



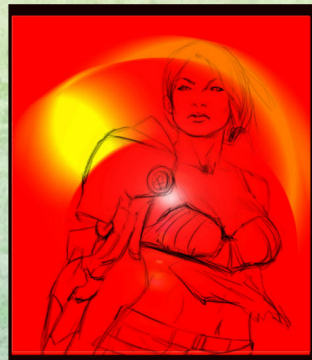
EXPANDED RACES

KAMII

CHRIS A. FIELD

OGL

3.5 SYSTEM COMPATIBLE



**OTHERVERSE
GAMES**

EXPANDED RACES: KAMI

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Fully Compatible with the PFRPG

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

Kami are little gods, otherworldly spirits with a single cosmic task or duty to perform, who walk among the mortals of the Tatakama on missions imposed by their divine (or infernal) masters. Kami come in an assortment of kinds, and are as unique as the stars in the sky. All tend to be a bit quirky, obsessed with their task and possessed of unique talents.

In the celestial (or infernal) hierarchy, Kami are young godlings. Though immortal, and wise in their own way, few are more physically powerful than a mortal man or woman. Often, they are confused by the mundane workings of the everyday world, having known nothing similar in Heaven. They throw themselves into adventure, into warfare, into lovemaking, into craft and artwork, with a zealous passion.

APPEARANCE

Kami are beautiful, lean creatures that are almost human. Their hair is a brilliant shade, as beautiful and unearthly as a *shunga* print and floats in elaborate coifs in defiance of gravity. Kami are decorated with runic birthmarks on their foreheads and hands that hint at their divine

nature and powers. Kami from the infernal realms often have cute little bat-wings jutting from their shoulder blades, while some of their heavenly brothers and sisters might have angelic or fairylike wings.

Kami do not touch the Earth. They hover a few centimeters off the ground at all time, and are often surrounded in a colorful, glistening nimbus. A few Kami, those serving the cause of nature, leave new shoots of grass or fresh flowers behind them with every step they take.

REPRODUCTION

Kami tend to take romance very seriously, not allowing anyone to touch their glamorous bodies other than the lucky man or woman who is assigned by karma to be their destined lover. Most tend to be modest and very monogamous, Kami rarely cheat or take lovers, and make loyal and loving spouses. Kami tend to be fairly chaste and virginal.

A Kami's child is usually a Kami, though the godlings might instead produce Aassimar

offspring. Kami are fertile with most humanoid creatures.

IN THE TATAKAMA

Kami are usually drawn to the cities. They like the bustle and noise and politicking of a major trading hub or the Imperial court. Kami tend to be busybodies, who enjoy helping neighbors (even if the neighbors don't request, or don't want such help). They are matchmakers, gossips and true romantics. Even in a smallest village, the local Kami will be the center of community life- the heart and soul of the town.

Kami keep neat quarters filled with wonders and oddities they have encountered in their journeys. They often make their homes in or near shrines, or serve as *miko*. Kami usually are allowed to stay at temples and shrines free of charge when traveling, and can often be found curled up, sleeping on the altar like a contented cat.

Most Kami are considered to be members of the Nobility or Samurai caste, a reflection on their deep personal honor, chaste natures, erudition and wisdom, and their direct connection to Heaven and the gods. A few Kami are considered members of the Heimin caste instead, especially if their divine portfolio emphasizes commerce, art or craftsmanship rather than a more primal forces.

IN BLACK JAPAN

Kami come to the modern world of Black Japan on urgent missions (though a few return to Black Japan time and again in between adventures, because they've come to enjoy some aspect of the modern world). Kami sometimes arrive in Black Japan to protect a specific place, or a specific mortal with a great destiny from ghostly or demonic predators. However, unlike

Heavenly spirits like the Futakuchi or the Daughters of Kirin, Kami are rarely warriors.

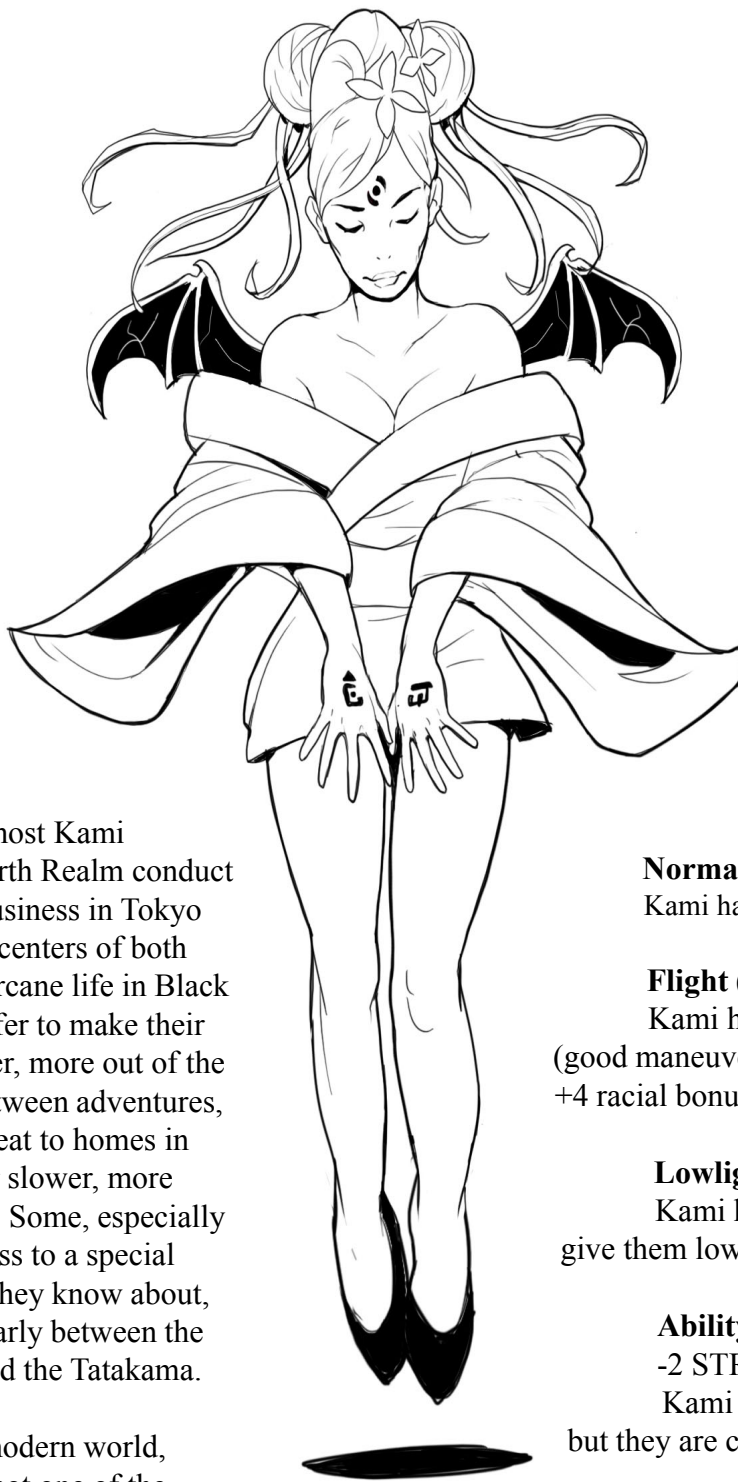
More often the help they bring takes the form of guidance and inspiration, rather than purely physical protection. A Kami might arrive in the Earth Realm to teach a young girl the secrets of sorcery, help a teenaged Summoner



conjure his first eidolon, or help a young otaku destined to become a modern samurai work up enough courage to ask the cute girl in his homeroom out on a date.

While most Kami living in the Earth Realm conduct most of their business in Tokyo and Chiba- the centers of both mundane and arcane life in Black Japan, they prefer to make their homes in quieter, more out of the way places. Between adventures, most Kami retreat to homes in quieter cities or slower, more rural provinces. Some, especially those with access to a special *torii* gate only they know about, commute regularly between the Earth Realm and the Tatakama.

In the modern world, Kami who are not one of the castes of the Tatakama (Noble, Samurai or Heimin) are usually considered Otaku. Intelligent, quirky and somewhat outside the social order, it is often difficult for Black Japan's mortal citizens to tell the difference between a true Kami and an otaku girl cosplaying as Belldandy.



KAMI RACIAL TRAITS

Size and Type

Kami are Medium Outsiders with the native subtype. As Medium creatures they have no bonus or penalty due to their size.

Normal Speed (EX)

Kami have a base land speed of 30 ft.

Flight (SU)

Kami have a flight speed of 50 ft (good maneuverability). Kami receive a +4 racial bonus on Fly checks.

Lowlight Vision (EX)

Kami have big, soulful eyes that give them lowlight vision.

Ability Score Modifiers

-2 STR, +2 INT, +2 CHA.

Kami aren't physically strong, but they are clever and likable.

Defining Subtype

Kami choose one of the following additional subtypes, which reflects their godly nature and duties. Once chosen, this selection cannot be changed. Kami gain this subtype in addition to the native subtype.

Air, Chaos, Cold, Earth, Evil, Fire, Good, Law, Water.

Racial Skills

Kami are gods of hearth, home, field and forest. They have a variety of talents related to their divine portfolio. Kami receive a +3 racial bonus on two skills, determined by the Kami's Defining Subtype.

Sense Motive checks. One of these checks, chosen by you, becomes the focus on your Kami's Perfection trait.

Bosatsu Kami have the Good and Law subtypes.

Defining Subtype	Racial Skill Bonuses
Air	Acrobatics, Bluff
Chaos	Bluff, Escape Artist
Cold	Handle Animal, Survival
Earth	Handle Animal, Knowledge (dungeoneering)
Evil	Knowledge (arcana), Intimidate
Fire	Craft (blacksmithing), Knowledge (the planes)
Good	Heal, Knowledge (nobility)
Law	Diplomacy, Knowledge (history)
Water	Stealth, Swim

Kami's Perfection (SU)

Select one of your racial skills provided by your Defining Subtype. You are an absolute master of that skill. Any time you make a check using that particular skill, you roll an additional die and add the results to your D20 skill check result. From 1st-10th level you add a D6 to the result. Beyond 10th level you add a D10 to the result. Starting at 15th level, you add a D12 to the result.

KAMI ALTERNATE RACIAL TRAITS

Kami are a diverse tribe, with individual Kami displaying magical talents based around their interests, obsessions and missions among mortals. Some Kami are angelic- others demonic.

Bosatsu (SU)

Replaces: Kami's Perfection and Racial Skills

You are a Buddhist spirit, who found enlightenment in a previous incarnation and returned from the heavens to guide and aid mortals. You receive a +2 racial bonus on Knowledge (religion), Heal/Treat Injury and

Cuddly Oni (SU)

Replaces: Kami's Perfection and Racial Skills

You are a child of the Black Else, a young demon still growing into your fearsome power. You are a little bit more good-hearted than your parents would like, focused more on mischief and the occasional punishment game rather than predation and lust-murder.

You have a dark and slightly spooky style and tend to be easily recognized by the adorable little bat wings protruding either from your shoulder blades, or from behind your pointed ears.

You receive a +3 racial bonus on Stealth and Intimidate checks. Once per day, you may cast either Darkness, Command Undead or Ghoul Touch as a 5th level sorcerer.

Death Kami (SU)

Replaces: Kami's Perfection and Racial Skills

Death Kami are heavenly functionaries that ferry messages between the living and the dead, and ferry the souls of the recently deceased into the otherworld. Death Kami are recognized by their snow white hair, heron-like white wings and habit of dressing almost exclusively in white, silver or grey.

Death Kami receive a +2 racial bonus on Knowledge (religion) and Profession (mortician) checks. A Death Kami can use *Deathwatch* as a spell-like ability once per day, and can cast *Stabilize* as a spell-like ability 3x/day. The Death Kami casts these spells as a first level cleric.



The Death Kami can hear the last words of the dead. If any sentient creature dies within 30 ft of the Death Kami, she ‘hears’ a short message, usually 50 words or less, intended for a loved one or next of kin. The Death Kami may not understand this message, if the dying creature speaks a language she is unfamiliar with, but she can recite it flawlessly. The Death Kami is aware of the name, basic appearance and the last known location, as known by the dying creature, of the message’s recipient. If the Death Kami delivers the message to the intended recipient within one month of the creature’s death, she receives bonus XP equal to 50 x her total character level.

Divine Domain (SU)

Replaces: Kami’s Perfection

You gain access to the domain powers associated with your Defining Subtype as a cleric of your total character level.

Fiery Kami (SU)

Available To: Kami with the Fire subtype

Replaces: Kami’s Perfection

The fires in your blood crackle around your fingers and can be tossed as fireballs. You gain the ability fire a blast of flame with a 30 ft maximum range and no range increment. This tiny fireball inflicts 1d4 points of Fire damage on a successful hit. At 10th level, you gain +1 to hit and +1 Fire damage with this attack. You can use this ability at will.

Special: Alternatively, the GM can use a variation on this trait to create Cold Kami (with the Cold subtype, dealing cold damage) or Watery Kami (with the Water subtype, dealing Acid damage) or Storm Kami (with the Air subtype, dealing Electrical damage). All other aspects of this alternate racial trait function identically.

Heavenly Beauty and Grace (SP)

Replaces: Kami’s Perfection

Once per day, as a standard action, you can reveal your true heavenly beauty to the mortals you walk among. Doing so allows you to cast two spells on yourself simultaneously: *Cat’s*

Grace and Eagle's Splendor as a sorcerer of your total character level.

DIVINE MAIDS

In a more lighthearted Black Tokyo campaign, being a maid might be a divine calling. The little gods known as the Kami are primarily defined by their divine portfolio and role in heaven's hierarchy. Perhaps some Kami serve the divine concept of "Maid" rather than more abstract concepts like law or chaos or elemental water. Such creatures embody cuteness, duty and loyalty.

Kami might select the Helpful Kami or Submissive Kami trait to better exemplify what it means to be a Heavenly Maid.

Helpful Kami (SU)

Replaces: Kami's Perfection

The Kami shows humility and charm. Rather than emphasizing her own efforts, she aids her master or mistress, and helps her friends aid one another- a living example of what it means to be a cooperative Maid.

Anytime an allied character makes a successful Aid Another check within 60 ft of the Kami, roll 1d4+1 and add the result to the check being aided. At 10th level, instead roll 1d6+1 and add the result to the check being aided.

Lovely Kami (SU)

Replaces: Kami's Perfection and Racial Skills

You are a kami not dedicated to good or evil, but to love, lust and the joyous, wet moment of orgasm. The Kami receives Gifts of Ecstasy as a racial bonus feat, even if she does not meet the prerequisites.

In addition, any creature who has consensual sexual activity with the Kami receives a luck bonus on one or more saving throws. The Kami can either provide the character with a +1 luck bonus on all saving throws, which lasts for an hour after the sexual

encounter; or choose to provide a +3 luck bonus to one specific saving throw, which lasts for the same duration. The Kami chooses which bonus to provide when beginning the sex act.

The Kami applies the Kami's Perfection racial trait to Perform (sexual) checks.

Warrior of Heaven (EX)

Replaces: Kami's Perfection and Racial Skills

You were sent to the Tatakama to live among mortals to protect them, and champion the cause of your great heavenly family. You fight proudly and with effortless grace.

You gain proficiency with all simple and martial weapons, as well as with light and medium armor and with shields. When making an attack roll with any weapon you have Weapon Focus in, you roll an additional die and add the result to your D20 attack check. From 1st-12th level you add a D4 to the result. Beyond 12th level you add a D6 to the result.

Submissive Kami (SU)

Replaces: Kami's Perfection

You are a properly submissive servant of heaven, sent from the celestial realms to aid and comfort a worthy mortal master or mistress, and to show other mortals the joy that selflessness can bring.

You become unable to inflict critical hits in combat; a critical hit is treated merely as a normal hit for you. However, you become immune to all mind-influencing effects, as a result of your absolute dedication to your master or mistress or your duties in general.

In addition, if you spend at least four hours per day personally attending to your master or mistress' non-sexual needs, (preparing meals, cleaning their home or business, ect), your master or mistress receives a +4 luck bonus on WILL saves for the next 24 hours.

RACIAL TRAITS

These traits are part and parcel of Kami society, and help many Kami accomplish the missions the Heavenly Bureaucracy has assigned them.

Bless Gohei (SU)

Type: Faith

Ability: WIS 13+

You can bless the zig-zagging ritual streamers commonly found in Shinto temples. This minor magical artifact is common across Tatakama and even the strange parallel world of Black Japan. Blessing a gohei requires a short ceremony requiring 1d4 rounds, and a token sacrifice of religious oils, herbs or incense worth 1d4 GP. Once created, a gohei can be worn on a believer's clothing, affixed to a weapon or a shield, or hung from a structure such as a temple gate or the entry arch of a private home.

Once blessed, a gohei retains its blessing until the next dawn. Evil outsiders suffer a -1 morale penalty on all attack rolls, skill checks and saving throws within 60 ft of a blessed gohei. This penalty is not cumulative if the outsider is exposed to multiple gohei simultaneously.

Carve Netsuke (SU)

Skill: Craft (bone or woodcarving) 1 rank

Using techniques passed down from your parents, you have mastered the art of carving *netsuke*- tiny charms often used as decorative clasps, made from bone or wood. With a successful DC 12 Craft (bone or woodcarving) check, and about two hours of exacting work, you can carve a *netsuke*.

While carrying a netsuke, a character receives a +1 luck bonus on a single skill check, represented by the activity depicted by the carving. A netsuke will only function for



the specific person it is carved for, or that character's child or heir. A person can carry any number of netsuke at any given time. As an art

object, most netsuke can be purchased for 2-5 gp; as a gift to a trusted friend, their value is far greater. Netsuke are Fine magical trinkets of negligible weight.

Cherry Blossom Touch (SU)

Type: Faith

Ability: WIS or CHA 13+

You have been blessed with the mysterious ability to touch a cherry blossom tree, no matter how ancient or sickly it is and return the tree to full health. The tree is covered in fragrant blooms, as if at the height of spring, no matter the season. You must touch the tree for at least one minute to use this ability, and this touch has no affect on a tree that is truly dead, nor upon processed wood or lumber.

Anyone of a non-evil alignment who sees you make a cherry blossom tree bloom when it shouldn't is favorably deposed to, and you receive a +2 luck bonus on Diplomacy checks against that person for a day.

Demon Wing Kami (SU)

Type: Magic

Prerequisite: Kami race with either the Evil defining subtype or Cuddly Oni alternate racial trait

You have cute, bat-like wings that grow from the side of your hair. Viewed at the right angle, these wings seem to be a part of your dark hair. Your Flight speed increases by +5 ft.

Genki (EX)

Type: Combat

Prerequisite: female gender, CHA 11+

You're extremely lively, bubbly and talkative. You're irrepressible and energetic. You receive a +3 trait bonus on Bluff checks made to pass secret messages, and receive a +1 trait bonus on WILL Saves against energy drain and death effects.

Inspiring (SU)

Type: Faith

Ability: CHA 13+

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

Kami Bindi (SU)

Type: Magic

Prerequisite: Kami race

A small, beautifully cut oval jewel rests at the center of your brow, above the mystical *chakra* point of your third eye. The color and type of your *bindi* gem determines what power you possess. Once this choice is made, it cannot be changed; your defining subtype must match this *bindi* gem, if such a defining subtype exists.

You cast spells with the descriptor specified by your *bindi* gem at +1 caster level.

- Agate: *Skatto*
- Emerald: Acid
- Diamond: Light
- Golden Sunburst: Good
- Jade: Law
- Obsidian: Evil
- Onyx: Darkness
- Quartz: Electricity
- Ruby: Fire
- Sapphire: Water
- Silver Crescent: Chaos

Megane-Ko (EX)

Type: Social

Restricted: female gender only

Ability: INT 13+

You are an absolutely adorable, if slightly nerdish young lady. Your omni-present spectacles imply that you are shy, quiet and obedient, but when the glasses come off, you can

be lusty and unrestrained. You may use your INT modifier in place of your CHA modifier as the key ability for Bluff and Diplomacy checks.

Midwife's Touch (SU)

Type: Faith

Skill: Heal 1 rank

Your skill at healing has given you an almost magical ability to ease pain. A number of times per day equal to 3 + your WIS modifier, you can touch a willing humanoid creature and produce one of the following effects: cast *stabilize* as a first level cleric, ensure the creature's labor is safe and relatively painless, or painlessly terminate a non-supernatural pregnancy.

Purified Karma (SU)

Type: Faith

Prerequisite: any good alignment, WIS 13+

You have purged the majority of sins from your karma, and are close to achieving Nirvana. If slain, you cannot rise again as any kind of undead spawn.

Ungaikyo (SU)

Type: Magic

Prerequisite: WIS 13+

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

Useful Superstitions (SU)

Type: Faith

Prerequisites: Expert or Special starting role, Knowledge (arcana or religion) 1 rank

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

KAMI FEATS

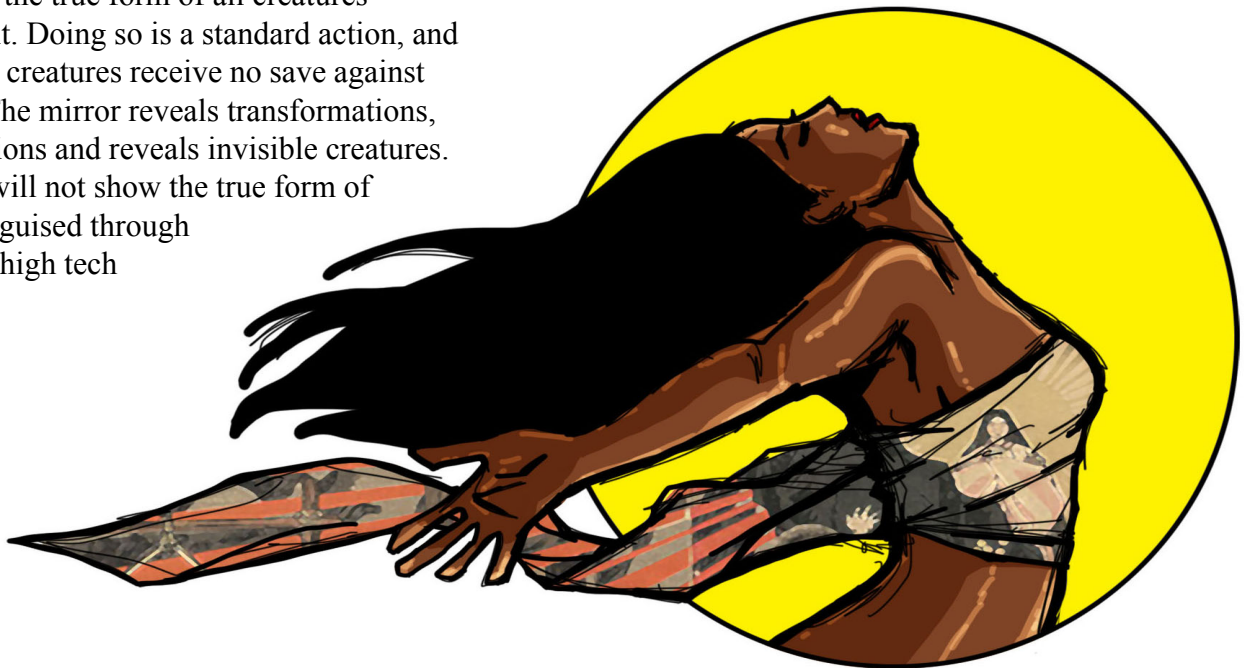
Especially skillful or powerful Kami sometime learn these unique racial feats.

Dancing Kami (Racial – Kami)

Kami from Hindu mythology are rarer than their Buddhist counterparts, but not unknown in Black Japan. These kami are gloriously nimble and swift, and their multiple arms represent their limitless potential.

Prerequisite: Kami race, DEX 15+

Benefit: As a swift action, you can let your true divine nature shine through. In this



state, your skin darkens to a golden bronze, your hair becomes even more vibrantly colored, and an additional two pairs of arms erupt from your shoulders.

You may maintain your Dancing Kami state for a number of rounds equal to 4 + her DEX modifier plus ½ her total character level. The duration need not be consecutive, but must be in one round increments.

While in the Dancing Kami form, the *kami* gains four additional arms, which provide her with a +2 racial bonus on CMB and melee attack rolls, as well as providing her with the Multiattack feat. While in your Dancing Kami state, you act as if *Hasted*.

While in your Dancing Kami form, you cannot use skills involving patience or concentration. You may end your Dancing Form at any time as a free action. When your Dancing Kami state ends, you are *staggered* for a number of rounds equal to twice the number of rounds you spent as a Dancing Kami. If you are slain while in your Dancing Kami state, your native Outsider subtype is lost, and you are treated as an Outsider for determining whether you can be *raised* or *resurrected*.

Storm Kami (Racial – Kami)

You were given power over the winds and storm by Fujin and Ryujin, the Buddhist gods of heavenly storms.

Prerequisite: Kami with the Air or Water subtypes

Benefit: You gain the Weather domain and the Storms subdomain. You can use the subdomain's granted powers as a cleric of your total character level. If you are not otherwise a divine spellcaster, you may use the highest level domain spell a cleric of your level would have access to as a spell-like ability usable once per day. If you are a divine spellcaster, you gain the Storm subdomain spell list normally.

CLERIC: WHITE MAGE ARCHETYPE

The White Mage archetype creates a protective and compassionate master of positive energy, abjuration and healing. The archetype has its origins in JRPGs, particularly the long running *Final Fantasy* series and its many imitators. White Mages are more similar to Shinto shrine maidens than they are to the heavily armored, crusading templars that inspired traditional Clerics. Kami Clerics are often, but not always, White Mages.

Weapons and Armor Proficiency

The White Mage is proficient with no form of armor and with no type of shield. If the White Mage chooses to wear armor, she suffers a chance of spell failure equal to the armor's standard arcane failure chance. Effects that reduce arcane failure chance also reduce the White Mage's divine failure chance.

The White Mage is proficient with simple weapons and with her deity's favored weapon.

Spell Focus (abjuration)

White Mages gain Spell Focus (abjuration) as a bonus feat. This ability replaces Weapons and Armor Proficiency.

Channel Energy (SU)

The White Mage must channel positive energy, and must be any non-evil alignment. The White Mage may also expend a daily use of her Channel Energy to create a White Barrier, described below.

White Barrier (SU)

The White Mage can summon a gleaming ivory wall of force that protects her friends. Glowing Goetic mystical diagrams and holy sigils appear in the air around the White Barrier, hinting at its amazing protective properties.

The White Barrier is a powerful abjuration effect that protects its recipients from



The White Mage can extend the White Barrier to protect a number of allies equal to 3 + her WIS modifier. The allies must be within 30 ft of the White Mage and she must be able to clearly see them, though they can move out of this area once the White Barrier is created.

While the White Barrier is active, recipients gain a deflection bonus to AC equal to twice the dice of the White Mage's cleric channel energy class ability. Furthermore, they gain Spell Resistance equal to 10 + the White Mage's cleric class level. The White Barrier is an abjuration effect with a caster level equal to the White Mage's class level.

White Mage Spell List

The White Mage is dedicated to protection and healing.

Remove all direct damage inflicting spells from the Cleric's spell list, such as *Flame Strike*, as well as any spell with the Death or Evil descriptors.

The White Mage gains access to all abjuration spells from any arcane spell list. These are considered divine spells when cast by the White Mage.

physical and occult harm. The White Mage creates a White Barrier as a standard action, and doing so expends one of her daily uses of Channel Energy.

The White Barrier remains in effect for a number of rounds equal to the dice of the White Mage's channel energy class ability. Thus, a 9th level White Mage Cleric, who channels 5d6 points of energy, creates a White Barrier that remains in place for 5 rounds.

THE PHILOSOPHIES AND GODS OF BLACK JAPAN

The majority of Black Japan's citizens are either practitioners of Shinto or Buddhism, and often both simultaneously. The two faiths have grown up together, and Japanese culture is influenced by both philosophies. Rituals of life—such as holidays and weddings are usually Shinto in origin, while rituals of death—funerals and exorcisms are often Buddhist.

These stats reflect Shinto and Buddhism as they are most often portrayed in fiction. Rather than these twin philosophies, some Buddhists worship a particular *bosatsu*- a good soul who has reached enlightenment but delayed entering Nirvana to help mortals both spiritually and practically. Some of the most beloved *bosatsu* are described below. In life, some *bosatsu* were Chinese or Indian legendary figures, military heroes, saints or adventurers raised to a godlike state through service and enlightenment.

Shinto is an animistic religion, and practitioners pray to the *kami*- spirits of places and objects that inhabit every facet off the world. As a result, its Druids, Clerics and Oracles have a wide variety of powers, drawn from a wide array of spirits and gods. There is no ‘one way’ of Shinto.... All its believers experience it differently, though different sects will certainly have their own traditions.

Buddhism began in India, and spread throughout China and the Korean Peninsula before reaching Japan during the 6th Century CE. The chief principle of the faith is that

practitioners can only reach enlightenment by meditation, self discipline, right thought and right action. Compassion towards others and freedom from materialism and excessive entanglement with the world are main virtues.

Finally, though their worship has fallen out of favor among the wider Japanese populace, Black Japan’s adventurers might worship any of the gods or demons described in *Spells and Gods of the Tatakama* (Otherverse Games, 2012). Of these, the Ubume Empress is more powerful, and more revered in the Earth Realm than in the Tatakama, making her far more dangerous to the Earth Realm than the otherworlds.

Philosophy	Alignment	Domains (associated sub-domains)	Favored Weapon
Buddhism	LN Philosophy	Knowledge (memory), Law, Protection (purity), Repose (ancestors), War (tactics)	Either Improved Unarmed Strike or Defensive Combat Training
Shinto	N Philosophy	Community (home) plus any other Domain or subdomain.	Katana or quarterstaff
Buddhist Bosatsu	Alignment	Domains (associated sub-domains)	Favored Weapon
Amida Buddha	NG Lesser God	Healing (resurrection), Nobility (martyr), Protection (purity), Sun (light)	Tanto
Kannon	NG Greater Goddess	Charm (love), Community (family), Good, Healing (restoration)	Nagatana
Jizo	LG Lesser God	Protection (defense), Repose (souls), Strength (resolve), Water	Quarterstaff or Improved Unarmed Strike
Miro	LN Demigod	Knowledge (thought), Magic (divine), Nobility (leadership)	Quarterstaff
The Shichi Fukujin	NG Demigods	Animal (fur), Charm, Community (both), Luck (fate), Travel (trade)	Quarterstaff



Amida Buddha

The Golden Buddha of light and mercy, believers claim that merely reciting this all-forgiving bosatsu's name at the moment of death can bring a soul to the Pure Land. Amida Buddha's statues are often found in Japanese homes....and a small golden statuette of the Amida Buddha is found at the entrance to all Japanese execution chambers.

Kannon

Also known widely as *Kwannon*, she is the bosatsu of future mercy. One of the most

beloved of all the Buddhist deities, Kannon protects women and heals the sick. Colorful stone statues of this goddess, depicting her in Chinese dress, can be found in every city throughout Japan, even in the parking lots of some supermarkets and Happy Drugs.

Jizo

Jizo is a powerful, heroically built bosatsu, who rescues mortals from Hell, and protects children, both the living and the dead. He guides the souls of stillborn and aborted children, as well as interceding with the judges of hell on behalf of mortal sinners. Jizo is one of the most active bosatsu in the modern world. His worshippers fight the Ubume Empress and her horrors at every turn, even to the cost of their own lives.

Miro

Miro is a future Buddha. He waits to be born as the

next Buddha, an event that will occur nearly 6 million years in our future. Occasionally, glimpses of the future and its dangers are provided to today's heroes and saints.

The Shichi Fukujin

Though not necessarily bosatsu, the Shichi Fukujin, the Seven Lucky Gods of Good Fortune, are often worshipped in Black Japan. These seven diverse gods, drawn equally from history, Shinto myth, Buddhist superstition, and Daoist magic, are among the most popular

divinities worshipped in modern Japan, because of their good nature and helpful blessings. Merchants and business folk often keep a set of small statues depicting the Fukujin in their place of employment.

GODS OF THE TATAKAMA

The following gods, oni-lords and other mythic beings are worshipped across the Tatakama.

Amaterasu, Heaven Shining Great Goddess

LG Greater Goddess

Compared to her monstrous brother Tatehaya, Amaterasu is a goddess very much lacking a place. Though the Japanese royal family pays lip service homage to the Amaterasu as the divine ancestor of their bloodline, few Japanese devoutly worship this pagan sun goddess today. Unlike her brother, Amaterasu has remained in the Earth Realm- she is unknown and virtually powerless in the Tatakama, which is a world without sunlight and with little honor.



Despite the fact she is dwindling into myth and folklore, Amaterasu still protects the world, especially Japan. She considers all Japanese her grandchildren, maintaining the promise she made to the first Emperors long ago. These days, she fights through intermediaries. She sent Inari to the Tatakama to battle her brother using tactics she herself would never be able to. Amaterasu has no grievance with the Buddhist priests whose rites supplanted her own worship- unlike many other gods, she is powerful beyond the concerns of politics. She often sends her Futakuchi and fox guardians to protect Buddhist heroes and adventures, including the devil hunters of the Ramat Sect.

Today Amaterasu appears to believers (and worthy allies) in dreams as an aged but still

The Gods of the Tatakama are presented in order of their relative power over the plane and its inhabitants.				
Deity	Alignment	Domains (associated sub-domains)	Favored Weapon	Portfolio
Tatehaya (Susano-Wo)	CN	Chaos, Darkness (night), Luck (curse), Trickery (thievery), Weather (storms)	Katana	Men of the Tatakama, thieves, trickery, night
Ryugen	LN	Air (wind), Law, Magic (arcane), Nobility (leadership), Weather (storms)	Longbow	Rain, storms, courtiers, nobility, law
Inari	CG	Chaos (azata), Community (home), Good, Liberation (revolution), Plant (growth)	Tanto (Short Sword)	Upsetting the social order, the poor, rice, charity, Kitsune and Akaname
Amanojaku	CE	Chaos (protean), Death (murder), Evil (demons), Madness (insanity), Water (oceans)	Trident	Demons and oni, evolution, viscous competition, savagery water, the Black Else.
The Kirin	NG	Animal (fur), Glory (honor), Good, Protection (defense), Strength (resolve)	Nagatana	Daughters of the Kirin, knights, nobility, justice
The Baku	NG	Animal (fur), Protection (purity), Strength (ferocity)	Great Club	Animals, protection of dreamers
The Celestial Courtier	LG	Knowledge (thought), Law(inevitable), Magic, Protection (purity)	None. Clerics receive Skill Focus as a bonus feat instead.	The Heavenly Court, duty, honor and law, Futakuchi
The Ubume Empress	LE	Community (family), Death (undead), Repose (souls), Water (ice)	Any one type of Firearm.	Demons and fears of pregnancy, women, suicide, Ubume.
The Byakko	CG	Animal (fur), Glory (heroism), Strength (resolve), War (blood)	Katana	Ronin, heroes, the Yakuza, anthros and animal-kin of all sorts.
Other Deity	Alignment	Domains (associated sub-domains)	Favored Weapon	Portfolio
Amaterasu	LG	Glory (honor), Good (archon), Nobility (leadership), Sun (day)		Protection of Japan and its citizens, the Japanese Imperial family, the sun

beautiful Japanese woman in a kimono of gold and ivory as bright as the summer sun. It almost hurts to look at her, and the warmth of her presence is tangible. Those who encounter the goddess in a dream wake deeply tanned.

Tatehaya, The Impetuous Male **Chaotic Neutral Greater God**

Tatehaya was once a god of the Earth-realm, known as the impetuous Susano-wo, the second brother of the sun goddess, Amaterasu.

He was banished from Earth's heavens for his crimes against his sister and the other gods, crimes always spurred by power-lust, greed and jealousy. Banished far beyond the stars, Susano-wo eventually discovered the roots of the great universal tree, the pillar of reality upon which everything, even the realms of his hated sister, rested. Pissing against the Great Tree, his flood created the Tatakama.

The god once known as Susano-wo smirked cruelly, realizing that in his exile, he had finally proved his superiority (and the superiority of the male gender), by creating an entire reality, complete with men, gods, stones and animals. Taking the new title Tatehaya, the impetuous, jealous god became took his place at the head of a pantheon of his own devising. All those who live within the Tatakama pay Tatehaya homage, knowing their creator is a jealous god, and though he has somewhat mellowed throughout the years, still retains an impetuous temper. Storms and floods are expressions of his displeasure.

Tatehaya appears as a massive male samurai in fine blue and black armor, the color of the Earth-realm's sky just before a storm. His hair is worn long, black as night, and his mustache is a spectacular fan of ebony hair. He carries the first katana, Kusanagi (Grasscutter), which flashes like lightning and can slice through anything.

For all his power and bluster, Tatehaya is a somewhat unworthy creator. His Tatakama is just a distorted shadow of the Earth realm, and his 'innovations' are usually reserved for horrific monsters drawn from his jealous fantasies. He rarely bothers to appear to worshippers, but may appear in either the Tatakama or the Earth-realm to take, by force, a woman who has inflamed his lust.

Ryugen, Dragon of Heaven **Lawful Neutral, Greater God**

Ryugen is Tatehaya's chief servant and the only advisor the arrogant storm lord ever listens to, even if he does so too rarely for Ryugen's taste. Ryugen was kidnapped from the Earth-realm by Tatehaya soon after the Tatakama was creation, plied with wine and sacrifices and the promise of power, responsibility and purpose until he agreed to become Tatehaya's retainer.

Ryugen is the lord of the seas, of the rain and has been given command of storms. When

Tatehaya demands that mortals be drowned for some slight, real or imagined, it is Ryugen's winds and rain that carry out the command. Despite this, Ryugen realizes that some humans can be useful. The Dragon of Heaven inspires wizards and scholars, and presented mankind with the Box of Immortality spell to keep his favorite wizards alive and vital a while longer. Of course, Ryugen is insufferably arrogant and dispassionate. He thinks nothing of killing thousands of 'worthless' souls, and only suffers the briefest pangs of conscience when disposing of useful tools.

Ryugen appears as a sinuous dragon of jade and azure, as long as the sky itself. Monsoon rains and hurricanes are harbingers of his presence.

Inari, Goddess of Rice **Chaotic Good Greater Goddess**

Inari willingly entered the Tatakama to provide a check on the unbridled ambitions of the impetuous Susano-Wo. Of all the Japanese deities, only Inari felt that the men and women of the Tatakama deserved a Creator better than the petty and violent storm lord. It took centuries, but Inari fought and fucked her way across the dimensional borders, losing much of herself in the process.

Inari is especially beloved by the common folk of the Tatakama, who see her as their protector and provider. Humble altars to Inari are usually found at the heart of most *burakumin* villages. The nobility pay Inari lipservice, and donate rice to the poor in her name, but actual worship of the Rice Goddess is cause for scandal among the Tatakama's royalty. Inari is an unconventional goddess, as impudent in her own way as her Divine Cousin, Susano-Wo. She often chooses thieves, outcasts and failed samurai as her agents, all the better to shock the nobility out of their selfish complacency.

Inari often chooses Akaname as her servants, as they are the lowest of the low, and also favors the Dodoma and Tanuki. However, her most beloved servants are Kitusne. All Kitsune consider Inari their 'Great Aunt', and obey her without question. Even the laziest and most cowardly fox-maiden can show shocking courage and purpose when on some errand for the Rice Goddess.

Inari appears as a Kitsune with milk white skin and long, straight hair like porcelain. She dresses all in red.

Amanojaku,
Lord of the Black Else
Chaotic Evil Greater God

The cruel Amanojaku is unquestioned lord of the Black Else. Some claim that the entire endless, hell-ocean is the demon lord's semen, and all its many demons, oni and other horrors are his bastard spawn. Amanojaku is both tempter and brutal despoiler, and his manipulation precipitated the confrontation that resulted in Susano-Wo's exile from his original pantheon. In that sense, then, Amanojaku is as much a creator of the Tatakama as Tatehaya. Amanojaku is said to be able to see through every shadow or thorough the eye of every vicious beast or humanoid rapist in the Tatakama, and knows many secrets of the place unknown to even Tatehaya.

Amanojaku appears as some unholy, black scaled crossbreed of monkey and deep sea angler fish. He is the lord of savaged, unchecked evolution, and his home realm is a churning Darwinistic cauldron where only the most powerful oni survive long. In another reality, he is known only as the Nemesis, and has created many worlds of his own, all full of strange *oni* referred to as Lifespawn.



The Kirin, Blessed Unicorn of the East
Neutral Good Intermediate God

Known as the Blessed Unicorn of the East, the Kirin wanders through the Tatakama and the Earth-realm at his leisure, serving the cause of good and fucking as many mares as time and chance allows. The Kirin spends much of his time in the Heavenly Court, trying vainly to convince the impetuous and arrogant Tatehaya to be a better ruler for his *oni*-haunted creation. When diplomacy fails, the Kirin leaves Heaven in search of oni lords to impale with his golden horn, or fight along side one of his many, many beloved Daughters.

The Kirin is well known to the common folk of the Tatakama, often glimpsed out of the corner of the eye, a flash of gold and ivory and wind. The Kirin, like his legendary and numerous Daughters are known as a defender of women, children and all good men. The Kirin has a habit of appearing at the coronation of kings, emperors and daimyo; he snorts and stamps to bless rulers who will rule well and wisely. If he doesn't slay cruel tyrants outright, he will lift his tail and defecate spectacularly before the assembled crowds, cursing the ruler to a short and tempestuous reign.

The Kirin's form is a massive unicorn, fully 10 ft tall at the haunches, clothed in glistening golden scales and smooth ivory that resembles the finest barding ever imagined by a cavalry smith. His singular horn is a massive, curved scimitar made from gleaming, jeweled gold. Normally three feet long, this horn can grow as long as a lightning bolt when the Kirin fights. The Kirin is normally accompanied in his wanderings by a small harem of his fittest, fastest and most beloved Daughters and grand-Daughters.

The Baku, Eater of Bad Dreams **Neutral Good Demi-God**

The Baku is the Kirin's cosmic sidekick, a jolly but rather inept little god the Kirin found who knows where. The Baku is the Kirin's most loyal friend, and constantly strives to live up to his hero's exploits. Though he usually fails, the Baku keeps trying. The Baku has no schemes or great cosmic agenda; he is too simple and direct a god for that.

The Baku is an ungainly and fantastical cross-breed of elephant, tiger and monkey. He is plump and slow, though impossibly strong. He protects children and sleepers from *oni*. The Baku hunts other nocturnal threats, from night hags to vampires, and savages bad dreams with his mighty trunk and silvery tusks.

The Ubume Empress **Lawful Evil Minor Goddess**

The Ubume Empress was once a mortal woman upon one of the many Earths hung somewhere in the Great Universal Tree's branches. She died in grief over a lost child, with so much hate in her heart for those who took her child that she could not rest. Her broken soul drifted into the Great Tree's branches and was drawn by great spiritual gravity into the Black Else. The ghost splashed down, and in the depths of the black ocean, she somehow rose from pitiful victim to elder *oni* lady.

Now, the Ubume Empress is mistress of the race that bears her name, and she is the dark mother of all demons of childbirth, infanticide and pregnancy. *Aswang* sing her praises in their cackling calls, *jizo* dream of her cold embrace, and mortal women leave bowls of rice on her altars in hopes that no *oni* will steal their pregnancy from them.

The Ubume Empress manifests as a *gajin* woman, the top of her head blasted apart by some cruel wound that has never stopped bleeding. She dresses in purple and ebony finery, and is trailed by a retinue of ghostly servants. These skeletal guard is connected to the Ubume Empress by rotted umbilical cords that trail from beneath her bloodsplattered pussy.

The Celestial Courtier **Lawful Good Minor Goddess**

The Celestial Courtier is the revered head of the Heavenly Bureaucracy, a wise and all-seeing if somewhat harried goddess. She dispatches the agents of heaven on their missions. Every Kami and Futauchi walking the fields of the Tatakama had their divine passport stamped by the Celestial Courtier...most of them even ended up in the right century, pursuing the right mission.

The Celestial Courtier is tasked with keeping Heaven, the Tatakama and the Earth Realm running smoothly- fortunately, the Black

Else is out of her jurisdiction. She receives very little worship, and most mortals don't realize she even exists, a fact for which the Celestial Courtier is eternally grateful. If she were more popular, she'd have to answer prayers, provide clerics spells and defend the virtue of her paladins, and she's got too much to do as it is..... now, what century did she send Lady Rika to?

The Celestial Courtier appears as a small Futakuchi female with a constantly frazzled appearance. She carries dozens of scrolls, oyafuda and prayer wheels, and such articles are constantly spilling out of her arms. Her long hair is constantly tangled and messy, and changes colors often.

Byakko,
White Tiger of the West
Chaotic Good, Demi-God

The Byakko is a crude and direct god, a kind of cosmic ronin who fights and fucks his way across the multiverse. His adventures are many and legendary; any old time tavern drunk or samurai-worshipping boy can recite dozens of tales of the Byakko's audacity. The Byakko enjoys fighting against impossible odds, and will often take mortal form to fight at the side of some courageous human battling against impossible odds. The Byakko fights on behalf of the poor, the downtrodden, animal-folk of all kinds. Many Yakuza clans have adopted the freewheeling Byakko as a patron.



The Byakko appears as a heroic giant of a man, dressed in the finest samurai armor, with the head of a white tiger and a striped pelt. He has battled often with the Tatehaya, always losing to the superior swordsman, but relishes another battle. It is said that the worst storms that rage across the Tatakama occur when the Byakko scores a solid blow with his katana against the Storm Lord.



MINOR ONI LORDS OF THE BLACK ELSE

These powerful oni-lords are effectively demi-gods (while the most powerful are minor deities), not as powerful as the true masters of the Black Else, but still forces to be feared. The men of the Tatakama do not worship such beings, do not placate them, and few even know their names. There is a superstitious dread of these beings, a quite justified terror of even speaking the name of an *oni* lord.

Ashiaraiyashiki

Chaotic Evil Demi-God

Ashiaraiyashiki is a gigantic Ironclub monster, standing fully twenty feet tall and weighing more than a bull elephant. This sadistic behemoth is as cruel as he is lazy. He often appears in the Tatakama to seize some remote onsen, forcing mortals to bathe him or act out his cruel sexual fantasies before crushing them to death with his great adamantite *tetsubo*, Mountain Spine.

Daidarabocchi, Lord of Earthquakes **Chaotic Evil Minor God**

Daidarabocchi was once a true god in the Earth-realm, but he was exiled into the darkness beyond the stars for his unceasing hostility towards human life. Eventually, Daidarabocchi found his way into the seas of the Black Else. This serpentine, piscian horror is responsible for great quakes that level cities and kill thousands, and is the patron of the destructive Namazu race (*Furosna IV: Fur of the Yokai, Otherverse Games*, 2012).

Gashadokuro, Master of the Unburied Dead **Lawful Evil Minor God**

Gashadokuro is the war-general of the Black Else. He plots, and schemes and designs unbreakable tactical formations that assure victory, but only at the cost of millions of mortal lives. The emotionless, skeletal samurai is attended by an entire army of bone knights and skeletal archers, and considers all unburied dead to be soldiers in the Black Else's endless legions.

Isumaden**Neutral Demi-God**

Isumaden is a goliath vulture whose lice-flecked black wings span the horizon. It typically soars over the Black Else, snatching up gigantic devil-whales for its meal. Occasionally though, the Isumaden appears in the Tatakama, where it devours corrupt nobility and makes a stinking nest of their ruined palaces.

Momonjii**Lawful Evil Demi-God**

Momonjii is the spirit of death; he appears to all mortals several times as they age, appearing at 'every fork upon life's road.' He urges the old and the sick to cling to life at all costs, selfishly stealing from the young to prolong their own miserable existences. He taught mortal sorcerers many forms of life-theft, and across the dimensional border, he is the patron of Black Japan's *Amakaze*. This selfish, cunning trickster is a favorite catspaw of the Ubume Empress.

Nue the Formless**Chaotic Neutral Minor Goddess**

Nue is a formless demon of evershifting forms, who appears in nightmares as a hybrid of a thousand different beasts. She plagues leaders with doubt and self-loathing, and sends dark dreams to ruin the course of nations. She loves nothing better than tempting heroes and ruining friendships with lust stoked with disturbing wet-dreams.

Nurarihyon,**Supreme Commander of the Yokai****Lawful Evil Minor God**

Nurarihyon is a disloyal but talented commander in the Black Else's armies. He dresses in black samurari armor, but in his heart, is as scheming and dishonorable as any Yakuza. He uses his vast gang of yokai, demons and twisted mortals to carry out Amano-jaku and Gashadokuro's orders, but always in ways that increase his own personal power and influence.

Yamata-no-Orochi**Chaotic Evil Intermediate God**

Yamata-no-Orochi is the eight headed hydra god of primal Japan. Once, Susano-Wo (before he became Tatehaya) claimed he killed the great beast, but he lied, as he always does. Instead, Tatehaya chained Yamata-no-Orochi to the base of the Great Universal Tree, where it gnaws continually at the roots of reality. Tatehaya uses Yamata-no-Orochi as his ultimate threat and weapon- a god-killing WMD that he will only ever unchain if all his great schemes go awry. What Tatehaya does not know is that Amano-jaku has his own keys to the locks restraining Yamata-no-Orochi, and may unleash the Cosmic Hydra at any time, for any reason, or no reason at all....

SPELLS AND WONDERS

Kami are a traditional race, and many of their casters' favorite spells and most commonly encountered magical items have their origins in myth and folklore....or inspired Japan's myths in the first place.

ALCHEMIST**Fifth Level**

Gathering the Female Energy (gather female Tantric energy to aid in spellcasting)

Gathering the Male Energy (gather male Tantric energy to aid in item creation)

BARD**Zero Level**

Joss Money (sacrifice money to receive bonus on saves against the abilities of Fey, Outsiders and Undead)

Sixth Level

Joss Market (conjure a ghostly marketplace where you can buy high dollar items which remain real only temporarily)



CLERIC

Zero Level

Joss Money (sacrifice money to receive bonus on saves against the abilities of Fey, Outsiders and Undead)

Second Level

Bribe of Rice and Cucumber (conjure a meal that provides a bonus on Diplomacy checks against creatures of Japanese folklore)

Raijin Barrier (electrical barrier protects you from Outsiders)

Third Level

Bugukake (create a rack of ghostly samurai weapons that deal force damage)

Fourth Level

Ofuda of Ghost Sealing (prayer strip temporarily seals away a Haunt)

Fifth Level

Gathering the Female Energy (gather female Tantric energy to aid in spellcasting)

Gathering the Male Energy (gather male Tantric energy to aid in item creation)

Sekisho Barrier (glowing barrier removes armor and weapons from those passing through it)

Sixth Level

Joss Market (conjure a ghostly marketplace where you can buy high dollar items which remain real only temporarily)

Kami's Birth (create a new Kami from historical artifacts or a place of power)

Raise and Transform (return a creature to life and change its appearance and abilities)

DRUID

Eight Level

Call the Akashita Winds (summon a cross planar storm with a variety of effects)

ORACLE

Zero Level

Joss Money (sacrifice money to receive bonus on saves against the abilities of Fey, Outsiders and Undead)

SORCERER/WIZARD

Second Level

Raijin Barrier (electrical barrier protects you from Outsiders)

Fifth Level

Gathering the Female Energy (gather female Tantric energy to aid in spellcasting)

Gathering the Male Energy (gather male Tantric energy to aid in item creation)

Sekisho Barrier (glowing barrier removes armor and weapons from those passing through it)

Eighth Level

Box of Immortality (creature becomes immortal as long as an ornate box remains sealed)

SUMMONER

Fifth Level

Gathering the Female Energy (gather female Tantric energy to aid in spellcasting)

Gathering the Male Energy (gather male Tantric energy to aid in item creation)

Sixth Level

Kami's Birth (create a new Kami from historical artifacts or a place of power)

WITCH

Second Level

Raijin Barrier (electrical barrier protects you from Outsiders)

Box of Immortality

School abjuration **Level** sorc/wiz 8

Casting Time one hour

Components V, S, M (a lacquer box of impressive quality, worth at least 5,000 GP)

Range touch

Duration permanent (see text)

Saving Throw No (harmless) **Spell Resistance** no (harmless)

You bind a creature's old age and eventual death into a box. When this spell is cast, the target immediately ceases to suffer the physical effects of aging. The warded creature has no maximum age, and within 24 hours of the casting of this spell, his or her physical ability scores are returned to what they were as a healthy adult. The warded creature gains Fast Healing 1 as a Supernatural ability.

If the box is ever opened or destroyed, the effects of this spell immediately end. The warded creature's Fast Healing is lost, and he ages one year per minute, until his physical age and chronological age again match, which may quickly kill the creature.

The Box of Immortality has Hardness 10 and 40 Hit Points. If opened by any creature other than the warded owner of the box, it requires a DC 18 STR check to pry the lid open. The box's owner can lift the lid easily, as can the owner's spouse or designated heir (if any).

Bribe of Rice and Cucumber

School conjuration (creation) **Level** cleric 2

Casting Time one standard action

Components V, S

Range touch

Duration one hour

Saving Throw WILL Negates (see text) **Spell Resistance** Yes (see text)

Often cast by Shinto clerics to appease the gods and monsters of Black Japan, this spell conjures a big bowl of steaming white rice, topped with cool cucumbers, seaweed, squid and other delicacies.

If the bowl is presented as a bribe or gift to any supernatural creature native to either Japan or the Tatakama, the cleric receives a +4 circumstance bonus on Diplomacy and Sense Motive checks against that creature for the next hour. Once created, a bribe of rice and cucumbers itself remains fresh only for an hour.

If a human being eats knowingly the bribe instead, he or she is affected as if by *Bestow Curse*. If the spellcaster herself eats the bribe, she is instead affected as if by *geas/quest*, following the demands of the creature the bribe was intended for. In either case, the bribe will sustain a single Medium or Large creature for a day.

Bugukake

School conjuration
(creation, force)

Level cleric 3

Casting Time one standard action

Components V, S, M (the tassel from an ancient sword or suit of great armor)

Range touch

Duration one minute/level

Saving Throw None **Spell Resistance** No

Bugukake is an old term for a samurai's weapon rack, and this spell conjures a bamboo frame filled with luminous, moon white weapons of force that function as the old weapons of the samurai caste.



When the *bugukake* is created, it is filled with the following weapons. They can be removed from the weapon rack, and used normally for the spell's duration. When the duration expires, or the weapons are sundered or leave the users hands, they shatter into motes of light.

- Two composite longbows (20 arrows in a quiver each; +2 STR bonus)
- Two short bows (20 arrows each)
- Two katana

- Two tanto (use short sword statistics)
- Two nagatana

These weapons function identically to their mundane counterparts, save that they are considered magic weapons for the purpose of overcoming Damage Reduction. The glowing weapons inflict Force damage on a successful hit, not the weapon's normal damage type.

Call The Akashita Winds

School conjuration (air, cold, creation) **Level** druid 8

Casting Time one minute

Components V, S, M (the preserved skull of a person born during a previous Akashita wind, now dead of old age or illness, worth at least 500 gp/DC 15)

Range 5 square miles plus ½ square mile per two caster levels

Duration Akashita Winds last 2d6 hours.

Saving Throw None **Spell Resistance** No

This mighty spell calls a cold wind from the Tatakama into the Earth Realm. The air smells of snow, blossoms and lust and the temperature drops dramatically. A huge area, centered on the spellcaster is affected by an Akashita Wind Storm (see the Black Tokyo Unlimited campaign setting), which lasts for 2d6 hours.

This spell can also be used to disrupt and end an existing Akashita Wind Storm, if it is cast anywhere within the area affected by the mystical storm.

Gathering the Female Energy

School evocation **Level** alchemist 5, cleric 5, sorc/wiz 5, summoner 5

Casting Time Ten minutes

Components V, S, Focus (a decorated porcelain phallus worth at least 3,000 GP)

Range Touch

Duration one day or until discharged

Saving Throw No **Spell Resistance** No

This tantric spell gathers powerful and fluid female energy and transforms it into equally

flexible mystic energy. While this spell is cast, multiple females, including possibly the caster, masturbate together, passing the dildo that serves as the spell's focus amongst them. Each female contributes energy to the spell, which can later ease the use of meta-magic feats.

Each female who contributes adds a number of equivalent spell levels equal to her Hit Dice or total character level. These equivalent spell levels can be used to cast a metamagic feat without increasing the spell's effective level; while properly charged this spell's porcelain dildo acts as a Metamagic Rod of various types. If the stored spell levels are not expended before 24 hours elapse, any unused spell levels are wasted without effect.

Gathering the Male Energy

School evocation **Level** alchemist 5, cleric 5, sorc/wiz 5, summoner 5

Casting Time Ten minutes

Components V, S, Focus (a large jade bowl worth at least 3,000 GP)

Range touch

Duration one day or until discharged

Saving Throw No **Spell Resistance** No

This tantric spell gathers potent male energy and transforms it into equally potent magical energy. While the spell is cast multiple males, including possibly the caster, masturbates into the finely decorated bowl that serves as the spell's focus. Each male contributes energy to the spell, which can substitute for an expensive material component in a future spell.

Each male who contributes to the spell adds the equivalent of 100 GP x his total Hit Dice or total character level, which can be used, either wholly or partially, in spells that require expensive material components. The GP equivalent can be spent on a single spell or upon multiple spells, if utilized before the duration ends. If this gathered tantric energy is not used before 24 hours elapse, any excess energy is wasted without effect.

Joss Market

School conjuration (creation)

Level bard 6, cleric 6

Casting Time one minute

Components V, S, M (money to be sacrificed-see text)

Range close (25 ft + 5 ft/level) medium (100 ft + 10 ft/level) long (400 ft + 40 ft/level)

Duration until the next sunrise

Saving Throw None **Spell Resistance** No

This spell conjures a phantom market stall, with a ghostly attendant, resembling an ancient wooden *yatai* (a sales cart). Despite the phantasmal *yatai*'s archaic appearance, it sells ghostly versions of the most modern devices available, from the latest iteration of the iPod to mil-spec hardware. The ghostly merchant of the Joss Market can even produce magical weapons and wondrous items if asked. Just speak your request to the ghostly market.

The Joss Market spell allows characters to purchase virtually any good imaginable, very, very cheaply. However, these items are only semi-real and disappear at the next sunrise. The item's discounted purchase price is the spell's material component, and must either be in the form of paper money or a prepaid debit card which vanishes in a puff of smoke and fire when the spell is cast.

- Ordinary and mundane luxury goods (such as laptops, designer clothes, toys and other consumer goods) can be purchased from the Joss Market for 10 gp/DC 3.
- Ground vehicles can be purchased for 100 gp/DC 10.
- Civilian aircraft (helicopters, business jets) can be purchased for 1,000 gp/DC 18.
- Magical melee weapons and armor up to +3 enchantment bonus or equivalent special abilities can be purchased for 5,000 gp/DC 23.
- Wondrous Items worth up to 10,000 gp can be purchased for 1,000 gp/DC 18.

- Food, drink and consumable magic items, such as potions cannot be purchased at a Joss Market, because they produce lasting nutrition. Single use magical items and single use weapons (like grenades) cannot be purchased at a Joss Market. Nor can handguns and firearms be purchased at a Joss Market.

Once the purchase is made, the Joss Market and its ghostly salesman vanishes.

The Joss Market spell is designed to allow even mid-level parties or poor adventuring teams to get their hands on the best mundane gear, cool vehicles and even some mid-level magic items. The cool toys all vanish at the end of the night, giving players some firepower with a built-in limiting factor. It also gives the adventuring party a way to access magic items and military hardware if they don't know a fixer or an arcane artisan.

Joss Money

School enchantment **Level** bard 0, cleric 0, oracle 0

Casting Time full round action

Components V, S, M (money sacrificed, see text), racial (caster must be either Japanese or born to the Tatakama)

Range personal or close (25 ft + 5ft/level)

Duration one minute/level

Saving Throw None **Spell Resistance** No

When this spell is cast, the caster offers up a huge handful of paper money which disappears in a flash of crimson and white smoke. (In these modern times, a prepaid debit card with the amount to be sacrificed can also be used.) The amount of money sacrificed determines the spell's numerical effects. The spellcaster can cast this spell to benefit another person, who must be present, and must offer the money for sacrifice.

While this spell is active, the character who sacrifices the money (which can be

someone other than the caster) receives a Luck bonus on saves against the supernatural and spell-like abilities of Fey, Outsider and Undead creatures native to Japan or to the Tatakama, as well.

Money Sacrificed	Luck Bonus vs SU and SP abilities	Luck Bonus on Diplomacy checks
10 gp DC 3	+1	+4
50 gp DC 7	+2	+6
90 gp DC 9	+3	+8

The character gains a Luck bonus on Diplomacy checks against the same types of creatures.

Kami's Birth

School conjuration (creation- see text) **Level** cleric 6, summoner 6

Casting Time one standard action

Components V, S, M (a specially prepared ofuda worth 100 gp/DC 10)

Range touch

Duration instant

Saving Throw None **Spell Resistance** No

This spell creates a new Kami, who appears nude from the heavens in a shower of glimmering sakura petals, from an ancient object or natural site. The item that gives birth to the Kami must either be at least 100 years old (such as an heirloom katana) or a place of natural power (such as a particular waterfall or stretch of forest). The created Kami's appearance and racial abilities are determined somewhat by the object used to create him or her, and the Kami's appearance reflects this object (such as a water Kami having long flowing blue hair).

The Kami possesses average ability scores and a single heroic class level of the caster's choosing. The Kami's alignment is the same as the caster, save that if she has an alignment domain (such as Evil or Law), she will

have the selected domain as a component of her alignment. The Kami is initially friendly towards the caster, but is not under the caster's direct control.

If the created Kami chooses a domain (s) associated with a spell descriptor, such as Water or Good, this spell gains the descriptor (s).

Ofuda of Ghost Sealing

School abjuration **Level** cleric 4

Casting Time one minute

Components V, S, M (an ofuda prayer strip inscribed with Shinto scriptures)

Range touch

Duration one day (see text)

Saving Throw None **Spell Resistance** No



By placing a specially prepared ofuda at the site of a Haunt, the cleric prevents the haunt from triggering. For 24 hours, any time the warded Haunt would be triggered, it makes an opposed caster level check, against the cleric who placed the ward. If the Haunt succeeds, the ofuda is destroyed. If the cleric wins the check, the Haunt cannot trigger again for 24 hours, or until the ofuda is removed. The ofuda glows brightly during the spell's duration, like an amber lantern, and flakes away to ash at the end of the spell's duration.

Raijin Barrier

School abjuration (electrical) **Level** cleric 2, sorc/wiz 2, witch 2

Casting Time one standard action

Components V, S

Range personal

Duration 1 round/ level (D)

Saving Throw None **Spell Resistance** Yes

The spellcaster is encircled by a swirling barrier of silver and white lightning that flares and sparks lethally, when extraplanar enemies approach. For the duration of the spell, any time a creature with the Outsider type touches you or successfully attacks with either a melee or natural weapon, it suffers 1d6 electrical damage per two caster levels (5d6 maximum).

Outsiders grappling or who have Swallowed or Engulfed you (or similar effects) suffer 1d10 electrical damage per two caster levels instead (5d10 maximum) per round of contact.

Raise and Transform

School conjuration (healing) **Level** cleric 6

Components V, S, M (an emerald, ruby and sapphire, collectively worth 5,000 gp/DC 23)

This spell functions identically to *Raise Dead*, save that it alters the body and possibly the mind of the creature who is raised. This makes the spell perfect for executed criminals (especially senior Yakuza and Amakaze) who require a new identity after returning to life.

The raised character's physical appearance changes dramatically and permanently, though the character's race and gender remains constant. The raised character must swap two ability scores of choice upon his or her return to life.

Sekisho Barrier

School abjuration **Level** cleric 5, sorc/wiz 5

Casting Time one standard action

Components V, S

Range close (25 ft + 5 ft/level)

Duration one round /4 caster levels

Saving Throw WILL Negates (object- see text)

Spell Resistance No

This spell conjures a golden wall of greedy light, named for the old toll barriers so hated by the peasantry of feudal Japan. The barrier can be created anywhere within the spell's range and occupies a single 5 ft square per two caster levels. The barrier can be shaped as the caster desires, but the *sekisho barrier* must be contiguous.

The *Sekisho Barrier* removes mundane and magical weapons, magical items, equipment and armor from those passing through it, leaving these items neatly stacked on the far side of the barrier. The only items not removed by the *sekisho barrier* are ordinary clothing, skill kits and mundane adventuring gear and Light, non-magical armor. All other objects are removed by the barrier. Each item receives a WILL Save to avoid removal. The removal of objects does no harm to them, and the *sekisho barrier* cannot remove implanted devices, such as cybernetics or implanted magical items or symbiotes.

MAGIC ITEMS

The following magic items are popular among Kami, or else are created by the race to aid mortals.

Fugen Cellphone

Aura overwhelming transmutation **CL** 15th

Slot none **Price** 210,000 gp (DC 37)

Weight neg.

This seemingly ordinary cellphone is only distinguished from other smartphones by the golden elephant logo embossed on the black case. It functions as an ordinary smartphone with all the expected features and ability to make calls virtually anywhere on the planet, regardless of local cellular infrastructure.

More importantly, by dialing a special number as a full round action, the user gains the ability to call the storm. You gain the ability to *Control Weather* as a 15th level druid, affecting an area up to 3 square miles.

Unlike the conventional *Control Weather* spell, it requires only a full round action to activate the effect, and a further full round action (a text message to the heavens) to change weather conditions. Weather conditions manifest one minute after your text. Unlike the spell, you cannot create a heat wave or hot weather with the Fugen Cellphone. The Fugen Cellphone can be used to *control weather* as often as once per 24 hours, but never within 12 hours of a previous usage.

Construction

Requirements Craft Wondrous Item, *control weather*, creator must be a druid or other natural spell caster or an Ainu

Cost 105,000 gp (DC 34)

Heaven Disk

Aura strong divination **CL** 10th

Slot none **Price** 26,000 gp (DC 29)

Weight 20 lbs

The Heaven Disk is a small satellite dish receiver, not much different than any of the

thousands of similar devices pointed skyward from every Tokyo apartment tower balcony. The device is painted with a bright vermilion ring around the outer edge, and a golden sacred rune in the center. Occasionally, the Heaven Disk sparks with fox fire, especially on cold evenings.

In addition to working as the best satellite TV receiver imaginable, the Heaven Disk allows the owner to tune to the frequency of the heavenly realms. Once per night, the owner receives the benefit of a *Commune* spell that offers 10 questions. Answers are revealed as single frames of video frozen on the screen.

Construction

Requirements Craft Wondrous Items, creator must be a *Kami*, *commune*

Cost 13,000 gp (DC 27)

Kami Pleasing Candy

Aura very faint divination **CL** 1st

Slot none **Price** 25 gp (DC 5) **Weight** neg.

This simple and cloyingly sweet magical candy is rooted in Shinto tradition. The candy's golden foil is unwrapped and offered to the sky, and devoured by the petty gods (*kami*) of everyday life, it disappears in a flash of amber light.

Sacrificing the Kami Pleasing Candy is a standard action. For one round after the sacrifice, the character receives a +1 luck bonus on all skill checks. If the character rolls a 1 on any skill check, he or she may reroll the check once, but must accept the results of the second roll, even if it is equally bad.

Special: If a member of the Kami player race uses this item, she actually eats the candy herself. In addition to the standard effects, the Kami recovers a single Hit Point if wounded.

Construction

Requirements Brew Potion, *guidance*

Cost 13 gp (DC 3)

Kind Revolver

Aura moderate conjuration **CL** 5th

Slot weapon **Price** 13,500 gp (DC 27) **Weight** 2 lbs

This Ruger Service Six police revolver is plated in silver, and a low relief sculpture of a angelic woman with a blindfold over her eyes on both sides of the grip. On one side, the blindfold woman smiles, in the other, tears pour down her cheeks. White Mage often carry this gun.

The Kind Revolver is a +1 **Merciful Ruger Service Six Revolver**. The Kind Revolver cannot be commanded to inflict lethal damage. Three times per day, the wielder can make a ranged touch attack to deliver a *Cure Moderate Wounds* (2d8 + 5) effect; each use of this power also uses up a round, but the bullet has no effect. Effectively, the expended round is a kind of material component for the spell.

Construction

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

Shingami's Scythe

Aura overwhelming necromancy **CL** 17th

Slot weapon **Price** 83,200 gp (DC 33) **Weight** 10 lbs

This baroque weapon is a scythe made out of living bone, appearing like something grown rather than forged. The weapon's haft is over twelve feet long, and the curving blade erupts into a lethal assortment of razor edged fractal curves. Black kanji promising death and eternal damnation are painted upon the blade and red leather straps are wound around the hand grips.

The Shingami's Scythe is perhaps the perfect means of

dealing death. She Shingami's Scythe is a +3 **keen, ghost touch scythe**. Once per day, the wielder can cast *Power Word Kill*.

Construction

Requirements Craft Magic Arms and Armor, *keen edge, plane shift, power word (kill)*

Cost 41,600 gp (DC 31)

Tatami of Peace

Aura strong abjuration **CL** 10th

Slot none **Price** 36,000 gp (DC 30) **Weight** 5 lbs

A Tatami of Peace is a woven fiber mat about five foot square, and looks virtually indistinguishable from the mundane tatami mats that cover the floors of most Japanese homes. Occasionally, a spark of cobalt lightning can be seen arcing between the fibers, providing a clue to its mystic nature. Shinto blessings are woven



on the underside of the fiber, and as the item is created, it is anointed with oil and a few drops of a Shinto priest or miko's blood.

When any religious figurine, icon or holy book is placed on the mat (a full round action), the tatami begins pulsing with a calm, holy energy, filling the room it is placed in with dim radiance, similar to flickering candlelight. This creates a zone of peace 10 ft in diameter, centered on the tatami itself. This zone of peace lasts for eight hours or until the holy artifact is removed or destroyed; the Tatami of Peace can be activated once per day.

All creatures entering the zone of peace for the first time receive the benefit of a *Remove Curse and Cure Moderate Wounds* spell cast by a 10th level cleric. Undead characters allied with the person who activated the Tatami of Peace benefit from an equivalent *Infllict Moderate Wounds* spell instead, as the goal of the zone of peace is to cure and aid friends. Creatures can only benefit from these spells the first time they enter the zone of peace.

The zone of peace is affected as a *hallow* spell for the duration of the Tatami's effect. In addition, noise from the outside world is filtered out; no sound can penetrate the zone of peace, though those within the warded area can still hear and converse normally among themselves. Those who remain in the zone of peace for at least six hours recover Hit Points at double the normal rate that day.

Construction

Requirements Craft Wondrous Item, *cure moderate wounds*, *remove curse*, *hallow*

Cost 18,000 gp (DC 28)

Temple Bell

Aura overwhelming universal (good) **CL** 18th
Slot immobile part of a structure **Price** 576,000 gp (DC 40) **Weight** 2-5 tons at a minimum

Most of the great old temples throughout Japan possess heirloom bells dating back

centuries. Some of these bells are even older, and more impressive, including the massive bell at the Jodo Temple in Kyoto, which is so massive, it requires a five man team merely to swing the clapper. Unlike European church bells, Japanese temple bells have no internal clapper. Instead, they are rung by a team of strong temple assistants using a simple pulley system to swing a suspended log powerfully enough to create a distinct, low and resonant chime. Most temple bells are inscribed with scenes from Buddhist scripture, and are a powerful weapon against oni and undead.

Ringling a temple bell requires one or more characters to make a successful DC 40 STR Check as a full round action. The pulley system and ropes allow any number of characters to assist with the STR Check, and in many cases, five strong men or more are required to ring the temple bell. When a Temple Bell is rung, a wave of holy energy rushes across the countryside, inflicting 10d10 points of damage (WILL DC 28 half) to all non-good Outsiders and non-good Undead within range of hearing.

The Temple Bell's ring can be heard for up to 1,000 ft plus 100 ft per point by which the STR Check beats the check DC by.

The Temple Bell can be rung with magical intent once per day. Most temples only ring their Temple Bells to drive off evil when such creatures are known to plague the community, or else on regularly ritual days. Black Japan's demons and undead are well aware of these holy dates, and avoid the vicinity of temples during these dates.

Construction

Requirements Craft Wondrous Items, *dictum*, *miracle*

Cost 288,000 gp (DC 37)

Yakushi's Bowl

Aura faint transmutation (good) **CL** 5th
Slot none **Price** 10,000 gp (DC 26) **Weight** 1 lb



A modern imitation of the bowl used by the Buddhist saint Yakushi to brew his miraculous cures, this black bowl is decorated with the kanji for “12” written in gold.

If Yakushi’s Bowl is used as part of a Craft (chemical) or Craft (pharmaceutical) check, the user receives a +1d6 luck bonus on the check. Further, a failed check does not waste any components.

Construction

Requirements Craft Wondrous Item, *bless water*, creator must possess the Medical Expert feat

Cost 5,000 gp (DC 23)

WHERE KAMI GATHER

Kami congregate at ancient, sacred sites throughout Black Japan. Some of these sites are the home of modern temples and pilgrimage

spots well known to tourists, while other places have been lost to history.

These sites are arranged geographically, with the northern-most sites listed first and venturing gradually south.

MOUNT OSORE, SHIMOKITA PENINSULA, AMORI PREFECTURE

One of the eeriest and most sacred places in Japan, fog-shrouded Mount Osore is the tallest point on the Shimokita Peninsula, the hook-shaped wedge of land just a few dozen miles across the frigid water from Hokkaido itself. Mount Osore is a gateway between the realms of the living and the dead, and is haunted by many generations of ancient ghosts.

The souls of dead children, slain throughout Japan eventually migrate towards the Shimokita Peninsula, drawn slowly like iron shavings to a powerful magnet. A permanent, semi-stable *torii* to the Tatakama is found just off the northern shoreline, midway between Honshu and Hokkaido, in the great mountain's shadow. The forests and wild stretches of shoreline are the playground of infant ghosts, who pile stones in strange patterns and emit a palpable chill that even the least sensitive mortals can perceive. Though melancholy, these ghosts are mostly harmless, though their presence attracts other, more dangerous undead. *Aosaginohi*, *Aswang*, *Jinzu*, *Shoryohime* and *Teke Teke* all hunt here.

Common superstition claims that children's souls who linger too long on the shore here are drawn into Hell, though the *Bosatsu Jizo* often walks here, rescuing as many as he can. Virtually every home and business within 5 kilometers of the mountain has a shrine to Jizo out back somewhere.

Adventuring Near Mount Osore

The presence of so many ghosts has given Mt. Osore a potent mystical charge.

- Necromancy spells and effects are cast at +2 caster level within 5 km of Mt. Osore.
- The child-ghosts are vaguely protective and mostly benevolent. Abjuration spells are Extended, as if by the Extend Spell feat, within 5 km of Mt. Osore.
- Good and Neutral Undead gain Channel Resistance +5 within 5 km of Mt. Osore.

CHUSAN-JI TEMPLE, HIRAIZUMI, IWATE PREFECTURE

This large Buddhist temple dates back to Japan's pre-feudal period, when Iwate was the frontier. Dedicated to Amida Buddha, the temple features a massive golden statue of the Buddha, serene and massive and gleaming. Roadside shrines displaying smaller, roughly life-sized golden statues of Amida Buddha flank the road

leading to the ancient temple. This is a safe place; no oni dares venture near Chusan-Ji Temple upon fear of death.

The smaller golden Buddha awaken and animate, fighting as serene golems, when evil approaches the temple. They are silent and merciless in their battle against evil; the statues will animate and attack even good aligned player characters of the undead and outsider types, unless the character approaches reciting Buddhist sutras. The gigantic Buddha guarding the temple has the same capability for animation the smaller idols do, but will only rouse itself for the final battle against evil. Should a world-shaking horror like the Genbu or Shingami awaken, the Great Golden Amida Buddha might, just might, awaken to fight alongside Japan's heroes.

Victims of an *oni* incursion have good cause to visit Chusan-Ji. The half senile old abbot knows the secrets of ending demonic pregnancies and breaking curses. He doesn't judge, nor does he speak much- he just does what needs to be done.

THE ONI KENBAI FAIR, KITAKAMI, IWATE PREFECTURE, EARLY SPRING

The Oni Kenbai Fair is an old dancing festival celebrated in early spring, as the cherry blossoms burst into bloom. Costumed dancers wear *oni* and *tengu* masks and perform displays of agility and ritual swordsmanship for the tourists. True *Oni* of all breeds and sorts come to Iwate, hiding in plain sight among the costumed revelers. In mockery of the Assembly of the Gods, the *Oni* meet at Iwate each spring to plot, scheme, plan and even, occasionally, celebrate the marriage of one demon to another or the birth of a new black prince.

By ancient treaty, the assembled oni do not prey on Iwate's citizens during their annual assembly, knowing all too well that incautious feeding would attract heroic attention and deprive them of their sanctuary. Likewise, the

oni are expected to leave old feuds and hatreds behind during the Oni Kenbai, though in practice, a few demons always end up slain during the festivals, if their rivals think they can get away with it.

This year's topics of discussion include, in order of importance to the gathered oni....

- Setting the Hibagon's Night Stadium schedule of appearances and games for the coming baseball season.
- The question of the Tottori Horrors. These black rubber creatures are not traditionally demons, but are dangerous in the extreme, and the oni are rapidly losing territory to these interlopers.
- The renewal of treaties and contracts with the Amakaze, and the question of whether or not to accept a treaty with the Ubume Empress. Many oni are cautious about associating too closely with the Ubume Empress, as she is a servant and harbinger of Christianity, and despite their evil natures, most oni are staunch Buddhists or Shinto practitioners.
- A 'recipe contest' involving specially bred and ritually slaughtered pre-teens presented in horrifyingly creative manners.

Game Rule Information:

The Oni Kenbai Fair

Like the Assembly of the Gods, the *Oni Kenbai* charges the prefecture with a supernatural miasma, that ordinary humans can feel at the edges of perception, but not consciously articulate.

- All spells with the Evil descriptor are Quickened, as if by the Quicken Spell feat, while in Iwate during the Oni Kenbai.
- Conjuraton spells that summon creatures have their durations doubled, as if by the Extend Spell feat, while in Iwate during the Oni Kenbai. However, summoning spells that

conjure evil creatures cannot be dismissed during this time.

KOGANEYAMA SHRINE, SENDAI, MIYAGI PREFECTURE

This ancient shrine dates to the 8th Century, and has been destroyed and rebuilt multiple times. The shrine's impressive roof is richly carved wood, arranged in multiple tiers and swooping pagoda, inlaid with golden ornamentation. Legend holds that a pilgrim who prays at the Koganeyama Shrine for three years in a row will have prosperity.... The legends are truer than the modern world knows.

The Amakaze would love to burn the Koganeyama Shrine to the ground (again), because it offers a chance of economic freedom from the modern world and its markets. However, they know that an open assault would only increase the shrine's legend, and the priests would just rebuild the place, as they have many times before. Many of Japan's Freeters make the three pilgrimages here, and earn a decent (but not lavish living) as urban farmers, independent handcrafters or street performers who play old Japanese instruments very well.

In-Game Effect:

Koganeyama Shrine's Blessing

A character who visits the shrine each year for 3 years receives a permanent +10 holy bonus on Craft, Perform and Profession checks to earn a living. However, the skills so affected are those that were common during Japan's feudal period (for example Craft (woodcarving), Profession (fisherman), Perform (shimiasen) and so on). The shrine's magic only affects the character's highest ranked Craft, Perform or Profession skill.

DOSOJIN'S CAVE,
SEKI, Gifu PREFECTURE

The perverted and joyfully *ecchi* kami of crossroads, trade, exploration and sexual exchange lives most of the year in a mossy cavern a mile or two outside the small town of Seki. Most of the town's residents just think he's a crazy old hermit who only ventures into town every three or four weeks to pick up a supply of food, beer and porno mags, and few pay the bearded old man any real mind. Japan's occultists know different, and often seek out Dosojin for his wisdom.

Dosojin might be the most approachable of all Black Japan's deities. He knows more about the nation's roads and streets than anyone else alive, and can easily be bribed to share what he knows. His price is a night with a cute prostitute, the more exotic the better (he's exhausted all the local whores already). The cuter (and stranger) the girl, the more of his wisdom he'll share (eventually).

Deity	Alignment	Domains and Associated Subdomains	Favored Weapon	Portfolio
Dosojin, Least God	CG	Charm (lust), Travel (both)	Tanto	Crossroads, travel, sex, exploration, trade

THE DAIKON TEMPLE, OTA,
GUNMA PREFECTURE

Dating back to the early 1600s, this ancient temple has become an orphanage in modern days. The temple/orphanage has often been referred to as "kid raising Saint Donryu", and since the mid 1990s, it has become a sanctuary for Japan's unwanted, orphaned and unfortunates.

ARCADE FRIEND,
AKIHABARA DISTRICT, TOKYO

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. 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.

DOKUSA CRIMSON SALON, AKASAKA, TOKYO

This small beauty parlor, located in the heart of downtown Tokyo's commercial district is fronted in glass. Beautifully coifed and made-up heads of women line the shelves and flank the doors. Passerby see the glamorous, decapitated heads every day, but rarely notice them. The Dokusa Crimson Salon is the brainchild of **Miku the Bloodred**, a dark Kami of death, beauty and social grace. Unlike other mystical predators, Miku the Bloodred does not bother to hunt the unprepared or unwilling. She openly states the terms of her predation, in a soul-binding contract that her client-victims sign willingly.

In exchange for a small fortune and the promise of their later death, Miku the Bloodred makes her clients both beautiful and ageless for nine months. At the end of this period, her clients feel an unbreakable compulsion to return to the Crimson Beauty Salon, where The Bloodred decapitates them humanely with a golden guillotine she keeps for that purpose in the backroom. Her former client then becomes a part of the advertising display decorating the glass-walled storefront.

Dokusa Crimson Salon's In-Game Effect

If a player character visits Miku the Bloodred and signs the lethal Kami's contract, they are subject to both a *geas/quest* effect (WILL DC 25) and are blessed with a +4 inherent bonus to their CHA score for nine months. During this time, the subject becomes immune to aging and death effects. Miku the Bloodred prefers female clients but will work her magic for male customers as well if properly flattered.

At the end of the nine month period, the subject is compelled to return to Miku the Bloodred's shop and die upon her guillotine. If

the subject resists the compulsion, Miku the Bloodred may or may not let the matter drop there. She has more than enough victims to satisfy her, drawn from the ranks of Black Japan's ordinary humans, and will only send her (extremely well-manicured) *oni* thugs to pursue a reluctant client of extraordinary beauty (CHA 19+ prior to her enhancement).

HIROSHIMA, HIROSHIMA PREFECTURE

Hiroshima is experiencing an awakening.

Almost seventy years after the A-bomb flattened the city and destroyed its small *kami* and household spirits, the strange is quietly returning. While the presence of the **Ubume Empress** and her minions meant **Nagasaki** never underwent a similar integrum, Hiroshima's mystical ecology died that day in 1945.

In a rush of reconstruction that oddly mirrors the construction boom of the 1950s and early 1960s, working occultists are flocking to Hiroshima, looking to carve out a niche. *Tsukumogami* (animated objects) and *Zashiki-Warashi* (household spirits) are spontaneously generating in the older buildings. A few unstable *torii* have opened within the city limits; most lead to quiet rice farming villages somewhere in the Tatakama.

The most stable *torii* is formed within the arch of the white marble **Cenotaph for the A-Bomb Victims**, in the center of the rebuilt city. The marble *torii* sometimes opens early in the morning, at the same moment the bomb fell, each day. Unlike the others, this gate leads to a massive, walled city somewhere in the Tatakama- a strange mirror of ancient Hiroshima larger and more important than it ever was in Earth's history. The inhabitants of the walled city are wreathed in white flame, which does not burn them or their possessions, and give them strange powers. An adventurous few cross the

border into the Earth Realm, where they dream odd dreams of Hiroshima before the war.



SASAKI ELEMENTARY SCHOOL, HIROSHIMA, HIROSHIMA PREFECTURE

School Colors: Navy Blue and Green, with a multicolored crane crest on the blazer

This modern elementary school was built in the early 1980s, and its lavish facilities and grand scale are a testament to the strong Japanese economy of that era. Everything here is still pretty much top of the line. Though not nearly as established as **Tanso Middle School**, Sasaki Elementary is rapidly earning a reputation as a magnet for supernaturally gifted children.

Kanon Shima (CG Female Kami Cleric 11/Abjurer 3) incarnated on August 6, 1945 as an

aspect and avatar of the goddess **Kwannon**, and set about healing those few left alive in the rubble. She has been active as an anti-war and anti-proliferation activist since then (eventually pretending to be her own daughter, and retiring her first identity) and is one of the fiercest critics of Japanese militarism. She's been arrested on three different continents, and the **American National Security Agency** realizes she is a minor deity, which frankly terrifies them, considering how much she caused for them during the Bush 'presidency'. Her current campaign is a long running and secret war of attrition and public opinion against **Project GILGAMESH**.

Kanon Shima runs the school, and it is her influence that has made it a place dedicated to protective magic. Shima views evocation magic in the same light as she does nuclear weapons, and believes magic should only be used to heal, enlighten and protect. Her school's curriculum, while a great primer in magical 'basics', instills many students with an almost phobic dread of evocation magic.

NACHI WATERFALL, YOSHINO-KUMANO NATIONAL PARK, WAKAYAMA PREFECTURE

This towering, rushing waterfall sends tons of water every minute rushing over a rugged cliff face more than 400 ft high. Pure unspoiled forests stretch as far as the eye can see in any direction, broken only by ancient wooden Shinto and Buddhist Shrines. The Nachi Waterfall is a place of awe inspiring natural power, and it is sacred not only to humans, but to Black Japan's *kami* themselves.

Each summer, kami from across the world (and across the Realms) return to Nachi Waterfall to ceremonially purify themselves for the new year, and to renew both their powers and their divine souls. Early in the summer, Fire Festivals across Wakayama Prefecture 'guide' the *kami* home, like runway lights guiding in a



resurrected. Such a transformed human loses one of their feats, and no longer receives the human bonus skill point, though earned skill points to date remain. Apply Kami racial modifiers and racial abilities; the new Kami's Divine Domains should reflect the character's attitudes and aptitudes during their first incarnation. Newborn Kami created in such a manner are warmly welcomed into the Kami community- they usually spend the rest of the Fire Festivals enjoying thrilling sexual rendezvous with fellow Kami, or lavish festival feasts prepared by Kami of food and home, or else by especially skillful worshippers.

**GOD'S FUTOMAKI
STAND, SHINGU,
WAKAYAMA PREFECTURE**

Most people who come to this small and inconspicuous sushi stand (located adjacent to a Lawsons convenience store) think the God in the name is just the proprietor bragging he's the god of fat sushi rolls. In a way they're right. The sushi

stand is run by **Kenji Oda**, a minor Kami of hearth and home who keeps his wings hidden beneath a house kimono, and whose divine ambitions are limited to making the absolute best *Chiba*-style sushi in Japan. Most of the Kami living in the Earth Realm visit Kenji's stand during the Fire Festival, making the shop a great place to catch up on heavenly gossip.

plane. These multi-night festivals involve torchlit processions through the streets, and all night street fairs and dances.

Adventuring in Wakayama

During the month of June, Kami are especially blessed when adventuring in Wakayama. They receive a +1 luck bonus on all saving throws within the prefecture's borders.

- Human adventurers who die in Wakayama during this time may choose to rise as Kami rather than Humans if raised or

40 THE ASSEMBLY OF THE GODS, IZUMO, SHIMANE PREFECTURE

Each October, the major and minor kami leave their homes and domains scattered throughout Black Japan and the Tatakama, to gather in the old city of Izumo. For a month, the gods debate, argue, plot, plan and scheme in a pocket of divine space-time carved out of the old city, unseen by humans but palpably felt. Izumo's citizens are edgy and energetic during October, the presence of so many divinities charging their souls like a month long hit of cocaine.

In October, in Izumo, things get done. New ideas have their genesis, new businesses open their doors, new inventions hit the market, partnerships are formed, romances are sparked, children are conceived in record numbers. But fights also break out, slights that would be laughed off any other time of the year turn into brawls. Lust gives way to hate and murder. Heroes and police alike are very busy in Izumo, in October.

Game Rule Effects: The Assembly of the Gods

With the gods so focused on Izumo, divine magic weakens, as the kami concentrate their power in one city. These effects last the entire month of October.

Outside Izumo

Divine spells above 6th level are simply unavailable. Seventh, eighth and ninth level spell slots can be filled with meta-magic enhanced lower level slots, but otherwise remain unused. At the game master's option, certain divine artifacts might not function during October.

Within Izumo

All Conjunction (calling) spells have their durations doubled.

All healing spells have their numerical effects maximized, as if by the Maximize Spell feat, without modifying the spell's level.

Spells with the Chaotic descriptor have their ranges extended, as if by the Extend Spell feat, without modifying the spell's level.

The GP value/Purchase DC of sacrifices and bribes to secure the aid of powerful outsiders (such as by the Gate or Planar Binding spells) are reduced to $\frac{3}{4}$ normal, reflecting the diverse assortment of spirits already present in the Earth realm.

THE SHIMANTO RIVER, KOCHI PREFECTURE

The Shimanto River is the only completely undammed river in modern Japan, and as such the river's water-kami are incredibly powerful. Potionmakers and occultists visit Kochi Prefecture to draw clean, mystically pure water from the river. A local breed of blue haired, minor **Kami**, all born of the concept of the Water element, guide the prefecture's humans as strange ecological activists and conservationists.

SAMPLE KAMI

This young, spritely Kami is a good pre-generated option for players new to Black Japan.

AIKA YAKUSHI,

PRIESTESS OF INARI CR 1/2

Medium NG Female Kami (good) heimin Cleric of Inari 1

XP 400 ft

Init +0 **Senses** lowlight vision, Perception +3

Languages Common, Celestial

Defense

AC 11 **Touch** 10 **Flatfooted** 11 (+1 equipment)

HP 1d8 hp (9 HP)

FORT +3 **REF** +0 **WILL** +5

Offense

Spd 30 ft **Fly** 50 ft (good)

Melee -1 quarterstaff (1d6 -1 /1d6 -1 bludgeoning, double, reach, trip)

Special Abilities Aura of Good, Channel Energy, Good and Liberation Domains

Channel Energy 1d6 positive energy (WILL DC 13 half), 5x/day

Spells

0 Level (3 slots)

Prepared: Bloodless Birth*, Create Water, Stabilize

1st Level (2 slots)

Prepared: Bless, Cure Light Wounds
Domain Spell Slot

Either Protection from Evil or Remove Fear

*starred spells are described fully in *Spells and Gods of the Tatakama*

Statistics

Str 8 Dex 10 Con 12 Int 15 Wis 17 Cha 17

Base Atk +0 CMB -1 (+1 when grappling)

CMD 11

Feats Serpentine Mane

Skills Diplomacy +7, Fly +4 Heal +6, Knowledge (history) +6, Knowledge (nobility) +5, Knowledge (religion) +6 (+4 racial bonus on Fly checks)

Gear 2x scrolls of cure light wounds, quarterstaff, padded armor (heavy kimono), iPhone

Special Abilities

Liberation (SU)

Aika Yakushi can move normally regardless of magical effects that impede movement, as affected by a *freedom of movement* spell for one round per day.

Kami's Perfection (SU)

Aika is an absolute master of the healing arts. Whenever she makes a Heal check, she adds an additional D6 and adds the results to her D20 skill check result.

Serpentine Mane (SU)

Aika's bright hair has its own life and intelligence. Her prehensile hair grants her a +2 bonus on your Combat Maneuver Bonus when grappling, and to her Combat Maneuver

Defense, as well as Sleight of Hand and Escape Artist checks. If Aika's hair is uncovered, she are always considered to have a 'hand free' for the purpose of what combat abilities you can bring to bear.

If Aika's hair is ever cut or burned, she loses the benefit of this feat until it regenerates back to full length, which requires 1d6+1 days.

Touch of Good (SU)

Aika Yakushi can touch a creature as a standard action, granting it a +1 sacred bonus on attack rolls, skill checks, ability checks and saving throws for one round. She may use this ability five times per day.

Roleplaying

Aika Yakushi is a petite girl who floats a few inches off the ground at all times. Her hair is the fiery golden red of a summer sunset, and floats and curls around her head like live snakes. Golden wings like a songbird's protrude from her shoulders, fluttering nervously and allowing her to fly. She dresses in retro 80s style, an iPhone in a case designed to make it look like an old Walkman clipped to her belt, at least most of the time. In the Tatakama, or when she hunts, she dresses as a temple miko- the only nontraditional touch are the multiple piercings in each ear.

Aika Yakushi currently lives in Kobe, where she works part-time in a cellphone store (the other employees and the other customers think she's an ordinary college dropout). She's absent from the store a lot, and only the fact she cured her manager's toddler son's flu with her magic a few months back prevents her from being fired. She spends as much time in the Tatakama as she does the Earth Realm; a closet in her tiny apartment is a stable *torii* to a frozen forest in a part of the Tatakama stretched in endless winter.

The endless winter in her portion of the Tatakama is the reason she's in the Earth Realm. According to the celestials who assigned her the job, the forest's coldness mirrors the coldness in modern hearts. If she can help 500 mortals find true love, she'll break the grip of winter. She's at 212 true loves found, to date, and spends most of her time at the cellphone shop playing matchmaker, sometimes with truly disastrous results.

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