

Grand Orchestral Viola

Aura strong abjuration **CL** 13th

Slot weapon **Price** 44,500 gp (DC 31)

Weight 22 lbs

A Grand Orchestral Viola is heavy and stout, with a wood frame reinforced with brass fittings and clef marks etched into the resonating body that glow with a cool, watery blue light. A similar cobalt glow surrounds the bow used to play the instrument.

The Grand Orchestral Viola is a **+2 Grand Viola of Moderate Fortification**. This bonus applies to the Grand Viola's shield feature as well. Once per day, the user can cast *Sanctuary* on herself; attacking with the Grand Viola or using Bardic Performances does not end the *Sanctuary* effect.

Construction

Requirements Craft Magic Arms and Armor, *limited wish*, *sanctuary*

Cost 22,250 gp (DC 29)

GymSpar Volley

Aura moderate enchantment **CL** 7th
Slot weapon **Price** 21,600 gp (DC 28)
Weight 4 lbs

GymSpar sells enchanted soccer balls and volley balls on its enchanted third floor. Their Volleys come in a variety of bright colors, and all are splashed with the Gymnasium Spartacus logo.

Whatever their styling, GymSpar Volleys are **+2 lesser designating Volleys** (*Advanced Edge*, Otherverse Games, 2014). Once per day, as part of an attack action with this weapon, the wielder can gain the benefit of *bull's strength*, which lasts for seven rounds.

Construction

Requirements Craft Magic Arms and Armor, *bull's strength*, *instant enemy*
Cost 10,800 gp (DC 26)

Koto of the Black Else

Aura moderate
conjuration, evocation
and evil **CL** 7th**Slot** weapon
Price 27,200 gp (DC 29)
Weight 2 lbs

The body of this mahogany koto is etched with horrific images of spidery *oni* crawling over sleeping maidens.

The Koto of the Black Else is a **+2 Unholy Koto**. Once per day, the wielder can begin playing the instrument as a standard action to produce a *black tentacles* effected centered on herself with a 20 ft radius. The wielder can maintain the black tentacles effect as long as desired, so long as she takes a standard action each round to play the koto. While carrying or wielding the Koto of the Black Else, the wielder becomes immune to poisons produced by spiders and arachnids.



Construction

Requirements Craft Magic Arms and Armor, black tentacles, unholy blight, creator must be evil
Cost 13,600 gp (DC 27)

Myoonten's Broken Microphone

Aura very faint evocation **CL** 4th
Slot weapon **Price** 2,100 gp (DC 20)
Weight 1 lb

Emiri sells many masterwork and enchanted weapons in her small shop, all having had at least a few previous owners. Her enchanted musical instruments, like this early 80s vintage wireless silver microphone, sound great but are sometimes unreliable in occult battle. Many young bards begin their careers with such flawed weapons.

Myoonten's Broken Microphone is a **+2 Silver Microphone**. However, its enchantments are faded, and each round of combat, there is a 10% chance that its enchantments fail, and the weapon is treated simply as a Masterwork Silver Microphone instead. There is also a 25% chance that the enchantments partially fail, and the weapon is treated as a **+1 Silver Microphone** instead.

If this failure occurs, do not roll to see if the enchantment fails completely. In either case, the enchantment returns after 2d4 hours. Even if the enchantment bonus fails completely or partially, Myoonten's Broken Microphone provides its wielder with a **+4 competence** bonus on Perform (sing) checks made with the trumpet.

Construction

Requirements Craft Magic Arms and Armor, creator must have 4 ranks in Perform (sing)
Cost 1,050 gp (DC 18)

Myoonten's Broken Trumpet**Aura** very faint evocation **CL** 3rd**Slot** weapon **Price** 1,300 gp (DC 19)**Weight** 1 lb

Emiri sells many masterwork and enchanted weapons in her small shop, all having had at least a few previous owners. Her enchanted musical instruments, like this rather battered and slightly tarnished brass trumpet, sound great but are sometimes unreliable in occult battle. Many young bards begin their careers with such flawed weapons.

Myoonten's Broken Trumpet is a +1 **Brass Trumpet**. However, its enchantments are faded, and each round of combat, there is a 10% chance that its enchantments fail, and the weapon is treated simply as a Masterwork Brass Trumpet instead. The enchantment returns after 1d6 hours. Even if the enchantment bonus fails, Myoonten's Broken Trumpet provides its wielder with a +2 competence bonus on Perform (wind) checks made with the trumpet.

Construction**Requirements** Craft Magic Arms and Armor, creator must have 3 ranks in Perform (wind)**Cost** 650 gp (DC 16)**Performance III Microphone****Aura** moderate enchantment **CL** 12th**Slot** head **Price** 22,500 gp (DC 29) **Weight** 1 lb

This light weight microphone is worn over the skull, identical to the microphones most idol singers wear in concert except for the three tiny glowing hearts on the small boom.

The Performance Microphone is a +3 Golden Microphone. It receives this bonus on Perform (sing) checks. If worn by a bard, it offers an additional three rounds of bardic performance per day.

Construction**Requirements** Craft Magic Arms and Armor, creator must be a bard**Cost** 11,250 gp (DC 26)**Tokyo Metropolitan****Police Department Special****Aura** moderate divination **CL** 5th**Slot** weapon **Price** 6,500 gp (DC 24)**Weight** 2 lbs

The Tokyo MPD Special is a supernaturally modified Glock, distinguished from ordinary firearms of its kind by the golden kanji embossed into the barrel and slide. The kanji is the oath of enlistment in the Tokyo police department.

The Tokyo MPD Special is a +1 **Glock 17 pistol**. The wielder does not suffer a penalty for firing into melee with this weapon, and if he or she misses, the shot will not strike another living creature.

Construction**Requirements** Craft Magic Arms and Armor, *true strike***Cost** 3,250 gp (DC 22)**CONSUMABLE ITEMS**

(Cn) Indicates a Consumable Magic Item

1. *Amori Apple Soda (Cn)*
2. *Becoming One Shape Oil (Cn)*
3. *Hikikomori Tagout (Cn)*
4. *Idol's Strawberry (Cn)*
5. *Idol's Tea (Cn)*
6. *Idol's Lipstick (Cn)*
7. *Kitten's Milky (Cn)*
8. *Kitten's Milky Black (Cn)*
9. *Kitten's Milky Sweat (Cn)*
10. *Life Saving Gashapon (Cn)*
11. *Lucky Draw Panties (Cn)*
12. *Occult Business Card (Cn)*
13. *Ona Cup, Bold (Cn)*
14. *Ona Cup, Kitty (Cn)*
15. *Ona Cup, Hotty (Cn)*
16. *Penny Candy-Builder (Cn)*
17. *Sayama Tea (Cn)*
18. *Strawberry Egg Milk (Cn)*
19. *Yakuza's Cigarettes (Cn)*

Amori Apple Soda

Aura moderate evocation or abjuration **CL** 3rd

Slot none **Price** 750 gp (DC 17)

Weight negligible

Bottled in Amori Prefecture (a northern prefecture, famous for its apples), this crisp apple soda is sold in green glass bottles stoppered with a collectible marble. Though tricky to open, the soda is beloved throughout Japan for its unique gimmick.

An enchanted bottle of Amori Apple Soda has two effects. First, it is considered a potion of *cure light wounds*; though opening and drinking it requires a full round action due to the way the marble is lodged in the bottle's lip.

Secondly, once the green marble is removed from the bottle's lip, it becomes a consumable item in its own right. It can be tossed to the ground to create either a *shatter* effect or a *consecrate* effect. Each green marble produces only one effect, determined by what spell was used in the creation process.

Construction

Requirements Brew Potion, *cure light wounds*, either *consecrate* or *shatter*

Cost 375 gp (DC 14)

Becoming One Shape Oil

Aura faint transmutation **CL** 3rd

Slot none **Price** 300 gp (DC 13)

Weight negligible

The ads for this sex lube play late at night on Japanese television, a lusty couple moaning about how their bodies are becoming a single shape as they fuck, just off camera. The super-slick lubricant is sold in slender purple plastic vials emblazoned with the number one.

For one hour after sexual intercourse between two characters, the lovers each have their STR scores modified to assume the average of the two character's scores. This oil only functions for sex acts between two creatures, no more, no less, and only by willing participants.

Construction

Requirements Brew Potion, *bull's strength*

Cost 150 gp (DC 11)

Hikikomori Tagout

Aura faint enchantment **CL** 5th

Slot none **Price** 1,750 gp (DC 19)

Weight negligible

This official looking red cardboard tag is tied to the front door of an apartment, bearing thick, nonsense white kanji that suggests loneliness in some inarticulate way. It might be considered a cursed item, but those who seek out its power need it, to maintain the walls they have built around themselves.

A character viewing a Hikikomori Tagout tied to a doorknob must succeed at a DC 13 WILL Save or fall victim to a suggestion to simply leave and forget what business brought them to the door for at least 24 hours. Deliverymen and couriers are affected with a similar suggestion, but are suggested to leave their packages on the door step at well.

A Hikikomori Tagout can be maintained indefinitely. However, if the door is opened in the presence of any intelligent creature other than the owner of the dwelling, the Tagout shreds and its magic is lost.

Construction

Requirements Craft Wondrous Items, *suggestion*

Cost 875 gp (DC 17)

Idol's Strawberry

Aura faint illusion **CL** 1st

Slot none **Price** 50 gp (DC 7) **Weight** negligible

These especially sweet, extremely plump and juicy strawberries are grown in Sapporo. These sugary and slightly tart berries are recommended to young singers, to lubricate the vocal cords and sweeten their voices. They are a luxury to those in the music industry.

If an Idol's Strawberry is eaten by a Bard who has at least one round of daily bardic performance remaining, the Bard recovers 1d3 rounds of Bardic Performance. She may not gain more total rounds of bardic performance than twice her daily maximum in this manner. An Idol's Strawberry has no effect if eaten by a non-Bard.

Construction

Requirements Brew Potion, *invigorate*

Cost 25 gp (DC 5)

Idol's Tea

Aura faint divination **CL** 3rd

Slot none **Price** 300 gp (DC 13)

Weight negligible

This milk tea comes in a bright blue can covered in musical notation. When poured into a glass or mug, the liquid warms to a soothing temperature and fills the air with a savory flavor. Idol's Tea must be poured into a container to activate the magic- if drank directly from the cold can, the magic is lost without effect.

Idol's Tea allows the drinker to reroll a single Perform check where the dice comes up a natural 1 within the next 24 hours. This reroll is made at a +2d4 competence bonus, per the *gallant inspiration* spell. The Idol's Tea remains inactive until needed; if 24 hours pass without the drinker's skill failure activating the potion, the magic ends. However, in this case, the drinker receives a +1 morale bonus on all Perform checks for the succeeding 24 hours.

Construction

Requirements Brew Potion, *gallant inspiration*

Cost 150 gp (DC 11)

Idol's Lipstick

Aura faint transmutation **CL** 3rd

Slot none **Price** 150 gp (DC 11) **Weight** negligible

This sweet tasting lipstick is glazed with crystallized sugar, giving the lips a sensual gloss.

Idol's Lipstick functions similar to a potion of *eagle's splendor*, save that when the user applies it to her lips, she suffers a temporary ability drain to either her STR or CON scores. She may choose the amount of drain, up to a total -4 penalty to one or both ability scores. She receives an enhancement bonus to her CHA score equal to twice the penalty suffered to her physical ability score(s). The bonus and penalties end at the end of the potion's duration.

Creatures that are immune to temporary or permanent ability score loss cannot benefit from Idol's Lipstick.

Construction

Requirements Brew Potion, *eagle's splendor*

Cost 75 gp (DC 8)

Kitten's Milky

Aura faint transmutation **CL** 3rd

Slot none **Price** 300 gp (DC 13)

Weight negligible

Almost every occult vending machine in Akihabara carries this cold, mint-laced milk drink. As the name suggests, and the cartoony smirking kitten on the bottle testifies, the district's huge Nekomusume population loves Kitten's Milky. Good for healthy kitties!

When a Nekomusume drinks Kitten's Milky, she gains temporary Hit Points equal to her DEX score (not her DEX modifier), which last for three minutes. During this time, she gains a +1 morale bonus on FORT Saves.

Special: Only Nekomusume and other feline creatures can benefit from this magic item.

Construction

Requirements Brew Potion, *cat's grace*

Cost 150 gp (DC 11)

Kitten's Milky Black

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight**
negligible

Kitten's Milky Black has a harsh, bitter coffee taste and a smirking black cat with golden eyes on the label. Kitten's Milky Black is just as popular as regular Kitten's Milky with Tokyo's cat-girl populace.

When a Nekomusume drinks Kitten's Milky Black, she gains Damage Resistance 2/magic for three minutes. During this time, she gains a +1 morale bonus on WILL Saves. For the duration of the potion's effect, her fur colors change to black, tan and shades of cream.

Special: Only Nekomusume and other feline creatures can benefit from this magic item.

Construction

Requirements Brew Potion, *bear's endurance*
Cost 150 gp (DC 11)

Kitten's Milky Sweat

Aura faint transmutation **CL** 3rd
Slot none **Price** 300 gp (DC 13) **Weight**
negligible

The least popular of the Kitten's Milky brands, this clear blue sports drink is filled with electrolytes and vitamins. The label is a cartoon cat in an athletic jersey dripping gallons of sweat while dunking a basketball.

When a Nekomusume drinks Kitten's Milky Sweat, she becomes immune to the fatigued, exhausted conditions, to magical sleep, and to ability score damage and drain. If fatigued or exhausted when the potion is drunk, these conditions are suppressed. The exhausted conditions returns after the potion's expires, but the fatigued condition is permanently removed.

Special: Only Nekomusume and other feline creatures can benefit from this magic item.

Construction

Requirements Brew Potion, *bull's strength*
Cost 150 gp (DC 11)

Life Saving Gashapon

Aura faint abjuration **CL** 1st lesser 4th greater
Slot none **Price** 50 gp (DC 7) lesser; 200 gp (DC 12) greater **Weight** negligible

Life Saving Gashapon are small PVC figurines of popular cartoon heroes sold in plastic bubbles from vending machines. *Naruto*, *Doramon* and *Convoy* are the most popular and common breeds, though potentially any toy can be enchanted in this manner- though the toy must always represent a true hero.

When a Life Saving Gashapon is removed from its bubble, it begins to orbit around the wielder's head like an ioun stone. If the wielder is struck by a melee attack, the Life Saving Gashapon absorbs some or all of the damage inflicted and then breaks apart. How much damage the toy can absorb is determined by its type; a Lesser Gashapon can absorb 6 points of damage; a greater gashapon can absorb up to 12.

The gashapon can potentially absorb damage from multiple melee attacks that do not exceed this limit. The gashapon will also break apart after its duration expires; 1 hour for lesser and 4 hours for greater gashapon if not destroyed prior to this.

Greater Life Saving Gashapon have gold, silver, pewter or translucent plastic finishes, marking them as collectible chase figurines.

Construction

Requirements Craft Wondrous Items, *shield*
other
Cost 25 gp (DC 4) lesser; 100 gp (DC 9) greater

Lucky Draw Panties**Aura** faint divination **CL** 1st**Slot** belt **Price** 50 gp (DC 7) **Weight** negligible

These soft, stretchy cotton and nylon panties come in a rainbow of colors, and are always sold blind-packed in a jet black nylon envelope. Each pair of random panties has a design on the gusset that suggests its power; a cartoon car for Drive, a skillet and egg icon for Profession (cook), a scroll for Knowledge (arcana) and so on. Most of these panties enhance skills useful to ordinary, working class people- adventuring skills like Stealth and Use Magic Device are relatively rare.

For 24 hours after donning these panties, or until they are removed, the character gains a +4 competence bonus on a randomly chosen skill. If the panties are not donned within one minute of being removed from their wrapper, they become non-magical.

Special: Only female characters can benefit from this magic item.

Construction**Requirements** Craft Wondrous Items, creator must have the ability to *inspire competence***Cost** 25 gp (DC 4)**Occult Business Card****Aura** faint enchantment **CL** 1st**Slot** none **Price** 50 gp (DC 7) **Weight** negligible

Modern Japan is a nation where business cards are exchanged at every opportunity, even among the lowest strata of society. School teachers, convenience store clerks, even particularly ambitious high school students hand out, and collect business cards as readily as any *salariman*.

The Occult Business Card produces a modified *charm person* effect on any creature who accepts one. This functions identically to the spell, save that the *charm* only takes effect in business or financial matters. For example, the



charm would make a banker favorably disposed to the giver's loan application, or a hiring manager more receptive to their resume, but has no effect in romantic situations, for example.

However, the *charmed* recipient receives a +1 competence bonus on a particular skill, chosen by the card's giver at the moment of gifting. The *charm* effect remains in place until the recipient next makes a check with the particular skill, or until the charm's standard duration expires, whichever is greater. The card's font and design always provides a hint as to the applicable skill, usually one related to the giver's profession (or desired profession, such as a medical student giving out a business card that affects Heal).

Construction**Requirements** Craft Wondrous Item, *Charm Person***Cost** 25 gp (DC 5)

Ona Cup, Bold

Aura faint enchantment **CL** 1st

Slot none **Price** 25 gp (DC 4) **Weight** negligible

Resembling a small plastic cup about the size of a man's palm, like a cup of ramen more than anything else, the disposable Ona Cup's packaging is decorated with colorful anime artwork depicting a fantasy school girl dripping with semen.

For one hour after masturbating to orgasm with the Bold Ona Cup, the character gains a +1 morale bonus on WILL saving throws. At any point during this time, as an immediate action, the user can expend the effect to gain a +4 morale bonus on one WILLs saving throw. The user must make this choice before making the WILL Save.

Special: Only males can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *impudent little tongue* or *resistance*

Cost 13 gp (DC 2)

Ona Cup, Kitty

Aura faint divination **CL** 1st

Slot none **Price** 50 gp (DC 7) **Weight** negligible

Packaged similarly to other Ona Cups, the anime mascot on the package is a surprised catgirl, looking back over her shoulder in a pose that accentuates her ass and tail.

For one hour after masturbating to orgasm with the Kitty Ona Cup, the character may *speak with animals* (felines only) at will. At any point during this time, as part of a Bluff or Diplomacy check made against a Nekomusume or Felis Anthro, the character may expend the effect to gain a +5 morale bonus on that check.

Special: Only males can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *speak with animals*

Cost 25 gp (DC 4)

Ona Cup, Hotty

Aura faint abjuration **CL** 3rd

Slot none **Price** 300 gp (DC 14) **Weight** negligible

Packaged similarly to other Ona Cups, this item's anime mascot is a busty girl in a bright swimsuit, covered in sweat, sand and cum.

For one hour after masturbating to orgasm with the Hotty Ona Cup, the character gains Fire Resist 5. At any point during this period, as an immediate action, the wielder can discharge the Ona Cup's magic to gain Fire Immunity against a single attack.

Similar Magic Items

The Akiba Girl Ona Cup offers Electrical Resistance and Immunity, while the Slime features a cute jelly girl and offers protection against Acid. The Frigid Queen has an unlicensed parody of the characters of *Frozen* on the package and offers Cold protection, while the Miko Ona Cup offers Pleasure protection. All have identical cost and creation requirements.

Special: Only males can benefit from this magic item.

Construction

Requirements Craft Wondrous Items, *resist energy*

Cost 150 gp (DC 11)

Penny Candy-Builder

Aura faint transmutation **CL** 3rd

Slot none **Price** 450 gp (DC 15) **Weight** 1 lb

Make your own candy kits are popular with Japanese kids, and this enchanted kit allows adults to make custom-built, potion like candies. The Penny Candy-Builder is a small plastic tray, wrapped in plastic. Sugared candies in different flavors, textures and shapes are held in tiny cups

on the tray, with packages of colored dyes and flavor packs to complete the candy.

It requires one minute to customize a specific potion-candy with this item. The Penny Candy-Builder has enough ingredients to create 1d3+1 potion-candies, which may be of the same or different type. No magical talent is required to assemble a potion with the Penny Candy-Builder.

Each potion-candy has three effects, which are chosen from the following options. The duration of all effects is three minutes.

Effect One: The potion-candy provides a +2 competence bonus on one skill of choice.

Effect Two: The potion-candy provides a +1 morale bonus on one Saving Throw of choice.

Effect Three: The potion-candy provides one of the following effects:

- Provides a +1 natural armor bonus to Armor Class.
- Provides a +1 morale bonus on melee attack and damage rolls.
- Heals the user for 1d4 HP (instant duration).

Construction

Requirements Brew Potion, creator must possess Spell Focus (transmutation) or be a specialized Transmuter Wizard

Cost 225 gp (DC 12)

Sayama Tea

Aura faint abjuration **CL** 3rd

Slot none **Price** 300 gp (DC 13) **Weight** negligible

Saitama Prefecture produces a sweet tea with a rich flavor, brewed from the leaves of plants specially bred and genetically modified to thrive in northern Japan. Some bottles, sold in black and blue glass bottles that are always cold, have been imbued with mystical potency.

Drinking Sayama Tea provides the character with Resist Cold 10 for up to 30 minutes. At any time during the spell's duration, the drinker can end the effect as an immediate

action, to cast any spell with the Cold descriptor at +2 caster level.

Construction

Requirements Brew Potion, *resist elements*

Cost 150 gp (DC 11)

Strawberry Egg Milk

Aura faint transmutation **CL** 3rd

Slot none **Price** 300 gp (DC 13) **Weight** negligible

This strange, thick and viscous red drink comes in a stout glass bottle with a logo depicting the ingredients, centered between the wildly smiling faces of a Japanese man and woman.

When the Strawberry Egg Milk is drunk, the user's gender reverses. Males become females and vice versa, while futanari or otherwise atypical characters take a single defined gender of their choice. The effect has no statistical effect, but might allow the use of different powers and abilities. Each drink of Strawberry Egg Milk lasts for 3d6 hours; additional drinks reverse the effect, returning the character to their birth gender.

Each time the character has a sexual encounter while in their changed form, the drink's duration extends by 1d6 hours.

Construction

Requirements Brew Potion, *alter self*

Cost 150 gp (DC 11)

Yakuza's Cigarettes

Aura faint necromancy **CL** 1st

Slot none **Price** 500 gp (DC 15) **Weight** negligible

These pungent, cheap cigarettes look like a packet of Japanese Marlboros, except the kanji of a particular Yakuza clan is stenciled inside the red portions of the label.

A pack of Yakuza's Cigarettes comes with 12 cigarettes when first created. As a

standard action, the character can light and smoke this cigarette. Each cigarette lasts for 2d6 rounds; during this time, the smoker receives a +4 profane bonus on Intimidate checks.

As a melee touch attack, the smoker can extinguish one of the cigarettes in a target's flesh, inflicting 1d3 points of Fire damage, and allowing the character to make a new Intimidate check against that character with an additional circumstance bonus equal to the fire damage inflicted.

Construction

Requirements Craft Wondrous Items, *cause fear*, creator must be LN, LE or NE

Cost 250 gp (DC 13)

WONDROUS SEX TOYS

These particular magic items are designed for pleasure, and pleasure alone. Such things are often found in Akihabara's more ecchi stores. Consumable sex toys are listed among the consumable wondrous items.

1. Ero Statuette
2. Ero Statuette: Cute Monster Girl
3. Insightful and Ecchi Cameraphone
4. Hardworking Ona-Hole
5. Romantic Ona-Hole

Ero Statuette

Aura faint conjuration and illusion **CL** 3rd

Slot none **Price** 5,050 gp (DC 23) **Weight** 1 lb

This small polystone statue is about a 10-12 inches tall, but priced like it was much, much larger. The statue depicts a seductive anime sex-kitten, splayed for the viewer's pleasure, dressed in disheveled clothes, sexy lingerie or some fanciful costume that reveals all her most interesting bits. There is a cheeky look in the statue's eye, and you would swear she's leering at you seductively, tempting you....

Once per day, the Ero-Statuette can animate as per *ani-mate*. In addition, if the Ero Statuette has been used for sexual purposes within the previous 24 hours, it acts as a focal point for an *alarm* spell centered on the statue. The alarm triggers both audibly (in the form of girly shrieks from the animated statue) and mentally; in addition, the Ero-Statuette animates, taking the form of a 1st level human monk, and fighting unarmed and unarmored for 3 rounds or until destroyed. If the Ero Statuette is destroyed while in animated form, it will not function for one week.

Construction

Requirements Craft Wondrous Items, *alarm*, *ani-mate*, *summon monster II*

Cost 2,525 gp (DC 21)

Ero Statuette: Cute Monster Girl

Aura moderate conjuration and illusion **CL** 11th
Slot none **Price** 20,650 gp (DC 29) **Weight** 1 lb

This exclusive and rare polystone statue is even more expensive and harder to get than an ordinary Ero Statuette. It depicts a lusty little devil girl with blood red or vermillion skin and stylized horns and wings. She is dressed (barely) in seductive black lace or fanciful bondage gear.

The Cute Monster Girl Ero Statuette functions identically to the Ero Statuette, save that it summons a monster girl statistically equivalent to an Eyrines, who fights for up to 11 rounds.

Construction

Requirements Craft Wondrous Items, *alarm*, *ani-mate*, *summon monster VI*

Cost 10,325 gp (DC 26)

Insightful and Ecchi Cameraphone

Aura faint divination **CL** 3rd

Slot none **Price** 4,500 gp (DC 23)

Weight negligible

This ordinary looking red plastic flip phone is a little behind the technology curve, but still quite serviceable. It features an ultra-high

74
resolution, wide angle camera better and more picture memory than most modern phones.

If an intelligent creature is viewed through this camera phone, or photographed while a special occult button is pressed, the Insightful and Ecchi Cameraphone creates a nude image of the photographed creature with a glowing, translucent, mannequin-like figure in the photographed creature's favorite sexual position and activity. The mannequin like image is recognizable as the creature's preferred gender, species and body type.

If the photographed creature is both aware of the camera's true purpose and unwilling to have their favorite sexual behavior displayed, they can resist with a DC 13 WILL Save. Success indicates only an ordinary photograph is taken, and the creature becomes immune to the effects of the Insightful and Ecchi Cameraphone for 24 hours.

Construction

Requirements Craft Wondrous Items, *voyeuristic hallucination*
Cost 2,250 gp (DC 21)

Hardworking Ona-Hole

Aura faint transmutation CL 3rd
Slot none **Price** 6,500 gp (DC 24) **Weight** 1 lb

This masturbator's packaging box depicts a cute anime girl in steampunk mechanic's garb, covered in sexy oil splatters and holding an enormous wrench in a more than vaguely suggestive manner. Inside, you find a very supple ona-hole made of gloriously soft and supple latex, that feels as good on the hand wielding as it does on the penis.

If a character masturbates to orgasm with the Hardworking Ona-Hole at least once per day, when making Craft checks to construct items, you may multiply your weekly successful Craft result check by 1.5, allowing you to complete projects much faster than normal. You must use

the Hardworking Ona-Hole for a week, to attune to it, before it provides any benefit.

Special: Only male characters can benefit from this magic item.

Construction

Requirements Craft Wondrous Item, creator must possess the Master Craftsman feat
Cost 3,250 gp (DC 22)

Romantic Ona-Hole

Aura faint divination and enchantment CL 5th
Slot none **Price** 42,000 gp (DC 31) **Weight** 1 lb

This silicon masturbation sleeve is sculpted from pliable, flesh-like latex and is expertly molded to perfectly duplicate the genital region of a particular woman (though nothing stops a mage from crafting an equally accurate imitation of a male anus, with identical powers). Every carnal detail is perfectly replicated.

The Romantic Ona-Hole must be created with the willing cooperation of the person whose intimate regions it imitates. Sexual intercourse with the Romantic Ona-Hole allows the character to perceive the imitated model via a *status* effect. The Romantic Ona-Hole's model is aware when anyone has sexual intercourse with the Ona-Hole modeled on herself, and if that creature is an ally, she gains the benefit of a good hope spell, regardless of the distance between her and the Ona-Hole's user, so long as both are on the same plane. The model is has a general impression whether an ally or a hostile creature uses the Ona-Hole, but not specifically who.

As the Romantic Ona-Hole is keyed to a specific model, if that person is slain, the Ona-Hole loses its power and becomes non-magical. However, if the model returns to life later, the previously de-powered Ona-Holes regain their power.

Special: Only male characters can benefit from this magic item, though any gender can be the model for the Ona-Hole.

Similar Magic Items

The Romantic Ona-Hole has become a basis for several similar magical items, all of which allow a lonely act of love to transmit blessings to a far away friend. Each of the following magic items functions identically to a Romantic Ona-Hole but have an additional spell built in, that takes effect if an ally has sexual intercourse with the Ona-Hole.

The spell required and additional purchase price for these variant Romantic Ona-Holes are described below. Similar items can easily be created using these items as a basis.

- **Anatomical Ona-Hole:** casts *Cure Moderate Wounds* on the model. Adds +20,000 gp to the price.
- **Boxed Maiden Ona-Hole:** casts *Sanctuary* on the model. Adds +10,000 gp to the purchase price.
- **Studios Ona-Hole:** casts *Fox's Cunning* on the model. Adds +20,000 gp to the purchase price.

Construction

Requirements Craft Wondrous Items, *good hope, status*, creator must have at least 1 rank in Craft (sculpture) or Heal

Cost 21,000 gp (DC 29)

WONDROUS ITEMS

1. *Akiba Keychain*
2. *Akiba Necklace*
3. *Annixer's Micron*
4. *Catgirl's Bath Kit*
5. *Catgirl's Catbox*
6. *Catgirl's Scarf*
7. *Colorful House of Art*
8. *Commuter's Bicycle*
9. *Eccentric DVD*
10. *Freeter's Shed*
11. *Itasha Custom*
12. *Loli-Demon's School Pack*
13. *Memetic Smart Phone*
14. *Moo Moo Plushie*
15. *Musician's Wallet*
16. *Occult Gym Equipment*
17. *Occult Recording Studio*
18. *Princess Coronet, Blue*
19. *Princess Coronet, Green*
20. *Princess Coronet, Red*
21. *Riho Sayashi's Art Book*
22. *Romanesque Headband*
23. *Romanesque Knee Socks*
24. *Romanesque Swim Goggles*
25. *Romanesque Writing Pen*
26. *School Evenings Glasses*
27. *Spicy Ears*
28. *Ususama's Shower Head*
29. *Wonderful Rice Cooker*

Akiba Keychain

Aura faint evocation CL 1st

Slot none **Price** 500 gp (DC 15)

Weight negligible

This cheap plastic keychain fob is shaped like either an anime mecha or a lightning bolt, and is painted with the Akihabara District's logo. While wearing or carrying the Akiba Keychain, the character's personal electronic devices (such as smartphone, laptop and the like) have a continually full charge. This does not affect vehicle batteries, nor the high density energy cells that power energy weapons. An even more affordable version of this keychain (costing 100 gp) allows the wielder to touch a personal electronic device once per day and recharge it fully.

Annixer's Micron	Provides Evolution Points	Spell and Caster Level	Price	Cost
2 mm (heavy)	1 EP	Summon Monster I CL 3 rd	24,000 gp DC 29	12,000 gp DC 26
1 mm (fine)	2 EP	Summon Monster IV CL 7 th	56,000 gp DC 32	28,000 gp DC 29
0.5 mm (very fine)	4 EP	Summon Monster VII, CL 15 th	240,000 gp DC 37	120,000 gp DC 34

points remain until the Eidolon is dismissed, destroyed or returned to its own plane.

Construction

Requirements Craft Wondrous Items, *recharge*

Cost 250 gp (DC 13)

Akiba Necklace

Aura faint abjuration CL 3rd

Slot neck **Price** 15,000 gp (DC 27)

Weight negligible

One of the more popular items sold at the Akiba Foundry, this solid gold necklace, on a wide golden chain, has a charm in the shape of a bold lightning bolt embossed with the logo of the Akihabara District.

Wearing this necklace provides the character with Electricity Resistance 10.

Construction

Requirements Craft Wondrous Items, *resist energy*

Cost 7,500 gp (DC 25)

Annixer's Micron

Aura faint, moderate or strong conjuration

CL varies **Slot** none **Price** varies

Weight negligible

This fine Micron brand pen is distinguished from other drawing tools only by the blood red Annix! Studios logo embossed on the cap. Annixer's Microns come in a variety of nib sizes, measured in millimeters. None of these pens will ever run out of ink or lose their nib.

An Annixer's Micron allows a Summoner to make a DC 15 Craft (visual art) check while summoning their Eidolon. If this check is successful, the Eidolon gains additional evolution points that can be spent immediately to upgrade the Eidolon. The amount of points provided on a successful check is determined by the grade of the Annixer's Micron; these extra

Construction

Requirements Craft Wondrous Items, *summon monster I, IV or VIII* depending on type

Cost varies

Catgirl's Bath Kit

Aura faint conjuration CL 4th

Slot none **Price** 12,000 gp (DC 26) **Weight** 2 lbs

This long handled adjustable shower head has a really complex set of controls, decorated with a paw-print motif on the back, pink or pastel purple against white. It can be adjusted to a powerful, throbbing flow or a gentle bath. The Catgirl's Bath Kit must be connected to a sink or shower's water supply to function.

The Catgirl's Bath Kit allows a creature bathed with the shower head an additional FORT Save made to overcome disease or poison at a +4 bonus. In addition, it removes the *fatigued* or *exhausted* condition. The Catgirl's Bath Kit will only benefit Nekomusume, feline Anthros and other cat-like beings; a particular bather can only benefit from this device once per day.

Construction

Requirements Craft Wondrous Items, *lesser restoration*

Cost 6,000 gp (DC 24)

Catgirl's Catbox

Aura faint abjuration CL 12th

Slot none **Price** 24,000 gp (DC 29)

Weight 5-10 lbs

This pink plastic sand tray is decorated with tampographed images of chibi catgirls pooping and burying their leavings at a sandy beach. Such catboxes are usually placed in the home's toilet room, directly beside facilities intended for human use.

Once per day, a Nekomusume, feline Anthro or other cat-like being can urinate or defecate into the Catgirl's Catbox to gain its benefit. Doing so is at least one full round action; the Nekomusume can extend this by an additional full round action, up to a maximum of five full round actions. For one hour per full round action (maximum 5 hours/full round actions) the Nekomusume receives a +3 holy bonus on saving throws on spells and effects with the *skatto* descriptor.

Up to three different Nekomusume or feline creatures can use the same Catgirl's Catbox in a single day. No creature can benefit from the Catgirl's Catbox more than once per day.

Construction

Requirements Craft Wondrous Items, *purity of body*

Cost 12,000 gp (DC 26)

Catgirl's Scarf

Aura faint enchantment CL 3rd

Slot neck **Price** 3,000 gp (DC 22)

Weight negligible

This luxuriously soft woolen scarf is a rich, fiery red. When wrapped around the throat of a catgirl, six tiny glowing amber beads of light appear at the fringed end of the scarf. They represent the Scarf's magical benefit, and these little glowing beads disappear as extra rounds of bardic performance are used.

While wearing the Catgirl's Scarf, the character gains Extra Performance as a bonus feat; the scarf must be worn for 24 hours to attune to it before it provides any benefit.

Special: The Catgirl's Scarf can only be worn by a Nekomusume or other feline humanoid.

Construction

Requirements Craft Wondrous Items, creator must be a bard

Cost 1,500 gp (DC 19)

Colorful House of Art

Aura faint transmutation CL 5th

Slot none **Price** 12,500 gp (DC 26)

Weight architectural feature

Some of Black Japan's most talented artists and most skillful occultists live in the strangest houses- colorful and unique in a nation that otherwise prizes conformity. The mystical and architectural modifications to create this magic item become a permanent part of a free-standing home or business. These alterations can enchant a structure up to the size of a 2-3 story private home or small business. The Colorful House of Art is architecturally bizarre, with an eye-catching and well designed paint scheme on the façade. Homes such as this always have a name- printed in neat kanji above the front door that hints at the art practiced within.

Each Colorful House of Art is dedicated to a particular Craft skill, chosen when the House is first constructed. Once per week, when constructing a masterwork quality item of the appropriate craft skill, the home's owner (or one of his allies) may call upon the House's magic. Doing so provides a successful Craft check result equal to the minimum skill check result necessary for success at crafting the item's masterwork component, which is added to the owner's own acquired successes for creating a masterwork item within the home.

The most common Colorful Houses of Art are enchanted to aid in the creation of anime and manga (Craft: visual art), specially enchanted for Black Japan's art community by otaku mages, sometimes as gifts. Other Houses provide assistance with the construction of stories or idol singer hits (Craft: writing). Others might assist with jewelry making, computer or mechanical engineering or high fashion. Forging mystical weapons, especially firearms, within a Colorful House of Art, is virtually unknown.

The Colorful House of Art is a permanent part of the enchanted structure, if the home is

dispelled or disjoined, or destroyed by mundane means the enchantment is lost.

Construction

Requirements Craft Wondrous Items, *gallant inspiration, masterwork transmutation*

Cost 6,250 gp (DC 24)

Commuter's Bicycle

Aura moderate conjuration CL 9th

Slot none **Price** 3,200 gp (DC 22)

Weight 10-15 lbs (bike form) negligible (watch form)

This high end *Top End Bicycle* has a glossy, metallic paintjob in an eye-catching color, like cherry red or sunflower yellow, far from the drab grey, skyblue or white bikes common on most Japanese bike racks. A small watch, inset into the front axel post, keeps perfect time.

When a command word is spoken, the Commuter Bicycle's owner can transform the bicycle into a bulky sports watch with several accessories or back to Top End Bicycle form as a full round action. It retains its full Hardness and Hit Points in either form. If destroyed in either form, the magical bicycle is permanently destroyed.

Construction

Requirements Craft Wondrous Items, *secret chest*

Cost 1,800 gp (DC 20)

Eccentric DVD

Aura faint illusion CL 1st

Slot none **Price** 150 gp (DC 11)

Weight negligible

Eccentric DVDs can be found for sale at both magical and mundane markets. Outwardly, it looks like a bootleg DVD in a slimline plastic case; the cover art looks a crudely Photoshopped movie poster that gets more than a few aspects of the movie wrong.

Each sunset the DVD's contents and odd cover art change. It becomes a new, randomly

chosen film, probably something currently in theaters, but occasionally something older or more obscure.

Construction

Requirements Craft Wondrous Item, *silent image*, creator must be chaotic

Cost 75 gp (DC 8)

Freeter's Shed (Cn)

Aura moderate conjuration CL 7th

Slot none **Price** 1,400 gp (DC 19)

Weight negligible

Quite a few of Japan's working poor live in converted sheds and outbuildings tucked in out of the way spots, where building code enforcement is lax. Guess what, if you can find a working class mage to enchant a Freeter's Shed for you, you can be one of them. When inactive, the Freeter's Shed is a hard plastic keychain depicting a scruffy looking chibi character standing proudly in front of a tiny house, as simplistic as a child's crayon drawing of a home.

If the Freeter's Shed is placed on level ground big enough to contain the structure, it transforms into a 20 ft square corrugated steel outbuilding with a single low wattage electrical bulb, and a standard wall outlet. It is connected to the urban power grid of the city where it is placed, and does not have electrical connections if created in a wilderness area. The Freeter's Shed otherwise functions like a secure shelter. It also includes a simple chemical toilet in one corner of the shed, kept continually clean and fresh smelling by the spell's included *prestidigitation* effect.

Once activated, the Freeter's Shed is a semi-permanent structure. It will last 6d6 months before the magic binding the shed vanishes and it disappears. The Freeter's Shed has a secondary effect that twists the legal system. If placed on unclaimed or public land, the Japanese legal system cannot legally evict the shed's owner for the effect's duration. If placed on private land the DC of all Profession (lawyer) or Knowledge



(civics) checks to evict the Shed's owner is increased by DC +5 (if actually on land owned by a private citizen) or by DC +10 (if on land owned by a large corporation).

Construction

Requirements Craft Wondrous Items, *prestidigitation*, *secure shelter*

Cost 700 gp (DC 16)

Itasha Custom

Aura strong transmutation CL 5th

Slot none **Price** 40,000 gp (DC 31)

Weight added to vehicle

"Itasha" means 'painmobile', which refers to custom street racers decorated with anime graphics- usually cute girls from some seriously *ecchi* games and anime. These cars are both painfully embarrassing to drive (at least to non-Otaku) and painful on the wallet.

The Itasha Custom enchantment is a magi-tech option which can be added to any automobile or motorcycle, and the price given is added to the purchase price of the vehicle itself.

The Itasha Custom vehicle can drive itself, manifesting a cute anime-girl driver, who appears rather like a glowing hologram. She has a +15 total modifier on Drive checks and is considered to have the Force Stop and Vehicle Expert feats. The anime driver will automatically take over for the driver if he takes his hands off the wheel, dies or become unconscious. The anime driver will drive the vehicle to the driver's intended destination, even performing tactical vehicle combat on his behalf.

The Itasha Custom can be commanded to drive to the owner's location via cellphone, and or will drive on its own to a destination of the

owner's choice. The Itasha Custom can travel up to 300 miles independently.

Additionally, once per day, the anime driver becomes a willing sex slave for the owner (inside the car only, of course), as the spell *Ani-Mate*.

Ramming with the Itasha Custom modified vehicle is considered damage from a magic weapon for the purpose of overcoming Damage Reduction.

Construction

Requirements Craft Wondrous Item, *Ani-Mate*, *Custom Mod*

Cost 20,000 gp (DC 28)

Loli-Demon's School Pack

Aura moderate transmutation CL 9th

Slot none **Price** 50,000 gp (DC 31)

Weight 2 lbs (unloaded)

This darkly cute waterproofed black nylon backpack has a pair of stuffed, bat-like wings jutting out from either side, and the straps are secured with orange or crimson inverted pentacles.

The Loli-Demon's School Pack also functions as a Bag of Holding (type II). More importantly, the wearer can command the black, bat-like wings to begin flapping. For up to nine hours per day (which need not be consecutive, but must be taken in one minute increments), the School Pack's wearer can fly at a speed of 40 ft (average). If the wearer possesses either the Idol or Gyaru cultural templates, this flight speed improves to 70 ft (good).

Construction

Requirements Craft Wondrous Items, either *overland flight* or *military flight*, *secret chest*

Cost 25,000 gp (DC 29)

Memetic Smart Phone

Aura faint transmutation CL 3rd

Slot none **Price** 3,200 gp (DC 22)

Weight negligible

The Memetic Smart Phone looks like an ordinary smart phone, but has a slightly larger than normal, and clearer than normal screen and good quality speakers. It always seems to be playing some goofy internet video when the owner isn't looking.

The Memetic Smart Phone functions as an ordinary smart phone. In addition, if carried by a Bard, the saving throw DC of fascinate and distract applications of Bardic Performance is potentially increased. Prior to beginning the bardic performance, the Bard makes a DC 15 Knowledge (pop culture) check. If successful, the saving throw DC is increased by +1 plus an additional +1 per five points the Bard beats the check DC by to a maximum of +5.

Construction

Requirements Craft Wondrous Items, *eagle's splendor*

Cost 1,600 gp (DC 19)

Moo Moo Plushie

Aura faint enchantment CL 1st

Slot none **Price** 2,000 gp (DC 20)

Weight about 20 lbs

The Moo Moo Café in the nerdy heart of Tokyo has a unique gimmick- anybody dining alone is seated with a huge stuffed cow, from a popular kid's anime. The stuffed off-white cows, which are about the size of a child, bring a smile to even the most cynical, or depressed faces.

For 1d4 hours after dining with a Moo Moo Plushie (seated alone at a table for at least 10-15 minutes while dining), the diner receives a +2 morale bonus on saving throws against fear and effects of the compulsion subschool. On a more mundane level, the diner just feels happier and comforted, knowing no matter how dark things are, they'll get better. A person can benefit from this effect only once per day.

Construction

Requirements Craft Wondrous Items, *remove fear*

Cost 1,000 gp (DC 18)

Musician's Wallet

Aura moderate conjuration **CL** 7th

Slot none **Price** 9,000 gp (DC 25)

Weight negligible

This slimline black leather wallet has a golden guitar design on the front, and the inner pockets are decorated with similar musical motifs.

Once per day, the wallet's owner can open the wallet to conjure any small musical accessory or replacement component for a musical instrument, such as a pair of drumsticks, new guitar or violin strings, replacement valves for a saxophone, and similar small items. If the Musician's Wallet is carried, the character gains a +2 competence bonus on Craft checks made to repair (but not create) musical instruments.

Construction

Requirements Craft Wondrous Items, *minor creation*

Cost 4,500 gp (DC 23)

Occult Gym Equipment

Aura moderate transmutation **CL** 10th

Slot none **Price** 40,000 gp (DC 31) or 60,000 gp (DC 32) for occult treadmill

Weight 100-300 lbs depending on device

The Gymnasium Spartacus, in central Tokyo, has a restricted third floor for high paying clients, a workout area stocked with occult gymnasium equipment. Working out with one of these devices perfects the body, temporarily strengthening muscles and improving the body's health, strength or dexterity overall.

There are several different types of occult gym equipment, but all follow the same basic rules. Activating the device's magic requires the user to work out for at least 30 minutes and succeed at either an ability check or skill check

unique to the device. If this check is successful, the user is considered *fatigued* for 1d3 hours. After this period of fatigue ends, the user gains the benefit of the device's stored spell. This spell remains in effect until the user next sleeps or rests. A user cannot use a set of occult gym equipment while fatigued or exhausted.

Occult Treadmill: This device increases the user's speed, and is constructed using *haste*. At the end of the workout the user must succeed at a DC 10 DEX check; if successful, after the period of fatigue ends, all their movement modes are increased by +20 ft.

Occult Heavybag: This training device increases the user's fighting prowess and is constructed using *bull's strength*. At the end of the workout, the user must succeed at a DC 12 STR check. If successful, after the period of fatigue ends, the user gains the Power Attack and Vital Strike bonus feats.

Occult Gymnast's Rings: This device increases the user's dexterity, and is constructed using *cat's grace*. At the end of the workout the user must succeed at a DC 12 Acrobatics check; if successful they are affected by *cat's grace* at the end of the fatigue period.

Occult Speedbag: This training device increases the user's hand to hand combat ability and is constructed using *cat's grace*. At the end of the workout the user must succeed at a DC 12 DEX check; if successful, after the period of fatigue ends, the user gains the Improved Unarmed Strike and Weapon Finesse (unarmed strike) bonus feats.

Occult Workout Equipment: Various devices increase the wearer's physical attributes in any number of ways. These include enchanted weight benches, resistance machines, squat machines, and other body building devices. At the end of the workout the user must succeed at a DC 10 ability check (either STR, DEX or CON) depending on what attribute the device enhances.

At the end of the fatigue period, the user benefits from either *bear's endurance*, *bull's strength* or *cat's grace*, depending on the ability tested. That spell must be used in the device's construction.

Construction

Requirements Craft Wondrous Items, *bull's strength*, *bear's endurance*, *cat's grace*, *eagle's splendor* or *haste* (see description)

Cost 20,000 gp (DC 28) or 30,000 gp (DC 30) for occult treadmill

Occult Recording Studio

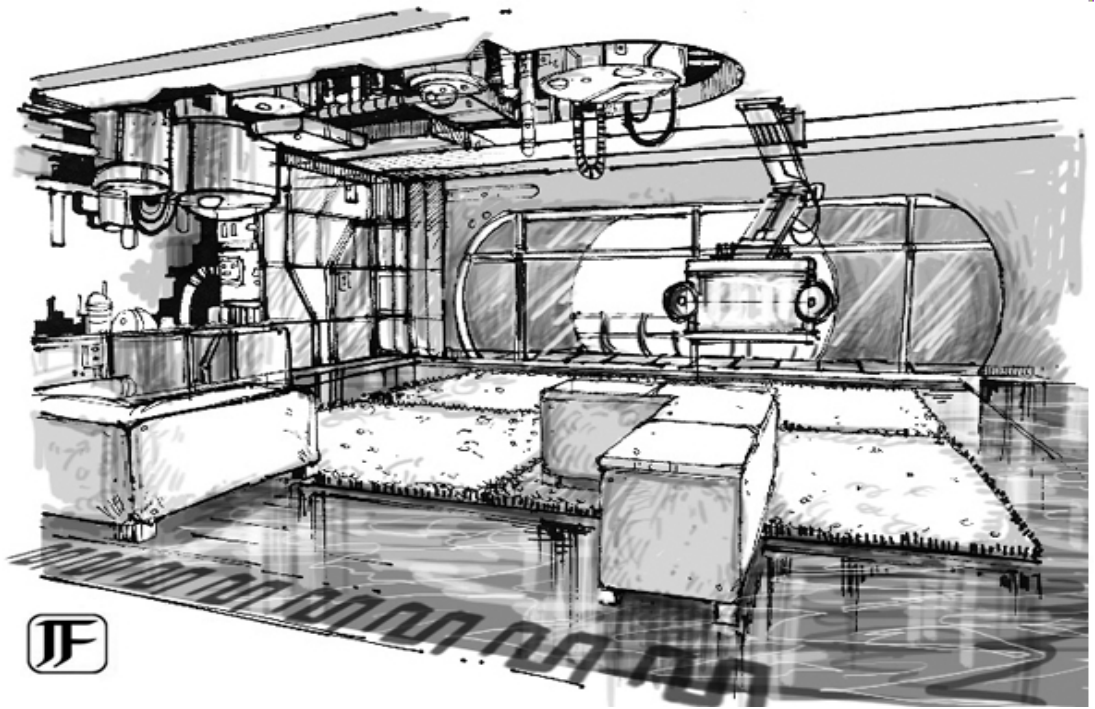
Aura moderate transmutation CL 10th

Slot none **Price** 40,000 gp (DC 31)

Weight several tons (architectural feature)

The 109 Building in Shibuya is headquarters for dozens of music labels, as well as independent artists and media producers. The skyscraper is honeycombed with recording studios; all of the studios are of excellent quality, with top of the line equipment, but a handful of these recording stages are especially famous. Artists will do anything for a chance to record in one of these 'lucky' studios and for good reason. The magic ensures that the performances they give will be legendary.

There are several different types of occult recording equipment, but all follow the same basic rules. Activating the device's magic requires the user to perform for at least an hour and succeed at a Perform skill check unique to the device. If this check is successful, the user is considered *fatigued* for 1d3 hours. After this period of fatigue ends, the user gains the benefit of the device's stored spell or effect. This spell remains in effect until the user next sleeps or rests. A user cannot use a set of occult recording equipment while fatigued or exhausted.



Occult Music Studio: Each music studio is keyed to a specific kind of performance, such as Perform (sing), Perform (stringed instrument) and the like. After performing for an hour and succeeding at a DC 15 Perform check of the appropriate kind, the performer gains the benefit of *eagle's splendor* after the fatigue period ends. In addition, the user gains an additional 5 rounds of bardic performance, which must be used with the associated performance type; if the performer is not a bard, they are treated as a 1st level bard with only 5 rounds of bardic performance to draw upon until they next sleep or rest.

Once per day, the Occult Music Studio's type can be changed, by modifying the physical layout of the recording studio, adjusting sound and playback levels and the like. Doing so changes the associated Perform type, and requires an hour of work.

Occult Video Studio: This studio is keyed to either Perform (act), Perform (comedy), Perform (dance) or Perform (sexual) checks, and any of these skills can be used to pass the video studio's test. It requires a DC 15 Perform (act, comedy, dance or sexual) check to activate the studio's magic. If the check is successful, the performer gains a +8 luck bonus on the associated check

after the fatigue period ends. The performer gains a +2 increase to saving throw DC if any of these performance type are used in a bardic performance.

Construction

Requirements Craft Wondrous Items, *eagle's splendor*; creator must be a bard
Cost 20,000 gp (DC 28)

OCULT EQUIPMENT VERSUS POTIONS

Occult gym equipment or recording equipment provides an effect similar to a potion of *bull's strength* or similar spell. However, they're a lot more costly. The increased cost of occult equipment is that the occult equipment can provide its benefit to potentially dozens of users per day and its effects are much longer lasting. If a character can rapidly remove fatigue, either by mundane or magical means, they can benefit from several occult workouts in quick succession, buffing themselves for the adventure to come. Likewise, an entire adventuring party can benefit from owning one of these enchanted machines, and can easily split the cost.

Princess Coronet, Blue

Aura strong evocation CL 12th
Slot head **Price** 19,200 gp (DC 28) **Weight** 1 lb
How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. The coronet's metal is a gleaming platinum, inlaid with sapphires and runic patterns, surrounding a blue satin center.

While wearing the Blue Princess Coronet, the wearer can call upon *divine power* once per day. While the divine power effect is active, the wearer gains Spell Focus (or Improved Spell Focus if she already posses Spell Focus) for one school of magic of her choice.

Special: Only female creatures can benefit from the Princess Coronet.

Construction

Requirements Craft Wondrous Items, *divine power*
Cost 9,600 gp (DC 25)

Princess Coronet, Green

Aura strong evocation CL 12th
Slot head **Price** 19,200 gp (DC 28) **Weight** 1 lb
How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. It is formed from intricate silver knotwork, inlaid with emeralds, enclosing a crushed velvet, forest green center. The crown is topped by a symbol of royalty, often a tall cross, orb or diamond shaped insignia.

While wearing the Green Princess Coronet, the wearer can call upon *divine power* once per day. The wielder gains proficiency with all shields and the Improved Shield Bash feat.

Special: Only female creatures can benefit from the Princess Coronet.

Construction

Requirements Craft Wondrous Items, *divine power*
Cost 9,600 gp (DC 25)

Princess Coronet, Red

Aura strong evocation CL 12th
Slot head **Price** 19,200 gp (DC 28) **Weight** 1 lb
How this tiny, cute crown stays atop the wearer's head is a mystery for the ages. It is formed from golden bands, jeweled with rubies and tiny diamonds, enclosing a crushed red velvet center. The crown is topped by a symbol of royalty, usually a blunt Maltese cross, orb or golden tines suggesting a sunburst.

While wearing the Red Princess Coronet, the wearer can call upon *divine power* once per day. If the wearer is wielding any form of mace or flail, the duration of the *divine power* effect is extended by +3 rounds, to 15 rounds. If the wearer drops the mace or disarmed, the additional rounds of duration are immediately lost.

Special: Only female creatures can benefit from the Princess Coronet.

Construction

Requirements Craft Wondrous Items, *divine power*
Cost 9,600 gp (DC 25)

Riho Sayashi's Art Book

Aura faint enchantment **CL** 2nd
Slot none **Price** 900 gp (DC 17)
Weight negligible

Riho Sayashi is the reclusive genius behind Akiba Foundry's popular line of transforming mecha toys, and glossy coffee-table art collections command a high price among *otaku* and mecha-fans in general. Her artbooks are always excellent sellers at the Akiba Foundry's gift shop.

A character who owns Riho Sayashi's Art Book and consults it during a construction project receives a +3 competence bonus on Craft (mechanical) and Craft (electronic) checks made to build or repair high tech devices, such as computers, cybernetics, advanced weapons, mecha and vehicles.

Construction

Requirements Craft Wondrous Items, creator must have 5 ranks in Craft (visual arts) and at least 1 rank in Craft (mechanical)
Cost 450 gp (DC 15)

ROMANESQUE MAGIC ITEMS

The Oyari Musical Academy produces a variety of "Romanesque" magical items- minor items of clothing or accessories that assist its young students in various subtle ways. Such items are often presented as prizes to students for top musical performance or excellent grades, or are gifts from Oyari himself to his favorites.

Romanesque Headband

Aura faint transmutation **CL** 3rd
Slot head **Price** 500 gp (DC 15)
Weight negligible

This silk-lined, adjustable headband is fairly simple, printed with a falling leaf pattern and manufactured in the brown and burgundy colors of the Oyari Musical Academy.

While wearing the Romanesque Headband, the character receives a +1 competence bonus on Knowledge (arcana) and Perform (sexual) checks, and these checks are always considered class skills for the wearer.

Construction

Requirements Craft Wondrous Items, *fox's cunning*
Cost 250 gp (DC 13)

Romanesque Knee Socks

Aura faint transmutation **CL** 3rd
Slot feet **Price** 400 gp (DC 14)
Weight negligible

These dark brown wool knee socks are accessorized with cute white bows and are acceptable for wear with an Oyari Musical Academy uniform.

While wearing Romanesque Knee Socks, the character receives a +1 competence bonus on Perform (dance) checks. Once per day, the wearer may substitute her ranks in any other Perform skill for a single Perform (dance) check.

Construction

Requirements Craft Wondrous Items, *cat's grace*
Cost 200 gp (DC 12)

Romanesque Swim Goggles

Aura faint transmutation **CL** 3rd
Slot eyes **Price** 400 gp (DC 14)
Weight negligible

Romanesque Swim Goggles look like off the shelf swim goggles, except for the silver musical note logo emblazoned on the adjustable strap.

While wearing Romanesque Swim Goggles, the character may use their STR or DEX modifier, whichever is higher as their key ability on Swim checks.

Construction

Requirements Craft Wondrous Items, *cat's grace*
Cost 200 gp (DC 12)

Romanesque Writing Pen

Aura faint transmutation **CL** 3rd
Slot none **Price** 500 gp (DC 15)
Weight negligible

This high quality, golden pen writes smoothly and cleanly, and never runs out of stark black ink. The pen's cap is impressed with the Oyari Musical Academy crest.

While carrying or using a Romanesque Writing Pen, the character receives a +1 competence

bonus on Linguistics and Use Magic Device checks, and these checks are always considered class skills.

Construction

Requirements Craft Wondrous Items, *fox's cunning*
Cost 250 gp (DC 13)

School Evenings Glasses

Aura moderate transmutation CL 8th

Slot eyes **Price** +2 bonus - 4,000 gp (DC 23) +4 bonus - 16,000 gp (DC 27) +6 bonus - 36,000 gp (DC 30) **Weight** negligible

These slim-line oval spectacles have thin golden frames and magnify the eyes beneath fetchingly. They are beloved by love sick students at Black Japan's many magical academies.

While wearing School Evening Glasses, the wearer receives an enchantment bonus to their INT score; they may use their INT modifier rather than their CHA modifier for sexually oriented Diplomacy checks. The bonus provided is treated as a temporary ability bonus for the first 24 hours the School Evenings Glasses are worn.

Construction

Requirements Craft Wondrous Items, *fox's cunning*
Cost +2 bonus - 2,000 gp (DC 20) +4 bonus - 8,000 gp (DC 25) +6 bonus - 18,000 gp (DC 28)

Spicy Ears

Aura faint transmutation CL 5th

Slot head **Price** 1,800 gp (DC 20)

Weight negligible

These faux fur ears look like a silk and fur imitation of a wolf's ears, attached to a simple headband. When donned, they perk up and come to life, seemingly becoming part of the wearer's body; they even show as much emotion as a happy puppy's ears do.

While wearing Spicy Ears, a character gains a +4 bonus on hearing-based Perception checks, and may always make hearing-based Perception checks to detect movement, even if not actively listening.

Construction

Requirements Craft Wondrous Items, *beast shape I*
Cost 900 gp (DC 17)

Ususama's Shower Head

Aura moderate conjuration CL 5th

Slot none **Price** 12,000 gp (DC 26)

Weight 2-3 lbs

This adjustable gold-plastic showerhead is extremely complex, with a confusing array of dials and different pressure settings. It is connected to a bronze metal hose that always seems to twist into the most infuriatingly shapes when you're trying to use it.

If a character suffering from a sexually transmitted disease or from ongoing hostile spells or spell-like abilities with the *skatto* descriptor bathes with Ususama's Shower Head it provides a successful saving throw to remove the effect. A particular character can only benefit from bathing beneath Ususama's Shower Head once per day, and Ususama's shower head can only be used every 1d3 days with magical intent.

Construction

Requirements Craft Wondrous Items, *remove disease*

Cost 6,000 gp (DC 24)

Wonderful Rice Cooker

Aura faint abjuration CL 1st

Slot none **Price** 2,000 gp (DC 20)

Weight 4-5 lbs

Nine hundred and ninety nine out of 1,000 Japanese homes feature a simple and extremely well used rice cooker sitting in a place of pride somewhere in the cramped kitchenette. It's only logical that many modern Japanese occultists would enchant the heart of their home.

Rice placed in the Wonderful Rice Cooker will never spoil or overcook, no matter how long it remains in the plastic and ceramic pot, and the Wonderful Rice Cooker radiates a continual *bless* effect that protects the entire domicile, up to 800 square feet, but does not extend to out buildings or unattached structures like sheds or garages. The Rice Cooker provides somewhat unpredictable protection against thieves- all Disable Device checks made within the residence suffer a -1d8 penalty (roll separately for each check).

Construction

Requirements Craft Wondrous Items, *bless, purify food and drink*

Cost 1,000 gp (DC 18)

ELECTRIC TOWN'S CREATURES

In addition to the many horrors described in *The Black Bestiary*, the following creatures are often found in or near Tokyo's Electric Town.

- **Beautiful Winged Boy** – CR 2 – Medium NG Outsider (air, Kami, native) Sorcerer (celestial) 3 – angelic young bishonen
- **Blue Shout** – CR 11 – Medium NG Monstrous Humanoid (Mature POETICA) Bard 12 – Sonic screaming raver android and activist battle mage
- **Cosplay Maid** – CR ½ - Medium LG Human Cleric (Yata Kagami) 1 – Tsundre but good hearted maid who finds enlightenment in domestic service
- **Cruel Idol Master** – CR 5 – Medium LE Human Magus 6 – Occult music teacher and well connected star-maker
- **Everysummer Idol** – CR 4 – Medium NG Human Idol Bard 5 – A mystical member of Japan's largest singing group
- **Iron Courier** – CR 3 – Large N or NE Outsider (Ironpot Oni, native) Rogue 4 – Demonic delivery boy
- **Lord Sharkskin** – CR 14 – Large CE Outsider (aquatic, evil) – Ferocious shark-chef demon bound to a cannibal restaurant in the heart of Tokyo
- **Mecha-Oni** – CR 8 – Huge CE Monstrous Humanoid (chaotic, cyborg) – Demonic bouncer and bodyguard augmented with occult cyber-weapons
- **Mortal Sex Criminal** – CR 1 – Medium CE Human Expert 3 – Human rapist
- **Pettineko Kitten** – CR 3 – Medium N Humanoid (Nekomusume) Expert 5 – Small breasted catgirl idol singer in training
- **Tanuki Pornographer** – CR 3 – Medium N Humanoid (shapechanger, Tanuki) Expert 4, Bard 2 – Lazy AV photographer who turns into a fat mammal occasionally
- **Visual Kei Otaku** – CR 1 – Medium Chaotic Human Bard (Street Performer) 2 – Young, bishonen urban bard

BEAUTIFUL WINGED BOY - CR 2

Medium NG Outsider (Air, Kami, Native, Shapechanger) Sorcerer (celestial) 3

XP 600

Init +2 Senses Lowlight vision, Perception +0

Languages Celestial, Japanese

Defense

AC 21 Touch 17 Flatfooted 19 (+2 DEX, +5 luck, +4 armor*)

HP 3d6 +3 hp (16 HP)

FORT +2 REF +3 WILL +3

Resist Acid 5, Cold 5

Offense

Spd 30 ft Flight 50 ft (good)

Melee +0 sickle (1d6-1 slashing, 20/x2)

Ranged +3 ranged touch heavenly fire (1d4+1 divine, 20/x2, 30 ft max range)

Spellcasting (CL 3rd Concentration +8)

Zero - (3 slots) Dancing Lights, Light, Myo Myo Kun^E, Resistance, Tweet

First - (7 slots) Alter Winds, Bless, Mage Armor*, Magic Missile

E = Enchantments of Black Tokyo

**included in statistics above*

Spell-Like Abilities (CL 3rd Concentration +8)

At Will – Beast Shape I (birds only)

1x/day – Simultaneous Cat's Grace and Eagle's Splendor (self only)

Statistics

Str 9 Dex 14 Con 12 Int 15 Wis 10 Cha 21

Base Atk +1 CMB +0 CMD 12

Feats Eschew Materials, Super Kawaii Yosei Transformation

Skills Bluff +13 (+15 vs males), Heal +6, Fly +12, Use Magic Device +8

(racial modifiers: +2 Acrobatics, +2 Bluff, +4 Fly)

Gear sickle, smartphone, wand of *cure light wounds*, wand of *mage armor*



The Beautiful Winged Boy can unleash a ray of heavenly fire as a ranged touch attack with a 30 ft maximum range. Against evil creatures this inflicts 1d4+1 damage. This damage is divine and not subject to energy resistance or immunity. It heals good creatures for equivalent HP; it neither harms nor heals neutral creatures.

The Beautiful Winged Boy can use this ability up to eight times per day. A good creature can only benefit from this ability once per day.

Nature

He is an utterly gorgeous young Asian male, with a lean and perfect body. The gull-like wings spread wide from his shoulder blades, and his long, shaggy hair only adds to his exotic beauty. As a young prince of the Celestial realms, the Beautiful Winged Boy is a miraculous and unique visitor to Black Japan. He is a basically good being, but rather selfish and immature.

The Beautiful Winged Boy rarely directly challenges evil- he'd rather buy the drinks and act as an encouraging patron for the handsome young men he sponsors in their fight against evil. He can be moved to unexpected degrees of compassion, using his healing magic to save the lives of innocents and the men he loves. When confronted with true mortal suffering, he wipes away tears and finds vast resolves of inner iron.

The Beautiful Winged Boy is a shapeshifting bird spirit. He soars as a large silver gull through Tokyo's dirty skies far more often than he does in his angelic true form. Flight, in either form, is his foremost pleasure. He prefers other flying men as lovers, especially more adventurous fellow Kami or human occultists.

Ecology

Environment any urban

Organization usually solitary

Treasure standard (including gear)

Special Abilities

Bishonen (EX)

The Beautiful Winged Boy receives a +2 trait bonus on sexually oriented Bluff and Diplomacy checks against other males.

Heavenly Fire (SP)



BLUE SHOUT - CR 11

Medium NG Monstrous Humanoid (Mature POETICA) Bard 12

XP 12,800

Init +2 **Senses** Lowlight vision, perceive unencrypted radio/television/wifi signals, Perception +2 (+4 hearing-based)

Languages Cantonese, English, Japanese, Kitsune, Mandarin

Defense

AC 19 **Touch** 17 **Flatfooted** 16 (+2 DEX, +1 dodge, +4 luck, +2 armor)

HP 12d8 -12 hp (50 HP)

FORT +3 **REF** +10 **WILL** +11

Immune Slashing

Resist Electricity 12, Fire 2, Force 2, Sonic 15

Weaknesses Cybernetic Security Risk -1

Offense

Spd 30 ft

Melee +11/+6 thundering cestus (1d4 bludgeoning, 19-20/x2)

Ranged +13/+8 shocking torch microphone (2d10+1 sonic +1d6 electrical, 20/x2, 50 ft range increment)

OR +26/+26 Perform (sing) shocking torch microphone (2d10+1 sonic +1d6 electrical, 20/x2, 50 ft)

Special Qualities Bardic Knowledge +6, Bardic Performance (W-DC 20 where applicable) (countersong, dirge of doom, distraction, fascinate, inspire courage +4, inspire competence +3, soothing performance, versatile performance: Sing for Bluff and Sense Motive, well-versed)

Spellcasting (CL 12th Concentration +16)

Zero Level – Ghost Sound, Impudent Little Tongue^E, Nose Torture^E, Uncensor^E, Summon Instrument, Tweet

First Level – (6 slots) Charm Person (W-DC 15), Chord of Shards, Ear Piercing Scream (F-DC 16), Hideous Laughter (W-DC 15), Sleep (W-DC 15), Ventriloquism

Second Level – (6 slots) Allegro, Heroism, Hypnotic Pattern (W-DC 16), Piercing Shriek (W-DC 17), Shatter (F-DC 17)

Third Level – (5 slots) Good Hope, Haste, Sculpt Sound, Thunderous Drums (F-DC 18)

Fourth Level – (4 slots) Discordant Blast (F-DC 19), Rainbow Pattern (W-DC 18), Shout (DC 19), Zone of Silence

Spell-Like Abilities (CL 12th Concentration +16)

3x/day – Solid Note

^E= *new spell described fully in Enchantments of Black Tokyo*

Statistics

Str 10 **Dex** 15 **Con** 9 **Int** 14 **Wis** 16 **Cha** 19

Base Atk +10 **CMB** +10 **CMD** 22

Feats Dodge, Extra Performance, Skill Focus (Perform: sing), Spell Focus (evocation), Super Kawaii

Skills Acrobatics +17, Bluff +19, Computer Use +14, Diplomacy +19, Disguise, Knowledge (pop

culture, current events) both +17, Perform (sing) +31, Perform (dance) +19

Cybernetics

Headware – Advanced Auditory Implant, Enhanced Audio Pickup, Onboard Computer, Skill Software (Perform: sing x2)

Bodyware – Cybernetic Power Supply x6, Dermal Weave, Invisiware

Gear +1 thundering cestus, +1 shocking torch microphone, +1 light protect second skin, 1x potion of cure critical wounds, 2x Idol's Strawberries

Ecology

Environment any urban (Japan)

Organization usually solitary

Treasure double standard (including gear)

Special Abilities

Bardic Performance (SU)

Blue Shout may use up to 36 rounds of bardic performance per day.

Invisiware (EX)

Thanks to her cybernetics, Blue Shout can become invisible as a swift action. When the invisware is active, Blue Shout becomes invisible, as by *greater invisibility*. Blue Shout can remain invisible for up to one minute (10 rounds) out of each hour. The duration need not be consecutive, but must be in one round increments. She can maintain a maximum of 240 rounds (24 minutes) of invisibility per day.

If in a wet environment (such as a rain storm, along a shoreline, standing in a large pool or puddle), the invisware acts as *invisibility* rather than *greater invisibility*. This implant does not function if fully submerged.

Ultrasonics (SU)

Blue Shout's bio-mechanical body allows her to manipulate the delicate subharmonics of sonic energy. Her sonic effects and sonic-based attacks half their target's Sonic Resistance; creatures with Sonic Immunity are considered to

have Sonic Resistance 20 against Blue Shout's effects instead.

Blue Shout may select spells from the Sorcerer/Wizard spell list which have the Sonic descriptor; these spells are considered bard spells when cast by Blue Shout.

Nature

The gorgeous and fun-loving POETICA Utada is better known by her stage name: Blue Shout. As Blue Shout she is the unquestioned mistress of Japan's rave and techno scene. Her mastery of synthesized sound practically invented the genre. Though internationally renowned, and one of the most downloaded idols on the planet, Blue Shout doesn't play big venues. She prefers small dance clubs and obscure raves; lately she's been playing around with flash mobs and impromptu public concerts. Her techno-enhanced body is the only sound system she'll ever need.

Blue Shout's public personality is bubbly, flirtatious and sexy without being explicitly carnal, and her private self is pretty much the same. She dresses only in her trademark blue-from faux leather armored jumpsuits to sky blue *Dolce & Gabbana* dresses for formal affairs, and often paints her face in shocking blue designs. She loves her fans, loves her life as both android and musician, and loves her master a lot more than most of her kind, mostly due to the independence and freedom he gives her. (She also likes the fact that he's really not too smart, and she can get away with a lot.)

Blue Shout is best known as an entertainer, but she is also an activist. The majority of her royalties go towards disaster relief, humanitarian and abolitionist groups attempting to free Nekos and other POETICA. What the blogosphere doesn't know is that Blue Shout is both capable and willing to fight for these beliefs. She'll never show her combat capabilities around her owner, who still thinks of her as the innocent loli-droid he purchased

during the mid 1980s, but when she needs to, Blue Shout can fight. She'll often disappear for several hours after a show, to assist the Eyrines Sisterhood or other good-aligned groups with a short mission. When her owner asks where she was, she always just smiles sweetly and tells him that she was out clubbing or shopping.

In battle, Blue Shout favors sonic attacks over anything else. She's a competent, if tactically uninspired battle-witch. She prefers to kick in the front door and go in blasting, screaming away with ultra-sonic POETICA fury. She's not much good at more subtle tactics.

COSPLAY MAID - CR 1/2

Medium LG Human Cleric (Yata Kagami) 1
XP 200

Init +0 **Senses** Perception +3

Languages Celestial, Japanese

Aura clerical aura

Defense

AC 11 **Touch** 10 **Flatfooted** 11 (+1 armor)

HP 1d8 hp (8 HP)

FORT +2 **REF** +0 **WILL** +5

Offense

Spd 30 ft

Melee +1 unarmed strike (1d6+1 bludgeoning or nonlethal, 20/x2)

Clerical Domains Charm, Community

Special Attacks Channel Positive Energy 1d6, 6x/day, WILL DC 13 half

Spellcasting (CL 1st Concentration +4)

-Zero – Inspection Ready^E, Mending, Stabilize
First – Charm Person (W-DC 14), Protection from Evil, Purity of Body^E

^E = *Enchantments of Black Tokyo*

Statistics

Str 12 **Dex** 11 **Con** 10 **Int** 14 **Wis** 16 **Cha** 13

Base Atk +0 **CMB** +1 **CMD** 11

Feats Extra Channel, Improved Unarmed Strike

Skills Diplomacy +5, Knowledge (arcana, religion) +5, Knowledge (pop culture) +3, Profession (domestic) +7

Gear silken ceremonial armor (kimono), smartphone, potion of *cure light wounds*, potion of *stabilize*

Ecology

Environment any urban (often found in or around an Akihabara maid café)

Organization solitary or accompanied by 1d4 other Cosplay Maids or possibly an actual senior priestess or temple *miko* (Cleric 4-5)

Treasure standard (including gear)

Special Abilities

Calming Touch

(Sp)

The Cosplay Maid can touch a creature as a standard action to heal it of 1d6+1 points of non-lethal damage and remove the *fatigued*, *sickened* or *shaken* conditions. She may use this ability up to 6x/day.

Dazing Touch (Sp)

The Cosplay Maid can *daze* a creature with Hit Dice equal to her own with a melee touch attack. This effect lasts for 1 round, and the ability is usable up to 6x/day.

Maid's Slap (SU)

With a single stinging slap, the Cosplay Maid can remind her master or mistress of proper behavior and decorum. Once per day, the Cosplay Maid may make a melee touch attack



against an allied character who has succumbed to any mind-influencing effect. Doing so allows the ally to make an additional WILL Save to negate the effect with a morale bonus on the WILL Save equal to her ranks in Profession (domestic), currently a +1 morale bonus. This touch attack does no damage, but is usually painful enough to slap a master out of an enraged or confused state.

Nature

Her parents think it's just an otaku phase she's going through, working at a maid café to earn her way through college. But the Cosplay Maid has felt something divine in the call to servitude; one day she might actually find and offer her service to a temple of the obscure minor goddess she worships, but for today working at the maid café is enough.

The Cosplay Maid is a self-taught divine avatar. She works with a half dozen other girls, all mundane mortals, and even if they don't say it, everyone looks to her as a leader and protector. The Cosplay Maid is the one the other maids turn to for advice and encouragement...or for protection from the unspoken things out there in the Tokyo night. (Fair warning: she's a bit *tsundre*, and a lot slappy.)

CRUEL IDOL MASTER - CR 5

Medium LE Human Magus 6

XP 1,600

Init +2 **Senses** Perception +0

Languages English, Infernal, Japanese, Russian

Defense

AC 14

Touch 14

Flatfooted 12

(+2 DEX, +2 deflection)

HP 6d8 + 6 hp (37 HP)

FORT +6 **REF** +4

WILL +5

Offense

Spd 30 ft

Melee +5 shortsword (1d6+1 slashing, 19-20/x2)

Ranged +7 Beretta 92F (2d6 ballistic, 20/x2, 40 ft range increment, 15 box)

Special Qualities Arcane Pool, Spell Combat, Spell Recall, Spell Strike

Arcane Pool 6 points

Possible Enchantments via Arcane Pool dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal

Spellcasting (CL 6th)

Concentration +14)

Zero – Acid Splash, Disrupt Undead, Ghost Sound

First – Burning Hands (R-DC 14), Color Spray (W-DC 14), Corrosive Touch

(F-DC 14) *prepared twice*, Magic Missile Second – Invisibility *prepared twice*, Spiderclimb *prepared twice*

Statistics

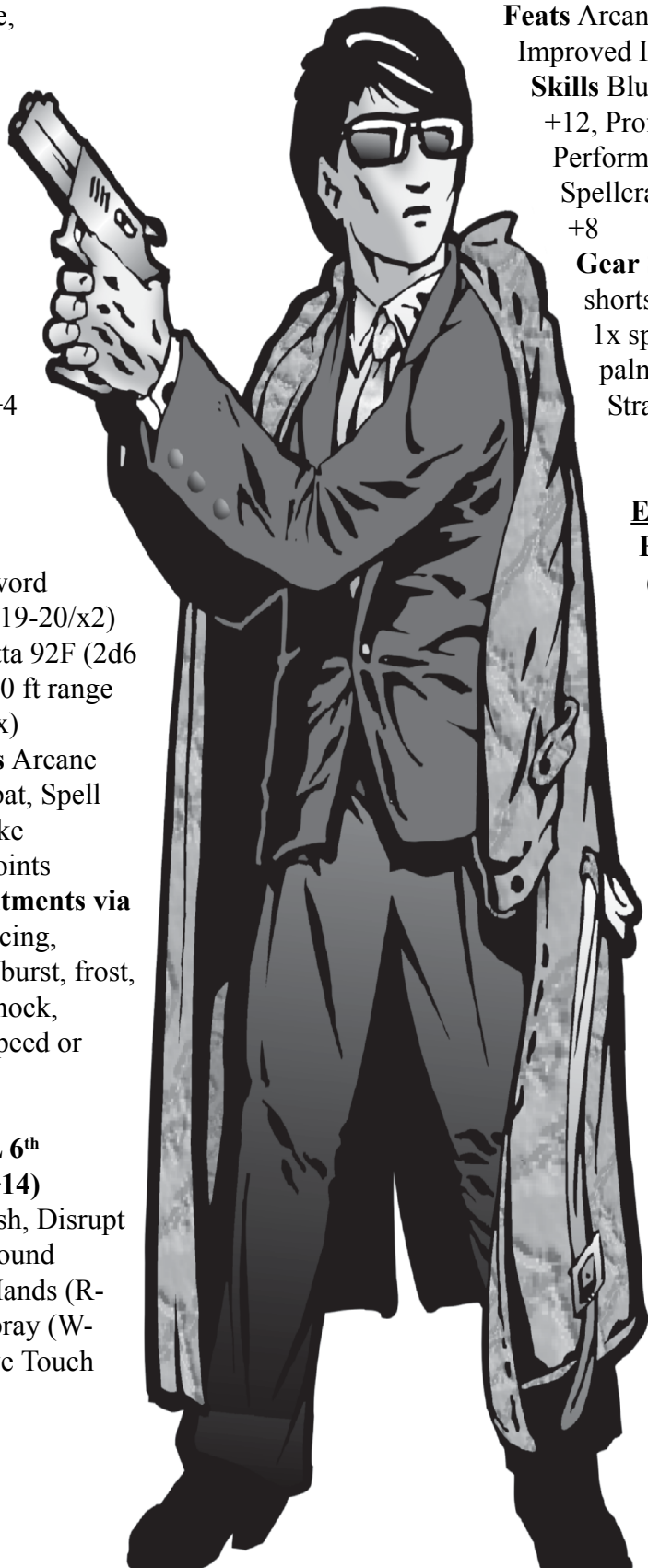
Str 13 **Dex** 15 **Con** 12 **Int** 17 **Wis** 11 **Cha** 15

Base Atk +4 **CMB** +5 **CMD** 17

Feats Arcane Strike, Combat Reflexes, Improved Initiative, Magical Aptitude

Skills Bluff +11, Knowledge (arcana) +12, Profession (music industry) +8, Perform (one of choice) +8, Spellcraft +14, Use Magic Device +8

Gear Salariman's Suit, +1 shortsword, +1 Beretta 92F and 1x spare clip, smartphone, palmtop computer, 4x Idol's Strawberries



Ecology

Environment any urban (usually keeps to Akihabara or Shibuya, except when on tour)

Organization solitary or accompanied by several idol singers, attaches, assistants and other hangers-on

Treasure standard (including gear)

Special Abilities

Arcane

Accuracy (SU)

The Cruel Idol Master can expend one point from his arcane pool as a swift action to grant himself an insight bonus equal to his INT bonus (+3) on all attack rolls until the end of his turn.

Icon Master (EX)

The Cruel Idol Master is a highly sought out manager for young singers. Once per day, after at least a minute of conversation, the Cruel Idol Master can grant a willing ally a +2 competence bonus on Perform (one of choice) checks that lasts for 24 hours. If the receptive character does not use this skill at least once during that time, the character cannot benefit from this ability for at least a week.

Salariman's Suit (SU)

Thanks to his rumpled, enchanted black suit, the Cruel Idol Master may substitute a Profession (music industry) check for a Stealth check in urban environments.

Spell Shield (SU)

The Cruel Idol master can spend a point from his arcane pool as an immediate action to grant himself a shield bonus to AC equal to his INT modifier (+3) until the end of his next turn.

Nature

Half pimp, half stage manager without compare, the Cruel Idol Master has trained hundreds of would-be idol singers, including some that have climbed to the top of the Style Ori 100! He's got no shortage of prospective clients, no matter what he asks of his young protégés. Whether he demands a larger cut of the profits, the sexual services of his students, or just a cult-like dedication to the music and a voice training regimen that can break a young soul, the Cruel Idol Master gets what he wants. If he doesn't, he cuts that client and moves on to somebody else. There is no shortage of Japanese girls who dream of being idol singers.

The Cruel Idol Master is a very, very junior member of the Amakaze, a dark specter in the urban night. He has learned enough occult knowledge to be dangerous- he can slit the throat of a recalcitrant idol as easily as he can some Yakuza foolish enough to try and blackmail one of his students. Outwardly, he is ordinary, even drab: a slender Japanese man in his late 40s, wearing an off the rack suit without any particular style, skin sallow with too much time spent beneath fluorescent light.

EVERYSUMMER IDOL - CR 4

Medium NG Human Idol Bard 5

XP 1,200

Init +1 **Senses** Perception +1

Languages Japanese and one other Earth language of Choice, usually English or one other Asian language

Defense

AC 19 **Touch** 15 **Flatfooted** 18 (+1 DEX, +4 luck, +4 armor)

HP 5d8 hp (26 HP)

FORT +1 **REF** +5 **WILL** +5

Offense

Spd 30 ft

Melee +3 unarmed strike (1d4 nonlethal)

Ranged +4 Golden Microphone (2d4+1 sonic, 20/x2, 80 ft range increment)

or +16 Perform (sing) Golden Microphone (2d4+1 sonic, 20/x2, 80 ft range increment)

Special Qualities Bardic Knowledge +2, Bardic Performance (W-DC 16 where applicable) (countersong, distraction, fascinate, inspire courage +2, inspire competence +2, versatile performance: Sing for Bluff and Sense Motive, well-versed)

Spellcasting (CL 5th Concentration +9)

Zero Level – Ghost Sound, Impudent Little Tongue^E, Lullaby (W-DC 14), Lustglimmer^E, Resistance, Unseen Servant

First Level – (5 slots) Charm Person (W-DC 15), Innocence, Restful Sleep, Saving Finale, Solid Note

Second Level – (3 slots) Allegro, Heroism, Hypnotic Pattern (W-DC 16)

^E= new spell described fully in *Enchantments of Black Tokyo*

Statistics

Str 11 **Dex** 13 **Con** 10 **Int** 14 **Wis** 12 **Cha** 19

Base Atk +3 **CMB** +3 **CMD** 14

Feats Extra Performance, Skill Focus (Perform: sing), Super Kawaii

Skills Acrobatics +9, Computer Use +7,

Diplomacy +12, Disguise, Knowledge (pop

culture, one other of choice) both +10, Perform (sing) +15, Perform (dance) +12, Perform (one other of choice) +10

Gear Concert Outfit, +1 Golden Microphone, smart phone, 2x Idol's Strawberries

Ecology

Environment urban (Tokyo, particularly Electric Town)

Organization solitary, shopping trip (2-5) or performance group (6-12)

Treasure double standard (including gear)

Special Abilities

Bardic Performance (SU)

The Everysummer Idol may use up to 22 rounds of bardic performance per day.

Bound by Innocence (SU)

The Everysummer Idol is required to maintain a positive and squeaky clean public image. Serious media scandals, public romantic entanglements, or public opinion turning against her imposes a -5 penalty on all CHA based skill checks and limits her purchasing power for 2d4 days after the scandal or incident.

Everysummer

Enchantment (SU)

The Everysummer Idols are a diverse group of extraordinary young performers; each and every member of the 40-90 woman-strong mega-group has her own unique talent. Each Everysummer Idol has one minor special ability chosen from the list below. The gamemaster can also customize additional special powers; Everysummer Idols are never what you expect, after all.



Activist Idol: the Everysummer Idol and all allies within 30 ft receive a +4 morale bonus on saving throws against fear effects.

Eternal Idol: once per encounter, the Everysummer Idol can reroll a failed Saving Throw that would result in her death or permanent incapacitation. Alternatively, the Everysummer Idol may allow an ally within 30 ft to expend this ability as an immediate action.

Golden Glow: the Everysummer Idol can use light at will as a spell-like ability, CL 5th. She is immune to the blinded condition.

Glorious Love: any creature having a consensual sexual encounter with the Everysummer Idol recovers 1d4 HP at the end of the act, and the Idol recovers the same HP total. She can benefit from this ability once per day, but may aid an unlimited number of willing creatures.

Illusion's Heart: all allies cast Enchantment and Illusion spells at +1 caster level when within 30 ft of the Everysummer Idol.

Lucky Idol: the Everysummer Idol and all allies within 30 ft receive a +1 luck bonus on all Saving Throws.

Idol's Hit (EX)

When the Everysummer Idol makes a Perform (sing) check, treat a result of 1-9 as if she rolled a 10

Nature

Headquartered in their own concert theater in the heart of Akihabara, the Everysummer Idols are Japan's largest, cutest and most beloved group of idol singers. Beautiful, vivacious and talented women from around the country are chosen in highly publicized, televised contests, trained extensively and unveiled before an adoring public. The members of the Everysummer Idols stay with the group for a few years, most graduating to solo careers or other ventures sometime in their early twenties. All of them are beautiful, all of them are charming, and all of them are acutely aware of the need to maintain an expertly managed public image.

Members of the group appear on stage in glowing, luminous, frilly dresses in a rainbow of colors. No member has the exact same color palette or style as any other; when a group of idols plays together, their colors are chosen to reflect their personalities and role within the group, like a sentai hero team's color scheme. Most Everysummer Idols are human, but occasionally a Kitsune, Kami or other mystical being (who can easily pass for human) joins the group. Most Doujinishi are too openly sexualized to become Everysummer Idols, even if they are quite gorgeous and talented.

IRON COURIER - CR 3

Large NE or N Outsider (Ironclub Oni, native) Rogue 4

XP 800

Init +3 Senses Darkvision 60 ft, Perception +7

Languages Aklo, Japanese

Defense

AC Touch Flatfooted (-1 size, +3 DEX, +4 armor)

HP 4d8 + 8 hp (26 HP)

FORT +3 REF +7 WILL +1

Immune mind-influencing effects (conditional upon Murder Zen, see below)

Defensive Abilities Evasion, Trap Sense +1, Uncanny Dodge

Offense

Spd 40 ft (up to 240 ft on bicycle)

Melee +6 tonfa (1d6+3 bludgeoning, 20/x2)

Sneak Attack +2d6

Special Qualities Trapfinding

Statistics

Str 16 Dex 17 Con 15 Int 7 Wis 10 Cha 9

Base Atk +3 CMB +7 CMD 20

Feats Combat Reflexes, Power Attack

Skills Acrobatics +10 (on bicycle +13), Climb +10, Knowledge (local) +5, Intimidate +9, Perception +7, Stealth +10

Gear Top End Bicycle, mwk studded leather armor, +1 tonfa, *bag of holding I*, smartphone

Ecology

Environment any urban (Chiba and Tokyo mostly)

Organization always solitary

Treasure standard (including gear)

Special Abilities

Murder Zen (SU)

For one hour after personally dealing the deathblow to any creature with at least 3 Hit Die

with his tonfa, the Iron Courier becomes immune to mind-affecting abilities.

Too Honest (EX)

The Iron Courier is too simpleminded and crudely honorable to ever lie effectively. If he makes a successful Bluff check (with the exception of Bluff checks to feint in combat) he is *shaken* for one day.

BICYCLE, TOP END

This is a high end racing or mountain bicycle, of the kind used by athletes, mounting bike enthusiasts. It has a complex gearing system, giving the bike between 5-12 speeds, depending on model and manufacturer.

Special

A Top End Bicycle provides a +1 masterwork bonus on driving checks made to control the vehicle, and its acceleration is 3x the pilot's speed rather than the 2x that is the norm for an ordinary bicycle.

Bicycle

Small Land Vehicle

Cost 200 gp

Squares 1 (aprox- 5 ft x 5 ft)

AC 11 (+1 size) Hardness 5 HP 10

Base Save +0

Offense

Maximum Speed 6x pilot's speed or 12x pilot's speed with the spring option

Non-Combat Speed 10-15 mph

Acceleration twice the pilot's speed (x3 for top end)

Propulsion muscle-powered

Driving Check Acrobatics or Drive

Driving Space atop the vehicle's seat

Forward Facing facing the handlebars

Decks 1

Nature

Eto the Ironpot hires his younger, stupider brethren to work courier duty for Pick the Bones. Give an Ironclub Oni teenager a bicycle and a *bag of holding*, packed full of thinking-beef destined for a 5 star table, a cheap cellphone with GPS maps installed and send the fucker off. The Iron Courier will get flesh to the table; he knows every alley and shortcut stretching between Tokyo and Chiba and has no problem using his *oni-bred* strength and ferocity to muscle through the crowds.

The Iron Courier is smaller than most Ironclub Oni, the runt of the demonic litter. He depends on speed and darkness to kill and wields a modern police tonfa (stolen from the still-twitching hand of a dying cop, probably) instead of a *tsetubo*. But he hits just as hard as his larger kin, and more than once, comes back from a delivery with a corpse to sell off at a profit.

LORD SHARKSKIN - CR 14

Large CE Outsider (aquatic, evil)

XP 38,400

Init +3 **Senses** Blood Sense, Darkvision 90 ft, scent, Perception +24

Languages Aquan, Draconic, Japanese, Vietnamese

Defense

AC 22 **Touch** 12 **Flatfooted** 19 (-1 size, +3 DEX, +10 natural)

HP 19d10 + 76 hp (181 HP)

Damage Reduction 15/epic

Fast Healing 5 (fire, good)

FORT +15 **REF** +14 **WILL** +10

Resist Acid 30, Cold 15

Offense

Spd 40 ft

Melee two +25 claws (2d8+7 slashing plus Bleed 5, 18-20/x2) plus +26 bite (2d12+7 slashing plus Bleed 5, 19-20/x6)



Special Attacks blood rage, ferocity, rend (two claws, 2d8+7 slashing plus Bleed 5)

Special Qualities amphibious

Spell-Like Abilities (CL 19th Concentration +23)

At Will – Alter Self (to a Medium human male only)

- Quickened Bleed (W-DC 13)
- Hemetic Katana

Statistics

Str 24 Dex 16 Con 18 Int 12 Wis 19 Cha 13

Base Atk +19 CMB + CMD +

Feats Bleeding Critical, Bull Rush Strike, Critical Focus, Cleave, Great Cleave, Greater Sunder, Improved Bull Rush, Improved Critical (bite), Improved Sunder, Power Attack, Weapon Focus (bite)

Skills Climb +29 Intimidate +23, Knowledge (arcana) +23, Perception +27, Profession (chef) +27, Stealth +24, Swim +29

Ecology

Environment any land or aquatic (possibly restricted to the Bethany Bliss restaurant grounds in Tokyo)

Organization solitary or accompanied by minions (including 1-3 Connoisseurs of Woman Flesh, Eto the Ironpot Oni, and/or 4-8 Skinless Yakuza)

Treasure standard

Special Abilities

Blood Sense (SU)

Lord Sharkskin can automatically pinpoint creatures who are Bleeding, female creatures that are currently menstruating, or any creature that has used blood-based powers or magic within the previous hour. He perceives these creatures as if he possessed Blindsight with a 100 ft radius; this increases to 1 mile when fully submerged.

Lord Sharkskin automatically confirms critical hits against creatures he can perceive via his Blood Sense.

Drowning in Blood (SU)

If Lord Sharkskin chooses to forego the additional damage from a confirmed critical hit with his bite attack, he can rupture the victim's lungs and crush their chest.

The target begins to drown. The victim cannot make FORT Saves to resist drowning, and can only be aided by a DC 22 Heal check or 5th level or greater magical healing effects.

Drowning in Blood does not affect creatures immune to drowning, those who do not breathe, and those without human-like blood.

Sharkskin (EX)

Lord Sharkskin's slate grey hide is rough and serrated. Anyone striking Lord Sharkskin with a melee weapon or unarmed strike suffers 1d6 points of slashing damage.

Sharktooth Critical (SU)

Lord Sharkskin's bite has a lethal x6 critical hit multiplier. If Lord Sharkskin confirms a critical with his bite, he may choose to inflict Drowning in Blood on the target instead.

Nature

Lord Sharkskin is a sadistic oni lord bound to the confines of a dark cannibal restaurant somewhere in Akihabara, and to a frigid fortress somewhere within the Tatakama. Both places are the same, as if by dream logic; there are hidden passages between the restaurant and the fortress. Lord Sharkskin has been bound for centuries, imprisoned by more powerful and cleverer Akamaze lords. The captive predator rails and rages and hates against his confinement. He takes out his ire on his minions and upon the humans, Kami and Kitsune he butchers and serves at his spectacular restaurant.

Lord Sharkskin maintains the human seeming of a humorless, aging Japanese man in starched chef's whites and an impressive mustache. In this form, he is a petty tyrant. His *soux* chefs rarely last long- he'll scream and rant and yell, and has beaten a particularly recalcitrant worker to death on more than one occasion, even ripping out the throat with his own human teeth. He revels in the pleasurable sensation of assuming his true shape, and in the even more pleasurable sensations of killing.

In his true shape, Lord Sharkskin is a goliath of jagged, toothlike skin. He stands nearly ten foot tall, and is armed with claws like butcher's knives. His teeth are worse- he's killed

men and women by annihilating their entire abdomen and torso with a single horrific bite. He goes nude and disdains mortal weapons and conveniences.

Despite his rage and his dim, bloody dreams of freedom, Lord Sharkskin is securely bound. The elder Amakaze who bound him dine regularly at his restaurant; they joke that they confined him so they could better enjoy his fine cooking. Lord Sharkskin is forced to be deferential around his betters- he longs to crush their bones and slurp their marrow, but he must be polite and submissive in the traditional Japanese manner. His bloodthirsty, cannibalistic rages are particularly terrible after an especially humiliating visit.

MECHA-ONI - CR 8

Huge CE Monstrous Humanoid (chaotic, cyborg)

XP 4,800

Init +3 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wireless signals, Perception +15

Languages Japanese, *drunkspeech* 100 ft

Defense

AC 21 **Touch** 7 **Flatfooted** 21 (-2 size, -1 DEX, +6 natural, +8 armor)

HP 10d10 + 40 hp (95 HP)

Damage Reduction 5/-

FORT +11 **REF** +2 **WILL** +9

Immune Cyborg Immunities

Weaknesses Unhealing

Offense

Spd 40 ft

Melee two +14 slams (2d8+6 bludgeoning, 20/x2), +15 construct bane phallic spear (2d6+7 piercing, 19-20/x2, 40 ft reach)

Ranged +7/+2 construct bane hell-cannon (4d6 fire/profane, 20/x3, 50 ft range increment)

Special Qualities Unhealing

Statistics

Str 22 **Dex** 9 **Con** 18 **Int** 7 **Wis** 14 **Cha** 11

Base Atk +10 **CMB** +18 (+20 disarm) **CMD** 27
Feats Cleave, Disarming Strike^B, Great Cleave, Improved Disarm^B, Greater Disarm^B, Improved Initiative, Intimidating Prowess, Power Attack, Phallic Spear Technique^B
Skills Intimidate +19, Perception +15

Ecology

Environment any urban (most common in Akihabara)

Organization solitary or pair

Treasure standard

Special Abilities

Augmented Cybercock (SU)

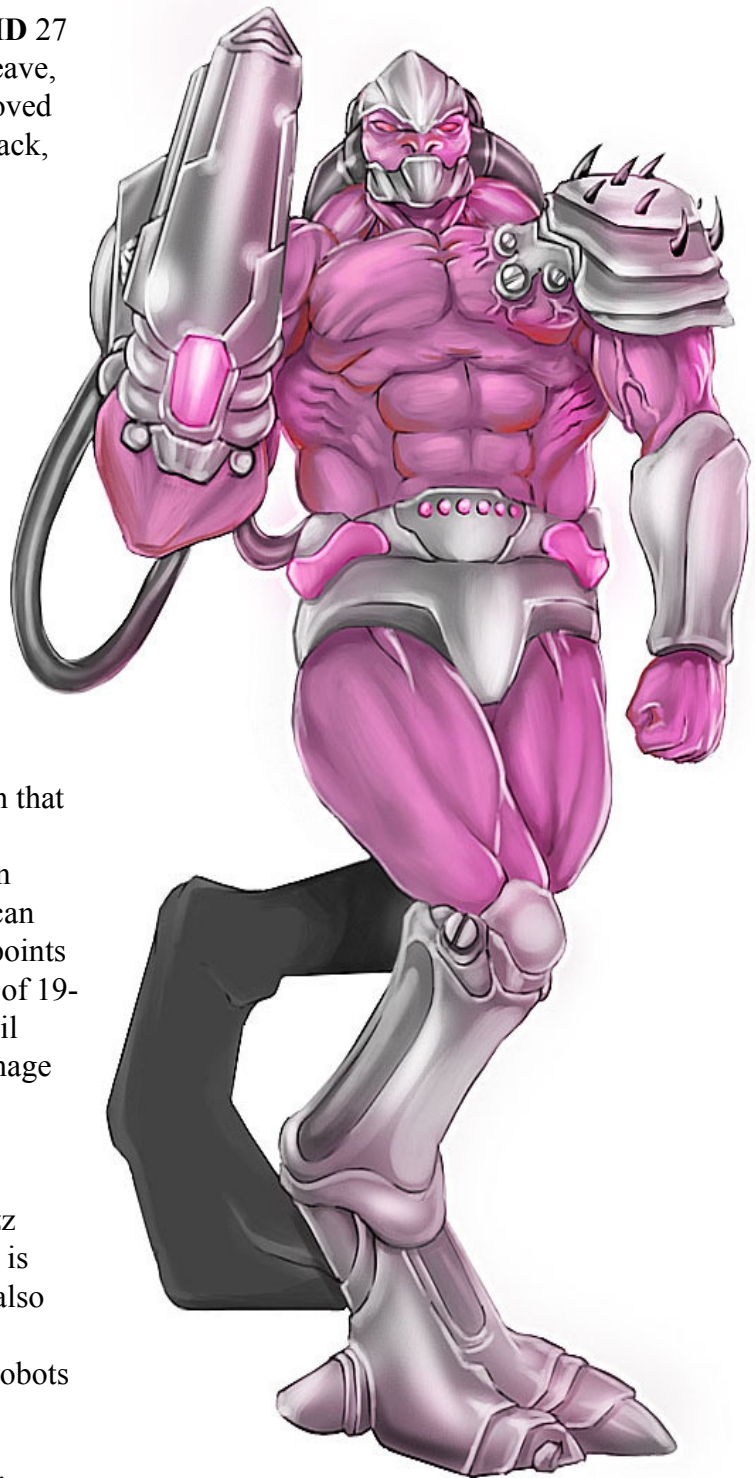
The Mecha-Oni can transform its penis into a deadly weapon, as a move action that provokes attacks of opportunity.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance. The phallic spear can grow up to 40 ft. The weapon inflicts 2d6 points of damage and threatens a critical on a roll of 19-20. It is considered a magic, chaotic and evil weapon for the purpose of overcoming damage reduction.

The Mecha-Oni's combat penis is augmented with steel pincers, whirring buzz saws and other high-tech torture devices. It is considered a Construct Bane weapon, and also inflicts its bane damage against POETICA, creatures of the cyborg subtype, androids, robots and other technology based creatures.

This flexible, muscular combat penis grants the Mecha-Oni a +2 bonus to CMB checks. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 1 and 17 HP.

If the Phallic Spear is severed, the Mecha-Oni loses the benefit of this feat for 48



hours, until his magically enhanced phallus regenerates, and suffer severe shock and blood loss. The Mecha-Oni must make a FORT save (DC 10 + the amount of damage dealt) or be nauseated for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round

until receive any amount of magical healing or receive a DC 15 Heal check.

Construct Bane (SU)

The Mecha-Oni's phallic spear and its hell-cannon are considered construct bane weapons, also inflicting their bane damage against POETICA, creatures of the cyborg subtype, androids, robots, and other technology based creatures.

Drunkspeech (SU)

The Mecha-Oni can communicate with any creature that has a language, as if by telepathy, provided that creature is drunk, intoxicated or affected by drugs of some kind.

Hell-Cannon (SU)

The Mecha-Oni's cannon unleashes a churning sphere of dark energy. Half the damage inflicted is fire, and half is profane, not subject to energy resistance or immunity.

Nature

Hulking and dimwitted Mecha-Oni guard the doors at **Californium 252**. They are Hell's perfect bouncers, and many Amakaze lords are accompanied everywhere by one of these taciturn bodyguards. Mecha-Oni are culled from the Tatakama's dark warriors- human, oni and orc *ji-samurai* who display courage, brutality and obedience are cybernetically and mystically augmented, transformed into a new kind of monster.

Mecha-Oni are vermillion skinned giants with snarling faces. Their musculature is swollen and twisted as a result of their painful creation process, and their veins pulse hot with occult steroids. Their limbs and torso are sheathed in dull silver cyber-armor. Mecha-Oni speak so rarely that many assume they are mute.



MORTAL SEX CRIMINAL - CR 1

Medium CE Human Expert 3

XP 400

Init +0 Senses Perception +6

Languages Japanese

Aura Rapist's Camaraderie (30 ft, receive a +1 bonus on melee attack rolls, grapple checks and unarmed damage rolls against women per creature that has committed rape within the past 24 hours; max +10 bonus)

Defense

AC 10 Touch 10 Flatfooted 10

HP 3d8 + 3 hp (17 HP)

FORT +2 REF +1 WILL +4

PETTINEKO KITTEN - CR 3

Offense

Spd 30 ft

Melee +5 dagger (1d6+2 slashing, 19-20/x2)

Statistics

Str 14 **Dex** 11 **Con** 12 **Int** 10 **Wis** 13 **Cha** 11

Base Atk +2 **CMB** +4 (+6* dirty trick) **CMD** 14

Feats Improved Dirty Trick, Rapist's

Camaraderie, Run

Skills Bluff +6, Computer Use +6, Disguise +6,

Drive +6, Escape Artist +6, Intimidate +6,

Perception +7, Stealth +6

Gear mwk. dagger, smartphone, 6x zip ties, duct tape

Ecology

Environment any urban

Organization solitary, pair or gang (1d6+1)

Treasure standard

Special Abilities

Chikan! (EX)

The Mortal Sex Criminal receives a +1 trait bonus on Dirty Trick combat maneuvers made against any creature you would be sexually attracted to.

Without Conscience (SU)

The Mortal Sex Criminal does not suffer additional damage from enchanted weapons or specific powers, such as those used by the Eyrines Sisterhood, based upon the number of creatures he has raped.

Nature

Not every predator stalking Black Japan is an *oni*. Some are mortal- pathetic and hateful men armed with a knife bought from a military surplus shop and a heart full of sexual brutality. The Mortal Sex Criminal is a staggeringly ordinary Japanese man somewhere in his twenties or early thirties. Nothing about him stands out, which is to his advantage when hunting sexual prey.

Medium N Humanoid (Nekomusume)

Expert 5

XP 800

Init +2 **Senses** Darkvision 60 ft, lowlight vision, Perception +0

Languages Japanese

Defense

AC 13 **Touch** 12 **Flatfooted** 11 (+2 DEX, +1 armor)

HP 5d8 + 5 hp (28 HP)

FORT +2 **REF** +3 **WILL** +4

Offense

Spd 30 ft

Melee +3 unarmed strike (1d4 nonlethal, 20/x2)

Ranged +5 silver microphone (1d8 sonic, 20/x2, 40 ft range increment)

OR +18 Perform (sing) silver microphone (1d8 sonic, 20/x2, 40 ft range increment)

Spell-Like Abilities (CL 1st Concentration +5)

At Will – Light or Dancing Lights

- Speak With Animals (felines only)

Statistics

Str 11 **Dex** 15 **Con** 13 **Int** 10 **Wis** 11 **Cha** 18

Base Atk +3 **CMB** +3 **CMD** 15

Feats Gifts of Ecstasy, Skill Focus (Perform: sing)

Skills Acrobatics +10, Computer Use +8, Knowledge (pop culture) +8, Perform (dance) +12, Perform (sing) +18, Perform (sexual) +15

Gear school uniform, silver microphone, smartphone, Romanesque Headband, a small assortment of consumable magic items, collectively worth 400-500 gp or so

Ecology

Environment any urban (usually found in Tokyo)

Organization solitary or accompanied by 1d4 other Pettineko Kittens

Treasure standard (including gear)

Special Abilities

Nekomini (EX)

The Pettineko Kitten receives a +4 trait bonus on Disguise checks made to pass for human, and does not suffer a penalty on the check for disguising herself as a member of another race.

Small Breasts

Forever! (SU)

The Pettineko Kitten receive a +4 trait bonus on saving throws against spells and spell-like abilities with the *Busty* descriptor.

Nature

Pettineko Kittens are genetically and mentally engineered to be perfect performers, gracious companions for social events, and magnificent lovers. This breed of catgirl is almost fully, deliciously human, with a lithe and childlike body designed for lolicon lust fantasies. She is marked as inhuman only by the nimble ears atop her head, her long tail and golden eyes. She is dressed by her owner in high fashion that accentuates her graceful, slender frame.

Pettineko Kittens are corporate advertising at its best. **Neko Dream Ultimate** sponsors an all-Neko idol group, made up of both Pettinekos and even full-bred Nekomusume to advertise its living products. **Pretty Kitties!** is a mercurial mega-group modeled on more famous idol groups like *Morning Musume* and the Everysummer Idols, but not quite as famous, nor as polished.



Pettineko Kittens might have a musical career measured in only weeks or months before they are sold off (adopted by a loving master, as the ad brochures say). So the chaotic turnover means that a stable performance group never forms, but the cute, flat-chested kitten performers do their very best anyway.

TANUKI PORNOGRAPHER - CR 3

**Medium N Humanoid (Shapechanger,
Tanuki) Expert 4, Bard 2**
XP 800

Init -1 **Senses** Scent,
Perception +8
Languages English,
Japanese

Defense

AC Touch Flatfooted (-1
DEX)
HP 6d8 - 6 hp (22 HP)
FORT +0 **REF** +3
WILL +9

Offense

Spd 20 ft
Melee +2 unarmed strike
(1d4-2 non-lethal, 20/x2)
Ranged +3 brass trumpet
(1d6 sonic, 19-20/x2, 30 ft
range increment)
OR +15 Perform (wind)
brass trumpet (1d6 sonic,
19-20/x2, 30 ft range
increment)
Special Qualities Bardic
Knowledge +1, Bardic
Performance (W-DC xx
where applicable)
(countersong, distraction,
fascinate, inspire courage
+1, , versatile performance:
Comedy for Bluff and
Intimidate, well-versed)
**Spellcasting (CL 2nd
Concentration +8)**
Zero - Detect Magic, Joss
Money^E, Lullaby (W-DC
16), Lustglimmer^E,
Uncensor^E
First - (4 slots) 3 known
Charm Person (W-DC 17),
Doujin^E, Night's Lust^E

^E= new spell described fully in *Enchantments of
Black Tokyo*

Spell-Like Ability (CL 6th Concentration +12)
At Will – Beast Shape I (tanuki form only)
1x/day – Bane (W-DC 13)



- transform testicles into *Handy Haversack*

Statistics

Str 7 Dex 9 Con 8 Int 19 Wis 14 Cha 23

Base Atk +4 CMB +2 CMD 11

Feats twofeats Skill Focus (comedy)

Skills Bluff +15, Craft (visual arts) +10

Diplomacy +15, Knowledge (business, local) both +10, Perform (comedy) +18, Perform (sexual, wind) both +15, Perception +8, Use Magic Device +15

Gear brass trumpet, smartphone, HD camcorder

Ecology

Environment any urban (hasn't been outside Tokyo in ten years)

Organization usually solitary

Treasure standard (including gear)

Special Abilities

AV Fetish Master (EX)

If the Tanuki Pornographer includes degradation of his female partners as part of a sexual act, he receives a +4 trait bonus on the Perform (sexual) check. If he includes bukkake, he receives a +2 trait bonus on the Perform (sexual) check. These bonuses stack.

Bardic Performance (SU)

The Tanuki Pornographer may use up to 12 rounds of bardic performance per day.

Charming Pervert (EX)

Once per day, when attempting to seduce a new lover, or to convince a current lover to accede to some specific sexual request, the Tanuki Pornographer receives a +20 competence bonus on the Diplomacy check. The check must request a sexual act that is unusual, but not one that places the target in danger or violates their moral code dramatically. The Tanuki Pornographer must declare the use of this ability prior to making the check.

Pink Zone (SU)

Those around the Tanuki Pornographer are more likely to give into spontaneous sexual encounters, even those which would normally be forbidden or taboo. She can convince an NPC to have a sexual encounter if he adjusts that NPC's attitude to friendly. Three times per day, she may dictate the sexual behavior of a friendly NPC. If the consensual sexual act she describes dramatically the NPC's code of ethics or cultural norms, that NPC receives a DC 16 WILL Save to resist the behavior. Otherwise, NPCs throw themselves into joyful and strange orgies with abandon. This is a mind-affecting ability.

Tanuki Tracks (SP)

The Tanuki Pornographer can assume the form of an ordinary Japanese *tanuki* at will and may remain in this form indefinitely. Transformation is a full round action that provokes attacks of opportunity. The Tanuki Pornographer will always change form involuntarily if splashed with ½ liter or more sake.

Tanuki's Testicles (SP)

Once per day, the Tanuki drum on his testicles as a full round action to produce a *bane* effect as a cleric equal to the tanuki's total character level.

In addition, once per day, the Tanuki Pornographer can swing his testicles over his shoulder to create a magical carrying sack. Doing so transforms his testicles into a *Handy Haversack* for one hour. If not unloaded before the hour is up, the items stored within appear in an adjacent square, and the Tanuki Pornographer is *sickened* for an hour. Transforming his testicles into a *handy haversack* is a full round action, which provokes attacks of opportunity.

Nature

The Tanuki Pornographer is a grotesquely fat, legendarily lazy sleazebag. He makes a decent living churning out standard-issue misogynic DVD crap, but he's too lazy for either

real evil or true erotic art. A bukkake gangbang, a crying starlet or two, some pixilation and sloppy dubbing and that's enough for the porn-buying public. Torture and snuff are too much work, and way too much risk (though he knows a few people who dabble in such, if you bribe him sufficiently). His russet tanuki form is equally rotund, and can barely waddle up a drain pipe these days. He doesn't like walking around much in either shape, and drives for any journey longer than about 50 meters.



VISUAL KEI OTAKU - CR 1

Medium CG, CN or CE Human Bard (Street Performer) 2
XP 400
Init +3 **Senses** Perception -1
Languages Japanese

Defense

AC 14 **Touch** 13 **Flatfooted** 11 (+3 DEX, +1 armor)

HP 2d8 hp (13 HP)

FORT +0 **REF** +6 **WILL** +2

Offense

Spd 30 ft

Melee +1 dagger (1d6 slashing, 19-20/x2)

Ranged +5 Squealer Rocker (1d8 sonic, 20/x2, 50 ft range increment)

OR +12 Perform (stringed) Squealer Rocker (1d8 sonic, 20/x2, 50 ft range increment)
Special Qualities Bardic Knowledge +1, Bardic Performance (W-DC 15 where applicable) (countersong, disappearing act, distraction, fascinate, versatile performance: stringed for Bluff and Diplomacy, well-versed)
Spellcasting (CL 2nd Concentration +6)
Zero – (DC 14 where applicable) Daze, Joss Money^E, Message, Nose Torture^E, Summon Instrument
First – (3 slots) Demean^E (W-DC 15), Orgasmic Instrument^E, Summon Monster I
^E = *Enchantments of Black Tokyo*

Statistics

Str 11 Dex 17 Con 10 Int 12 Wis 8 Cha 18

Base Atk +1 CMB +1 CMD 14

Feats Combat Reflexes, Skill Focus (Perform: stringed)

Skills Bluff +9, Diplomacy +9, Knowledge (arcana, local) +7, Perform (stringed) +12, Spellcraft +6, Use Magic Device +9

Gear Squealer Rocker, school uniform, smartphone

Ecology

Environment any urban (mostly around Harajuku)

Organization solitary or group (3-6)

Treasure standard (including gear)

Special Abilities

Bardic Performance (SU)

The Visual Kei Otaku may use up to 10 rounds of bardic performance per day.

Nature

One of the many handsome, boisterous young street musicians gathered on the Harajuku Bridge, the Visual Kei Otaku differs from his mortal brothers in that his gifts are magical as well as musical. He's got real talent- an unpolished heavy metal mastery of the guitar, as well as a blossoming talent for true arcana. This handsome and elaborately costumed young man is often found in the company of adoring mortal fans and a variety of lovers of both gender, both human and supernatural.

MONSTER CREATION

The *Mecha-Oni*, presented in this sourcebook, has the cyborg subtype, detailed below.

CYBORG SUBTYPE

Monstrous Humanoids with the Cyborg subtype have been mechanically augmented. Cyborgs have the following qualities.

- Cyborgs possess Darkvision 90 ft and low light vision. They can receive unencrypted wi-fi/cellular/television and radio signals, as well as similar higher-tech types of signal.
Location: Senses Format: Darkvision 90 ft, lowlight vision, wifi/cellular/television and radio reception
- Cyborgs are immune to drowning, suffocation, vacuum, hunger, thirst, the sickened and nauseated conditions, death effects, ability drain and energy drain.
Location: Immunities Format: Cyborg Immunities
- Cyborgs have the Unhealing special quality. They do not heal damage naturally, and healing spells and effects only have half the normal effect when used to benefit them.
Location: Special Qualities
- Most Cyborgs have a +4 natural armor bonus to AC or better.

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