

FREE20 BLACK HOUSES



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BATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE

FREE20: BLACK HOUSES

A Free Sourcebook for the Black Tokyo Campaign Setting

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

Notice Anything Different?

Unlike the vast majority of Black Tokyo products, this short sourcebook bears the Pathfinder Compatibility Logo rather than the more generic 3.5 OGL Logo. Why? Because this is one of the rare Black Tokyo sourcebooks without adult content.

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Japan is densely populated and thoroughly urbanized. Japan's largest cities teem with tens of millions of souls, mostly human, but with a handful of stranger beings tossed here and there, hidden within the shadows and in the undreamt parallels down lost alleyways. Black Japan's heroes are used to a tighter, closer world than their American counterparts. Tokyo, Osaka, Nagasaki and other great cities press in from all sides, never offering a minute's peace, a second's privacy.

Black Japan's homes are small spaces-tiny and personal domains carved out of the living flesh of the cities. Black Japan's urban inhabitants are mostly apartment dwellers, living in concrete and steel apartment blocks (*apatto*) a few stories tall or in *mansions*, larger home like structures built around a central courtyard and

main entrance gate with a secure, centralized post-box. *Apatto* tend to be fairly short structures, five or six stories high at the most, as a consequence of Japanese building codes, though apartment towers, built primarily during the late 1960s and early 1970s onward, are common to mega-cities like Tokyo itself.

Japanese apartments are usually claustrophobically small, sometimes single room structures built to a rectangular, shoe-box plan. Despite this, rents are high, and special payments to landlords, annual lease renewal fees, bribes such as *key money* (a kind of non-refundable deposit) and the like make finding homes a difficult task for many young workers. As a consequence, many of Black Japan's better mega-corps offer corporate housing to junior employees as a benefit- a small, tidy apartment



that is theirs for at least the first 3-5 years of their employment, or until the junior employee marries, whichever comes first.

In rural and suburban Japan, or for city dwellers with more money to spend, free standing Japanese homes provide substantially more privacy. Such homes are often surrounded by a small stone or concrete wall (more for privacy than security), with a fairly traditional entrance gate and private mail box. Homes might emulate Western architectural trends, or be built in a traditional Japanese style. In this case, the home is usually a large, undefined central room, which can be separated into bedrooms, living area and other functions by the addition or removal of modular *fusama* (sliding wooden or paper doors). By default, only the central entry way (*genkan*), kitchen and toilet and bathroom areas are separated in a Japanese home.

ARCHITECTURAL QUIRKS

All Japanese homes, even the most modest micro-apartment, have a separated entry way into the home called a *genkan*. Think of this as almost an airlock like space between the front door and the actual entrance to the home. The *genkan* is fitted with hooks and closets for storing jackets and outerwear, but more importantly it houses the *getabako*. The *getabako* is a small wooden rack for storing shoes. Visitors take off their shoes here, and trade them in for house slippers or house shoes before entering the dwelling proper. This provides a psychological and tangible separation between the clean, peaceful home and the dirty and chaotic outside world.

Japanese homes are measured in *tatami* mats, traditional floor coverings made of padded rice straw to a standardized size. Tatami mats are 180 cm x 90 cm (around six foot by three foot), and real-estate listings describe a home's size in terms of how many tatami cover its floorspace.

Wooden homes in Japan are considered to have a finite lifespan- 20 years or so according to most urban tax codes. Though there are many older wooden structures, some dating back more than a century, still in service, more commonly wooden homes are periodically leveled and rebuilt. During the rebuilding, homeowners usually rent a room or live in a temporary building on site.

Relatively few older apartments offer central heating, and except in far Northern Japan and Hokkaido, where the winters are especially brutal, few have insulation to the extent Western homes do. Japanese renters usually purchase and install their own heating units, inset into heating ducts provided for these purpose, and take these devices with them to their new apartments when the lease ends. Others heat their homes with highly efficient kerosene or electric space heaters. Due to the common use of kerosene heaters in the home, Japanese windows usually include special venting to prevent the build-up of potentially toxic fumes.

In almost all Japanese homes, the sink, toilet and bath are in separate rooms, rather than in a single Western-style bathroom. This is due to Japanese attitudes about personal cleanliness, though combined facilities are becoming more and more common in recent years. Sometimes the sink is placed above the toilet and fed on the same water supply, with water from the sink draining into the toilet tank as a conservation measure. In other styles of home, the bath tub and a place to stand for a shower are adjacent, yet separate structures, further subdividing the bathroom. Many Japanese homes these days have a high-tech toilet called a *washlet* rather than the traditional squat toilet. These devices are an example of bathroom luxury, often including adjustable heated seats, bidet, air dryers and other conveniences.

GLOSSARY OF TERMS RELATED TO THE JAPANESE HOME

Apatto – a loan word for apartment (from the English word)

Fusama – wood and paper doors or walls that can slide to divide rooms or provide privacy

Genkan – an entry way to a home

Getabako – a shelf for the storage of shoes, found in the *genkan*

“Key Money” – a deposit (often equal to several months rent) paid to a landlord before taking possession of an apartment

“Monthly/Weekly Mansions” – urban apartments that do not require high deposits or the paying of *key money* and have short term leases, often renewed month to month or week to week

Nisedaijutaku – “two generation housing” – when a married couple lives in the same home as one of the couple’s parents, with separated living and sleeping quarters for each generation

Ofuro – the room where the bathtub/shower is located

“Parasite Single” – a young Japanese person who still lives with his or her parents to save money despite working

Shataku – corporate owned or leased apartments offered to employees as a benefit

Shoji – paper screens placed upon windows for privacy

Tatami – rice straw mats covering the floor of a Japanese home, 180 cm x 90 cm.

Washitsu – a room furnished in traditional Japanese style with *tatami* and *shoji*

Washlet – a luxury toilet with special features like a bidet, heated seats, ect

Yukadanbo – underfloor heating, in limited use in Japan due to the cost of installation, often fueled by a kerosene heater

CROWDED JAPAN

Everything in Japan is cramped, tight and more than a little claustrophobic. Given the country's urban density, homes and businesses alike are compact and efficiently designed. Rents, though (especially in Tokyo itself) are exorbitant. Some anime ignore the cramped conditions of real-world Japan in favor of larger sets that allow for more action and expression. However, some of the best anime make use of genuinely small spaces to give a unique Japanese feel.

FLCL, like *Perfect Blue* (another favorite older anime), gives you a sense of how crowded and industrialized Japan is. In both these anime, just like in real life, you might go out for drinks and salted peas in a Japanese bar that's only a little bit bigger than your bedroom, or spend an evening in a karaoke room not much bigger than your kitchen. You might have a 2 room apartment in a highrise that's about half the size of a standard American efficiency, or stay in a high-priced Tokyo hotel room less than 100 ft square.

Tactical Changes

If you want to have the tightness of Japanese design play a role in your tactical game, consider the following minor rules modification. If using standard pre-made tactical maps of modern buildings, simply change the scale so that 1 square equals 2.5 ft rather than 5 ft. That should make your office buildings, restaurants and hospital floors feel appropriately cramped, and make indoor melees a little more complicated.

RURAL JAPAN

Despite being one of the most cutting edge, hyper-industrialized nations on Earth, Japan has never forgotten its roots as a farming and fishing nation. Apartment owners keep tiny gardens on overcrowded patios already crammed



with stored bicycles, omnipresent satellite dishes and laundry lines. Just minutes outside the city, the smell of horse and human manure drifts up from flooded rice paddies.

Outside of mega-cities like Tokyo, Kobe and Hiroshima, the winding roads are quiet. Well maintained toll roads wind through old growth forests. Lonely farmhouses, some of which survived the devastation of WWII intact, most of more recent vintage sit far back from the road, beyond a maze of ancestral rice paddies and wheat fields.

The eerie quiet and isolation makes rural Japan a great setting for a horror campaign. Farmer's superstitions can provide a clue to the

supernatural menaces in the area; local harvest festivals might unknowingly placate local ghosts and demons. Akaname scavengers might prowl the lonely fields at night, devouring the ‘night dirt’ a euphemism for the human waste that fertilizes the rice to maintain the illusion of living humanity. Goblins and minor *oni* emerge through torii gates high in the mountains, vandalizing shrines, violating temple maidens and turning onsen into abattoirs.

Japan’s citydwellers find plenty of reasons to retreat to the quiet of the countryside. Family and grade school class trips to storied old temples are regular occurrences. Mount Fuji is one of the world’s most popular tourist destinations. Millions of travellers, both Japanese and foreign, make the day long ascent each year, visiting an assortment of small shrines, bathhouses and little bars on the way up.

Onsen are luxurious and peaceful resorts built around natural hot springs; some of the oldest date back to the 1600s, though like most of Japan’s structures, many were rebuilt post-WWII. Guests can spend days bathing, dining and relaxing, but are expected to follow long standing codes of decorum and behavior. More raucous partiers can visit near by love hotels, or ‘leisure hotels’ to enjoy a sexual rendezvous, a night of drinking and terrible (or terribly fun) karaoke.

Japan’s myriad temples and onsen provide a great, and unique adventuring location. In many ways, these tourist spots are a throw back to an earlier era. Some haven’t even added modern electric lights or phone lines, and are an exact recreation of Japan’s past. Travelers trapped in an isolated hotel when the lights go out and the phones stop working is a classic horror movie motif on both sides of the Pacific, and there’s nothing more Japanese than a vicious sword duel that spills blood and cherry blossom leaves.

ORDINARY JAPANESE VEHICLES

These vehicles are readily available to those in Black Japan, heroes and ordinary men and women alike.

CONVERSION

These new mundane gadgets and magical items are priced in GP, which is a generic currency. In your game, GP can represent dollars, yen (about 100 to the GP), universal credits or standard fantasy gold coins. I’ve used a ratio of:

1 GP = 1 dollar = around 100 yen.

By the way, this same ratio is used in *Enchantments of Black Tokyo* and will continue to the standard for all future Otherverse Games products. A chart for converting dollars to a Wealth Check DC can be found on pg 204 of the D20 Modern Core Rulebook.

Gear	Size and Weight	Cost/ Purchase DC
Bicycle (Simple)	Med/ 15-20 lbs	120 gp/DC 10
Bicycle (Top End)	Med/ 20-30 lbs	200-600 gp/ DC 12-16
Bicycle Rental	-	1-3 gp per hour/ negligible DC
Compact Car	Huge/around 1 ton	At least 25,000 – 30,000 gp / DC 29+
Electric Bicycle Motor	Small/10 lbs	250 gp/DC 13
Moped	Large/ 75-80 lbs	900 gp/ DC 17

BICYCLES

Japan and most of the Asian world makes greater use of bicycles as an ordinary method of transport than the United States. In crowded, congested cities and rural villages alike, many of Black Japan's adults travel by bicycle. Most businesses and almost every apartment complex have long rows of bike stands under wood awnings for their residents and customers.

Bicycle (Simple)

A simple bicycle is a cheaper, single speed model, usually used by urban commuters. Most Japanese mount a large basket on the front handlebars, able to carry about 20 lbs of cargo. Bicycles in Japan often include an integral wheel lock, so riders don't have to purchase a separate bike lock.

BICYCLE -TOP END

This is a high end racing or mountain bicycle, of the kind used by athletes, mounting bike enthusiasts. It has a complex gearing system, giving the bike between 5-12 speeds, depending on model and manufacturer.

Special

A Top End Bicycle provides a +1 masterwork bonus on driving checks made to control the vehicle, and its acceleration is 3x the pilot's speed rather than the 2x that is the norm for an ordinary bicycle.

BICYCLE RENTAL

Bikes can easily be rented throughout Japan. These are most often *simple bicycles* painted in corporate colors and include a cargo basket. Rental kiosks or even coin-operated automatic rental bike stands can be found near hotels, youth hostels, subway terminals, bus terminals and near the entrances of larger supermarkets and shopping malls. Prices are usually negligible, 100-300 yen (about 1-3 dollars/gp) for an hour in most places. In most places, rented bicycles can be returned to any rental location within the region.

Bicycle

Small Land Vehicle

Cost 200 gp

Squares 1 (aprox- 5 ft x 5 ft)

AC 11 (+1 size) **Hardness** 5 **HP** 10

Base Save +0

Offense

Maximum Speed 6x pilot's speed or 12x pilot's speed with the spring option **Non-Combat**

Speed 10-15 mph

Acceleration twice the pilot's speed

Propulsion muscle-powered

Driving Check Acrobatics or Drive

Driving Space atop the vehicle's seat

Forward Facing facing the handlebars

Decks 1

Compact Car

Large Land Vehicle

Cost 200 gp

Squares 4 (aprox- 10 ft x 10 ft)

AC 9 (-1 size) **Hardness** 10 **HP** 30

Base Save +1

Offense

Maximum Speed 650 ft

Non-Combat Speed 80-95 mph

Acceleration 650 ft

Propulsion gasoline (or electric engine – fairly rare)

Driving Check Drive

Driving Space front-most left hand square

Forward Facing facing the headlights

Decks 1

COMPACT CAR

These comparatively tiny commuter cars represent the most common automobile brands traveling Japanese roads. These vehicles offer cover to the driver and passengers; these small automobiles can carry a driver and up to three passengers, albeit in cramped conditions. Ultra-light trucks are common delivery vehicles: they can only carry the driver and a single passenger in the cramped cab, but can carry up to a ton or

so of cargo in the bed. Otherwise, the vehicles are statistically similar.

ELECTRIC BICYCLE MOTOR

This single speed electric motor is attached to a bicycle's drive train, giving it a little more power (and saving the rider's legs on long trips). The electric motor's battery is good for about 30 minutes of use, and is recharged with 10 minutes or so of vigorous pedaling. It can also be recharged with house current in about 5 minutes.

Special

While the motor is on, it provides the bicycle the maximum speed and acceleration of a Moped, and changes the propulsion method to an electric motor. Nothing else changes statistically.

MOPEDS

Mopeds are almost as popular as bicycles in Japan, and like bikes, can often be rented by the hour or day in tourist spots. Mopeds are small, fuel efficient scooters that make sensible choices on crowded Japanese streets and needle-thin back alleys.

Moped

Small Land Vehicle

Cost 1,800 gp

Squares 1 (aprox- 5 ft x 5 ft)

AC 11 (+1 size) **Hardness** 5 **HP** 15

Base Save +0

Offense

Maximum Speed 500 ft

Non-Combat Speed 50 – 60 mph

Acceleration 50 ft

Propulsion gasoline or electric motor

Driving Check Drive

Driving Space atop the vehicle's single seat

Forward Facing facing the front wheel

Decks 1

MAGIC ITEMS OF THE HOME

The following wondrous items have little direct combat application, but offer convenience, luxury and safety to those citizens of Black Japan with enough occult connections to commission them. Most of these items are fairly inexpensive, as magical items go. A few of these items, like the *wonderful rice cooker* are actually fairly common in Black Japan. Not everyone has one, but most in the occult community do, and so do a tiny, yet measurable minority of Black Japan's mundane citizens.

WONDROUS ITEMS

(Cn) indicates a consumable item

1. *Angel's Closet*
2. *Baku Pillow*
3. *Benten's Console*
4. *Blood Red Bulb (Cn)*
5. *Colorful House of Art*
6. *Commuter's Bicycle*
7. *Crave! Refrigerator*
8. *Freeter's Shed (Cn)*
9. *Heaven Disk*
10. *Mending Getabako*
11. *Merchant's Abacus*
12. *Occult Real Estate Guide (Cn)*
13. *Petit Mansion*
14. *Project: Cute Pet*
15. *Tatami of Peace*
16. *Tatami of Succor*
17. *Toilet Slippers*
18. *Wonderful Rice Cooker*

Angel's Closet

Aura strong universal **CL** 17th

Slot none **Price** 61,200 gp (DC 32)

Weight architectural feature

This walk-in closet is paneled with luxiouros, gleaming dark wood, and is hidden behind a white oak door etched with the low relief image of an angelic woman, wings spread, alighting the clouds. The Angel's Closet is a small fold-space, much larger on the inside than out. It can be constructed in even the tiniest



Japanese apartment building, opening into a massive non-space with virtually unlimited storage for clothes, shoes and accessories. Silver clothing rods hold row after row of silvery white outfits.

Once per day, the Angel's Closet may be opened and it will produce an assortment of magical armor: this magical armor takes the form of a **+1 set of deathless, defiant (evil outsiders)** armor of any of the following types:

- Cloth
- Padded
- School Uniform
- Silken Ceremonial
- Parade

Whatever its exact form, the conjured armor appears in shades of blinding white or silver, and sheds light like a torch. The conjured armor remains in place until the following dawn, or until it is completely removed by the wearer, or she is slain. At that point, the armor's vibrant

white color fades and it becomes useless, tattered grey rags.

Each time the closet is opened, the user makes a DC 18 Diplomacy check; the amount the check result beats the DC is the number of magical armors created, up to a maximum of the user's ranks in Diplomacy.

Construction

Requirements Craft Wondrous Items, *wish*, creator must possess Spell Focus (abjuration)
Cost 30,600 gp (DC 30)

Baku Pillow

Aura faint abjuration CL 5th

Slot none **Price** 30,000 gp (DC 30) **Weight** ½ lb

This small but fluffy synthetic pillow features a screen-printed pillow case depicting the Indian deity Baku, a dream-eating spirit that protects sleepers from nightmares, rendered as a *kawaii* corporate mascot.

A character that sleeps in a bed or mat with a Baku Pillow becomes immune to spells or effects that perceive, manipulate or harm dreams, such as a Night Hag's dream haunting ability. Multiple characters can share a bed, and all benefit from a shared Baku Pillow.

Construction

Requirements Craft Wondrous Item, *nondetection*

Cost 15,000 gp (DC 27)

Benten's Console

Aura faint evocation CL 3rd

Slot none **Price** 6,000 gp (DC 24) **Weight** 5 lbs

The Goddess Benten often makes these magic gaming consoles with her own wits and own hand- building them is a hobby for her. She is wealthy and influential enough she has no need for commerce, but often presents these specially modified gaming consoles as rewards to adventurers who have served her interests, especially worthy workers at Benten's Sea Pizza, or anybody who can best her at one of the LAN parties she holds at her phantasmal home on Lake Biwa.

Benten's Console is a specially modified Playstation 3 console. The box is a strange, iridescent greenish-blue plastic with a texture like the scales of a carp. The controllers are made from the same odd, light weight polymer and are ergonomically designed.

If Benten's Console is plugged into a building's electrical system, it provides electrical power, telephone and highspeed wifi (or Mesh, in high tech settings) service for the structure.

Special: This is a Fukujin magic item, dedicated to Benten. See the "Full Fukujin" sidebar.

Construction

Requirements Craft Wondrous Items, creator must have 5+ ranks in Computer Use, *shocking grasp*

Cost 3,000 gp (DC 22)

Blood Red Bulb (Cn)

Aura faint divination CL 1st

Slot none **Price** 100 gp (DC 10)

Weight negligible

This ordinary light bulb has been daubed with a thin coat of paint the color of blood. It burns endlessly, and sheds a dim crimson light.

When screwed into any light fixture, the Blood Red Bulb produces dim illumination in a 30 ft radius, even without any external power supply. If an undead creature enters this radius, the bulb explodes.

Construction

Requirements Craft Wondrous Item, *detect undead, light*

Cost 50 gp (DC 7)

Colorful House of Art

Aura faint transmutation CL 5th

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

Weight architectural feature

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

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

masterwork component, which is added to the owner's own acquired successes for creating a masterwork item within the home.

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

The Colorful House of Art is a permanent part of the enchanted structure, if the home is dispelled or disjoined, or destroyed by mundane means the enchantment is lost.

Construction

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

Cost 6,250 gp (DC 24)

Commuter's Bicycle

Aura moderate conjuration **CL** 9th

Slot none **Price** 3,200 gp (DC 22) **Weight** 10-15 lbs (bike form) negligible (watch form)

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

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

Construction

Requirements Craft Wondrous Items, *secret chest*

Cost 1,800 gp (DC 20)

Crave! Refrigerator

Aura moderate conjuration **CL** 5th

Slot none **Price** 30,000 gp (DC 30)

Weight 200 lbs

This sleek black refrigerator has an ultra-modern look and bears the Crave! corporate logo- an anime angel eating a big piece of cake, outlined in gold just above the ice maker.

The Crave! Refrigerator constantly refills itself with basic, simple food and clean ice or ice water. The food is fairly basic fare, the sort of groceries a lower middle class family would probably buy. The food decays at the normal rate. In addition, once per day, the owner can speak the name of a specific dish or brand of drink (from a fat Angus steak to fresh strawberries to *Sapporo Beer* in a glass bottle) and the desired item will appear in the refrigerator.....fulfilling the craving. The Crave! Refrigerator cannot create special or magical food or drink.

Construction

Requirements Craft Wondrous Item, *create food and water*

Cost 15,000 gp (DC 27)

Freeter's Shed (Cn)

Aura moderate conjuration **CL** 7th

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

Weight negligible

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

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

Once activated, the Freeter's Shed is a semi-permanent structure. It will last 6d6 months before the magic binding the shed vanishes and it disappears. The Freeter's Shed has a secondary effect that twists the legal system. If placed on unclaimed or public land, the Japanese legal system cannot legally evict the shed's owner for the effect's duration. If placed on private land the DC of all Profession (lawyer) or Knowledge (civics) checks to evict the Shed's owner is increased by DC +5 (if actually on land owned by a private citizen) or by DC +10 (if on land owned by a large corporation).

Construction

Requirements Craft Wondrous Items, *prestidigitation*, *secure shelter*
Cost 700 gp (DC 16)

Heaven Disk

Aura strong divination CL 10th
Slot none **Price** 26,000 gp (DC 29)
Weight 20 lbs

The Heaven Disk is a small satellite dish receiver, not much different than any of the thousands of similar devices pointed skyward from every Tokyo apartment tower balcony. The device is painted with a bright vermilion ring around the outer edge, and a golden sacred rune in the center. Occasionally, the Heaven Disk sparks with fox fire, especially on cold evenings.

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

Construction

Requirements Craft Wondrous Items, creator must be a Kami, *commune*
Cost 13,000 gp (DC 27)

Mending Getabako

Aura faint transmutation CL 2nd
Slot none **Price** 1,000 gp (DC 18)
Weight 25-30 lbs

This low, well-stained and lovingly polished wooden shelf has multiple compartments for holding shoes, and is placed in the entryway of a Japanese home. Some Mending Getabako, like their mundane counterparts, are painted in kawaii cartoon colors or carved into the cutesy shapes of various anime mascots.

Any footwear placed in a Mending Getabako benefits from a mending spell, repairing minor damage and restoring the footwear to pristine, like-new condition, if left within one of the compartments for at least an hour.

Construction

Requirements Craft Wondrous Items, *mending*
Cost 500 gp (DC 15)

Merchant's Abacus

Aura faint divination CL 2nd
Slot none **Price** 1,000 gp (DC 18)
Weight 1.5 lbs

Despite being a relentlessly high-tech nation, it's still a common sight to see a Japanese merchant (especially an older one) calculating a customer's bill with an abacus. These wooden abacuses are assembled in a traditional, Chinese-influenced style, and many of these enchanted

abacuses have been family heirlooms for generations.

After a month of ownership and being used in transactions, the Merchant's Abacus provides a character with a +5 luck bonus on Profession checks made to earn a living.

Construction

Requirements Craft Wondrous Items, *guidance*
Cost 500 gp (DC 15)

Occult Real Estate Guide (Cn)

Aura strong divination CL 11th
Slot none **Price** 3,500 gp (DC 22)
Weight negligible

These thick, glossy Japanese language real estate magazines are sealed within a tight polybag. Once the Occult Real Estate Guide is printed, its contents and cover artwork change gradually, to stay up to the minute current, until its polybag is finally ripped open and the magazine is read. Once the Occult Real Estate Guide is read, it becomes a non-magical text, and its ink rapidly fades into illegibility.

Reading the Occult Real Estate Guide requires one day, and functions as *legend lore*, bringing all legends and occult cultural information to the reader's mind as by the spell. The information provided is extremely detailed in regards to a specific neighborhood within a Japanese city, such as a particular ward of Tokyo, or similar information about a smaller Japanese town or village. The reader is considered to have detailed information about spell's area for the purpose of information provided by the legend lore spell. The spell provides particularly good information about magical artisans and crafters within this area, as well as major supernatural threats and predators within the area.

Construction

Requirements Craft Wondrous Items, *legend lore*, creator must be a Japanese citizen or have at least 10 ranks in Knowledge (local)
Cost 1,750 gp (DC 20)

Petit Mansion

Aura overwhelming conjuration CL 13th
Slot immobile part of a structure **Price** 182,000 gp (DC 36) **Weight** ½ - 2 tons

Black Tokyo's ultra-wealthy, as well as working sorcerers capable of doing the work and casting this spell themselves create petit mansions, turning even the tiniest efficiency apartment into a palace. When a petit mansion is constructed, an existing permanent structure, such as a home or apartment is enchanted. Rich vermilion columns, like those supporting a *torii* gate, are placed at every corner, and painted in gold *kanji* promising prosperity.

The Petit Mansion expands the dimensions of the enchanted structure dramatically, adding at least four to five times the internal volume that the structure's exterior dimensions would suggest. The Petit Mansion's décor is chosen by the spell caster when the structure is enchanted. New walls, windows and doors are placed as the spellcaster desires, and are constructed of the same material as the structure's existing walls, and have identical hardness and HP. The magic of the Petit Mansion keeps the structure perpetually clean and fairly organized, as if the structure was under a permanent *prestidigitation* effect set to clean and freshen the area.

Once the Petit Mansion is constructed, it cannot be removed from the structure without permanently destroying the enchantment. If the Petit Mansion is dispelled or destroyed, objects and creatures in excess of the structure's normal capacity are gently squeezed outward, and may take crushing damage from being squeezed against walls or furniture.

Construction

Requirements Craft Wondrous Item, *mage's magnificent mansion*
Cost 91,000 gp (DC 33)

Project: Cute Pet**Aura** faint enchantment CL 1st**Slot** none **Price** 2,000 gp (DC 20)**Weight** 2-3 lbs
Project:

Cute Pet is a name brand tiny pet robot in the shape of an absolutely adorable purse dog, with a realistic fur covering. It constantly yelps, barks and

scampers around an apartment, demanding constant petting and attention.

The Cute Pet has no real game play statistics; it is a toy, nothing more. However, the Cute Pet brings prosperity and good luck to an owner that plays with it, and occasionally buys upgrades and accessories. If the owner spends at least 1 hour a day playing with the Cute Pet, she receives a +1 luck bonus on Craft and DEX-based skill checks.

Construction**Requirements** Craft Wondrous Items, *bless*
Cost 1,000 gp (DC 17)**Tatami of Peace****Aura** strong abjuration CL 10th**Slot** none **Price** 36,000 gp (DC 30) **Weight** 5 lbs

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



to its mystic nature. Shinto blessings are woven on the underside of the fiber, and as the item is created, it is anointed with oil and a few drops of a Shinto priest or *miko's* blood.

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

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

only benefit from these spells the first time they enter the zone of peace.

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

Construction

Requirements Craft Wondrous Item, *cure moderate wounds, remove curse, hallow*
Cost 18,000 gp (DC 28)

Tatami of Succor

Aura strong good and conjuration CL 11th
Slot none **Price** 38,000 gp (DC 30) **Weight** 5 lbs

This tatami mat is thicker and more cushioned, much more comfortable than normal. It is always pleasantly warm to the touch when someone rests upon it, and has a pale sea-foam green slip cover rather than the plain white of most tatami mats. The mat's border is inscribed with a contiguous line of Japanese text, messages of good cheer and hope for health and healing, the same sentiments you might read on a get well soon card.

The Tatami of Succor can be called upon once per day, and up to two Medium sized creatures can lay together on the Tatami to gain its benefit. These characters gains the benefit of a *Heal* spell. In addition, any character undergoing complete bed rest on the Tatami of Succor recovers Hit Points at four times the normal rate, and receives a +5 holy bonus on saving throws to remove negative levels.

Construction

Requirements Craft Wondrous Items, *heal*
Cost 19,000gp (DC 28)

Toilet Slippers

Aura faint abjuration CL 1st
Slot feet **Price** 700 gp (DC 16) **Weight** negligible

These comfortable, pastel pink plastic slippers are kept in a Japanese bathroom specifically for use by those visiting the toilet.

The wearer gains a +1 bonus on spells and effects with the *skatto* descriptor while wearing the Toilet Slippers and for 1d4 minutes after the slippers are removed. However, the wearer suffers a -2 penalty on REF Saves and DEX-keyed skill checks while the loose, floppy slippers are worn.

Construction

Requirements Craft Wondrous Items, *purity of body*
Cost 350 gp (DC 14)

Wonderful Rice Cooker

Aura faint abjuration CL 1st
Slot none **Price** 2,000 gp (DC 20)
Weight 4-5 lbs

Nine hundred and ninety nine out of 1,000 Japanese homes feature a simple and extremely well used rice cooker sitting in a place of pride somewhere in the cramped kitchenette. It's only logical that many modern Japanese occultists would enchant the heart of their home.

Rice placed in the Wonderful Rice Cooker will never spoil or overcook, no matter how long it remains in the plastic and ceramic pot, and the Wonderful Rice Cooker radiates a continual *bless* effect that protects the entire domicile, up to 800 square feet, but does not extend to out buildings or unattached structures like sheds or garages. The Rice Cooker provides somewhat unpredictable protection against thieves- all Disable Device checks made within the residence suffer a -1d8 penalty (roll separately for each check).

Construction

Requirements Craft Wondrous Items, *bless, purify food and drink*
Cost 1,000 gp (DC 18)

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