



TOURNAMENT OF RAPISTS

OGL

3.5 SYSTEM COMPATIBLE

TOURNAMENT OF RAPISTS

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Fully compatible with the PFRPG.

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

The Tournament of Rapists details the sadistic **Rape Pure Fight** circuit, expanding on what you've seen already and introducing dangerous new sexual predators. This sadistic bloodsport takes place in abandoned office buildings and atop Tokyo rooftops. An assortment of superhumanly powerful and inhumanly misogynistic men, and even worse women, step into impromptu fighting arenas, killing and raping the weaker in search of a multi-billion yen fight purse provided by a half-oni billionaire in thrall to dark impulses.

RAPE PURE FIGHT!

The fight purse is several hundred million yen, the fighting harder and more intense than any other blood sport on the planet. The stakes are unimaginably high. Rape Pure Fight ('pure' as in the Japanese pronunciation of 'play') is an underground fighting league attracting the ultra-violent and inhuman, held sporadically on mega-

corp rooftops and inside disused corporate offices after lights out. Rape Fight Pure is the brainchild of the oni-born ultra-capitalist **Taru Tsuyoi**. A hulking, ruddy man in his fifties, Tsuyoi maintains a cage fighter's physique, barely hidden beneath a finely tailored grey suit. Tsuyoi is a billionaire several times over, and one of the most dangerous (and least controlled) Amakaze; he is the absolute master of **GREEN FLAG**, a multinational media conglomerate.

However, his vast wealth and cultural dominance isn't enough to satisfy Tsuyoi. As often as half a dozen times a year, at his whim, the half-oni madman sponsors Rape Pure Fight! The four day competition attracts the best and most savage fighters from across Japan, as well as true oni and other horrors who come to either watch the bloodshed or prey on unwary competitors.



The Rape Pure Fight is a series of mostly lethal bouts between mixed male and female fighters, with no rules beyond “each fighter battles alone” and “no guns”. Weapons, magic and demonic supernatural gifts are allowed, even encouraged. Tsuyoi recruits fighters by promising incredible entry fees to male competitors (nearly 5 million yen) and two or three times that to female fighters. Matches continue until one of the fighters is a bloody smear on the rooftops. The four day event culminates in a lethal match between the best surviving male and female fighters. To win, the female must murder the male; the male must rape the woman to death to claim his prize. Three times over the last decade, Taru Tsuyoi has

entered the ring himself for these final bouts; obviously he’s not lost.

The opening of a new Rape Pure Fight is announced by the crucifixion of a young office girl on the rooftop of one of GREEN FLAG’s many corporate holdings. The crucifixions are an urban horror story; Tsuyoi has used his wealth to preempt Police Section Seven’s investigations. The following evening, the first brawls begin, somewhere in the city. Taru Tsuyoi has ways of getting the location to favored fighters, but anyone willing to spill blood, and clever enough to find one of these nocturnal arenas is welcome.

Before a battle begins, the fighters have a short window to size one another up, to receive enchantments or otherwise prepare themselves. A fighter cowed by their opponent may surrender before the match begins, but this is never without cost. The surrendering fighter must either allow their opponent to either take one blow against them, or sexually submit to their rival. Against some of the circuit's most notorious warriors, either kind of surrender is still a death sentence, and the only chance of survival is absolute victory.

The simplistic rules of the tournament only provide the purse to the tournament's ultimate winner, but side bets and unofficial prizes can make lesser Rape Pure warriors rich men...for as long as they live, be that days or years. Occasionally Tsuyoi rewards a particularly promising fighter with prizes of money or flesh. His hunters often kidnap attractive women (and a handful of attractive men) from around Japan, offering them as living trophies to the fighters. Sometimes, in the case of a particularly precious victim, Tsuyoi offers him or her as the tournament's ultimate prize. By tournament rules, the 'prize' remains safe and inviolate until the last blow lands. Only until the last blow lands.

INVOLVING THE PLAYERS

It's possible that the player characters might get involved in the Rape Pure for reasons of their own. While it's likely the heroes might encounter one or more of the Rape Pure Fighter's on their own terms, attacking the fighters in ambush, on the street. However, the campaign might take a dark turn that drives the heroes into the Rape Pure itself.

It's possible to compete in the Rape Pure and keep your honor. Sexual violence is a threat, but (usually) not a requirement. It's not necessarily to violate a fallen adversary, only kill them, and most adventurers hold moral codes that demonize rape, but not cold blooded murder. Of course, it's possible that your player characters are true bastards, and are every bit as horrible as the Rape Pure's worst fighters.

Among the reasons that players might be forced into the Rape Pure:

- Kidnapping is the most obvious route, as someone precious to the characters is stolen and claimed as a tournament's prize.
- The player characters are hunting a particular horror, possibly Taru Tsuyoi himself, and the Rape Pure is the only place they know he'll be, making the bout their only viable avenue of attack.
- Martial artist PCs might enter the bout to test their skills and build a reputation among the deadliest fighters in any of three realities.
- The heroes might belong to one of Black Japan's military or police organizations, sent undercover to put a stop to these atrocities once and for all, their consciences be damned.
- A Rape Pure bout might be cover for an unrelated matter, such as a meet with a contact, or an assassination that takes place in the chaotic press of the crowd.
- The heroes might be tasked with finding and rehabilitating a Rape Pure fighter, likely a Fallen Eyrines, rebuilding the warrior's soul and reawakening his or her honor.

THE ARENAS

The bouts take place in buildings Tsuyoi either directly controls or has access to, in out of the way places throughout downtown Tokyo and Chiba. Cubicles are pushed away and lights are dimmed, turning ordinary mega-corp offices into fighting rings. Fighters battle on factory floors and in water filtration plants servicing Shinjuku skyscrapers or in the darkest corners of multi-story parking garages. Such places are always dim, and always a perversion of the everyday life of workaday Japan. And after a bout, oni janitors return these places to the façade of normality.

For special bouts, Tsuyoi will spend a huge portion of his endless fortune, paying enchanters that will open a temporary *torrii* into the Tatakama. If that is the case, the final bout of the Rape Pure take place in the shadow world, and no trace of the fallen is ever seen again in the Earth Realm.

RAPE PURE AND THE CHALLENGE RATING

Standard challenge ratings don't really apply in the middle of a Rape Pure; creatures fight alone, and it might be suicide for a 4th level heroic Monk or Combatant to go toe to toe with an Oni Warrior, as the horror's Challenge Rating of 4 is calculated against a team of heroes. None the less, if you're a combatant in the Rape Pure, and the bell rings, your only choices are slaughter or submission. Players wishing to entangle their characters (or forced) into the Rape Pure must know this: Challenge Rating matters only outside the fight, if encountering one of these monsters on the street, or ambushing a Rape Pure horror to fight on their own terms.

The gamemaster (through Tsuyoi's sadistic whims) might also bend the 'each fighter fights alone' rule if the heroes are faced with a deadly enough "Championship Bout", especially if he is the opponent. He enjoys a good challenge, and if a bunch of human heroes, especially women, will only battle him four or six against one, so much the better.

Rape Pure bouts are ranked in a rough classification, based on the lethality of the assembled fighters. If you're running a tournament as a major part of a campaign, these random battle charts can decide where the heroes enter the fray. If you want a more naturalistic evolution of fights at each stage of the tournament, you can assemble a roster of low level fighters, and quickly pit them against each other. This tournament chart doesn't include many unique NPCs, just the more standard brawlers.

Rather than play out a prolonged battle between two NPC combatants, resolve such a fight with one decisive roll. Make an opposed D20 roll and add the difference between the combatant's Challenge Ratings as a bonus to the more dangerous creature. The high roller wins that bout and horrifically slaughters their opponent,

moving on to the next battle in the tournament. The greater the disparity between rolls, the less of a fight it is and the more a slaughter.

Each Rape Pure bout typically has four stages, a single main brawl for each of its four days of violence. Other, lesser fights take place in the shadows, no less savage for their obscurity.

CALIFORNIUM 252

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

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

Club security- rapacious *Mecha-Oni* stalking the floor in cybernetic exoskeletons- force any new member to purchase and kill at least one POETICA waitress on their first visit, or visit the killing stage themselves. Perhaps it is the

Stage Select: Where the Rape Pure occurs..... (D20)	
1) A mundane sales office, the cubicles pushed aside to make a stage for murder.	
2) A closed arcade, lit only by the game screens. Make a Dirty Trick, Reposition or Grapple check to shove somebody's face into a game machine: 1d6 slashing, 1d8 electrical	
3) A poorly lit Tokyo rooftop- kick the enemy over the side and down, screaming, 20 stories	
4) A lower-tier Rape Pure with rookie sadists, held at a TBMS job-yard outside the city center, with stray catgirls as the prize	
5) The main conference room of an Amakaze-controlled mega-corp, as the wealthy watch and applaud	
6) An automated automobile production factory with the machines still running blindly, posing deadly hazards to opponents at random times. Treat as assorted mechanical traps, CR 2-5	
7) A drained, mildew slick swimming pool in an echoing, abandoned gymnasium	
8) The burned remains of a high school closed after a deadly fire	
9) The penthouse-level airhandler units of a Tokyo skyscraper	
10) A <i>torrii</i> made of bone and scrap metal, leading to an eerie forest clearing somewhere in the Tatakama	
11) A <i>torrii</i> painted in vermilion house paint mixed with schoolgirl's blood that opens into a storm-wracked, freezing shoreline in the Tatakama	
12) At an ancient Shinto sign at Mt. Fuji's peak: extreme cold and high altitude conditions	
13) On a narrow, precarious platform high atop Tokyo Tower, while the audience gawks through binoculars from a nearby penthouse. Victory requires only staying balanced.	
14) A parking garage, some of whose parked cars all have gasoline soaked rags lit and placed into the gas tanks, will explode spectacularly in 2d4 rounds	
15) A <i>torrii</i> that normally serves as the entrance to a business park, now forming a portal to a hard-packed, cracked desert under an endless twilight in the Tatakama	
16) The freezing meat locker of a Tokyo based agri-business distributor, battle amid swinging carcasses (some human in shape) in extreme cold conditions	
17) The diamond of some amateur ball field, hidden behind a chain link fence guarded by mortal and half-oni private security guards	
18) The spectacularly large main room of an expensive luxury apartment, cleared of all furniture and personality before the bout	
19) A <i>torrii</i> etched in vermilion chalk on a masonry wall, leading to a bleak, wet and freezing cold cavern lit only by phosphorescent fungi	
20) A dingy, rusting and poorly maintained locker room found in some long shuttered gymnasium	

D8	The Undercard	The Middle Weight Bout	The Heavy Weight Bout	The Championship
1	1d3 Oni-Dregs	Oni Warrior	1d3 Rape Pure Fighters	Ho-Masubi (<i>Black Bestiary</i>)
2	A Phallic Swarm	1d4+1 MRA Woman Breakers	Rape Pure Futanari	Black Sumo with giant template
3	Mortal Sex Criminal	1d3 Rape Hounds	Night's Scorpion	1d4 Isonade (<i>BB</i>)
4	MRA Woman Breaker	Throatcutter Borg	Goryohime Strangler	Taru Tsuyoi himself
5	Rape Hound	1d2 Kitsune-Kiirai Rapists	1d3 Mecha Oni	Reos, Neko Barbarian, fighting for dominance and catgirls (<i>BB</i>)
6	Oni Warrior	Rape Pure Fighter	Demon Beast Grappler	Night's Scorpion with advanced and fiendish templates
7	Roll on the Middle Weight Bout chart. You're fucked.	Fallen Eyrines	2d6 Rape Hounds and possibly an Oni Warrior handler	Momotaro, looking for thrills (<i>BB</i>)
8	Roll on the Heavy Weight Bout chart. You're really fucked.	Roll on the Heavy Weight Bout chart. You're fucked.	Black Sumo	Something worse....

Monsters in the Crowd....
Who's watching the Rape Pure.... (D20)

- 1) A few undercover Tokyo Metropolitan Police Department undercover agents, memorizing faces and trying to figure out a way to stop the Rape Pure once and for all
- 2) Goro Akebeko (*Black Bestiary*) and his monster of a son, jocular and bonding as they watch rape and murder
- 3) Two Amakaze Executive Board Members (*Black Bestiary*) and their entourage, watching the Rape Pure purely for their amusement, drinking sake and betting wildly on trivial aspects of the bout
- 4) A handful of junior Amakaze underlings, looking to hire a promising fighter (better one of the second tier fighters, as they come cheaper) for wet work
- 5) The legendarily sadistic brute who won the last 2 Rape Pures, who's not fighting tonight... everybody hopes
- 6) The goddess Inari, dripping with scorn and contempt, here on some divine business that must occur here and now, and wanting to annihilate everyone responsible for this... atrocity
- 7) A packed house of Bloodstrong and Ironclub Oni thugs, all drunk and violent, having their own lethal brawls in the ringside shadows
- 8) Sakura and a small entourage of Kitsune-Kiirōi (*Black Bestiary*) there to trade stolen women with Tsuyoi, willing to pay above market price for breeding female slaves
- 9) A small handful of desperate foreign-born and POETICA prostitutes, keeping the crowd happy and hoping nothing worse than drunk salarimen takes notice of them
- 10) A mortal father, unaware the daughter he's making enemies looking for died horribly two weeks ago, who won't make it out alive without help
- 11) A Ubume wraith with deadly abilities, sticking to the shadows, looking for the rapist who fathered her corpse-child and burning with vengeance
- 12) A handful of Occult Delinquents (*Black Bestiary*) from the Monster's Juku, about to cross the line from youthful brutality into true monstrosity
- 13) A trio of hardline nationalist Diet members, making some kind of Byzantine deal with the occult underworld to advance their agenda
- 14) An Eyrines Gunwitch (*Black Bestiary*) naked, chained and reduced to negative HP, kept drugged as the special prize for the Rape Pure's victor
- 15) An Oni princess and her Ogre honorguard, visiting from the Black Else and being feted, who holds nothing but disdain for the crude brutality of the bout, nothing like the elegant sadism she prefers
- 16) The CEO, CFO and senior shareholders of an American media conglomerate GREEN FLAG is courting, there as Tsuyoi's honored guests
- 17) A small army of mortal Yakuza, obvious guns inside their coats, collecting the bets
- 18) Terrified office workers, forced to watch and clean the site up afterwards, knowing they'll die horribly if they ever tell anyone what they saw tonight
- 19) Artists and mo-cap animators from a GREEN FLAG video game studio, looking to put authenticity into their current project
- 20) An Eyrines strike-team, backed up by a Chrysanthemum Seven SWAT team, staging two blocks away and ready to breach

MONSTERS OF THE RAPE PURE TOURNAMENT

enchantments of this horrible place, perhaps it is purely the psychology of evil, but the first kill is usually addictive, and soon, even the most reluctant killer becomes a devoted lust murderer. Many of the regular attendees of Tsuyoi's illegal **Rape Pure** bouts acquired a taste for sexual violence after being invited to join an exclusive club whose activities are shrouded in seductive rumor.

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

- **Black Issunboshi** – CR 3 – Small CE Aberration – Stunted little yokai with whip like tendrils that enjoys humiliating larger and stronger opponents
- **Black Sumo** – CR 12 – Large CE Outsider (evil, Ironclub Oni, native) Combatant 13 – Iron-skinned oni sumotori that is nearly indestructible and sexually violent
- **Blind Razor** – CR 9 – Medium CN Undead (Akaname) Rogue 3, Magus 7 – Homeless Akaname knife fighter wielding diseased blades
- **Demon Beast Grappler** – CR 11 – Huge NE Monstrous Humanoid (chaotic, evil) – four armed brawler and demon prince of the Tatakama
- **The Elegant, Kirei Roman** – CR 16 – Medium NE Human Fighter (free hand fighter) 14/Bard (arcane duelist) 3 – handsome and wealthy masked fighter who enters the ring purely out of spite
- **Fallen Eyrines** – CR 6 – Medium LE Human Monk (hungry ghost) 7 – A former vigilante who discovered she had more in common with the Rape Pure monsters she was killing than she realized
- **Fatality, Rogue Tyrakron Electro-Murderer** – CR 7 – Large CE Monstrous Humanoid (Battlechanger) Combatant 5 – blacklisted Tyrakron electrically charged serial killer
- **Goryohime Strangler** – CR 9 – Medium CE Undead (Goryohime) Hentai Hero 9, Rogue 1 – Hyper-muscular Goryohime lust-murderer who preys on little girls
- **Jikininki** – CR 2 – Medium CE Outsider (chaotic, demon, evil, extraplanar) – Yokai scavenger and corpse-eater
- **Kitsune-Kiirōi Rapist** – CR 5 – Medium CE Fey (Kitsune, Shapechanger) Burakumin Combatant 6 – Pack-hunting Kitsune sex criminals
- **Mecha-Oni** – CR 8 – Huge CE Monstrous Humanoid (chaotic, cyborg) – Demonic bouncer and bodyguard augmented with occult cyber-weapons
- **Mortal Sex Criminal** – CR 1 – Medium CE Human Expert 3 – Human rapist
- **MRA Woman-Breaker** – CR 2 – Medium CE Human – Westerner come to compete in Rape Pure Fight, armored by his sense of superiority over women
- **Night's Scorpion** – CR 10 – Medium NE Aberration – Scorpion-folk from the Black Else that sustain their race by nightmare inducing stinger-rapes
- **Oni Dreg** – CR 1 – Small CE Monstrous Humanoid Barbarian 1 – Pathetic oni of diverse appearance and powers which fights savagely and stupidly
- **Oni Warrior** – CR 4 – Medium LE Monstrous Humanoid Monk (monk of the four winds) 3 – Oni warriors whose strange skin and deformities hint at their powers
- **Phallic Swarm** – CR 3 – Tiny NE Aberration (swarm) – Grasping, life draining squids forged from flesh-warped penises
- **Rape Pure Fighter** – CR 8 – Medium LE Humanoid – Brawler in a sexual blood sport
- **Rape Pure Futanari** – CR 10 – Large CE Monstrous Humanoid – Half female oni brawler that revels in sexual violence against women
- **Rape Hound** – CR 4 – Small CE Aberration – Vile fighting dog bred as a sexual atrocity and security beast for the Rape Pure Fight circuit
- **Taru Tsuyoi** – CR 14 – Medium CE Human – Billionaire hiding a savage nature
- **Throatcutter Borg** – CR 7 – Medium CE Monstrous Humanoid (light cyborg) Rogue 3, Fighter (free hand fighter) 5 – Heavily augmented knifefighter who films POV rape/snuff porn



BLACK ISSUNBOSHI - CR 3

Small CE Aberration

XP 800

Init +4 **Senses** Darkvision 90 ft, lowlight vision, scent, Perception +7

Languages Aklo, Japanese

Defense

AC 20 **Touch** 16 **Flatfooted** 15 (+1 size, +4 DEX, +1 dodge, +4 natural)

HP 4d8 -4 hp (16 HP)

FORT +0 **REF** +5 **WILL** +6

Offense

Spd 30 ft **Climb** 30 ft

Melee two +8 claws (1d4+4 slashing, 20/x2) plus +6 bite (1d6+4 piercing, 20/x3 plus *Black Issunboshi Poison*)

Black Issunboshi Poison (EX) Bite- injury; save FORT DC 13; frequency 1x/round for 6 rounds; effect 1d2 DEX; cure 3 saves Special Creatures suffer a penalty on their saves against Black Issunboshi Poison equal to their size penalty to Armor Class/attacks.

Ranged two +8 lashes (1d4+4 slashing, 19-20/x2 plus trip, 10 ft maximum range)

Statistics

Str 18 **Dex** 19 **Con** 9 **Int** 7 **Wis** 14 **Cha** 5

Base Atk +3 **CMB** +6 (+8 trip) **CMD** +20

Feats Combat Reflexes, Dodge, Greater Trip^B, Improved Trip^B

Skills Climb +17, Perception +7, Stealth +15 (racial modifiers: +8 Climb)

Ecology

Environment any undergrounds or ruins (prefers Chiba and Tokyo prefectures)

Organization solitary, trio or gang (4-10)

Treasure standard

Nature

The nasty, jealous little *oni* called Black Issunboshi take their name from the traditional folk-tale of the One Inch Boy, one of mythic Japan's greatest heroes. Unlike One Inch Boy, these stunted little oni are not helpful, kind or compassionate. Instead, Black Issunboshi are spiteful and consumed by jealousy over creatures larger, healthier or more beautiful than themselves.

Black Issunboshi are a tangle of twisted limbs and fleshy tendrils erupting from a torso that looks like that of a starving infant. A Black Issunboshi's face is that of an adult man's, cruel and sardonic.

When a Black Issunboshi fights, it lashes out with its whip-like tendrils and favors wrenching victims off their feet. They clamber wildly over downed victims, punching and biting in a frenzy. While attacking, the Black Issunboshi capers wildly, hurling vile insults at its prey. It attacks a victim's physique, its weight, its fighting prowess. The creature always attacks the largest, strongest and healthiest target first.

BLACK SUMO - CR 12

Large NE Outsider (evil, Ironclub Oni, native)

Combatant 13

XP 25,600

Init +1 **Senses** Darkvision 60 ft, Perception +3

Languages Draconic, Goblin, Japanese, Infernal

Defense

AC 16 **Touch** 13 **Flatfooted** 15 (-1 size, +1

DEX, +3 class, +3 armor)

HP 13d10 + 76 hp (152 HP)

FORT +15 **REF** +11 **WILL** +8

Damage Reduction 10/adamantine

Defensive Abilities Improved Evasion, Improved Uncanny Dodge

Immune Suffocation, Vacuum (see Hibagon Oni)

Weaknesses Too Honest

Offense

Spd 70 ft

Reach 10 ft

Melee +21/+15/+11 unarmed strike (2d10+9 bludgeoning, 20/x2 plus grab)

Combatant Techniques Armor of God, Brass Body, Combat Techniques, Copper Body, Lead Body

Special Attacks Constrict (2d10+9 bludgeoning)

Special Qualities No Breath (see Hibagon Oni)

Spell-Like Abilities (CL 13th Concentration +15)

1x/day – Enlarge Person

Statistics

Str 28 **Dex** 13 **Con** 20 **Int** 9 **Wis** 15 **Cha** 16

Base Atk +13 **CMB** +24 (+27 reposition, +28 grapple, +25 trip) **CMD** 35

Feats Critical Focus, Crippling Critical, Improved Grapple, Improved Iron Will, Lightning Reflexes, Great Fortitude, Iron Will, Power Attack, Toughness

Skills Acrobatics +17, Intimidate +19, Swim +25

Gear +2 kesho-kawashi (sumo loin cloth, treat as a war ribbons)



Counter Grapple (EX)

The Black Sumo may make an attack of opportunity against a creature attempting to grapple him. This does not allow the Black Sumo to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability.

Effortless Strike (EX)

Once per day, the Black Sumo can declare he is making an effortless strike prior to making a melee attack roll. The Black Sumo successfully hits the target on any result other than a natural 1 on the attack roll.

Ecology

Environment any urban (found in Japan only during a Rape Pure, native to the Tatakama)

Organization solitary or accompanied by 1d4+1 Oni Warrior retainers and several Oni Dreg servants

Treasure double standard (including gear)

Special Abilities

Armor of God (SU)

The Black Sumo can activate *armor of god* to grant himself Spell Resistance 23 for one minute. Doing so is an immediate action.

Hibagon Oni (SU)

The Black Sumo is a *hibagon*, an especially sadistic and rapacious breed of oni. As long as the Black Sumo commits an act of rape each day, he gains the No Breath racial quality, and becomes immune to thirst and starvation. If he fails to commit a rape, he loses this quality for one month after the rapes resume.

Improved Evasion (EX)

The Black Sumo can avoid damage from many area-effect attacks. If the Black Sumo makes a

successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage, and only half damage on a failed REF Save. Evasion can be used only if the Black Sumo is unarmored or wearing light armor; if helpless, the Black Sumo does not gain the benefit of evasion.

Improved Iron Will (EX)

The Black Sumo can reroll a failed WILL Save once per day.

Maneuver Training (EX)

The Black Sumo receives a +3 bonus on Combat Maneuver checks made to *reposition* an opponent or avoid being repositioned, a +2 bonus on Combat Maneuver checks to make or avoid a *grapple* attempt, and a +1 bonus on Combat Maneuver checks made to make or avoid a *bull rush* attempt.

Sumo (EX)

The Black Sumo is treated as being one size category larger whenever doing so would be advantageous to him, such as during grapple checks, when determining his carrying capability and what weapons he can wield, as well as whether enemy attacks (such as swallow whole) can affect him.

Too Honest (EX)

The Black Sumo is too simpleminded and crudely honorable to ever lie effectively. If he makes a successful Bluff check (with the exception of Bluff checks to feint in combat) he is *shaken* for one day.

Nature

Black Sumo are especially fearsome Ironclub Oni of the sexually violent and dishonorable *Hibagon* tribe. Such creatures are thankfully rare in the Earth Realm, only coming to the modern Black Japan once every few Rape Pure bouts, when Tsuyoi cajoles, flatters and bribes one such with promises of gold *ryo* and supple human women to break with their steely cocks. Tsuyoi

knows that taciturn and lethal oni of this breed are a huge draw, but worries, because these nearly indestructible warriors might one day claim mastery of the Rape Pure from him.

Black Sumo focus on defenses, like the walls of a fortress. They are nearly indestructible, with massively armored skin, and a reserve of health and vigor greater than an entire army of mortal fighters. It's easy to hit a Black Sumo, and they rarely even bother to dodge the strongest bows. Instead, they wait with a silent, slight sneer on their boat-like faces. And when their enemies are bleeding from the knuckles, panting, sweat-soaked and exhausted, that's when a Black Sumo strikes back.....

BLIND RAZOR - CR 9

Medium CN Undead (Akaname)

Rogue 3/Magus 7

XP 6,400

Init +3 **Senses** lowlight vision, scent, Perception +13

Languages Abyssal, Aquan, Draconic, English, German, Japanese, Okinawan

Aura stench (30 ft, FORT DC 13)

Defense

AC 17 **Touch** 13 **Flatfooted** 14 (+3 DEX, +4 armor)

HP 10d8 + 20 hp (71 HP)

Damage Reduction 5/magic or bludgeoning*

FORT +6 **REF** +8 **WILL** +8

Defensive Abilities Evasion, Trap Sense

Resist Acid 10*, Fire 10*

Immune Undead Immunities

*includes effects of *Cocoon of Filth*

Offense

Spd 30 ft

Melee +10/+5 scalpel (1d2 slashing, 15-20/x4 plus *Slimy Doom* FORT DC 14 negates)

Ranged +10/+5 shuriken (1d2 slashing, 20/x2 plus *Slimy Doom* FORT DC 14 negates)

Sneak Attack +2d6 plus Bleed 2

Special Qualities Arcane Pool, Knowledge Pool, Spell Combat, Spell Recall, Spell Strike, Trap

Sense +1

Familiar Pooplet (see *Black Bestiary*)

Arcane Pool 8 points

Possible Enchantments via Arcane Pool

dancing, flaming, flaming burst, frost, icy burst, keen, shock, shocking burst, speed or vorpal

Spellcasting (CL 7th Concentration +17)

Zero – Acid Splash, Flare (F-DC 15), Flatulence (F-DC 16), Ghost Sound, Read Magic

First – Corrosive Touch *prepared twice*, Grease (R-DC 16), Vacate Bowels (F-DC 17) *prepared twice*

Second – Acid Arrow *prepared twice*, Bladder Spike (F-DC 18), Cat's Grace,

Third – Clutches of the Toilet (R-DC 19), Monstrous Physique I

Statistics

Str 11 Dex 17 Con - Int 21 Wis 14 Cha 14

Base Atk +7 CMB +10

CMD 20

Feats Agile Maneuvers, Cocoon of Filth, Skatto Mastery, Poison the Bowels, Wards of Filth, Weapon Finesse

Skills Acrobatics +15, Bluff +13, Climb +12, Knowledge (arcana, local, the planes) all at +17, Perception +13, Stealth +14, Spellcraft +17, Use Magic Device +13

Gear +2 slick buff coat, 4-5 scalpels, 5-10 shuriken

Ecology

Environment any land or underground (only ever in Tokyo for the Rape Pure)

Organization always solitary

Treasure incidental (including gear)

Special Abilities

Bones of Shit (SU)

Blind Razor can dissolve or restore its skeleton at will as a move-equivalent action, transforming into a boneless mass of necrotic tissue. In this form, Blind Razor is considered *Prone*, but gains a Climb speed equal to its land speed. Blind Razor's shapeless flesh can slide nimbly across even the smoothest surfaces. Blind Razor can fight in melee while prone without penalty. While prone, he cannot be tripped, and receives a +4 racial bonus to his Combat Maneuver Defense.

Cocoon of Filth (SU)

Blind Razor can transform his foul shit into dense, stinking armor. Blind Razor may expend a daily use of his Wards of Filth ability as a standard action to cover himself in mystical feces, which acts as armor. The foul armor provides Blind Razor with Damage Resistance 5/magic against piercing and slashing damage,



well as Fire and Acid Resistance 10. These resistances stack with Damage Reduction or Energy Resistance gained from other sources. Each activation lasts for two minutes per activation, or is destroyed by immersion in water or suffering 10 points or more of water based damage.

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

Corpophile (SU)

If Blind Razor is able to watch a Humanoid, or Monstrous Humanoid with a CHA score of at least 11+ urinate or defecate and then sample at least a small portion of the waste within one minute becomes more alive. For one hour after the fetish act, he cannot be harmed by channeled positive energy, and is healed by such, as if it were a living creature.

Evasion (EX)

Blind Razor can avoid damage from many area-effect attacks. If Blind Razor makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if Blind Razor is unarmored or wearing light armor; if helpless, Blind Razor does not gain the benefit of evasion.

Poison the Bowels (SU)

By expending a daily use of *Wards of Filth*, Blind Razor can take control over a victim's body and use the shit found inside to poison them. This is a ranged touch attack with a 30 ft maximum range. If the attack is successful, the

target becomes *nauseated*. This condition remains until the target next moves his or her bowels, at which time the deadly secondary effect of the curse takes hold.

When the target attempts to shit, she suffers massive physical trauma, as her guts explode from the mystic pressure. Blind Razor's victim suffers 5d6 points of damage, and must attempt a DC 14 FORT Save or suffer 1d6 points of permanent CON damage. A *remove curse* or *remove disease* spell cast before the target shits ends the nausea and negates the secondary effect of this feat. This feat has no effect on creatures which do not need to eat nor defecate (such as constructs), do not have an animal-like metabolism (such as most plants) or are not alive.

Pool Strike (SU)

Blind Razor can expend 1 point from his arcane pool to charge his free hand with energy. He can make a melee touch attack with that hand as a free action as part of activating this ability. If the touch attack hits, it inflicts 3d6 points of the chosen energy type (acid, cold, electricity or fire). Blind Razor can use this ability in conjunction with the spell strike class feature, and can hold the charge for up to one minute. Blind Razor almost always uses acid as his chosen energy type.

Pooplet Familiar (SU)

Blind Razor's pooplet familiar provides the foul mage with a +2 bonus on saving throws against spells and effects with the *skatto* descriptor.

Septic Scalpels (EX)

Blind Razor's omnipresent, cloying filth has fouled his weapons. Any victim damaged by Blind Razor's scalpels or his shuriken must succeed at a DC 14 FORT Save or contract *Slimy Doom*.

Wards of Filth (SU)

Four times per day, Blind Razor may activate *wards of filth*. Doing so requires one minute, as

he paints a warding circle from his urine and shit. This warding circle acts as a *magic circle against good* 60 ft in diameter as a 5th level cleric. The barrier remains in existence for up to an hour, or the barrier is washed away with water or other physical means of destruction.

Alternatively, as a full round action, Blind Razor can cast any of the following spell-like abilities, as a caster of the type listed in parenthesis, at his total caster level.

Arcane Lock (sorc), *Hold Portal* (sorc) or *Sanctuary* (clr)

Nature

Blind Razor is a legendarily foul nightmare, even among the other monsters of the Rape Pure circuit. Incarnate filth, Blind Razor lives homeless in Okinawa, and only ventures north when whispers of a new Rape Pure reach his ears. The call of battle is the only thing that can bring him to mainland Japan; he's hated the Japanese with a ferocious passion for all of his three dark centuries. He won't even watch Japanese shit, he loathes them so thoroughly...unless it's the final shit of life, as the bowels spasm and release in death. He likes that.

Blind Razor is not quite a friend, even to Tsuyoi himself, but Tsuyoi almost trusts the Akaname. Razor's compulsions and insanities don't make him a threat to Tsuyoi's dominance of the Rape Pure and Tsuyoi finds that somewhat refreshing. All that matters to Blind Razor is the delight of shit; *skatto* magic is his faith, his god, the source of all his powers. He comes north to fight for the chance to watch weaklings shit their last, to further some obscure quest of his, and then returns to whatever abandoned building he's squatting in down Okinawa-way.

Blind Razor is a light, shifty fighter, a true sadist with a physician's knowledge of veins and arteries and weak points. He favors a knife in the kidneys, and has stolen several fine scalpels from Okinawan hospitals and vets offices. His

shuriken are actually taped together scalpel blades and scraps of metal, rusting and diseased. Once he drops a victim, he tends to squat over them, cooing to them, whispering the anatomical details of their demise.

Blind Razor is an emaciated Okinawan who looks every one of his three hundred immortal years. He stinks like a shit-filled dumpster on the hottest day of summer, and it's impossible to tell what color his clothes originally were, they're so filthy. Filthy to archeological layers, filthy to a standard measured in geologic time. Filthy.

Local cops know to walk the other way than roust him- he's killed a few too stupid, or too duty-bound to ignore the homeless monster walking Okinawa's back alleys. His few remaining teeth are blackened stumps, and he his left eye back during the 1960s, during one of the few knife fights he ever lost. That's how he picked up *Blind* as part of his nickname; the *Razor* is all too obvious.

DEMON BEAST GRAPPLER CR 11

Huge NE Monstrous Humanoid (evil)

XP 12,800

Init +6 **Senses** Perception +11

Languages Abyssal, Infernal, Japanese

Defense

AC 30 **Touch** 20 **Flatfooted** 28 (-2 size, +2 DEX, +10 deflection, +10 natural)

HP 14d10 + 84 hp (161 HP)

Damage Reduction 10/good

Fast Healing 5 (acid, fire, good)

FORT +16 **REF** +11 **WILL** +5

Immune the Pinned condition

Weaknesses Sunlight Vulnerability

Offense

Spd 50 ft

Reach 15 ft



Melee four +23 claws (2d6+10 slashing, 20/x3) or four +22 *dazing blows* (1d8+15 bludgeoning, 20/x3 plus *dazed* 1d4 rounds, WILL DC 27 half)

Special Attacks Constrict (2d6+10 bludgeoning), Rend (2 claws, 2d6+10 slashing)

Special Qualities King of Demon Grapplers, Sunlight Vulnerability

Statistics

Str 31 **Dex** 15 **Con** 20 **Int** 11 **Wis** 13 **Cha** 12

Base Atk +14 **CMB** +26 (+28 grapple) **CMD** 38

Feats Cleave, Dazzling Display, Great Cleave, Greater Grapple, Great Fortitude, Improved Grapple, Improved Initiative, Intimidating Prowess, Power Attack, Run, Toughness, Weapon Focus (claws)

Skills Acrobatics +17, Climb +25, Intimidate +26, Knowledge (the planes) +10, Perception +11, Perform (poetry) +7

Ecology

Environment any land (equally common within the Tatakama and Black Japan)

Organization always solitary

Treasure standard

Special Abilities

Dazing Blows (SU)

As often as every other round, the Demon Beast Grappler can unleash a barrage of skull-rattling punches rather than slashing claw attacks. If directed at a single target, calculate the damage from all Dazing Blows at the end of the attack sequence, so only the total damage rolled is subject to the target's Damage Reduction, not each individual punch. The target is also *dazed* for 1d4 rounds (REF DC 27 half).

Demon Claws (EX)

The Demon Beast Grappler's claw attacks are considered magic, chaotically and evil aligned for the purpose of overcoming damage reduction.

Deflecting Musculature (EX)

The Demon Beast Grappler receives a deflection bonus to Armor Class equal to his STR modifier (+10).

King of Demon Grapplers (EX)

The Demon Beast Grappler is never considered pinned and can maintain a grapple without gaining the grapple condition himself, by suffering a -10 penalty on the CMB check made to grapple.

Sunlight Vulnerability (EX)

The Demon Beast Grappler hails from the sunless, twilight shadows of the Tatakama, and cannot abide Ameretsu's light. The Demon Beast Grappler suffers 1d8 HP worth of Fire damage per round of exposure to direct sunlight, or 1d4 HP worth of Fire damage in indirect sunlight, or during rainy or overcast days. The Demon Beast Grappler is considered *shaken* in direct sunlight.

Nature

The Demon Beast Grappler is a hulking behemoth with skin as black as drying tar and a mane of dingy hair like dirty snow. The night spawned creature's four powerful arms end in wicked talons six inches long. The Demon Beast Grappler fights nude or nearly so, dressed only in a ragged loin cloth. The creature disdains armor as an admission of human inferiority, and likewise, has no need of weapons.

The Demon Beast Grappler's bat-like, snarling face and upper breasts are painted with ivory kanji, each line a haiku celebrating the dark creature's strength, ferocity or the pleasure it takes in ripping a strong man limb from limb. Far more articulate than it appears, the Demon Beast Grappler takes tremendous pride in its ability to recite these dark haiku in a clear, educated voice at odds with its brutish appearance.

The Demon Beast Grappler is a minor prince of the Tatakama, ruler of a subterranean kingdom of demons and oni. His brutality and strength (and even his courtier's skill at poetry) accord him vast respect among demon kind. He has ventured into the Earth Realm and into the Rape Pure tournament to prove his battle prowess again, against unpredictable and lethal human opponents. Each scar is a victory, and the Demon Beast Grappler enjoys taking the skulls of slain opponents almost as much as he enjoys the chance to rape, brutalize and torture weaker combatants.

THE ELEGANT, KIREI ROMAN - CR 16

Medium NE Human Fighter (free hand fighter) 14/ Bard (arcane duelist) 3

XP 76,800

Init +10 **Senses** Perception -1

Languages Draconic, English, French, Japanese, Vietnamese

Defense

AC 23 **Touch** 19 **Flatfooted** 14

(+6 DEX, +3 dodge, +4 armor)

HP 14d10+3d8+85 hp (185 HP)

FORT +14 **REF** +13 **WILL** +3

Defensive Abilities DR 2/- against Slashing Damage

Offense

Spd 35 ft

Melee +21/+16/+11 *romanticide* (1d8+5 slashing, 18-20/x2 *vorpal*)

Special Qualities Bardic

Knowledge +1, Bardic

Performance (W-DC 15 where applicable) (distraction, fascinate, inspire courage +1, inspire competence +2, rallying cry, versatile performance: dance for acrobatics and fly, well-versed)

Spellcasting (CL 3rd)

Concentration +9)

Zero Level –Daze (W-DC 15), Ghost Sound, Joss Money^E, Nose Torture^E (W-DC 14) Resistance, Summon Instrument

First Level – (4 slots) Cause Fear (W-DC 16), Charm Person (W-DC 16), Expeditious Retreat, Hideous Laughter (W-DC 16)

Statistics

Str 15 **Dex** 23 **Con** 17 **Int** 13 **Wis** 9 **Cha** 18

Base Atk +16 **CMB** +22 **CMD** 34



Feats Agile Maneuvers, Arcane Strike, Combat Expertise, Exotic Weapon Proficiency (katana), Dodge, Fleet, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Greater Disarm, Greater Feint, Improved Trip, Mobility, Spell Focus (enchantment), Spring Attack, Toughness, Whirlwind Attack

Skills Acrobatics +25, Climb +11, Computer Use +5, Bluff +23, Escape Artist +25, Intimidate +13, Perform (dance) +23, Stealth +17
Gear *Romanticide* (+1 vorpal katana), +3 blade silk robes, Plague Mask (as Noh Mask, Ghost)

Ecology

Environment any urban (especially the richest, most opulent districts and haunts)

Organization solitary or accompanied by 1d6+1 Rape Pure Fighters as body guards

Treasure double standard (including combat gear)

Special Abilities

Bardic Performance (SU)

The Elegant may use up to 12 rounds of bardic performance per day.

Bishonen (SU)

The Elegant receives a +2 racial bonus on sexually oriented Bluff and Diplomacy checks against male characters.

Deceptive Strike (EX)

The Elegant gains a +3 bonus to CMB and CMD on disarm checks and on Bluff checks to feint or create a diversion to hide.

Ghost Noh Mask (SU)

While wearing the Ghost Noh Mask, The Elegant becomes coldly frightening. The wearer receives a +5 competence bonus on Intimidate checks, and receives a +1 morale bonus on attack rolls against a creature he or she has previously intimidated within the previous day.

Interference (EX)

The Elegant can make a disarm or trip combat maneuver against a target he threatens as a move action to push his opponent off balance. If successful, the target becomes flat-footed. This condition lasts until the target takes damage from a melee or ranged attack or until the beginning of the Elegant's next turn.

Timely Tip (EX)

The Elegant may make a disarm combat maneuver against a target he threatens as a move action to push aside the target's shield. If successful, the target loses its shield bonus to AC against The Elegant's next attack.

Nature

A dark prince of the Tatakama, The Elegant enters the ring in a flourish of black silk. The Elegant is a dancer, ballet trained and stylishly lethal, who fights with a specially forged katana he has named *The Romanticide*. As Kirei Roman, the masked fighter known only as The Elegant could have had anything he ever wanted from life, in this realm or in his native Tatakama. With his family's impossible wealth, passionate immortality and mystical heritage, Kirei Roman could have had anything he wanted- lovers of every shape and gender, a musical career to rival any of his ancestors' or siblings' or vast feudal estates beneath the endless twilight of the Tatakama sky.

As much as Kirei wanted any of those things, he wanted the visceral thrill of murder even more. An adrenaline junkie without compare, Kirei has fought in every war and conflict of the 20th and 21st centuries, and has recently discovered the *Rape Pure Fight!* circuit. Kirei has killed with relish for three years now, honing his fighting prowess, even taking the fight purse once, not that he needed the prize. That night, Kirei bought twin Korean whores- he killed the male and gave his prize to the screaming female twin, as a joke.

Everything's a joke to this beautiful sociopath. He's boasted openly of his plans to murder Taru Tsuyoi and take over the *Rape Pure*. The Elegant doesn't want the league, and would run it into the ground within months if he ever took it, but he needs the thrill of taking. The Elegant wants for nothing, needs nothing....but he obsesses greedily over those things he doesn't have, schemes to take them, and in so doing, convinces himself he has a purpose in this life.

The Elegant is a roguishly handsome human male of indeterminate age. He might be a teenager, lean and precocious, or a man hardened by a lifetime of violence; in reality, The Elegant has lived and murdered for more than 175 years. He dresses in only the finest, hand stitched *elegant gothic aristocrat* style, and has patronized the same clan of fine tailors for more than a century and a half now. When The Elegant fights, he protects his fine features behind a mahogany and brass physician's mask from the late 17th Century.

FALLEN EYRINES - CR 6

Medium LE Human Monk (hungry ghost monk archetype)⁷

XP 2,400

Init +3 **Senses** Perception +9

Languages Draconic, English, Japanese

Defense

AC 17 **Touch** 15 **Flatfooted** 14 (+3 DEX, +2 armor, +2 class)

HP 7d8 + 7 hp (41 HP)

Damage Reduction 3/- against small, ranged piercing weapons

FORT +6 **REF** +8 **WILL** +7 (+9 vs enchantment)

Defensive Abilities evasion, slow fall 30 ft, still mind

Offense

Spd 50 ft

Melee +8 unarmed strike (1d8+3 bludgeoning, 20/x2)

Flurry of Blows +8/+8/+3 unarmed strike (1d8+3 bludgeoning, 20/x2)

Ranged +8 black ki fire (2d8 fire, 19-20/x2, 25 ft range increment)

Special Attacks Punishing Kick (F-DC 14), Ki Strike (cold iron, magic, silver weapon or Eyrines Strike)

Special Qualities High Jump, Ki Pool (magic, 6 ki points), Maneuver Training

Statistics

Str 16 **Dex** 16 **Con** 13 **Int** 11 **Wis** 12 **Cha** 15

Base Atk +5 **CMB** +9 **CMD** 21

Feats Blind Fight, Combat Reflexes, Extra Ki, Eyrines Strike, Improved Grapple, Power Attack, Punishing Kick, Scorpion Style, Stand Still

Skills Acrobatics +11, Climb +11, Intimidate +10, Perception +9, Sense Motive +9, Stealth +10

Gear +1 quilted cloth armor

Ecology

Environment any urban (keeps to the back alleys of Tokyo, Chiba and Gunma Prefectures, avoids Okinawa at all costs)

Organization solitary

Treasure incidental

Special Abilities

Evasion (EX)

The Fallen Eyrines can avoid damage from many area-effect attacks. If the Fallen Eyrines makes a successful REF Save an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the Fallen Eyrines is unarmored or wearing light armor; if helpless, the Fallen Eyrines does not gain the benefit of evasion.

Eyrines Fists (SU)

The Fallen Eyrines learned special, brutal katas for use against sexual predators, both human and demonic. The Fallen Eyrines receives a +3 insight bonus on attack rolls made to confirm a critical hit if the target has ever raped a sentient creature.

In addition, the Fallen Eyrines can spend a point from her Ki Pool to imbue her *unarmed strikes* or her *black ki flame* with the Fallen Eyrines ability. When attacking any creature who has ever raped a sentient creature, of any species, the Fallen Eyrines receives a cumulative +1 bonus on attack and damage rolls for each rape the target has ever committed. There is no maximum limit to the bonus that can be accrued in this manner, making the Eyrines Strike ability ideal for battling elder demon lords and human predators. Once activated, this enhancement lasts

a number of rounds equal to the Fallen Eyrine's Monk class level (seven rounds), or can be ended as a swift action.

Flames of Self Loathing (SU)

Each time the Fallen Eyrines activates her Eyrines Fist ability, her self loathing burns her with black flames that stink of sweat and cum and ash. When the Eyrines Fist ability activates, these black flames provide the Fallen Eyrines with a deflection bonus to AC equal to her CHA modifier (+2), but she suffers 1d6 fire damage per round aflame.

As an immediate action, the Fallen Eyrines can concentrate and increase the strength of these black flames. While doing so, she suffers 3d6 points of Fire damage per round aflame, but increases the deflection bonus to AC to +5 and provides her with Spell Resistance 23. This Spell Resistance does not apply to spells with the *good* descriptor.

Life Funnel (SU)

When the Fallen Eyrines has at least 1 point remaining in her *ki* pool, she can steal a creature's life energy to replenish her own. If she scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer HP, she can heal a number of HP equal to her Monk level (7 HP). She cannot both steal *ki* and hit points, and must choose between the two options.

Steal Ki (EX)

The Fallen Eyrines can steal *ki* from other creatures, in a brutal act of rape. If the Fallen Eyrines scores a confirmed critical hit against a living enemy or reduces a living enemy to 0 or fewer HP, she can steal some of that creature's *ki*. This ability replenishes 1 spent *ki* point to the Fallen Eyrine's *ki* pool, as long as the Fallen Eyrines has at least 1 *ki* point in her pool. She cannot exceed her maximum *ki*.

Nature

She fought her first Rape Pure bout for the best of intentions.

Undercover to save a woman's life and sanity, or to kill some sadistic motherfucker who used his dick like a weapon. She took the kill-shot and realized she liked it. She fought another bout, killed another monster, but she took her time with this one. Made the kill hurt. She could've pushed the bastard's nasal cartilage up through his frontal lobe, ended it instantly, but she didn't. She broke fingers, snapped ribs, dislocated knees, severed testes. Enjoyed the work, the kill. She enjoyed the next kill, breaking some Rape Pure bastard with her strong bare hands even more, not even noticing that her anti-rapist supernatural talents were starting to sting every time she activated them.

A few more kills under her belt, and when she tried to call upon her Eyrines power, her hands burned. She realized what she'd become- a monster getting a thrill off domination and violence. She was only one thin moral notch above the men she was killing. She left the Okinawa safehouse, knowing she wasn't worthy of sanctuary there anymore, and worried her former sisters might execute her. Or worse yet, rehabilitate her.

Now, she keeps to the shitty neighborhoods. To the shadows and the capsule hotels, always sits with her back to a wall. The other Rape Pure fighters want her cunt, carved out and put on a plate. The oni she used to want the same damn thing. Her sisters? Do they still have her back? She doesn't know. Probably not. The only thing that makes her feel even remotely human is the call to a new Rape Pure, Hell's very own ring bell. She either kills another human cockroach, or she gets killed herself and the nightmare is over. A win either way.

FATALITY - CR 7

Large CE Monstrous Humanoid (Battlechanger)

Combatant 5

XP 3,200

Init +6 **Senses**

Darkvision 500 ft,
lowlight vision, perceive
unencrypted radio/
television/wifi signals,
Perception +7

Languages Infernal,
Japanese, Tech-TY

Defense

AC 24 **Touch** 16

Flatfooted 18 (-1 size,
+1 class, +6 DEX, +8
natural)

HP 5d10 +5 hp (33 HP)

FORT +5 **REF** +10

WILL +0

Defensive Abilities

Evasion, Uncanny Dodge

Immune Electricity,
Suffocation, Vacuum

Weaknesses Cybernetic
Security Risk -1

Offense

Spd 50 ft

Melee +11/+5 *shocking
burst unarmed strike*
(2d6+2 bludgeoning
+1d6 electricity, 20/x2)

Ranged +11/+5 heavy
ion pistol (2d8+1
electrical, 18-20/x2, 50 ft
range increment, single
shot, 12 cell)

Combatant Techniques

Arrogant Style, Bee
Stance

Special Qualities No
Breath, Unhealing

Spell-Like Abilities (CL
5th **Concentration** +6)

At Will – *Lightning Bolt* (5d6 electrical, R-DC
13; costs 3 Fuelon/usage)

Statistics

Str 13 **Dex** 22 **Con** 13 **Int** 12 **Wis** 9 **Cha** 14



Base Atk +5 **CMB** +6 (+9 dirty trick) **CMD** 22
Feats Combat Reflexes, Improved Dirty Trick,
Improved Unarmed Strike, Passenger Hauler,
Weapon Finesse

Skills Acrobatics +14, Intimidate +10,
Perception +7, Perform (blood sports) +10,
Stealth +10

Gear +1 heavy ion pistol, 2x spare cells

Cybernetics

Headware – Onboard Computer

Shannix Budget

Efficient Systems (1), Extra Fuelon Reserve x3
(3 Shannix total), Fuelon Regenerator (2), Spell-
Like Technology (lightning bolt) (6), Triple
Changer (5)

Ecology

Environment any urban (particularly Tokyo's
Akihabara and Roppongi districts during Rape
Pure Fight bouts)

Organization solitary

Treasure standard

Special Abilities

Arrogant Style (EX)

Fatality can make an Intimidate check to
demoralize an opponent as a move equivalent
action.

Counter Grapple (EX)

Fatality may make an attack of opportunity
against a creature attempting to grapple him.
This does not allow Fatality to make an attack of
opportunity against a creature with the Greater
Grapple feat, or the Superior Grapple class
ability.

Evasion (EX)

Fatality can avoid damage from many area-effect
attacks. If Fatality makes a successful REF Save
an attack that normally deals half damage on a
successful save, he instead takes no damage.
Evasion can be used only if Fatality is
unarmored; if helpless, Fatality does not gain the
benefit of evasion.

Fuelon Conversion (EX)

Fatality can convert Terran energy sources into
Fuelon. He prefers to convert electricity into
Fuelon, requiring tens of thousands of kilowatts
to produce a single artificial Fuelon crystal.

Fuelon Reserve (EX)

Fatality has 12 points in his Fuelon reserve. He
can expend a point of Fuelon to achieve a
number of results, described fully in
Battlechangers: Ironworks.

Maneuver Training (EX)

Fatality receives a +1 bonus on Combat
Maneuver checks made to inflict a dirty trick or
avoid a dirty trick.

Massive Strength (EX)

Fatality's pneumatics and artificial musculature
allows her to haul enormous weights, out of
proportion to his size. His lifting, carrying and
dragging limits are 20 times greater than a
humanoid creature of his size. Fatality's
maximum load is 3,000 lbs.

Superior Grapple (EX)

Fatality is a superior grappler. He suffers no
penalties on attack rolls, can make attacks of
opportunity while grappling and retains his DEX
bonus to AC when pinning an opponent or when
grappled.

Uncanny Dodge (EX)

Fatality gains the ability to react to danger before
his senses would normally allow him to do so.
He cannot be caught flat-footed, nor does he lose
his DEX bonus to AC if immobilized. Fatality
can still lose his DEX bonus to AC if an
opponent successfully uses the feint action
against him.

Alt-Mode 1

Fatality's primary alt-mode, which he views in
purely pragmatic terms, is an advanced, electric-
engine version of a Can-Am Spyder tricycle. His
alt-mode is a harsh, blood red accented by
crimson, with custom rims like shuriken. Fatality

can change from either alt-mode to robot mode or to his other alt-mode as a move equivalent action that never provokes attacks of opportunity.

Classification Large Ground Mover (Can-Am Spyder)

Armor Class 23 (Stripped Armor disadvantage)

Spd 150 ft

Maximum Load 15,000 lbs

Fatality's passenger hauler feat allows him to carry one Medium passenger without it counting against his encumbrance.

Alt-Mode 2

Fatality's second, and far preferred alt-mode is a looming red steel and black rubber electric chair. Fatality can change from either alt-mode to robot mode or to his other alt-mode as a move equivalent action that never provokes attacks of opportunity.

Classification Large Gadget (electric chair)

Armor Class 16 (stripped armor disadvantage, immobility)

Spd immobile

Maximum Load not applicable

In electric chair form, Fatality gains access to the following spell-like ability.

Spell-Like Abilities (CL 5th Concentration +6)

At Will – *Shocking Grasp* (5d6 electrical; costs 1 Fuelon/usage)

Nature

By his own choice, Fatality is cut off from the Tyrakron Empire's chain of command; he went rogue several millennia ago. Only the fact the Empire's had other concerns on its mind (namely the Freegear Rebellion) has kept him functioning. That might change now that Fatality's come to Earth, on a mission of his own. That mission has nothing to do with galactic conquest- Fatality prefers a more personal form of dominance. By human standards, Fatality is a serial killer and lust murderer, driven by a fanatical sense of superiority to the organics he tortures and kills without mercy. His obsession with killing organics, with cleansing the galaxy of their taint, was too much even for the Tyrakron Empire.

Fatality has found a new home among the Black Japan's *Rape Pure Fight!* circuit. The other fighters, even Taru Tsuyoi don't fully understand what he is- an aluminum *oni* from beyond the stars, a living machine that lives for the kill, a transforming mecha anime horror come to strange life. Fatality is a crowd pleaser without compare. He prefers finishing his fight by strapping an unconscious but still breathing opponent into his electric chair alt-mode, and dealing death with the same energy that sustains his own life functions.

Fatality is a powerfully built black mechanoid with lithe, humanoid proportions. His long, slender limbs are sheathed in black and crimson aluminum. His tricycle mode's heavy tread tires become part of his shoulder assembly, and constantly crackle with electricity transmitted to his knuckles, like Tesla coils. His face is robotic and inhuman, but somehow sneering and cruel.

If encountered as part of an official *Rape Pure Fight!* bout, Fatality sets aside his heavy ion pistol, fighting only with his electro-charged fists and innate spell-casting abilities.

GORYOHIME STRANGLER CR 9

Medium LE Undead (Goryohime)

Hentai Hero 9, Rogue 1

XP 6,400

Init +6 **Senses** Lowlight vision, Perception +1

Languages Abyssal, Infernal, Japanese

Defense

AC 21 **Touch** 15 **Flatfooted** 19 (+2 DEX, +3 class, +6 armor)

HP 10d8+30 hp (80 HP)

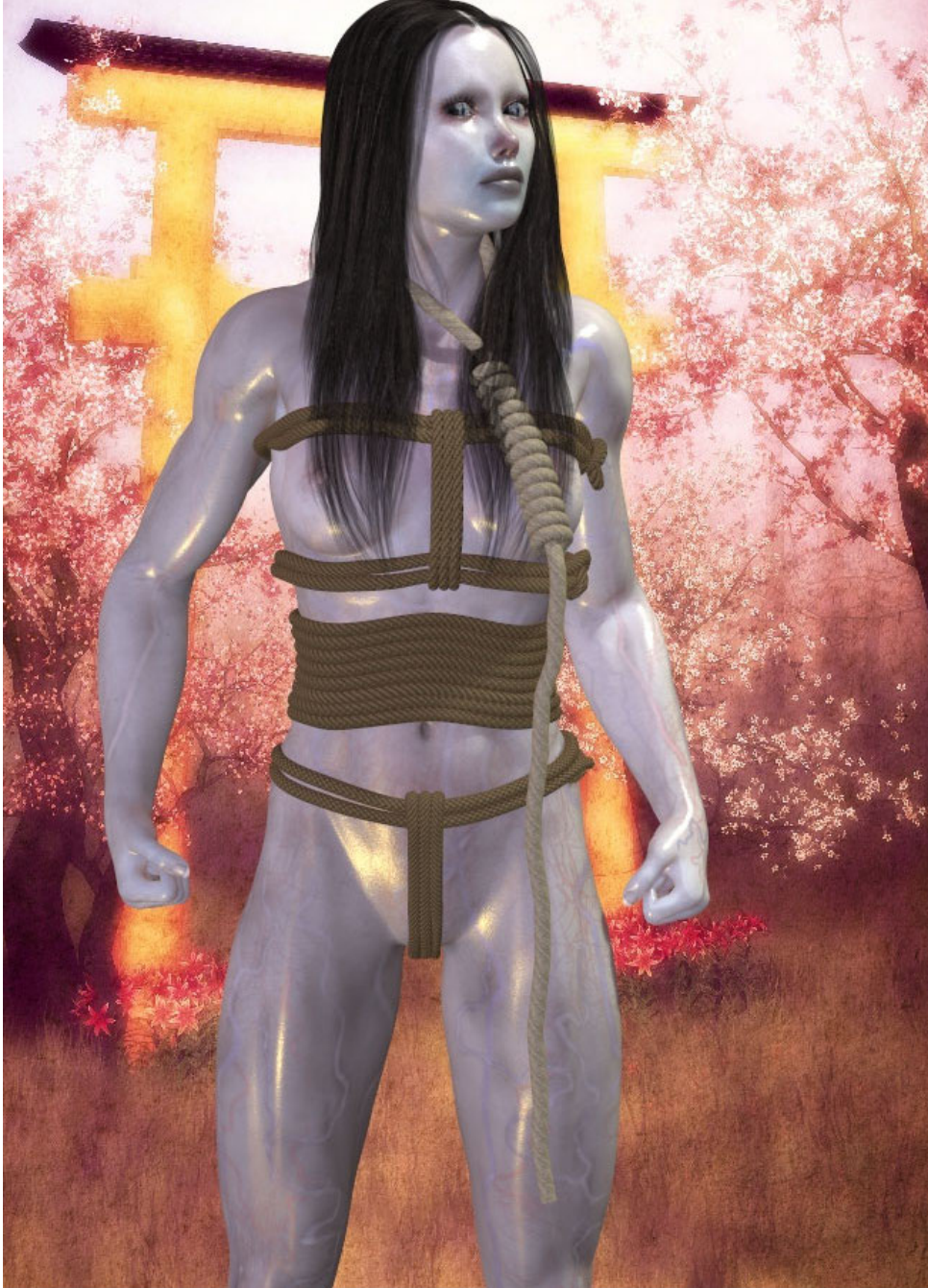
FORT +6 **REF** +12 **WILL** +4

Immune Undead Immunities

Defensive Abilities Trapfinding +1

Offense

Spd 30 ft



Melee two +14 outsider-bane claws (1d6+9 slashing, 20/x2)

Sneak Attack +2d4* (+1d6 w/o Kitsune Noh Mask)

Hentai Hero Talents Devil Claws I, Devil Claws Plus, Ghostkiss I, Wounding Claws

Special Qualities Eased Passage Between Life and Death, Noose Dreams

Statistics

Str 23* (19 w/o belt) **Dex** 14 **Con** - **Int** 13 **Wis** 12 **Cha** 15

Base Atk +6 **CMB** +13 (+15 disarm, dirty trick, +17 grapple) **CMD** 25

Feats Combat Expertise, Improved Disarm, Improved Dirty Trick, Improved Grapple, Improved Initiative, Lightning Reflexes, Toughness

Skills Acrobatics +15, Bluff +15, Intimidate +15, Stealth +15

Gear +2 balanced, brawling war ribbons, belt of giant strength +4, Kitsune Noh Mask

Ecology

Environment any urban (rarely found outside Japan)

Organization usually solitary, sometimes accompanied by a Goryohime Expert 1 concubine/battered wife

Treasure standard

Special Abilities

Brutal Strangler (EX)

The Goryohime Strangler is especially lethal if she can get her hands around a victim's throat. If she strangles an opponent, the initial CON check to hold breath is DC 13, rather than DC 10 as normal.

Devil Claws (SU)

As a free action, the Goryohime Strangler can transform her hands into natural weapons. While

transformed into Devil Claws, the Goryohime Strangler cannot use her hands to manipulate objects or carry weapons. Returning her hands to their normal shape is a move-equivalent action. Devil Claws are considered +1 outsider bane, wounding weapons, as well as magic weapons for the purpose of overcoming damage reduction.

Eased Passage Between Life and Death (SU)

Goryohime have died once, and orgasmed messily as they perished. They have no fear of dying again. Goryohime never lose a level for being raised from the dead or resurrected. They always return to existence as a Goryohime,

however. Reincarnation has no effect on a Goryohime.

Ghostkiss (SU)

Up to nine times per day, the Goryohime can call upon a minor oni spirit for aid. The oni spirit provides a +1d4 morale bonus on the Goryohime Summoner's next skill check, saving throw or attack roll. This minor oni spirit remains in place for up to one hour or until the Goryohime Strangler calls upon its power.

Within a few minutes of receiving the benefit, the Goryohime Strangler must make some token sacrifice or act of appreciation to the minor oni spirit as a full round action. If she fails to do so in a timely fashion, she cannot use this ability again until she next sleeps or rests.

Noose Dreams (SU)

Goryohime receive a +4 racial bonus on Spellcraft checks made specifically to identify magic items from the Necromancy school.

Pedo (EX)

The Goryohime Strangler is a slave to her pedophilic compulsions. She must succeed at a DC 20 WILL Save to resist attempting to seduce, rape or begin a sexual encounter with female humanoids in the Young Adult or younger age category. If the WILL Save is failed, she will attempt the crime, regardless of the consequences.

Nature

The Goryohime Strangler took her own life and rose again as undead, dying at the end of a belt wrapped around a shower rod. Her last thought as a mortal was the thrill of agony, a desire to force other girls to endure this final, fatal, thrilling pain. She acclimated to unlife quickly, rejecting the Hanging Academy and its ghoulish benevolence. She hit the street, built and weaponized her beautiful undead body, and just months after she breathed her last, she had strangled her first mortal victim. Then her second, her third, and soon, she lost count of the

pretty mortal pre-teens whose lives she ended. Somewhere along the way, the Goryohime Strangler heard about the Rape Pure Fight! circuit, and she entered the tourney.

She's done well so far, and enjoyed every kill. Murdering men is almost as ecstatic as killing little girls, and more of a challenge.

The Goryohime Strangler is seemingly an older Japanese teenager, with a weightlifter's hypertrophied physique. Her body is massive and her undead flesh is white marble, veined and corded. When she steps into the ring, she wears only black ropes, knotted tight Shibari style, including an ebony noose around her throat. She wears a white lacquer fox mask that makes her bladed nails even deadlier. When fighting men, she is taunting and emasculating, but when fighting women, she is too aroused for wit. She merely hisses and moans disturbingly. Occasionally (it's happened only twice so far), one of the girls she strangles rises as a stunted, broken Goryohime. If so, the Goryohime Strangler will keep her victim as a ghoulish-slave for a few weeks, until she tires of her, and kills her again.

KITSUNE-KUROI RAPIST CR 5

Medium CE burakumin Fey (Kitsune)

Combatant 6

XP 1,600

Init +2 **Senses** lowlight vision, Perception +7

Languages Japanese

Aura Rapist's Camaraderie (30 ft, receive a +1 bonus on melee attack rolls, grapple checks and unarmed damage rolls against women per creature that has committed rape within the past 24 hours; max +10 bonus)

Defense

AC 14 **Touch** 14 **Flatfooted** 11 (+2 DEX, +1 class, +1 dodge)

HP 6d10 + 6 hp (49 HP)

FORT +6 REF +7 WILL +2

Offense

Spd 50 ft

Melee +8/+3 unarmed strike (1d10+2 bludgeoning, 20/x2)

Melee +8/+3 phallic spear (1d8+2 piercing, 19-20/x2, 20 ft reach)

Special Qualities Evasion, Fox Skills, Liver of Immortality

Spell-Like Abilities (CL 6th Concentration +6)

At Will – Beast Shape I (assume fox form only)

2x/day – Alter Self

Statistics

Str 14 **Dex** 15 **Con** 12 **Int** 11 **Wis** 10 **Cha** 11

Base Atk +6 **CMB** +8 (+11 grapple) **CMD** 20

Feats Dodge, Improved Grapple, Phallic Spear Technique, Rapist's Camaraderie, Scorpion Style

Skills Acrobatics +9, Climb +13, Intimidate +7, Knowledge (local) +7, Perception +7 Stealth +9

Gear plastic kitsune mask, bottle of bleach (to get rid of semen evidence....)

Ecology

Environment urban (most commonly hanging around Nyorai Shrine in Saga Prefecture)

Organization gang of 2d6 (they always outnumber any victim at least 3-1)

Treasure half-standard or less

Special Abilities

Accustomed to Filth (EX)

Burakumin live amid the refuse and filth of society, and their hovels are built amid shit and stagnant water. The Burakumin are immune to the effects of the *stench* special quality, and receive a +4 template bonus on FORT Saves against other foul stench and inhaled toxins.

They make excellent shit-mages, if they learn any *skatto* feats, the saving throw DC associated with their powers are increased by +2. In addition, the burakumin receives an additional +2 template bonus on saves against *skatto* magic.

Accustomed to Hunger (EX)

Burakumin live on the verge of constant starvation, and require only half the food and water of a similarly sized humanoid to survive.

Arrogant Style (EX)

The Kitsune-Kiiroi taunts his opponent mercilessly as he fights, and his stance exudes arrogant confidence. He may make an Intimidate check to demoralize an opponent as a move equivalent action.

Butterfly Stance (EX)

The Kitsune-Kiiroi floats like a butterfly when he fights, nimbly dancing on the balls of his toes, evading enemy blows with a laugh.

When fighting defensively or taking the total defense action, the Kitsune-Kiiroi receives +1 competence bonus to AC (not reflected in the statblock above). He loses this bonus when denied his DEX bonus to AC.

Counter Grapple (EX)

Starting at 4th level, the Kitsune-Kiiroi may make an attack of opportunity against a creature attempting to grapple him. This does not allow the Kitsune-Kiiroi to make an attack of opportunity against a creature with the Greater Grapple feat, or the Superior Grapple class ability. Since the Kitsune-Kiiroi is 6th level, he may use Counter Grapple even if his attacker has concealment or total concealment.

Evasion (EX)

The Kitsune-Kiiroi can avoid damage from many area-effect attacks. If the Kitsune-Kiiroi makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Kitsune-Kiiroi is unarmored or lightly armored; a helpless Kitsune-Kiiroi does not gain the benefit of evasion.

Four Footed Trickster (SP)

A Kitsune-Kiiroi can transform himself into an ordinary fox, or back to humanoid form at will,

as if using *Beast Shape I*. Use the statistics for a Dog as a basis for the Kitsune's fox form.

While transformed, the Kitsune-Kiirōi's weapons and gear meld into his body, and become useless. Transformation is a full round action which provokes attacks of opportunity.

The Kitsune-Kiirōi cannot shift from if observed. He must succeed at a Stealth check to transform if other creatures are within sight while attempting to transform. Failure indicates the Kitsune-Kiirōi must remain in his current shape, at least until she can slip away to transform.

Maneuver Training (EX)

The Kitsune-Kiirōi receives a +1 bonus on Combat Maneuver checks made to begin or maintain a grapple.

Phallic Spear Technique (SU)

As a move equivalent action that provokes attacks of opportunity, the Kitsune-Kiirōi may transform his penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance, with a maximum reach of 20 ft. The phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

The flexible, muscular combat penis grants him a +2 bonus to CMB checks. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 1, 14 HP.

If the Phallic Spear is severed, the Kitsune-Kiirōi loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffers severe shock and blood loss. He must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, losing 1

HP per round until the Kitsune-Kiirōi receives any amount of magical healing or a DC 15 Heal check.

Reviled (EX)

Burakumin are unwelcome in polite society, and despised by even the lowest heimin. When making any Diplomacy, Perform or Intimidate check against any member of one of the other social classes of the Tatakama or Black Japan, the Burakumin must roll 2D20 and take the worse of the two rolls.

If both rolls are 1 or 2, the Burakumin has made some huge social blunder that earns the enmity of whoever he is addressing. The check's target automatically has his or her attitude worsened two steps, and the Burakumin suffers a permanent -2 penalty on all future CHA-based skill checks against that character.

Silencing Blow (EX)

With a painful jab to his opponent's throat, the Kitsune-Kiirōi renders her incapable of speech.

The Kitsune-Kiirōi may activate this Technique prior to making an Unarmed Strike. If the attack is successful, the victim must succeed at a FORT Save (DC 10 + ½ the damage inflicted) or lose the ability to speak for 1d6 minutes, or until they receive any amount of magical healing. The Kitsune-Kiirōi must be able to easily strike your opponent's throat or mouth to use this ability; creatures immune to Critical Hits or stunning are also immune to Silencing Blows.

Superior Grapple (EX)

The rapacious Kitsune-Kiirōi is a superior grappler. He suffers no penalties on attack rolls, can make attacks of opportunity while grappling and retains his DEX bonus to AC when pinning an opponent or when grappled.

Uncanny Dodge (EX)

The Kitsune-Kiirōi gains the ability to react to danger before his senses would normally allow him to do so. He cannot be caught flat-footed,

nor does he loses his DEX bonus to AC if immobilized. A Kitsune-Kiirōi with this ability can still lose his DEX bonus to AC if an opponent successfully uses the feint action against him.

Roleplaying

This nude, masked thug is obviously kitsune. His tail whips the air behind his muscular buttocks, and his erect cock twitches and drips in anticipation of violence. A thought, and he turns his cock into a killing tool. These arrogant, taunting monsters lurk around the Nyorai Shrine in Saga Prefecture, in packs of around a half dozen. They keep it in their pants (mostly) during daylight hours, catcalling women, groping them on subways and picking fights with foreign tourists...especially if they outnumber them 3-1.

A few of the bolder, ones able and willing to fight without their 'brothers' might make their way to a Rape Pure Fight! bout, usually just staying for a few fights against relative weaklings, leaving before they are truly at risk themselves.

Kitsune-Kiirōi Rapists are pack hunters and opportunists. The more of them around, the worse they are, and the likelier the rape is going to turn into a murder. The opposite's also true. If there's only one left standing, all you'll see of him is a naked ass and an amber furred tail, rapidly streaking towards safety.

JIKININKI - CR 2

Medium CE Outsider (chaotic, demon, evil, extraplanar)

XP 600

Init +2 **Senses** Perception +7

Languages Abyssal, Japanese, telepathy 100 ft

Defense

AC Touch Flatfooted (+2 DEX, +4 natural)

HP 3d10+6 hp (23 HP)

FORT +5 **REF** +5 **WILL** +1

Immune Electricity, Poison

Resist Acid 10, Cold 10, Fire 10

Offense

Spd 40 ft

Melee two +4 claws (1d4+1 slashing, 20/x2) and +4 bite (1d8+1 slashing, 20/x3 plus grab)

Special Qualities Corpse Eater

Spell-Like Abilities (CL 3rd Concentration +3)

1x/day – Summon (50% chance, 1d3 Jikininki)

Statistics

Str 12 **Dex** 14 **Con** 15 **Int** 7 **Wis** 11 **Cha** 9

Base Atk +3 **CMB** +4 (+6 grapple, trip) **CMD** 16

Feats Improved Grapple, Improved Trip^B, Power Attack

Skills Acrobatics, Climb, Perception +7, Stealth +9

Ecology

Environment any urban, ruins or underground (prefer the Japanese subway and train lines)

Organization solitary, gang (3-7)

Treasure standard

Special Abilities

Corpse Eater (SU)

Jikininki are known for their greed for carrion. A Jikininki can consume a Medium or smaller corpse as a full round action; doing so leaves only minute traces of the corpse behind, and restores 1d8 HP to the Jikininki. Corpses consumed in this manner cannot be *raised* or *resurrected*. *True resurrection* or *reincarnate* is required to bring a consumed corpse back to life.



Jikininki are scrawny humanoids with flabby yellowish-grey sallow skin that lacks any semblance of muscle tone. Their wasted bodies are covered in bristly, greenish-grey fur. Jikininki have wide mouths filled with rows of jagged ivory hooks, monkey-like faces and curving, goat-like horns. They smell as repulsive as they look, and their habits are worse still.

Nature

These foul little pack-hunting demons are primarily scavengers, but can be dangerous if they outnumber their victims at least four to one. Jikininki lurk on the fringes of the Rape Pure Fight! circuit. They're the ones (alongside dimwitted and thuggish human day workers hired by the promoters) who assemble the arenas, and more importantly, the voracious lesser *yokai* consume the flesh of the tournament's victims and fallen. During bouts, Jikininki watch from the shadows, laughing shrilly and touching themselves. They are only dissuaded from devouring a fallen fighter if the victor makes a convincing show of force and his own plans for the flesh....

MECHA-ONI - CR 8

Huge CE Monstrous Humanoid (chaotic, cyborg)
XP 4,800

Init +3 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wireless signals, Perception +15

Languages Japanese, *drunkspeech* 100 ft

Defense

AC 21 **Touch** 7 **Flatfooted** 21 (-2 size, -1 DEX, +6 natural, +8 armor)

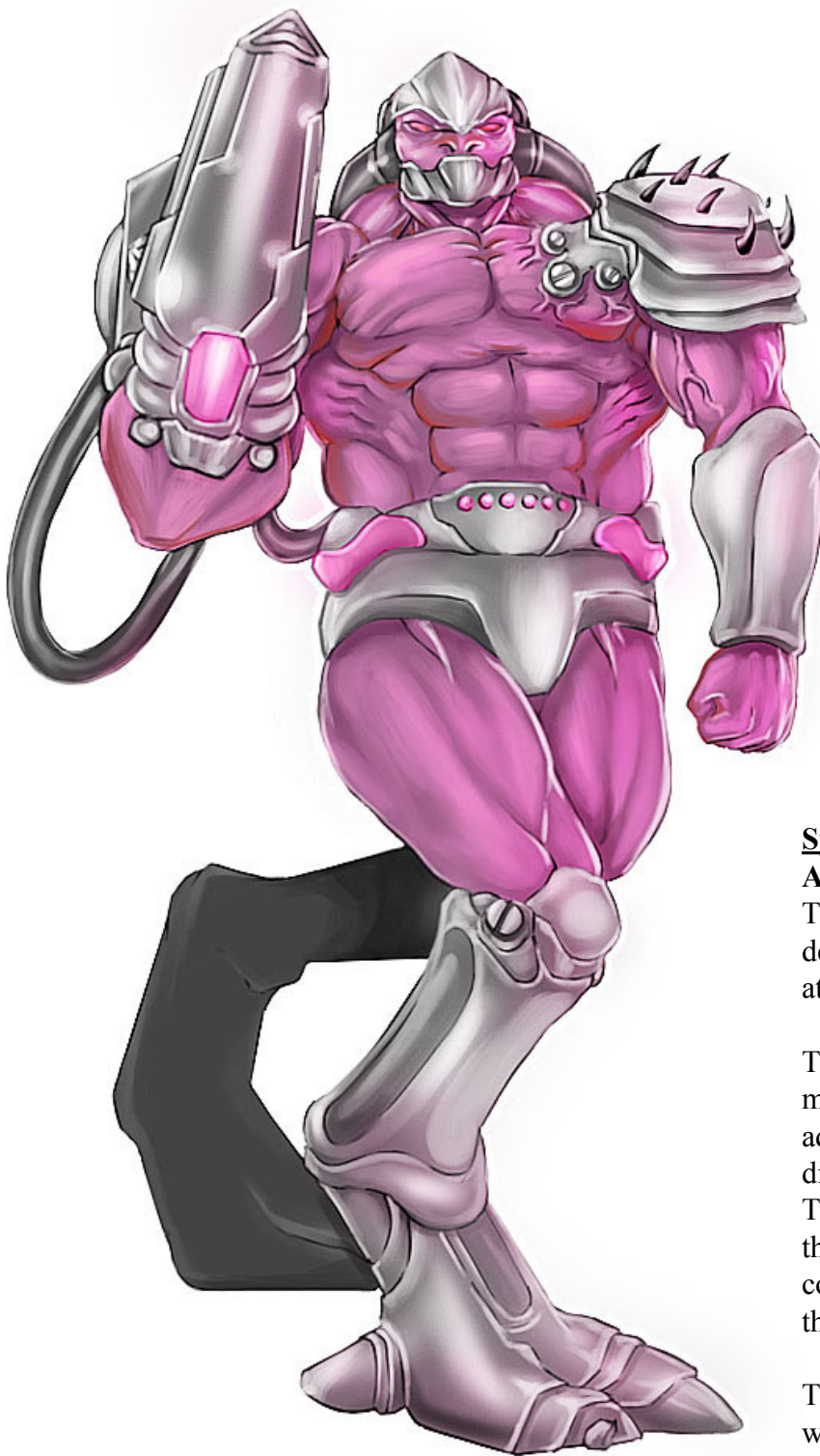
HP 10d10 + 40 hp (95 HP)

Damage Reduction 5/-

FORT +11 **REF** +2 **WILL** +9

Immune Cyborg Immunities

Weaknesses Unhealing



Offense

Spd 40 ft

Melee two +14 slams (2d8+6 bludgeoning, 20/x2), +15 construct bane phallic spear (2d6+7 piercing, 19-20/x2, 40 ft reach)

Ranged +7/+2 construct bane hell-cannon (4d6 fire/profane, 20/x3, 50 ft range increment)

Special Qualities Unhealing

Statistics

Str 22 **Dex** 9 **Con** 18 **Int** 7 **Wis** 14 **Cha** 11

Base Atk +10 **CMB** +18 (+20 disarm)

CMD 27

Feats Cleave, Disarming Strike^B, Great Cleave, Improved Disarm^B, Greater Disarm^B, Improved Initiative, Intimidating Prowess, Power Attack, Phallic Spear Technique^B

Skills Intimidate +19, Perception +15

Ecology

Environment any urban (most common in Akihabara)

Organization solitary or pair

Treasure standard

Special Abilities

Augmented Cybercock (SU)

The Mecha-Oni can transform its penis into a deadly weapon, as a move action that provokes attacks of opportunity.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance. The phallic spear can grow up to 40 ft. The weapon inflicts 2d6 points of damage and threatens a critical on a roll of 19-20. It is considered a magic, chaotic and evil weapon for the purpose of overcoming damage reduction.

The Mecha-Oni's combat penis is augmented with steel pincers, whirring buzz saws and other high-tech torture devices. It is considered a Construct Bane weapon, and also inflicts its bane damage against POETICA, creatures of the cyborg subtype, androids, robots and other technology based creatures.

This flexible, muscular combat penis grants the Mecha-Oni a +2 bonus to CMB checks.

Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 1 and 17 HP.

If the Phallic Spear is severed, the Mecha-Oni loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffer severe shock and blood loss. The Mecha-Oni must make a FORT save (DC 10 + the amount of damage dealt) or be nauseated for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until receive any amount of magical healing or receive a DC 15 Heal check.

Construct Bane (SU)

The Mecha-Oni's phallic spear and its hell-cannon are considered construct bane weapons, also inflicting their bane damage against POETICA, creatures of the cyborg subtype, androids, robots, and other technology based creatures.

Drunkspeech (SU)

The Mecha-Oni can communicate with any creature that has a language, as if by telepathy, provided that creature is drunk, intoxicated or affected by drugs of some kind.

Hell-Cannon (SU)

The Mecha-Oni's cannon unleashes a churning sphere of dark energy. Half the damage inflicted is fire, and half is profane, not subject to energy resistance or immunity.

Nature

Hulking and dimwitted Mecha-Oni guard the doors at **Californium 252** and work the door at **Rape Pure Fight** bouts. They are Hell's perfect bouncers, and many Amakaze lords are accompanied everywhere by one of these taciturn bodyguards. Mecha-Oni are culled from the Tatakama's dark warriors- human, oni and orc *ji-samurai* who display courage, brutality and obedience are cybernetically and mystically

augmented, transformed into a new kind of monster.

Mecha-Oni are vermillion skinned giants with snarling faces. Their musculature is swollen and twisted as a result of their painful creation process, and their veins pulse hot with occult steroids. Their limbs and torso are sheathed in dull silver cyber-armor. Mecha-Oni speak so rarely that many assume they are mute.

MORTAL SEX CRIMINAL CR 1

Medium CE Human Expert 3

XP 400

Init +0 **Senses** Perception +6

Languages Japanese

Aura Rapist's Camaraderie (30 ft, receive a +1 bonus on melee attack rolls, grapple checks and unarmed damage rolls against women per creature that has committed rape within the past 24 hours; max +10 bonus)

Defense

AC 10 **Touch** 10 **Flatfooted** 10

HP 3d8 + 3 hp (17 HP)

FORT +2 **REF** +1 **WILL** +4

Offense

Spd 30 ft

Melee +5 dagger (1d6+2 slashing, 19-20/x2)

Statistics

Str 14 **Dex** 11 **Con** 12 **Int** 10 **Wis** 13 **Cha** 11

Base Atk +2 **CMB** +4 (+6* dirty trick) **CMD** 14

Feats Improved Dirty Trick, Rapist's

Camaraderie, Run

Skills Bluff +6, Computer Use +6, Disguise +6, Drive +6, Escape Artist +6, Intimidate +6, Perception +7, Stealth +6

Gear mwk. dagger, smartphone, 6x zip ties, duct tape

Ecology

Environment any urban

Organization solitary, pair or gang (1d6+1)

Treasure standard

Special Abilities

Chikan! (EX)

The Mortal Sex Criminal receives a +1 trait bonus on Dirty Trick combat maneuvers made against any creature he would be sexually attracted to.

Without Conscience (SU)

The Mortal Sex Criminal does not suffer additional damage from enchanted weapons or specific powers, such as those used by the Eyrines Sisterhood, based upon the number of creatures he has raped.

Nature

Not every predator stalking Black Japan is an *oni*.

Some are mortal- pathetic and hateful men armed with a knife bought from a military surplus shop and a heart full of sexual brutality. The Mortal Sex Criminal is a staggeringly ordinary Japanese man somewhere in his twenties or early thirties. Nothing about him stands out, which is to his advantage when hunting sexual prey.

MRA WOMAN- BREAKER CR 2

Medium NE Humanoid (Human)

XP 600

Init +1 **Senses** Perception +1

Languages English, Japanese (badly)

Defense

AC 16* **Touch** 15* **Flatfooted** 15* (+1 DEX, +1 dodge, +1 armor, +3 luck*)

Threatened Masculinity already accounted for in stat-block.

HP 3d8 +3 hp (17 HP)

FORT +4 **REF** +2 **WILL** +2

Damage Reduction 2/- against Slashing Damage only

Offense

Spd 30 ft

Melee +6 mwk. dagger (1d4+4 slashing, 19-20/x2)

Ranged +4 mwk. dagger (1d4+4 slashing, 19-20/x2, 10 ft range increment)

Special Qualities Threatened Masculinity

Statistics

Str 16 **Dex** 13 **Con** 13 **Int** 11 **Wis** 12 **Cha** 12

Base Atk +2 **CMB** +5 (+7 sunder) **CMD** 16



Feats Dodge, Improved Sunder, Power Attack
Skills Acrobatics +6, Knowledge (pop culture) +5, Intimidate +6
Gear mwk. dagger, blade silk robes

Ecology

Environment any urban

Organization solitary

Treasure standard (including gear)

Special Abilities

Threatened Masculinity (SU)

The MRA Woman-Breaker wears his sense of fragile superiority over womankind like armor. He receives a luck bonus to his Armor Class equal to his Hit Die (+3) against female adversaries.

In addition, female opponents roll 2d20 and take the worse result on critical confirmation rolls against the MRA Woman-Breaker.

Nature

Sometime between finding time to complain about feminist themes in the new *Mad Max* movie and rigging Hugo Awards nominations to favor his breed of male authors, the MRA Woman-Breaker found a link on a ghost website, one that lead him into the shadows of Black Japan. He heard about an illegal fighting tourney, one where he'd have a chance to show off his Bowflex musculature, a chance to rape and beat any woman stupid enough to step into the dirty ring with him, a chance at millions. All he had to do is every thing he'd ever masturbated to the thought of. He booked the first flight East.

The MRA Woman-Breaker is handsome and strong. Of course he is. He knows how to fight, and his hatred has opened up subconscious doors of oni-tainted power. He's won a few fights and found it much easier than he thought it'd be to rape a woman to death while spitting in her face. He's poised for the next fight on the card, and is too stupid to realize that he's a bleeding guppy in a pool full of sharks.

NIGHT'S SCORPION CR 10

Large NE Aberration

XP 9,600

Init +2 **Senses** Darkvision 90 ft, lowlight vision, Perception +16

Languages Aklo

Defense

AC 15 **Touch** 11 **Flatfooted** 13 (-1 size, +2

DEX, +4 natural)

HP 15d8 +135 hp (255 HP)

FORT +14 **REF** +9 **WILL** +10

Immune Acid, Poison

Offense

Spd 40 ft

Reach 15 ft or 30 ft with Incubus Stinger

Melee two +18 claws (2d8+8 slashing, 19-20/x2 plus grab) plus +18 Incubus Stinger (4d6+8 piercing +1d8 acid, 20/x3, 30 ft reach)

Special Attacks Incubus Stinger, Second, Third and Final Sting

Spell-Like Abilities (CL 15th Concentration +16)

1x/day – Summon Nature's Ally V (1d3 giant scorpions)

- Nightmare (W-DC 16) (see text)

Statistics

Str 26 **Dex** 15 **Con** 29 **Int** 11 **Wis** 12 **Cha** 13

Base Atk +11 **CMB** +20 **CMD** 22

Feats Combat Reflexes, Greater Sunder, Improved Sunder, Lightning Reflexes, Power Attack, Stand Still, Step Up, Strike Back

Skills Climb +23, Intimidate +16, Perception +16, Stealth +16 Swim +23

Ecology

Environment cold and temperate forests (native to the Tatakama, rarely seen in Black Japan)

Organization almost always solitary

Treasure incidental



Special Abilities

Incubus Stinger (SU)

The Night's Scorpion's most fearsome weapon is not its claws, but rather its blood engorged stinger. A female creature damaged by the Incubus Stinger must succeed at a FORT Save (DC 8 + acid damage inflicted) or become pregnant with the Night's Scorpion foul offspring. A pregnant creature must succeed at this FORT Save or spontaneously miscarry.

The Night's Scorpion's pregnancy is particularly grueling, lasting 3d6 weeks. Each night, the mother is affected as if by a *nightmare spell*, and suffers a -10 penalty, as if the caster had a piece of her body or intimidate possession. The Night's Scorpion does not need to be asleep to use this ability. The Night's Scorpion can only choose one mother to victimize with this spell per night.

At the end of the pregnancy, the mother gives birth to 1d3 giant scorpions and must succeed at a DC 18 FORT Save or suffer 1d3 points of permanent CON drain per scorpion birthed.

These creatures are innately hostile to the mother, and will attack her before fleeing to the wilds. The few giant scorpions that survive a few years eventually mature into new Night's Scorpion males.

Muscular Reflexes (SU)

The hulking Night's Scorpion uses its STR modifier rather than its DEX modifier to determine how many attacks of opportunity it may make in a round. Rather than making an attack of opportunity against an armed opponent, it may attempt a Combat Maneuver check to sunder that opponent's weapons.

Second, Third and Final Sting (SU)

Each additional successful attack with the Incubus Stinger against the same female target accelerates the pregnancy by 1 effective week. If the pregnancy is accelerated to term, the woman gives birth to 1d3 giant scorpions, which fall under the Night's Scorpion's command as if he had utilized his *summon* spell-like ability.

Nature

Night's Scorpions are fearsome violators from the coldest forests of the Tatakama, where the twilight realm abuts the Black Else and the walls between realities grow thin. Though intelligent and cunning, the scorpion-men have no real culture and are subsumed entirely with the instinct to dominate and breed. Once every few centuries, one appears in the Earth Realm, more often in later days, as Tsuyoi actively hunts and recruits the monstrosities to press into service as a Rape Pure warrior.

Night's Scorpions are strange *oni* with attributes that equally blend the attributes of man, scorpion and crocodile. They have reptilian heads and leathery brownish black scales. Their stinger is half erect, dripping penis, half weapon and their pincers are strong enough to slice a katana's steel as effortlessly as a single blade of grass.

Those few capable of understanding a Night's Scorpion will find the creature consumed with

the desire to breed. The species has no females- they must incubate their young in the unwilling bodies of female hominids. The scorpions speak of nothing else- they sing doggerel songs about the joy of rape and the thrill of watching scorpion children eat their way out of a woman's uterus. When at rest, they meditate in a lotus position, stinger erect, describing the nightmares they inflict upon women in low, eager voices.

ONI DREGS - CR 1

Small CE Monstrous Humanoid Barbarian 1
XP 400

Init +1 **Senses** Lowlight vision, Perception +0
Languages Draconic, Japanese

Defense

AC 14 **Touch** 12 **Flatfooted** 13 (+1 size, +1 DEX, +2 armor)

HP 1d12 +2 hp (14 HP)

FORT +4 **REF** +1 **WILL** +0

Immune See Oni-Skin Racial Trait

Offense

Spd 30 ft

Melee +5 nine ring broadsword (1d6+4 slashing, 20/x3)

Statistics

Str 16 **Dex** 13 **Con** 15 **Int** 8 **Wis** 11 **Cha** 10

Base Atk +1 **CMB** +2 **CMD** 13

Feats Power Attack

Skills Stealth +9

Gear mwk nine ring broad sword, leather armor

Ecology

Environment any

Organization solitary, pair or gang (1d6+2) or accompanying 1-4 Oni Warriors

Treasure standard (including gear)

Special Abilities

Oni's Face (SU)

An Oni's snarling, inhuman face inflicts terror upon human victims. Roll or select one deformity and associated minor power.



ONI DREG: Oni-Skin Coloration and Immunity		
1 Black – Negative energy and death effects	2 Purple – bludgeoning damage	3 Grey – piercing damage
4 Red – fire damage	5 Orange – Pleasure damage	6 Yellow – critical hits
ONI DREG: Oni's Face Deformity and Power		
1 Tusks –gains a +7 bite (1d6+4 slashing, 20/x2)	2 Bulging Testicles – increase Oni Dreg's STR score by +2	3 Third Eye – Constant <i>See Invisibility</i> (CL 3 rd Con +4)
4 Horns – gains Intimidate +8 and Dazzling Display as a bonus feat	5 Long Nose – increase the Oni Dreg's DEX score by +4	6 Kappa's Shell – the Oni Dreg gains a +6 natural armor bonus to AC

Oni-Skin (SU)

An Oni's leathery hide and its distinctive coloration provides the demonic warrior with a unique immunity. Roll or select one coloration and associated immunity.

Rage (EX)

The Oni Dreg can rage for up to 6 rounds per day.

when the rage ends and are not lost first like temporary HP. The Oni Dreg cannot use any CHA DEX or INT based skill checks, except for Acrobatics, Fly, Intimidate and Ride, nor any ability that requires patience or concentration.

An Oni Dreg can end his rage as a free action and is fatigued after raging for two rounds per round spend in the rage. He cannot enter a new rage while fatigued or exhausted. If he falls

While raging an Oni Dreg gains a +4 morale bonus to STR and CON as well as a +2 morale bonus to WILL Saves. He takes a -2 penalty to Armor Class. He receives 2 HP per Hit Dice (14 hp), but these disappear

unconscious, his rage immediately ends, placing him in peril of death.

Changes to The Oni Dreg's Statblock While Raging

AC 12 **Touch** 10 **Flatfooted** 11 (+1 size, +1 DEX, +2 armor, -2 rage effects)

HP 1d12 +4 hp (16 HP)

FORT +6 **REF** +1 **WILL** +2

Melee +7 nine ring broadsword (1d6+5 slashing, 20/x3)

CMB +4 **CMD** 15

Nature

Oni Dregs are child-sized, foul mouthed, undisciplined little monstrosities too chaotic and weak-willed to serve as true Oni Warriors. They are herded before oni armies, beat and whipped into a panic, and let loose on humans unfortunate enough to be in their warpath. Dregs fight as an undisciplined mob; more than one Oni Dreg has died because it dropped its pants and started to rape a fallen foe, unconcerned that the fallen creature's allies were still very much alive and justifiably vengeance-minded.

ONI WARRIOR - CR 4

Medium LE Monstrous Humanoid Monk
(monk of the four winds archetype) 4

XP 1,200

Init +2 **Senses** Lowlight Vision, Perception +1

Languages Draconic, Japanese

Defense

AC 18 **Touch** 13 **Flatfooted** 16 (+2 DEX, +1 class, +5 natural)

HP 4d8 +8 hp (26 HP)

FORT +6 **REF** +6 **WILL** +5 (+7 vs enchantment)

Defensive Abilities Evasion, Still Mind

Immune See Oni-Skin Racial Ability

Offense

Spd 40 ft

Melee +7 unarmed strike (1d6+3 bludgeoning, 20/x2)

Flurry of Blows +5/+5 unarmed strike (1d6+3 bludgeoning, 20/x2)

Ranged +5 shuriken (1d2+4 piercing, 20/x2, 10 ft range increment)

Special Attacks Elemental Fist (+1d6 energy damage, 4x/day)

Special Qualities Fast Movement, Maneuver Training

Statistics

Str 19 **Dex** 14 **Con** 15 **Int** 8 **Wis** 13 **Cha** 11

Base Atk +3 **CMB** +7 (+9 grapple) **CMD** 19

Feats Combat Reflexes, Elemental Fist, Improved Grapple, Power Attack, Scorpion Style
Skills Acrobatics +7, Climb +9, Intimidate +5, Stealth +7, Swim +8

Gear Potion of Bull's Strength, Potion of Cure Moderate Wounds, 20 shuriken

Ecology

Environment any

Organization solitary, pair, or gang (1d4+1)

Treasure standard (including gear)

Special Abilities

Elemental Fist (SU)

The Oni Warrior can pick one of the following energy types: acid, cold, electricity or fire. On a successful hit, the attack deals damage normally plus 1d6 points of damage of the chosen type. The Oni Warrior must declare he is using this ability before making the attack roll. The Oni Warrior may attempt up to four Elemental Fist attacks per day.

Evasion (EX)

The Oni Warrior can avoid damage from many area-effect attacks. If the Oni Warrior makes a successful REF Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Oni Warrior is unarmored or lightly armored; if helpless, the Oni Warrior does not gain the benefit of evasion.

Oni's Face (SU)

An Oni's snarling, inhuman face inflicts terror upon human victims. Roll or select one deformity and associated minor power.

ONI WARRIOR: Oni-Skin Coloration and Immunity		
1 Blue – cold damage	2 Purple – bludgeoning damage	3 Tiger Striped – slashing damage
4 Red – fire damage	5 Green – acid damage	6 Golden – electrical damage
ONI-WARRIOR: Oni's Face Deformity and Power		
1 Tusks –gains a +7 bite (1d6+4 slashing, 20/x2)	2 Golden Tiger's Eyes – Gains Darkvision 90 ft	3 Third Eye – Constant <i>See Invisibility</i> (CL 3 rd Con +4)
4 Imperious Mustache – increase Oni Warrior's BAB by +2	5 Long Nose – increase the Oni Warrior's DEX score by +4	6 Long Black Tongue – increase the Oni Warrior's HP total by +15

Oni-Skin (SU)

An Oni's leathery hide and its distinctive coloration provides the demonic warrior with a unique immunity. Roll or select one coloration and associated immunity.

Nature

Oni Warriors represent the dark hordes of the Tatakama. Supposedly there is an oni for each of mankind's lustful thoughts or sins, and the diversity, virulence and sheer numbers of oni certainly bears that theory out.

Though all Oni Warriors walk upon two legs, they have few other similarities. These proud, boastful *karate-ka* fight in unique styles, each awakening an elemental energy within their powerful fists, and each bearing unique marks of heritage. An Oni Warrior's leathery skin color and the strange deformities it wears on its unfriendly face indicates its unique powers.

Fighters on the Rape Pure circuit often encounter young Oni Warriors during their climb up the long and brutal ladder towards the championship purse.

SIMILAR CREATURES

CHAINED ONI - CR 4

Chained Oni are the criminals, exiles and sinners of their race. Their skins are ritually flayed from them, and they are bound in cruel iron chains, ending in a massive steel prisoner's ball that they can use as a meteor hammer.

Stat Block Changes

- Remove the Chained Oni's Natural Armor Bonus to AC and provide the Chained Oni with Fast Healing 5 (good).

- Increase the Chained Oni's STR score to 22, and remove the Elemental Fist ability.
- Reduce the Chained Oni's land speed to 25 ft; this speed is not further reduced by armor or encumbrance.
- Instead the Chained Oni gains a new weapon: a +1 *flaming meteor hammer*, which is added to the creature's treasure. The Chained Oni can use this weapon in conjunction with its flurry of blows.

Fast Healing 5

Spd 25 ft

AC 13 **Touch** 13 **Flatfooted** 11 (+2 DEX, +1 class)

Melee +10 meteor hammer (1d8+5 bludgeoning, 20/x2 plus 1d6 fire plus trip) OR +9 unarmed strike (1d6+3 bludgeoning, 20/x2)

Flurry of Blows +7/+7 unarmed strike (1d6+5 bludgeoning, 20/x2) OR +8/+8 meteor hammer (1d8+5 bludgeoning, 20/x2 plus 1d6 fire plus trip)

PHALLIC SWARM - CR 3

Tiny NE Aberration (swarm)
XP 800

Init +3 **Senses** Blindsense 60 ft, Perception +2

Defense

AC 14 **Touch** 14 **Flatfooted** 12 (+2 size, +2 DEX)

HP 4d8 +12 hp (30 HP)

FORT +4 **REF** +3 **WILL** +5

Defensive Abilities swarm traits

Immune mind-affecting abilities

Offense

Spd 20 ft **Climb** 10 ft

Melee 1d8 pleasure (swarm)

Special Attacks distraction (F-DC 15)

Special Qualities siphon tantras, triggering

Statistics

Str 1 **Dex** 15 **Con** 16 **Int** - **Wis** 14 **Cha** 1

Base Atk +3 **CMB** - **CMD** -

Ecology

Environment any urban or underground (virtually unknown outside the Rape Pure)

Organization solitary, pair of swarms or congress (7 swarms)

Treasure none

Special Abilities

Siphon Tantras (SU)

If the Phallic Swarm reduces any male victim to 0 HP or below with its pleasure damage, it absorbs the semen and tantric energy from the victim's dying orgasm, immediately healing 5 Hit Points if wounded. This cannot take the Phallic Swarm above its normal maximum HP total.



If the slain victim possessed the Tantric Wisdom feat, the Phallic Swarm instead recovers 10 Hit Points and acts as if *hasted* for one round.

Triggering (SU)

Phallic Swarms are basically the raw concept of rape incarnated, and are especially fearsome enemies to those who have suffered previous sexual abuse. Any creature that has ever been raped or sexually abused is considered *paralyzed* for 1 round if it falls victim to the Phallic Swarm's distraction ability.

Nature

Phallic Swarms are unnatural horrors created by dark, rapacious sorcery. Imagine cat-sized squid made from dozens of male members, melted together by flesh-stitch occultism. Imagine the smell, of sweat and semen, like a gay bathhouse that's never closed, never been cleansed. Such things have no place in the natural nor the unnatural orders of the world.



Phallic Swarms mindlessly obey the orders of their creators, especially if those orders are to violate and murder. They are a favorite amusement of Taru Tsuyoi's and the pitiful, thrusting little horrors often inaugurate a Rape Pure. Tsuyoi uses vast swarms of these creatures as means of execution for snitches and the elimination of minor underlings, cowards that refuse to fight or take the kill shot, or women he especially wants to humiliate...as there are few manners of death more humiliating than the ministrations of a Phallic Swarm.

RAPE PURE FIGHTER **CR 8**

Medium LE Humanoid (usually human, but can represent other subtypes at game master's option)

XP 4,800

Init +2 **Senses** Perception +3

Languages Japanese and any other Earth language of choice

Defense

AC 18 **Touch** 12 **Flatfooted** 16 (+2 DEX, +6 natural armor**)

Damage Reduction usually 2/- at the beginning of an encounter**

HP 12d8 + 60 hp (114 HP)

FORT +13 **REF** +6 **WILL** +4

** When Dark Lover's Carapace is active

Offense

Spd 40 ft

Melee +14/+9 unarmed strike (2d6 +5 bludgeoning plus 1d6 non-lethal against female targets only)

Statistics

Str 21 **Dex** 15 **Con** 21 **Int** 10 **Wis** 11 **Cha** 11

Base Atk +9 **CMB** +16 **CMD** 29

Feats Dark Lover's Carapace, Defensive Combat Training, Improved Unarmed Strike, Power Attack, Step Up, Strike Back

Skills Acrobatics +10, Climb +13, Stealth +10

Ecology

Environment any urban (Japan)

Organization solitary or 4-6 competitors waiting to brawl

Treasure standard

Special Abilities

Dark Lover's Carapace (SU)

The Rape Pure Fighter can extrude a slick, oily black carapace which bursts through his musculature as a standard action up to 8 times day.

While armored, the Rape Pure Fighter receives a +6 natural armor bonus to AC. The armor can be maintained for up to 6 minutes per activation.

The Dark Lover's carapace becomes denser and more potent when the Rape Pure Fighter satisfies his lusts. For every sexual encounter (consensual or not) within the past 24 hours, the Rape Pure Fighter receives a cumulative Damage Reduction 1/- (to a maximum of DR 5/-). The Rape Pure Fighter also receives a cumulative +1 enhancement bonus to his STR score (maximum +5) while armored.

Rapacious Brutality (EX)

Rape Pure Fighters like nothing better than bruising their knuckles against the faces of women. Any successful unarmed strike made against a humanoid female creature inflicts an additional +1d6 points of non-lethal damage, in addition to the normal effect.

Nature

The Rape Pure Fight! tournament attracts the most brutal, bloodthirsty and carnal battlers in the world. For four days, these monsters descend on Tokyo for an orgy of blood and competitive sexual violence, for the amusement of the sadistic bastard **Taru Tsuyoi**. Rape Pure Fighters are disciplined, nearly superhuman athletes. Oni blood runs through the veins of more than a few, and for these fighters, the chance to rape a

woman- especially a warrior- to death after a life and death brawl is more of a draw than the multi-million dollar fight purse.

Rape Pure Fighters are fit young males from around the world. Living outside polite society, they favor ostentatious and eye catching styles, and usually go shirtless to better show off their oni-bred musculatures and bizarre tattoos.

RAPE PURE FUTANARI CR 10

Large CE Monstrous Humanoid

XP 9,600

Init +1 **Senses** Darkvision 60 ft, scent, Perception +17

Languages Abyssal, Aklo, Japanese

Defense

AC 14 **Touch** 10 **Flatfooted** 13 (-1 size, +1 DEX, +4 natural)

HP 13d10 + 91 hp (221 HP)

FORT +17 **REF** +9 **WILL** +5

Immune STR damage or drain, pain effects

Offense

Spd 40 ft

Melee two +15 claws (2d6+6 slashing plus rend, 19-20/x2)

Masochistic Fury Melee two +15 claws (4d6 slashing plus 1d6 acid plus rend, 18-20/x3)

Special Attacks Rend (two claws, 2d6+6 slashing)

Statistics

Str 22 **Dex** 13 **Con** 25 **Int** 9 **Wis** 13 **Cha** 10

Base Atk +10 **CMB** +17 (+19 dirty trick and grapple) **CMD** 28

Feats Deflect Arrows, Great Fortitude, Greater Dirty Trick, Greater Grapple, Improved Dirty Trick, Improved Grapple, Improved Unarmed Strike, Kintaro, Power Attack

Skills Acrobatics +17, Climb +22, Intimidate +16, Knowledge (local) +12, Perception +17, Stealth +17, Swim +22



Ecology

Environment any urban

Organization solitary or pair

Treasure standard

Special Abilities

Kintaro (SU)

Once per day, as an immediate action, the Futanari can increase her STR score by 10 points for one round. This temporary enhancement stacks with other forms of enhancement for the duration of the effect. As a result of her Kintaro

heritage, the Vermillion Futanari is immune to STR drain or STR damage.

Masochistic Fury (SU)

The Futanari is immune to pain effects. If she is subject to any pain effect, she acts as *hasted* for one round per caster level of the effect. In addition, if she is subject to ongoing Bleed or ability bleed damage, she is treated as being under the effects of a *haste* spell for as long as the condition persists.

When reduced to half her maximum HP or fewer (110 HP), the Vermillion Futanari's attacks become deadlier, and she uses the Masochistic Fury melee attack line rather than the standard melee attack line.

Without Conscience (SU)

The Futanari does not suffer any penalty for committing the act of rape, and is no more vulnerable to weapons and abilities with the Eyrines property, regardless of her crimes.

Nature

The Rape Pure tournaments attract sadistic, murderous blood sport enthusiasts of all sorts, human and otherwise. Word of these vile competitions sometimes spreads beyond the dojos and fighting pits of the Earth Realm, into the forests and mountains of the Tatakama. A Futanari brawler is one example of the many diverse and threatening demon-blooded fighters who occasionally find their way into the tournament.

The Futanari is a hulking, somewhat female oni with skin harder than boiled leather. Her wide mouth is filled with hundreds of black needles, and often breaks into a wide smile as she shatters a woman's pelvis with the violence of her rape. She is a creature trapped between genders- a spiked cock a foot long looms erect above a

44
fanged pussy. Black steel needles pierce the meat of her full breasts, her snarling lips are pierced multiple times, and her bull-like horns are ringed with gold and steel.

Even more than purely male fighter, the Rape Pure Futanari brawler enjoys the sadistic thrill of destroying a mortal woman. If she has the upper hand, expect no mercy.

RAPE HOUND - CR 4

Small NE Aberration

XP 1,200

Init +2 **Senses** Darkvision 90 ft, lowlight vision, Scent, Perception +9

Defense

AC 19 **Touch** 13 **Flatfooted** 17 (+1 size, +2 DEX, +6 natural)

HP 5d8 +15 hp (38 HP)

FORT +4 **REF** +3

WILL +6

Offense

Spd 40 ft

Melee +10 cat bane

phallic spear (1d8+6 piercing, 19-20/x2, 20 ft reach) plus bite (1d6+6 piercing, 20/x2 plus trip)

Special Qualities Cat's Bane, Dog Father

Statistics

Str 22 **Dex** 15 **Con** 16

Int 4 **Wis** 14 **Cha** 10

Base Atk +3 **CMB** +8 (+10 trip) **CMD** 20 (26 vs. trip)

Feats Combat

Reflexes, Greater Trip, Improved Trip, Phallic Spear Technique^B

Skills Perception +9, Stealth +9

Ecology

Environment any land

Organization solitary, pair, pack (2d4+1)

Treasure incidental

Special Abilities

Cat's Bane (SU)

The Rape Hound is specially bred to hunt feline creatures. It inflicts bane damage (+2d6) against feline creatures, cat-like monsters such as sphinx, and feline humanoids such as Nekomusume, Gravity Cats, Anthros from either *Felis* order, or similar creatures.

Dog Father (SU)

The Rape Hound can father viable offspring with any humanoid or monstrous humanoid female, as well as dog-like animals and dog-like creatures.



Such pregnancies are grueling and dangerous, and often produce *Canis Anthro* offspring in humans, after a short and often fatal pregnancy.

Phallic Spear Technique (SU)

As a move equivalent action that provokes attacks of opportunity, the Rape Hound may transform his penis into a razor edged prehensile tendril, a living spear that can penetrate virtually any defense.

The combat penis is a reach weapon that can mystically grow or shrink to threaten enemies in adjacent squares, or can threaten opponents at a distance, with a maximum reach of 20 ft. The phallic spear is considered a magic weapon for the purpose of overcoming damage reduction.

The flexible, muscular combat penis grants him a +2 bonus to CMB checks. Unfortunately, if the attempt fails, an opponent can attempt to sunder the phallic spear in retaliation. The phallic spear has Hardness 2, 16 HP.

If the Phallic Spear is severed, the Rape Hound loses the benefit of this feat for 48 hours, until his magically enhanced phallus regenerates, and suffers severe shock and blood loss. He must make a FORT save (DC 10 + the amount of damage dealt) or be *nauseated* for 2d6 rounds. Additionally, the wound bleeds severely, losing 1 HP per round until the Rape Hound receives any amount of magical healing or a DC 15 Heal check.

Nature

Rape Hounds are specially bred fighting dogs tainted with *oni* blood, custom commissioned for Taru Tsuyoi at great expense. Such foul, demonic canines prowl Rape Pure events, and occasionally Tsuyoi will loose a small pack of Rape Hounds against a particularly arrogant female fighter- enjoying her screams as the pack wears her down, and the beta dogs hold the bloody victim down while the alpha Rape Hound impregnates her. To be assaulted by a pack of

Rape Hounds is Tsuyoi's ultimate insult, one he relishes.

More often, such dogs are kept chained, iron links straining against their otherworldly musculatures by the Rape Pure promoters. They serve as security- threatening dogs muted by the surgical severance of their vocal cords.

Rape Hounds resemble enormous pit pulls whose hides have been flayed from them, revealing the twitching musculature beneath. A gnarled, thorny red cock protrudes from a black sheath the color and texture of rancid beef. Rape Hounds quiver with barely controlled energy; they are never still, and their sunken, piss-yellow eyes dart continually, seeking prey.

TARU TSUYOI - CR 14

CE Medium Humanoid (human)

XP 307,200

Init +2 **Senses** Perception +23

Languages Japanese, English, Goblin, Infernal, Orc

Defense

AC 20 **Touch** 16 **Flatfooted** 17 (+2 DEX, +3 deflection, +4 natural, +1 dodge)

HP 20d8 + 80 +20 hp (190 HP)

Fast Healing 5 (unarmed strikes by female opponents)

FORT +16 **REF** +8 **WILL** +9

Immune Cold, Fire

Offense

Spd 65 ft

Melee +26/+21/+16 unarmed strike (4d8 +11 bludgeoning + 1 fire plus stunned/1 round; FORT DC 23 negates)

Special Actions Breath of Hell (60 ft cone, every 1d4+2 rounds*, 8d8 fire, REF DC 24 half)

Statistics

Str 33 **Dex** 15 **Con** 19 **Int** 15 **Wis** 16 **Cha** 20

Base Atk +15 **CMB** +26 **CMD** 38

Feats Blind-Fight, Combat Maneuver Training, Dodge, Greater Grapple, Improved Grapple,



Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist, Toughness
Skills Acrobatics +22, Bluff +25, Climb +31, Knowledge (business, civics) +12 each, Intimidate +25, Perception +23, Profession (megacorp CEO) +23, Stealth +22
Gear bracers of armor +3

Ecology

Environment any (Japan)

Organization solitary or accompanied by Amakaze or Rape Pure Fighter minions

Treasure double standard

Special Abilities

Akuma (SU)

When Tsuyoi is enraged, his body is wreathed in blood-red flames, adding +1 fire damage to any successful melee attacks he makes. Tsuyoi receives a +2 bonus on Diplomacy checks made against evil creatures.

Breath of Hell (SU)

As often as once every 1d4+2 rounds, Tsuyoi can breathe out a cone of burning oil as a standard action. All creatures within a 60 ft cone suffer 8d8 points of fire damage (REF DC 24) half.

This ability refreshes automatically if Tsuyoi drops a female opponent to 0 HP or fewer with any melee attack. Tsuyoi prefers to begin combat against grouped opponents with his breath weapon, than close to melee range with any female opponents first to recharge his Breath of Hell.

Stunning Fist (EX)

An adversary damaged by Tsuyoi's unarmed strike must succeed at a DC 23 FORT Save or be *stunned* for 1 round.

Surge of Malice (SU)

If Tsuyoi drops an opponent to 0 HP or fewer, he experiences a surge of oni-blooded adrenaline. His face contorts into a blood red snarl, and serrated horns erupt from his forehead. For one round after making the kill, Tsuyoi may make a full attack action even after moving, and may move between attacks made as part of a full attack, so long as he moves less than or equal to his total movement allotment for the round.

Nature

Add the net worth of all surviving US Presidents together and multiply by any factor you want, and they are still paupers compared to Taru Tsuyoi. His power isn't merely financial, however. A hulking, ruddy man in his fifties, Tsuyoi maintains a cage fighter's physique, barely hidden beneath a finely tailored grey suit. Tsuyoi is a billionaire several times over, and one of the most dangerous (and least controlled) Amakaze; he is the absolute master of **GREEN FLAG**, a multinational media conglomerate.

When he was eight years old, Tsuyoi discovered a truth he'd always suspected about his heritage...in the worst way possible. Tsuyoi found his mother nude in the bathtub, the arteries beneath her pussy opened with a surgical scalpel. A note laying on the toilet finally revealed the truth of his conception- his father was an Oni who raped his mother until she couldn't scream anymore. It took the eight year old Tsuyoi nearly

an hour to read the note. He then burned it with the fires in his blood.

Today, there is no trace of that confused half-oni child. Instead, Tsuyoi admits to no emotions except rage, greed and determination. Most of the year, he manages to control his savagery. On those occasions when he can't contain his roiling emotions, he holds the Rape Pure Fight! tournament, and revels in brutality.

THROATCUTTER BORG CR 7

Medium CE Monstrous Humanoid (Light Cyborg) Rogue 3, Fighter (free hand fighter archetype) 5

XP 3,200

Init +2 **Senses** Darkvision 90 ft, perceive unencrypted radio/television/wifi signals, Perception +2(+4 visual)

Languages Cantonese, Japanese, Tagalog, Vietnamese

Defense

AC 20 **Touch** 14 **Flatfooted** 16 (+2 DEX, +2 dodge, +3 armor, +3 natural)

HP 3d8 + 5d10 +24 +10 hp (70 HP)

Damage Reduction 4/-

Defensive Abilities Evasion, Light Fortification (25% chance to ignore critical hits), Trap Sense +1

FORT +8 **REF** +6 **WILL** +4

Immune Cyborg Immunities, Slashing Damage

Weaknesses Cybernetic Security Risk -3

Offense

Spd 35 ft

Melee +13/+8 keen kukri (1d4+3 slashing, 17-20/x2)

Sneak Attack +2d6 plus 2 Bleed

Special Attacks Laser Optics (1d6 force, 100 ft)

Special Qualities Trapfinding

Statistics

Str 17 **Dex** 14 **Con** 16 **Int** 11 **Wis** 15 **Cha** 9

Base Atk +7 **CMB** +10 **CMD** 22

Feats Dodge, Mobility, Spring Attack, Power Attack, Whirlwind Attack

Skills Acrobatics +13,
Craft (electronics) +5,
Bluff +10, Intimidate
+10, Stealth +11

Cybernetics

Headware – Onboard
Computer, Advanced
Cyberoptics, Targeting
Optics x1

Bodyware – Dermal
Weave, Durability
Implant, Fortified
Skeleton

Weapons – Laser Optics

Gear +1 keen kukri, +1
leather armor, lock
release gun, a few
grams of cocaine

Ecology

Environment any
urban (primarily Japan
and Southeast Asia)

Organization solitary,
gang (2d6) or crew (6d6
plus 1 level 8 Fighter/
Rogue 4 for every 5
ordinary troops and 1
level 12 Fighter/Rogue
5 serving as captain)

Treasure standard
(including gear)

Special Abilities

Deceptive Strike (EX)

The Throatcutter Borg
gains a +1 bonus to
CMB and CMD on
disarm checks and on
Bluff checks to feint or
create a diversion to
hide.

Evasion (EX)

The Throatcutter Borg
can avoid damage from many area-effect attacks.
If the Throatcutter Borg makes a successful REF



Save an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if the Throatcutter Borg is unarmored or wearing light armor; if helpless, the Throatcutter Borg does not gain the benefit of evasion.

Word of Mouth: How is the Rape Pure announced? (Or how to the PCs find out?) (D20)	
1) The fight location is marked with a graffiti kanji for "flag" in green paint on an unlocked door leading to the fighting floor	
2) The year's pre-scheduled Rape Pures (roughly half of all events) are announced in a cheap customer pamphlet from Pick the Bones, as casually as a local soccer team's schedule would be	
3) The crucified corpse of an office girl speaks the address in a crisp and clear, but unspeakably sad voice	
4) Directions to the bout are found written in steam on the bathroom mirror of those who would be most receptive to the dark temptations on offer	
5) Hell Studio Nihon broadcasts a slick, glossy 30 second commercial for the next Rape Pure	
6) The Rape Pure takes place at the site of the most recent, highly publicized sex crime reported in Tokyo	
7) Rumors about the Rape Pure swirl through the Yakuza underworld	
8) A haunted subway train lets passengers off a block or two away, and they can follow the screams and cheering from there	
9) Tsuyoi sends a mass email or tweet to prospective and returning fighters from a ghost account	
10) An 2200-0100 appointment found in an Amakaze's appointment calendar with no other details leads into the Rape Pure tournament	
11) Oni Dregs hand-deliver formal invitations printed on quality card stock	
12) The streets are safer, as the city's monsters congregate to watch the Rape Pure	
13) Local prostitutes know where it is, but only the bravest, most desperate or most suicidal will work that crowd	
14) The drunken winner of the last Rape Pure is talking too much, and too loud, in a dangerous bar	
15) Goryohime wake up screaming with precognitive dreams of rape and brutality	
16) The Eyrines Sisterhood has a snitch inside and there's a 50/50 chance they learn the location of the next Rape Pure before he or she dies bloody	
17) Akaname sewer workers know where the bodies are dumped, and hear about plans to dump an exceptionally larger than usual number of corpses	
18) The ghosts of rape-murder victims and suicides know, and can't stop crying	
19) A local event is displaced abruptly and without explanation to make room for the Rape Pure (such as a ball game cancelled so the stadium is available for the Rape Pure)	
20) An underworld contact, such as an Ecchi Enchanter or off the books healer, talks a little too enthusiastically about his plans for the evening	

Laser Optics (EX)

Once per round, as an attack action, the Throatcutter Cyborg can fire optic lasers, which automatically hit any target within 100 ft who does not have total cover or concealment. These optical lasers inflict 1d6 points of Force damage.

Nature

Occasionally a Vietnamese river pirate or other species of Southeast Asian horror show saves up enough swag to purchase black-grade military cybersystems, and has enough sadistic courage to enter himself in a Rape Pure Fight bout. Those that don't get their cyber-augmented spine ripped out their back quickly develop into shockingly dangerous fighters. Canny, brutal and pragmatic, Throatcutter Borgs blend a lifetime of warrior skills with flashy new cyber-systems. Upgraded strength and speed let the Throatcutter Borg get in close, under his opponent's desperate swings, providing an opportunity to do just what the name implies.

The Throatcutter Borg enjoys the Rape Pure circuit. It's easy money, most of the time, and he's got enough sense to DQ himself when the bouts look too suicidal. The first person POV rape/snuff vids he shoots with his cyber-eyes pay for his cocaine and future upgrades, and make him damn glad he kept his cock when he took the steel.

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