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3.5 SYSTEM COMPATIBLE



**OTERVERSE
GAMES**



BLACK TOKYO:

GOTHIC

CHRISTIANITY

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BLACK TOKYO: GOTHIC CHRISTIANITY

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Fully Compatible with the PFRPG.

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

When Catholic missionaries first came to Japan in the 16th century, they carried a great secret with them. Their mission in Nihon was not merely conversion, nor simple trade- it was a war against Hell itself. Visions of the Black Else had plagued Catholic monks for centuries, driving many mad, but strengthening the strongest. When the first ships left for the east, they were crewed by the haggard survivors, who had only the vaguest notion of the demons that awaited them in the Far East. For years, the young Christian community at Nagasaki fought along side traditional Buddhist and Shinto exorcists to bring light to the darkness.

When the winds of politics shifted, Japan's fledgling Christian community was isolated, and then was hunted. Dozens of believers were crucified on a hill overlooking Nagasaki, and the survivors were driven underground. Despite being cut off from the Papacy, Nagasaki's Christians held fast to their beliefs, though those beliefs became garbled and misinterpreted as the years rolled on. However, the *Kaure Kirishitan* (*Hidden Christian*) sect never forgot its mission. These driven, black garbed, gothic crusaders have fought supernatural evil, and as Nagasaki rebuilt after the devastation of World War II, the Hidden Cathedral stepped from the shadows.

The Hidden Cathedral Dejima, Nagasaki Prefecture

The Hidden Cathedral was rebuilt openly in 1947, as a massive stone edifice in the heart of Dejima. It is a gothic cathedral of soaring stone buttresses, ornate spires topped with golden crosses, and imperious stained glass that shines in the sun. The Hidden Cathedral is seemingly transported from Renaissance Europe intact, except for the cherry blossom gardens that surround the massive edifice. It is the heart and soul of Christian worship in Black Japan, practicing rites that have their origin in Catholicism, but incorporate elements of Shinto, Buddhist and some vague elements of Eastern Orthodox worship. The Hidden Cathedral (known to non-supernatural natives as the **Great Dejima Cathedral**) is host to daily worship services, and is packed with believers every Sunday, Christmas and Easter. Two of Japan's seven Christian prime ministers were members of the Hidden Cathedral's congregation.

But the cathedral is more than just an ordinary house of worship, as many of Japan's witchhunters live and study in the monastery that shares the cathedral grounds. The Hidden Cathedral recruits talented exorcists and

demonologists and trains them as heroes, giving preference to local, Christian believers, but recruiting promising candidates from all across Japan and beyond.

Many enter the Hidden Cathedral's priesthood or become righteous nuns, though these terms mean slightly different things in Black Japan than they do elsewhere in the world. The Hidden Cathedral is on friendly enough terms with the Vatican's supernatural experts, but hasn't considered it a part of the doctrinal Church for centuries. Priests of the Hidden Cathedral can marry and father children of their own, while the Cathedral's nuns act more like traditional temple maidens, despite their gothic costuming.

The surprisingly young **Bishop Jusuke Endo** (LG male Human Cleric 9) is responsible for protecting and strengthening his church. He spends a good deal of his time on the road, however, working with Police Section Seven in solving the 'bad ones' - the kind of cases that involve the supernatural. He is accompanied by **Sister Satomi Shinchī** (LG female samurai Acolyte 1/Fighter 4) a modest and virginal nun who wears a samurai's *diasho* on her belt, and is



practiced in the use of these heirloom weapons. Together they have crossed the Akaname, though neither realizes it yet. Bishop Endo is one of the harshest critics of the Christian extremists and doomsday sects infesting Nagasaki, and his troublesome nun sidekick has crossed swords with them more than once. What neither realizes yet is that all these broken hearted extremists were spurred into violence by the **Ubume Empress**, who is just now beginning to notice the loss of some of her favorite toys.....

Kakure Kirishitans

The Gothic Christian demonologists and exorcists of today are the descendents (both by blood and in spirit) of the *kakure kirishitans* of the 16th through mid 19th centuries. Cut off from both the official doctrine of Rome and support from its priests, these hidden Christians practiced their faith in secret. Icons of Kannon stood in for images of the Virgin Mary and strange crosses that featured a meditative, Buddha-like figure rather than the typical agonized, cruciform Christ. Over time, the practitioners of this illegal, hidden faith lost the meaning of the Christian prayers and rituals, and their faith became a mystical ancestor cult, venerating martyred believers and saints.

The Gothic Christian faith is a unique, often iconoclastic sect of Roman Catholicism. This resolutely good faith is bound by tradition and doctrine, and its believers follow a rigid code of honor. The most committed are called by God, spoken to in visions, and called to fight demonic evil.

Characters who follow the Christian God, as worshipped by the black-garbed stoics of the Hidden Cathedral often choose Gothic Christianity as a patron deity/philosophy.

The Virgin Mary

Other Gothic Christians might venerate Mary, Mother of God above all other gods. The emphasis of Mary as a major mythological figure is one of the defining elements of Catholicism rather than Protestant Christianity, especially as portrayed in horror anime. The Virgin Mary is a benevolent, warm intercessor for mankind, endlessly merciful, and in many ways a pseudo-goddess figure in an otherwise patriarchal and monotheistic faith. The Hidden Cathedral has merged aspects of the traditional worship of Kannon with their veneration of Mary, and their unique syncretism allows female priests. Though a distinct minority even in the Hidden Church's strange faith, many girl priests dedicate their lives to serving Mary.

As a patron of motherhood as a sacramental act, the Virgin Mary's worshippers are especially compassionate towards Ubume. In contrast to the Hidden Cathedral's war against predatory undead, Ubume are seen primarily as victims, and possibly as allies or even future recruits. Many Marian priestesses and nuns will risk their own lives to bear a Ubume's ghost child and return the cursed woman to life. Though philosophically opposed towards abortion, Mariain priestesses bear no real animosity (though some distaste) towards medical practitioners who perform them. They are staunch opponents of the Ubume Empress (though most do not know the Ubume deity's true name, nor the extent of her manipulations) and fight the rising tide of (Evangelical) Christian and anti-abortion violence in Nagasaki.

Deity	Alignment	Domains (associated subdomains)	Favored Weapon	Portfolio
Gothic Christianity	LG Greater God/ Philosophy	Glory (Heroism), Good (archon), Healing (both), Knowledge (memory), Nobility (martyr), Protection (purity)	Long Sword	Protection of children and the innocent, Japan & Nagasaki's large Christian community, angelic protection against demonic evil
The Virgin Mary	NG Greater Goddess	Charm (love), Community (both), Good (agathion), Healing (resurrection), Magic (divine)	None *	Intercessor between Christ and mankind, protection of women, mothers and children, redemption of the Ubume race

Favored Weapon

Mary's clerics do not gain proficiency with a favored weapon, and clerics worshipping her cannot use the spell *spiritual weapon*, nor similar spells. Instead, the cleric may use *sanctuary* three times per day as a spell-like ability, using her cleric level.

INTANGIBLES: GOTHIC CHRISTIANS VERSUS LIFERS

The Black Tokyo's Gothic Christians are a fictionalized vision of Christianity. So are Otherverse America's Lifers, but to a far lesser degree. Almost every facet of the 2107's Lifer Nation is an exaggeration or extrapolation of some real-world aspect of the Evangelical led anti-abortion movement. Otherverse America is satire, but it's well researched satire, reflecting everything the author fears and loathes about real world Christianity. Black Tokyo's Gothic Christians are less grounded in reality, and their traditions, not to mention the powers and gear presented in this book incorporate more than a few intentional errors and simplifications of belief.

They are designed to represent Christian characters that wouldn't be out of place in anime like *Hellsing* or *Wicked City*, and in contrast to the Lifers (who are often presented as villains, or anti-heroes at best) Gothic Christians are designed to be unabashedly heroic and unfailingly noble, if occasionally a bit stuffy or preachy. Fading the details of doctrine into soft focus allows for heroism.

That said, if local game masters are running Otherverse America campaigns with Lifer characters in the heroic role, the new powers and rules elements here only add to their options. These Christain-flavored relics, especially artifacts like the *Locket of St. Jeanne D'Arc* and the *Armorer's Coffin* or *Crucifix Annihilatus* can easily be imported into a modern-magic version of Otherverse America without losing any of their flavor. Also, if you'll notice, many of the new magic items and some of the traits presented have the same gameplay tropes as standard-issue Lifer gear. Black Tokyo's Gothic Christians can be as heavily armored, and gun-happy as their Lifer counterparts. Mixing and matching feels natural.

THE INHUMAN CHRISTIANS

Though most Gothic Christians are fully human, some of Black Tokyo's stranger races might share their beliefs. For example, the world famous Kitsune idol singer, **Inoue**, attends Mass at the Dejima Cathedral as often as her touring schedule allows. Semi-divine races like the Kami and Futakuchi might be born in Heaven itself, or represent the purified souls of saints and martyrs returned to Earth to fight evil, and perhaps more importantly, to spread good.

Angelic Futakuchi (SU)

Available To: Futakuchi

Replaces: Serpentine Mane

The Futakuchi's hair is a voluminous mane of silver and gold. When she wills it, her hair becomes angelic wings. The Futakuchi gains a Flight Speed of 60 ft (average).

God, Moving Across the Waters (SP)

Available To: Kami (water subtype)

Replaces: Kami's Perfection

You call down the rain of heaven. Once per day per five character levels, you may cast *bless water* without requiring a material component or divine focus. A glass or ceramic vial of holy water appears in your outstretched hand.

Holy Blood (SP)

Available To: Assimar, Humans

Replaces: Spell-Like Ability (Assimar), Bonus Feat (Human)

A dozen possibly heretical rumors suggest that Jesus fathered children before his crucifixion, often suggesting Mary Magdalene as the mother, though other legends suggest different heritages. Whatever the truth, you are very likely the distant, distant descendant of Jesus, blessed with a fragment of divinity.

Once per day, you may cast *Cure Moderate Wounds* as a cleric of your total character level. At 10th level, you may cast *Cure Serious Wounds* as a cleric of your total character level instead.



Holy Vault (SP)

Available To: Futakuchi

Replaces: Celestial Inspiration

You were sent from Heaven, not to inspire the weak or the ordinary towards heroism, but to sanctify the bodies of the honored dead and prevent the corpses of the innocent dead from being used for foul, necromantic purposes.

You gain the spell like ability to cast *Sanctify Corpse* three times per day, as a cleric of your total character level. If you choose to, you may make this effect permanent, as if by *Permanency*, without the 500 gp expenditure. However, when you do, you lose access to this spell-like ability for 1d3 weeks.

Urakami Soul (SP)

Available To: Kami

Replaces: Kami's

Perfection

When the atomic bomb was dropped on Nagasaki, a Mass of the Assumption of Mary was being held at the Urakami Cathedral. Those inside died instantly. A Urakami Souled Kami is the purified and gentle soul of one of these believers, empowered by God and returned to Earth to fight for the causes of cosmic good.

Once per day, the Urakami Soul may touch a creature and negate their exposure to radioactivity; doing so prevents further damage from radiation poisoning and acts as *lesser restoration*, cast as a cleric of the Kami's total character level, save that it only repairs damage caused

by radiation poisoning.

Young Saint (SP)

Available To: Humans

Replaces: Bonus Feat

You have a close, personal relationship with the Gothic Christian God, and are a staunch defender of the innocent. As long as you maintain a Lawful Good alignment, you may use *Protection From Evil* as a spell-like ability, three times per day, as a cleric of your total character level.

STARTING TALENTS FOR GOTHIC CHRISTIAN HEROES

Bless Gohei (SU)

Prerequisite: Religious Starting Occupation

You can bless the zig-zagging ritual streamers commonly found in Shinto temples. This minor magical artifact is common across Tatakama and even the strange parallel world of Black Japan. Blessing a gohei requires a short ceremony requiring 1d4 rounds, and a token sacrifice of religious oils, herbs or incense (Purchase DC 3-4). Once created, a gohei can be worn on a believer's clothing, affixed to a weapon or a shield, or hung from a structure such as a temple gate or the entry arch of a private home.

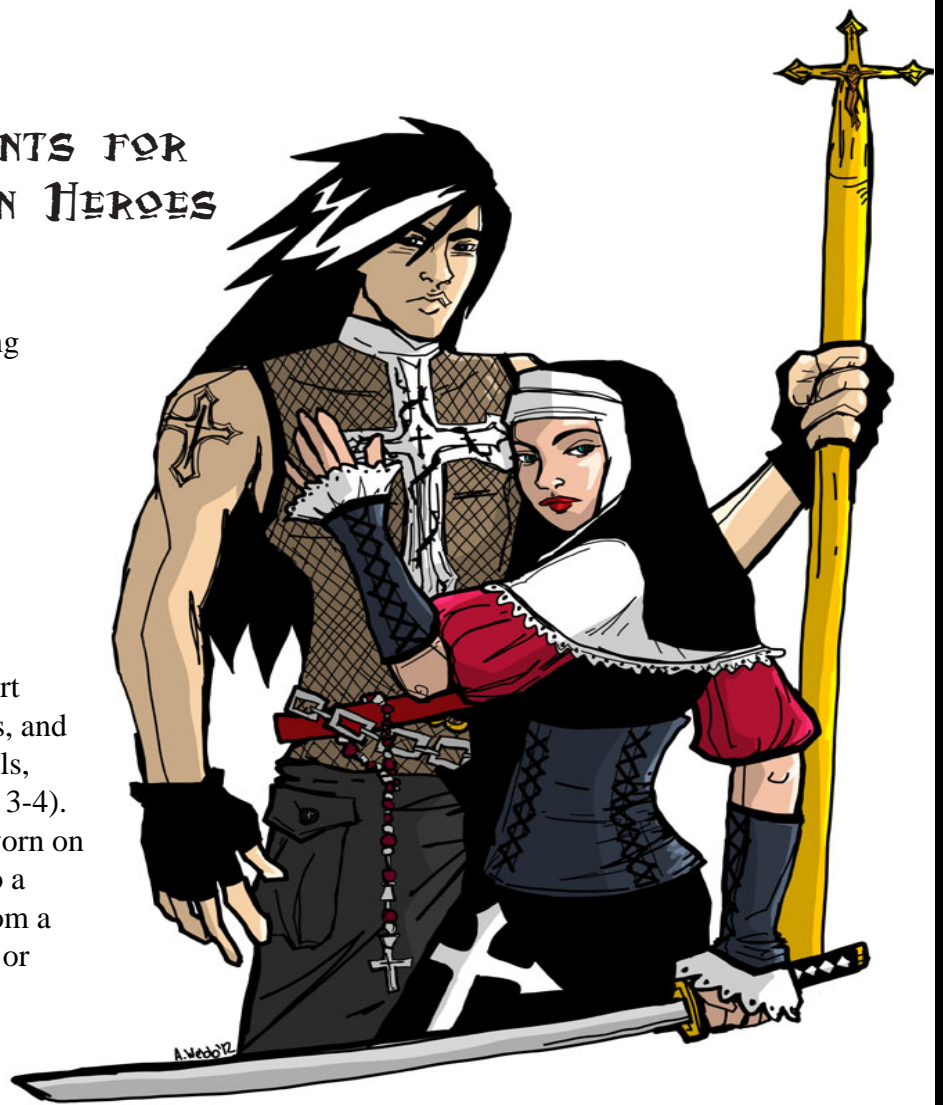
Once blessed, a gohei retains its blessing until the next dawn. Evil outsiders suffer a -1 morale penalty on all attack rolls, skill checks and saving throws within 60 ft of a blessed gohei. This penalty is not cumulative if the outsider is exposed to multiple gohei simultaneously.

Goetic Kami (SP)

Type: Racial – Kami

Restricted: Kami with the an alignment-keyed defining subtype

You can summon creatures from the fields of Heaven or the depths of Hell, that appear in a Goetic summoning circle, drawn in the air in arcane fire. Once per day, you may use *summon monster I* as a sorcerer of your total character level; you may only use this effect to summon either celestial (good characters) or fiendish (evil characters) creatures. Neutral Kami



choose whether to summon celestial or fiendish creatures when this trait is taken.

Gothic Christian (SU)

Type: Faith

Requires: Religious Starting Occupation, WIS 13+

You are a believer in one of the West's many Christian sects... as the faith is depicted in horror anime. You are a serious, somber but stylish demon slayer. Up to three times per day, you may brandish a cross, Bible or other holy symbol as a full round action. All undead and evil outsiders within 30 ft suffer 1d6 points of holy damage (WILL DC 10 + your WIS modifier half).

Hidden Catholic Education (EX)

Type: Social

You were educated by the monks of the Hidden Cathedral. In addition to an excellent historical and philosophical grounding, you were taught the mysteries of the planes, and beings beyond, at an early age. You receive a +1 trait bonus on Knowledge (arcana, history and the planes checks). One of these skills, your choice, is always considered a class skill for you.

Holy Milk (SU)

Type: Faith

Restricted: Female gender only

Your breasts will never be empty, and constantly dribble a thin stream of sacred mother's milk. According to the oldest legends, mother's milk was used to ward off evil long before priests discovered how to bless water. Once per day, as a full round action, you can bottle a vial of your breast milk, which functions as a vial of Holy Water.

Miracle of Transubstantiation (SU)

Type: Faith

Requires: Gothic Christian (or other Christian) faith

Once per day per four character levels, you can transubstantiate the Eucharist into the true flesh of God. Doing so requires a one minute ritual, that allows you to transform existing Communion wafers or ritual bread into magical sustenance. This functions identically to *goodberry*, save that it affects wafers and bread rather than fruit.

Named for a Saint (SU)

Type: Faith

Requires: Gothic Christian (or other Christian) faith

You were named for a Christian saint, and grew up hearing legends about your namesake's great deeds and holiness. You can recite your

name rather than being required to possess a divine focus (holy symbol) for divine spell casting. Doing so removes the DF requirement, and adds a verbal spell component, if the spell does not have one already. By speaking your own name, you can also channel energy or use other divine powers, as if you possessed a holy symbol.

Finally, if you name yourself and strongly declare your faith ("I, Francis Xaiver Fujiko, banish you from this world!") you are considered to be presenting an object that evil outsiders 'fear or hate' for the purposes of the *banishment* spell or similar effects.

Resolute Faith (SU)

Type: Faith

Requires: Gothic Christian (or other Christian) faith

Your faith in the Gothic Christian god is unassailable. When you receive magical healing from a cleric of any Christian sect, you recover one additional Hit Point per four character levels.

Veneration of Mary (SU)

Type: Faith

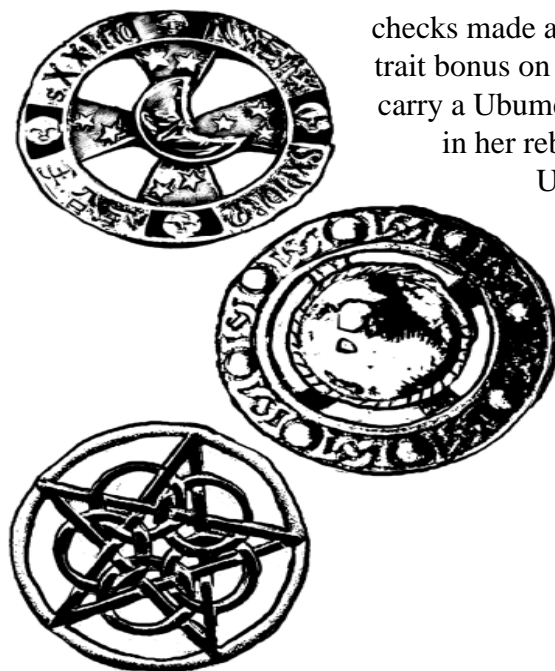
Requires: Gothic Christian faith, Virgin Mary as patron deity

Your veneration of the Virgin Mary have made you especially compassionate towards Black Japan's mother-ghosts. You receive a +2 trait bonus on Diplomacy checks made against Ubume, and a +2 trait bonus on STR checks made to carry a Ubume's ghost-child and assist in her rebirth, as described in the Ubume's *Motherhood and Rebirth* racial trait.

Veneration of the Saints (SU)

Type: Magic

Requires: Gothic Christian (or other Christian) faith



Once per level, you may prepare a medal depicting a patron saint (or especially beloved martyr, especially if one of the 26 Martyrs of Nagasaki). Doing so requires a silver holy symbol and at least an hour of prayer, though no other material components. You imbue the holy symbol with a divine blessing (equivalent CL 1st).

A character who wears the saint's medal, which usually occupies the neck slot, receives a +1 holy bonus on one saving throw of choice and a +1 holy bonus on two skills of your choice. These skills must be keyed to different ability scores, and reflect the life and attributes of the chosen saint, as much the chosen saving throw. When you create this saint medal, you name a specific character it is intended for. The item does not confer any benefit on any other character- though the original owner can designate a new owner, in a similar manner. You cannot wear this saint medal yourself and receive any benefit.

MAGICAL WEAPONS

The Gothic Christians of the Hidden Cathedral wield a variety of baroque and impressive weapons in their crusade against evil. The Hidden Cathedral's exorcists favor overwhelming firepower, heavy and powerful melee weapons and a dramatic flourish.

- Crucifix Annihilatus
- Gothic Exorcist's Gloves
- Hell Annihilating Sniper Rifle
- Kind Revolver
- Rosary of the Blade

Crucifix Annihilatus

Aura moderate divination **CL** 14th

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

Weight 45 lbs

This unwieldy weapon is a baroque golden crucifix wrapped around a marble shod,

rare-earth alloy and tungsten alloy core, powering a prototype railgun of enormous destructive power. The Crucifix Annihilatus floats, via magnetic repulsion, an arm's length from the wielder and fires upon targets he or she designates. (Firing the weapon by vocal command is a standard action.)

The Crucifix Annihilatus is a **+4 Allaying Sniper Railgun of Distance**. (Sniper Railguns are described fully in the *Advanced Arsenal*, Othervse Games, 2013, and statted out here.) This extremely long range weapon has a range increment of over 2,400 ft, thanks to its onboard enchantments.

Construction

Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience, magic weapons*
Cost 28,750 gp (DC 29)

Gothic Exorcist's Gloves

Aura strong conjuration **CL** 14th

Slot hands **Price** 6,750 gp (DC 24)

Weight negligible

This pair of stylish black gloves is fashionably mismatched. The right glove is a jet black, fingerless fighting glove, while the left is a full length opera glove. The back of each palm is stitched with a simple white cross, and the inside of the right palm is decorated with a Buddhist lotus blossom motif, in gold thread.

The Gothic Exorcist's Gloves transform the wearer's unarmed strikes into **+1 disrupting unarmed strikes**- the unarmed strike damage from a character wearing these gloves is considered lethal.

A character who has chosen the Gothic Christian starting trait whom wears these gloves treats them as +3 disrupting unarmed strikes instead. A Goryohime who wears these gloves

Two Handed Firearms	Damage	Critical	Range Increment	ROF	Special	Magazine	Size and Weight	Cost
Sniper Railgun	3d10+1 ballistic	19-20/x3	1,200 ft	Single Shot	Masterwork	20 box	30 lbs Large	21,500 gp

gains channel resistance equal to the Gloves' enhancement bonus.

Construction

Requirements Craft Magic Arms and Armor, *heal*

Cost 3,375 gp (DC 22)

Hell Annihilating Sniper Rifle

Aura moderate evocation and divination (good) **CL** 15th

Slot weapon **Price** 145,000 gp (DC 33) **Weight** 35 lbs

The Hell Annihilating Sniper Rifle is an extensively modified and customized Barrett Light Fifty, firing silver hollow tip rounds filled with holy water. A silver of the True Cross is embedded in a glass bubble in the hilt, and Latin rites of exorcism are inscribed on the 1 meter long barrel in silver tracery. This weapon is usually only found in the hands of Vatican combat-exorcists assigned to temporary duty with Chrysanthemum Seven.

The Hell Annihilating Sniper Rifle is a **+5 Holy Barrett Light Fifty of distance**. Despite its massive firepower and the speed and bulk of the .50 cal rounds it fires, the weapon is completely silent.

Construction

Requirements Craft Magic Arms and Armor, *clairvoyance/clairaudience*, *holy smite*, *silence*, creator must be good

Cost 72,500 gp (DC 33)

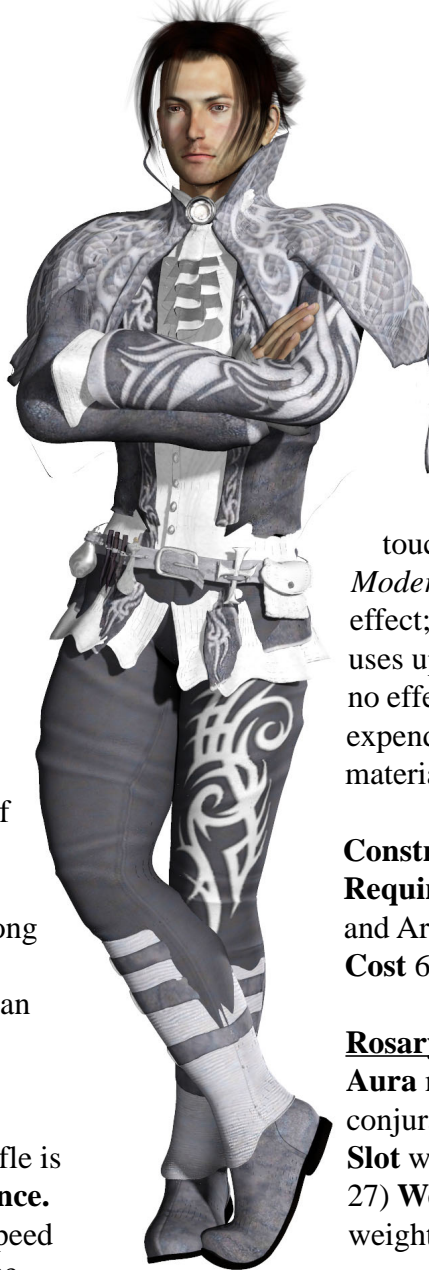
Kind Revolver

Aura moderate conjuration **CL** 5th

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

Weight 2 lbs

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



The Kind Revolver is a **+1 Merciful Ruger Service Six Revolver**. The Kind

Revolver cannot be commanded to inflict lethal damage. Three times per day, the

wielder can make a ranged touch attack to deliver a *Cure Moderate Wounds* (2d8 + 5) effect; each use of this power also uses up a round, but the bullet has no effect. Effectively, the expended round is a kind of material component for the spell.

Construction

Requirements Craft Magic Arms and Armor, *cure moderate wounds*

Cost 6,750 gp (DC 24)

Rosary of the Blade

Aura moderate illusion and conjuration **CL** 10th

Slot weapon **Price** 16,000 gp (DC 27) **Weight** 4 lbs (negligible weight when glammered)

The Rosary of the Blade is a finely wrought, smooth wooden rosary, with a lovingly carved depiction of the Virgin Mary. When commanded, the Rosary of the Blade becomes a gleaming Toledo steel longsword with a wooden, cruciform hilt. An image of the Virgin is carved into the blade.

The Rosary of the Blade is a **+2 glammered, ghost touch long sword**. Unlike ordinary glammered weapons, when in its rosary form, this blade has negligible weight.

Construction

Requirements Craft Magic Arms and Armor, *disguise self*, *magic aura*

Cost 8,000 gp (DC 25)

WONDROUS ITEMS

(Cn) Indicates a Consumable Item

- Armorer's Coffin
- Bishop's Ring
- Feather of an Angel (Cn)
- Fumi-e (Cn)
- Kirishitan Crucifix
- Malciferium
- Unction (Healing)
- Unction (Restorative)

Armorer's Coffin

Aura strong universal **CL** 17th

Slot none **Price** 61,200 gp (DC 32) **Weight** 70 lbs.

This coffin is an elongated mahogany hexagon shod with iron and brass, with a polished silver crucifix protecting the lid. Iron hinges and a case hardened clockwork lock seal the coffin, and heavy leather straps allow it to be carried slung over the shoulder of a very, very strong priest.

Once per day, a character who has chosen Gothic Christianity as their faith (or alternatively, any other Christian faith, at the GM's discretion) may open the Armorer's Coffin, causing a myriad of magical firearms to appear in a golden glow. The Armorer's Coffin creates a number of firearms, chosen from the following base forms, described in the D20 Modern SRD (D20 Modern, pg 96). Alternatively, if you wish to use the firearms described in the *Advanced Arsenal*, suggested equivalent weapons are given in parenthesis.

- Glock 17 (Advanced 9mm)
- MAC Ingram M10 (Black Ops SMG)
- Browning BPS
- M16A2 (Advanced 5.7mm SMG)

All weapons created by the Armorer's Coffin have a +1 enhancement bonus and are Holy weapons.

Each time the coffin is opened, the user makes a DC 18 Knowledge (religion) check; the amount the check result succeeds by is the

number of magical firearms created, to a maximum of the user's ranks in Knowledge (religion). Once created, the magical firearms remain in existence for one hour, or until their wielder is slain, at which time the guns vanish in a flash of golden light.

Construction

Requirements Craft Wondrous Item, *wish*, creator must possess Spell Focus (conjunction)

Cost 30,600 gp (DC 30)

Bishop's Ring

Aura strong abjuration **CL** 10th

Slot ring **Price** 25,000 gp (DC 29) **Weight** negligible

This heavy golden ring is inset with a square cut ruby. Around the gem's setting, a Latin inscription testifies to the wearer's spiritual and political authority, as a bishop of the Church.

Once per day a follower of any Christian religion can kiss the Bishop's Ring. Doing so ends any harmful enchantments, transmutations and curses as if by *break enchantment* cast by a 10th level cleric. However, doing so places a *geas* of the ring's wearer choosing on the supplicant. The supplicant receives no saving throw against the *geas* effect, though the supplicant must freely kiss the ring.

Construction

Requirements Forge Ring, *geas/quest*, *break enchantment*

Cost 12,500 gp (DC 26)

Feather of an Angel (Cn)

Aura moderate conjunction **CL** 9th

Slot none **Price** 18,000 gp (DC 28) **Weight** negligible

This sleek flight vane feather is nearly one foot long. The feather itself is a downy ivory, and the vein is warm silver.

When placed on the chest of an injured or recently slain creature, the Feather of an Angel acts of a *breath of life* spell. The feather

disappears in a flash of light, and a white dove flies away from the newly healed creature after the magic takes effect.

Construction

Requirements Craft Wondrous Items, *breath of life*

Cost 9,000 gp (DC 25)

Fumi-E (Cn)

Aura moderate evocation (good) **CL** 10th

Slot none **Price** 1,200 gp (DC 18) **Weight** 1 lb

Beginning in the 17th Century, after Japan was closed to foreigners, the Japanese shogunate used fumi-e (*trample pictures*) to root out hidden converts to Christianity. These thin metal or ceramic plates depicted either the crucified Jesus or the Virgin Mary- suspected Christians were forced to step on the icon. Those who hesitated faced torture and death.

Modern Fumi-e are recreations of the ancient versions, and have become weapons against the Black Else, commonly used by priests and nuns of the Hidden Cathedral. As a standard action, the user can toss down the Fumi-e plate and shatter it. Doing so acts as positive energy channeled by a 10th level Cleric (5d6 positive energy, 30 ft burst), centered on the Fumi-e's square. Treat the Fumi-e as an improvised ranged weapon with a 10 ft range increment.

Construction

Requirements Craft Wondrous Item, creator must be a 10th level cleric worshipping any Christian faith

Cost 600 gp (DC 16)

Kirishitan Crucifix

Aura moderate evocation **CL** 5th

Slot none **Price** 4,500 gp (DC 23) **Weight** 5 lbs

This ancient crucifix is a relic of the Edo-Shogunate period of Japanese history, when Kirishitans (Japanese Catholic converts) were actively persecuted. This large, heavy crucifix is gilded and unlike Western crucifixes, it depicts a

seated figure, who might be the Buddha, but is instead an atypical depiction of Christ. This figure is seated in the lotus position at the center of the cross' arms.

The Kirishitan Crucifix is an extremely large holy symbol, usually held aloft during a holy procession. If this crucifix is presented as a holy symbol by any Christian or Gothic Christian Cleric channeling positive energy, the cleric rolls D8s rather than D6s to determine the channeled energy's efficacy.

Construction

Requirements Craft Wondrous Items, Knowledge (religion) 5 ranks, ability to channel positive energy 3d6

Cost 2,250 gp (DC 21)

Malciferium

Aura faint divination (lesser) or moderate divination (greater)

CL 4th (lesser) 8th (greater)

Slot none **Price** 8,400 gp (DC 25) 16,800 gp *lesser* (DC 28) *greater* **Weight** 5 lbs

The Malciferium is a heavy ironbound tome. The book is bound in the tanned skin of a Christian saint, a secret martyr in the endless war against the demons of the Black Else. Inside, the gold leafed pages are an illuminated manuscript detailing the habits, feeding patterns, and weaknesses of a variety of evil beings.

If the Malciferium is studied for at least 40 hours, it bestows the ranger's favored enemy ability class ability, targeting any one of the following creature types, determined by that particular Malciferium's author.

- Aberrations (dungeoneering)
- Humanoids (evil subtype) (dungeoneering or history)
- Outsiders (the planes)
- Undead (religion or dungeoneering)

If the Malciferium is lesser, it provides the favored enemy bonus of a first level ranger;

if the Malciferium is greater, it provides the favored enemy bonus of a ranger of the reader's total character level.

Each month, the reader must devote a further 40 hours to the study of the Malciferium or the favored enemy bonus is lost. If this bonus is lost, the reader must wait six months before benefiting from a Malciferium again. A character can benefit from studying one Malciferium at any given time.

Construction

Requirements Craft Wondrous

Items, creator must have 5

ranks (lesser) or 10 ranks

(greater) in the appropriate

Knowledge skill (listed in parenthesis above)

Cost 3,200 gp (DC 22) *lesser* 8,400 gp (DC 25) *greater*

Uction (Healing)

Aura moderate conjuration **CL** 5th

Slot none **Price** 10,000 gp (DC 26) **Weight** 1 lbs

This ceremonial, crystal-glass vial is stoppered with blessed gold, and is adorned with a golden and crimson cross.

When a vial of holy water is poured into Uction, it becomes a powerful healing draught. The vial of holy water becomes a *potion of cure wounds*. The strength of the potion is determined by the caster level of the divine spellcaster who pours the holy water.

CL 1-3: cure light wounds

CL 4-6: cure moderate wounds

CL 6-10: cure serious wounds

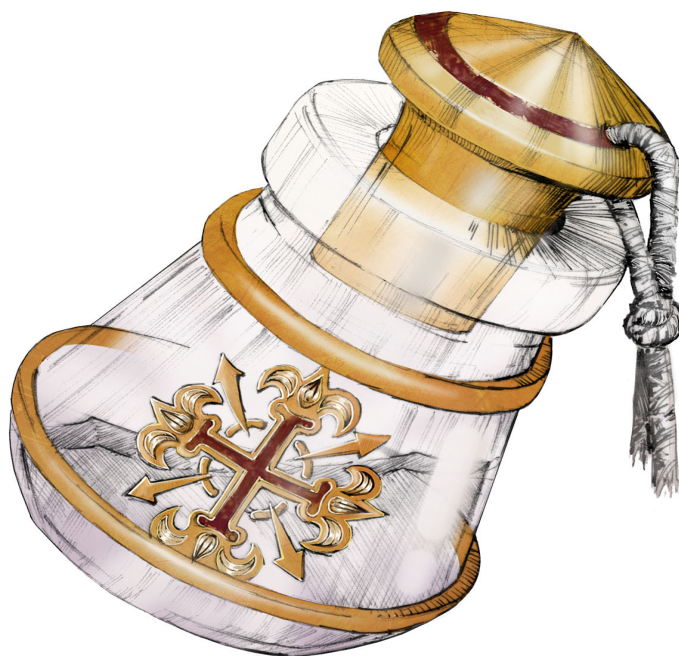
CL 11+: cure critical wounds

The healing draught loses its potency if not drank within five minutes, it loses its potency and becomes ordinary water. Only a divine spellcaster of a good aligned faith can use Uction to create a healing draught.

Construction

Requirements Craft Wondrous Items, creator must be a good aligned divine spellcaster

Cost 5,000 gp (DC 23)



JS DORRIS

Uction (Restorative)

Aura

moderate

conjuration

CL 9th

Slot

none

Price

90,000

gp (DC

33)

Weight

1 lbs

This ceremonial, crystal glass vial is reinforced

with silver crucifix and stylized sunburst motifs.

When a vial of holy water is poured into Uction, it becomes a potent restorative draught. The vial of holy water becomes a potion of a powerful healing or restorative effect, similar to a potion, even duplicating effects that normally cannot be made into a potion. The strength of the potion is determined by the caster level of the divine spellcaster who pours the holy water. If the Uction offers a choice of spell effects, the choice is made at the moment the holy water is poured.

CL 1-3: remove paralysis / lesser restoration

CL 4-6: remove blindness deafness/ remove curse/ remove disease

CL 6-10: neutralize poison/restoration

CL 11+: breath of life

The healing draught loses its potency if not drank within five minutes, it loses its potency and becomes ordinary water. Only a divine spellcaster of a good aligned faith can use Uction to create a restorative draught.

Construction

Requirements Craft Wondrous Items, creator must be a good aligned divine spellcaster

Cost 45,000 gp (DC 31)

Armor	Type	Equip. Bonus	Max DEX Bonus	Armor Penalty	Arcane Failure	Speed (30 ft)	Weight	Cost
School Uniform	Impromptu	+1	No cap	-0	-	No change	Neg.	70 gp/ DC 8

IMPROMPTU ARMOR

Impromptu Armor is more like distinctive civilian clothes than armor. Impromptu Armor has no arcane spell failure chance, and does not require proficiency to wear. It's basically clothing, remember?

School Uniform

In Japan, it is fairly common for students to wear school uniforms into their university years. The traditional school uniform includes a crested jacket with a mandarin collar and high collar. Men usually wear slacks, while the female uniform includes a skirt. The official school uniform is often modified for fashion by its wearers.

MAGICAL ARMOR AND CLOTHING

- Catholic Schoolgirl Uniform
- Eden Gauntlets
- Gothic Knight Plate
- Heroine's Habit
- Priestly Vestments

Catholic Schoolgirl Uniform

Aura faint abjuration **CL** 5th

Slot none **Price** 7,500 gp (DC 24)

Weight negligible

The archetypical Catholic school uniform is a white blouse, checked skirt in school colors (usually some mix of green, purple, blue or crimson) and matched knee socks- cutely, chastely and undeniably sexy when worn by any post-pubescent school girl.

The Catholic Schoolgirl Uniform is a +1 **School Uniform**. While garbed in this uniform, the wearer receives a +3 enchantment bonus on saving throws against mind-affecting abilities

which would force a sexual response, and spells and abilities whose effects would be considered rape for the purpose of Eyrines abilities.

Special: The Catholic Schoolgirl's Uniform may be worn only by female (or at least non-male or *futanari*) characters.

Construction

Requirements Craft Magic Arms and Armor, *protection from evil*

Cost 3,750 gp (DC 22)

Eden Gauntlets

Aura strong abjuration **CL** 18th

Slot armor and hands **Price** 39,000 gp (DC 31)

Weight 2 lbs

This set of heavy steel gauntlets is adorned with elongated gothic crosses on the forearms, while the inside of each wrist is decorated with low relief carvings of Adam and Eve, in the simplistic style of an illuminated manuscript. The gauntlets are thickly lined with white cloth.

When donned by an other wise nude (or mostly so) wearer, a shimmering field of force that looks almost like a set of knightly plate appears. The wearer gains a +5 deflection bonus to Armor Class. The purity of the Gauntlets, reminiscent of the purity of mankind before the Fall of Man, provides the wearer with immunity to poison and disease.

A non-good wearer gains one negative level while wearing the Gauntlets, which cannot be removed while the Gauntlets are worn.

Construction

Requirements Craft Magic Arms and Armor, *remove disease*, *remove poison*, *shield of faith*

Cost 19,500 gp (DC 28)

Gothic Knight Plate

Aura moderate illusion **CL** 10th

Slot armor **Price** 23,000 gp (DC 29)

Weight 50 lbs

This armor is heavy black plate mail decorated with lace, studded with silver crests and armored by dramatically curved and razor edged shoulder and knee plating. The armor is designed in an exaggeration of Western-style full plate.

Gothic Knight Plate Armor is a set of +3 **champion, glamered full plate**. Upon command, the armor can assume the form of either priestly vestments (for male wearers) or a nun's habit (for female wearers). In either case the outfit is dramatic, expertly fitted, jet black and accented with white and silver, and cut in a fanciful, Victorian style.

Construction

Requirements Craft Magic Arms and Armor, *disguise self, protection from evil*

Cost 10,750 gp (DC 26)

Heroine's Habit

Aura moderate conjuration and evocation **CL** 8th

Slot armor **Price** 13,500 gp (DC 27) **Weight** negligible

The Heroine's Habit is a nun's habit of unusual cut. The heavy cloth vestments are a deep azure, accented with pristine white and include a wimple in matching tones. The Heroine's Habit includes a pair of white stockings that are often, and tantalizingly, revealed by slits in the thigh.

The Heroine's Habit is a set of +2 **deathless, defiant, radiant cloth armor**.

Construction

Requirements Craft Magic Arms and Armor, *daylight, death ward, summon monster I*

Cost 6,750 gp (DC 24)

Priestly Vestments

Aura moderate evocation **CL** 5th

Slot body **Price** 35,000 gp (DC 30) **Weight** 1-2 lbs

These somber, jet black robes are accented with silver cross motifs on the breasts and sleeves. An ecclesial stole (white or green for most of the year, purple for the Lenten season) is worn across the shoulders, and a priest's black and white collar closely binds the throat.

While wearing Priestly Vestments, a character receives a +5 enhancement bonus on Knowledge (the planes) and Knowledge (religion) checks. The wearer receives a +4 bonus on caster level checks made to penetrate the spell resistance of Outsiders with the evil subtype as well as evil Dragons.



Construction

Requirements Craft Wondrous Items, *order's wrath*

Cost 17,500 gp (DC 28)

ARTIFACTS OF THE FAITH

- The Angelus Bell of Urakami Cathedral
- The Armor of St. Peter
- Lance of Longinus
- Locket of St. Jeanne D'Arc
- Theotokotic Phallus

The Angelus Bell of Urakami Cathedral (Major Artifact)

Aura overwhelming abjuration **CL** 30th

Slot none **Weight** 250 lbs

This French-made Angelus Bell hung in the tower of the Urakami Cathedral until its destruction on August 9, 1945. The Angelus Bell itself survived, mostly intact, though many of the intricate carvings on the surface were lost to the atomic bomb's thermal pulse. Today, the bell is displayed at the Nagasaki Atomic Bomb Museum; the Angelus Bell has not been rung since that morning in 1945.

If the Angelus Bell is rung, its clarion can be heard throughout Nagasaki. All humanoids within the city are protected by a Sanctuary effect (CL 30th), and creatures of lawful good alignment also benefit from a *Protection From Evil* effect at the same caster level. The Angelus Bell can only be rung to magical effect in the hours from sunrise to noon.

Destruction

If Nagasaki ever faces an atomic attack again, the Angelus Bell will absorb the unleashed energy. This protects the city and its inhabitants from harm, but being destroyed completely in the process. The Angelus Bell is tied to Nagasaki; if removed from the city, the Angelus Bell begins rusting away, and flakes away completely within the year.

The Armor of St. Peter (Major Artifact)

Aura overwhelming abjuration **CL** 25th

Slot armor **Weight** 52 lbs

The Armor of Saint Peter is a gleaming suit of full plate, forged from adamant and inlaid with gold and brass. Every joint is reinforced with gilding, encircled with Latin scriptures. A jangling set of long keys, hanging from an iron chain, is attached to the left gauntlet. The chest piece of the armor is etched with a Gospel passage- Jesus offering the keys to heaven to the Apostle Peter and establishing him as the first Pope. The Armor is kept in a high security vault on the Vatican grounds, only occasionally bequeathed to trusted, truly holy operatives, and only at the most dire need.

The Armor of St. Peter is a set of **+6 full plate of heavy fortification**. While wearing the Armor, the character is under a constant Freedom of Movement effect (CL 25th). The wielder gains the following spell like abilities.

- *Knock* – at will (CL 25th)
- *Banishment* – 3x/day (CL 25th – armor is considered an object evil outsiders fear or hate)

Only a lawful good character may wear the Armor of St. Peter. A non-lawful wearer suffers one negative level, while an evil wearer suffers two negative levels. These negative levels are cumulative, and cannot be removed while the armor is worn.

Destruction

If a method of truly destroying the Armor of St. Peter exists, it has never been discovered. Possibly an elder *oni* lord might be able to harm the armor, and only in the frozen depths of the Black Else. The intense cold might weaken the Armor enough that one of Hell's most horrific weapons could shatter it.

Lance of Longinus (Major Artifact)

Aura overwhelming
necromancy **CL** 50th

Slot weapon **Weight** 17 lbs

The spear of the Roman centurion Longinus pierced the side of Jesus as he hung on the cross, and was imbued with powers both dark and divine. The lance (truly a misnamed long spear, once similar to those carried by ordinary Roman soldiers) has metamorphosis over the millennia, transformed by its role in history. Today, the Lance is a shaft of black, pitted iron- impossibly heavy and sharp. The iron of the lance is pitted and warped, as if by great heat, and the spear's point has become an ebony needle. Ancient blood crusts the shaft.

The Lance of Longinus is a **ghost touch**, **vorp**, **wounding long spear**. It's enchantment bonus is determined by the Hit Dice of its intended target. The Lance of Longinus receives a +1 enchantment bonus per 5 full HD possessed by its target, with no cap.

If the Lance of Longinus is used to slay an evil outsider of at least 15 HD, a line of tarry blood forms on the shaft. If the Lance of Longinus is plunged into the chest of a slain creature within 24 hours of the outsider's death, this congealed blood acts as *true resurrection*.

Destruction

The Lance of Longinus is as close to indestructible as a physical object can be. No known means of destruction exists.



Locket of St. Jeanne D'Arc (Major Artifact)

Aura overwhelming good, abjuration and
evocation **CL** 40th

Slot neck **Weight** negligible

This golden cameo opens to reveal a tiny and masterfully executed oil painting of a somber young woman in knightly armor, staring resolutely forward. A lock of the saint's hair, shorn before her execution, and a piece her thigh bone are held within the locket. For such a small cameo, it is surprisingly heavy.

Only lawful and neutral good females may safely wear the Locket of St. Jeanne D'Arc, and only benefit from it if they are in the Adult age category or younger. Middle aged and older wearers receive no benefit from this item, and such owners often pass the locket to a worthy successors. Any evil or chaotic creature that merely touches the locket suffers 5d6 fire damage (WILL DC 30 half- chaotic good characters receive a +2 luck bonus on this save). Male characters receive no benefit from this magic item.

While wearing the locket, a creature who meets the Locket's requirements gains the Smite Evil and Mercy class features of a 5th level Paladin. A Paladin who wears the locket improves their Smite Evil and Mercy class features by +5 levels.

Once per day, the wearer may clutch the locket and pray to St. Jeanne as a full round action. When she does, her existing armor and clothing vanishes in light and flames, and is replaced by Gothic Knight Plate (this sourcebook). Any weapon she wields are similarly replaced by a +5 flaming burst, vorpal weapon, which is either a great axe, bastard sword or long spear, at the wearer's choice. The wearer is proficient and gains Weapon Focus for the chosen weapon type.

While garbed in this holy armor, the wearer becomes a few inches taller and more heroic in appearance, her face resembling the face of Jeanne depicted on the locket. The character speaks and is literate in French and Celestial, and gains Immunity to Fire and Cold, as well as becoming immune to fear and death effects. The wearer's STR and CON modifiers each increase by +8 while so transformed, and she may add her CHA modifier (if positive) as a deflection bonus to Armor Class.

The wearer can maintain this transformed state for one minute per three character levels (maximum five minutes). At the end of this time, the Locket's wearer is *exhausted* for one minute, than *fatigued* until she next rests.

Destruction

The Locket of St. Jeanne D'Arc may only be destroyed if the wearer, while in her transformed state, is slain by a Fire effect that somehow overcomes her general Immunity to Fire. More than merely dying, the wearer must repudiate her faith or curse God with her dying thoughts; doing so cause the locket to crumble and burn.

Theotokotic Phallus (Minor Artifact)

Aura overwhelming conjuration **CL** 20th

Slot none **Weight** 2 lbs

The Theotokotic Phallus is an ancient and primal magic, first recorded in European protohistory. Reports of the Phallus can be found lurking between the lines of ancient myths and even some heretical Christian legends. In some stories the Theotokotic Phallus is a wooden rod anointed with holy oils; in others it is a weathered stone penis broken off the statue of some long forgotten fertility god... in other tales, it is a simple witch's broom.

The details change, but the core truth of the story is always the same: a woman who takes the Theotokotic Phallus into her body will bear a god-kissed child, a child (always a son) with a great and profound destiny.

Any woman who masturbates with the Theotokotic Phallus can conceive an especially blessed child. The child gains the *Celestial Template*, and may bear some minor physical sign of his heritage, such as faintly glowing skin, a mystic sigil birthmark or uncanny beauty.

While pregnant, the semi-divine child, the mother receives a +3 divine bonus on all saving throws, and gains Fast Healing 1, the better to protect the godly new life in her womb. Regardless of age or physical condition, a woman who uses the Theotokotic Phallus can safely carry the celestial child to term. After being used to conceive a child, the Theotokotic Phallus disappears, reappearing somewhere else, either in the Earth Realm or the Tatakama.

Destruction

Aborting the celestial child, or slaughtering him soon after birth will destroy the Theotokotic Phallus linked to the child's creation, regardless of where in the realms it has disappeared to.

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