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THE QUINTESSENTIAL TEMPTRESS

Collector Series

(Just)

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THE QUINTESSENTIAL TEMPTRESS

James 'Grim' Desborough

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CREDITS

Editor
Matt Sharp

Illustrations
Ronald Smith, Chad Sergesketter, Martin Handford,
Jesus Barony, Vebjorn Strommen, Chris Quilliams,
Jason Rosenstock, Nathan Webb, Alejandro Villen,
Andrew Dobell, J Walton, Storn

Studio Manager
Ian Barstow

Production Director
Alex Fennell

Additional Support
Ian Belcher

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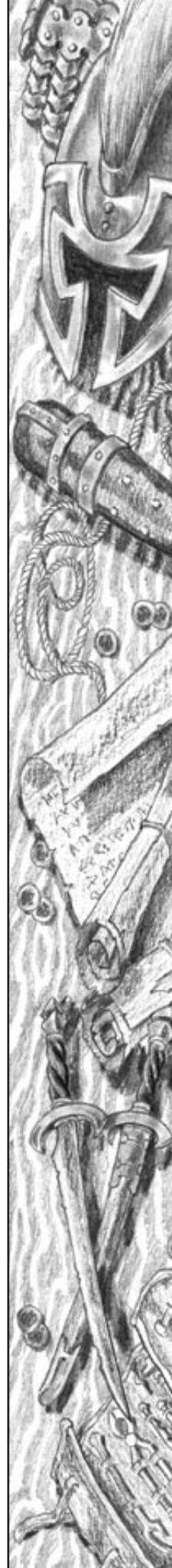
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MONGOOSE PUBLISHING

Mongoose Publishing, PO Box 1018, Swindon, SN3 1DG, United Kingdom

info@mongoosepublishing.com

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INTRODUCTION

Wits, steel, muscles and knowledge, these are the things that most bold adventurers use when they seek their fortune in the dungeons and tunnels of the harsh and unforgiving earth. Those with a little more common sense, which is to say – women, know that a flash of thigh and a glimpse of quivering bosom can extract just as much, if not more, gold with a fraction of the effort. From the lowliest barbarian thrall to the royal concubine with the ear of the king, women have always known precisely which bodily organ most men *actually* think with and have found ways and means to lead him around by it to get what they want.

The Quintessential Temptress is the sourcebook for those who want to get by with a sly smile, a sultry glance, a roll in the hay and *perhaps* a stiletto in the back, rather than by brute strength and powerful fireballs, a book for those who would rather earn their fortune by plumbing the depths of human perversity rather than the depths of trap-filled dungeons. Here, temptresses of all kinds will find something to help them make their more delicate approach just as useful as any other, if not more so. From character concepts to tools, tricks and skills the temptress should come out of this book more than adequately equipped for the rigours of fantasy life, in both senses. It is even possible to rise from the lowly ranks of the pauper-whores of the dockside to become a wealthy madam or guild mistress feted by the city and dripping with pearls.

The temptress is almost worthy of a class all her own but because she shares so many similarities to specialised rogues she falls just short of that requirement. The rules presented in this book are designed to compliment your chosen character class, rogue or otherwise and to allow the seductive and wily temptress to be a valid choice to play.

Take up your lace and perfume, practice your smile and go knock 'em dead.

The Collector's Series

The Collector's Series is a range of class and racial sourcebooks from *Mongoose Publishing*, all designed to greatly widen a Player's options for their character within one of the most popular games system. Slotting into any fantasy based campaign as seamlessly as a *grease* enchanted wang into a bodily orifice. Each will give a comprehensive view of one class or race within the game, allowing both Players and Games Masters the

chance to present old character types in a completely new way without overpowering or unbalancing the game as a whole. The Collector's Series will not necessarily allow a Player to create a better character, but they will be able to do a lot more than ever thought possible before.

The Quintessential Temptress is, of course, a slight exception being, as it is, after all, a bit of a piss-take. There is, however, a great deal of genuinely useful information contained within this book in spite of the humour and mirth, things that can be used practically.

Some people lacking in the essential brain cells required to tell humour from seriousness, or who excuse their lack of understanding of the joke by accusing humour of perpetuating stereotype and persecution may find something within this book to offend them. Jolly good; enjoy being upset, you know you do. The rest of us will get on with having a jolly good – not to mention harmless – chuckle.

The Quintessential Temptress

This book differs somewhat from the standard Collector's Series books in style, content and execution.

Where the others present a race or class this book presents the temptress, a sort of 'metaclass' of a type of character that can exist across races and standard classes. The temptress is more of an approach than a class, a lifestyle either chosen or dictated by circumstance that encourages one to use one's wiles and body to achieve victory and riches rather than other means.

This book will allow you to make choices and changes in your characters that allow them to take up the reins, straps, chains or low-cut tops of the temptress. You will discover new uses for Feats and Skills that you never thought possible, or decent, specialist gear, tips and tricks, expanded rules for seduction and flirtation and a whole new section on getting your character set up in the 'entertainment' business or involved in the guilds that regulate such business.

All this and the familiar options of prestige classes, new feats and new skills; *The Quintessential Temptress* is the guide for those who want to add an adult dimension to their game or to allow those who choose to use their feminine wiles as a weapon to use it to best effect.



'Alright...' said Kumo, the leader of the little band. 'The vault lies within the castle in the third level of the dungeons. The Wizard keeps his pet monsters down there to protect it and they're trained to attack anyone but him. Even before we get into there we have to get across the moat, scale the walls and get inside, past his elite guard and his magical traps. It isn't going to be easy.'

Danga the master thief picked his nails with his blade and considered the map.

'Those gates can't be broken through and I heard they were mage-locked and trapped. I'm willing to try and pick them if you can get me across the moat, even so, we'll have to deal with the guards in the square beyond.'

Kumo nodded sagely, brushing his axe with his fingertips.

'I think I can take the guards, it is ten to one odds but I'll do what I can, it's up to Mica to get us across the moat though.'

Mica smiled from underneath the broad brim of his wizard's hat and took another puff on his long-stem pipe.

'Levitation is one of the more elementary magics, I foresee no difficulty there, but once inside my spells will be of no avail, only the Wizard's magics work within those walls I am afraid.'

The little group sat for a moment and considered the map in the flickering light of the lantern, Mica's pipe smoke curling lazily through the light. Kumo voiced their thoughts.

'This is really going to be a bitch of a job to pull off.'

As if in answer to his comment the door opened on their little group of conspirators and the last member of their party Jaiela, slinked into the room, her velvet cloak whispering across the floor and her perfume overwhelming even the pungent scent of Mica's pipe.

'You're late.' Remarked Kumo, agitated. 'We've been going over the plan, it looks difficult indeed but I think we can get hold of the idol from the vault without getting too hurt.'

'This idol?' Said Jaiela with a smile and set a bundle down on the table, the cloth wrapping fell down it and revealed the very idol they sought. Once the fuss had died down again, Kumo spoke for the group.

'How?'

Jaiela's smile broadened even more her eyes flashing with barely concealed mirth.

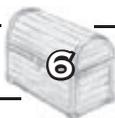
'While you plotted with your knives and magics I got one of the guards drunk and went home with him. Once I was inside it was child's play to be seen by the Wizard. He was a little kinky but I managed to survive. The amulet on his neck warded off his monsters and once he was asleep it was simple enough to waltz through his dungeon and into the vault. There you are!'

Grumbling rumbled around the room and became grudging respect.

'Well done but what are we supposed to do?' Asked Kumo, frowning over his maps and plans.

'A glass of wine would be nice and maybe some of those gnomish chocolates, I saw a trader had some down in the bar.' Jaiela smiled her sweet smile once again and fluttered her eyelashes, for some reason Kumo found himself doing exactly as she asked, muttering to himself as he made his way down the stairs.





CHARACTER CONCEPTS

The concept of the temptress takes in a lot of territory from the boudoir to the street corner and everything in between. It encompasses a lot of different character types, whose only real common thread is their use of sexuality, beauty or human stupidity in the face of sexual stimuli, for profit, advancement or survival. That and 'decent' people tend to hate them and call them sluts, or worse.

Where most other characters get by with their sword arm or their skill with spells, chopping and zapping their way along, the temptress gets by with her looks and her wits trying to accumulate enough wealth and power that when she's older and her body starts to sag she has enough to live on.

The character concepts presented in this section allow several different types of classes to take on the temptress aspect, modifying their concepts and providing a little push here and there to make the character more appropriate to her chosen field. A character concept is considered an alteration, much like a push-up bra and is an addition to the character's basic class.

ACTRESS

Criss-crossing the lands of the world are acting troupes. Bands of roguish types who choose to make their living from the charitable donations of those who watch their plays and find them entertaining, as well as a little bit of more roguish behaviour on the side. Little wonder that they then have a largely deserved reputation as thieves, whores and ne'er-do-wells – although some of them even act.

There is more to an acting troupe than simply telling stories, they have guards to protect them on their great journeys, magicians to provide illusionary 'special effects' for the plays and many others tagging along with and helping the troupe in one way or another.

Often it is hard for the troupe to make ends meet, the appreciation of drama not being what it could be in the hinterlands and this is when the fighters hire out their services, the rogues take to thieving, the wizards to fortune telling and the actresses... well, let's just say there can be opening nights for their legs and purses as well as the plays. The actress is a consummate professional able to take on many guises and to play parts for her other customers as well as the stage, sometimes the parts being the same.

Suggested Classes

The Actress is best suited to the classes of bard or rogue.

Adventuring

The actress travels far and wide and has the opportunity to get involved in all sorts of trouble all across the world, in front of and behind the stage. In some cities her and her troupe may find the favour of the local lord and may be asked to convey messages or undertake missions when their own court cannot be trusted.

The actress' skills make her a passable spy and an excellent seductress, both of which can make her a sought after agent in certain situations. Actresses do *anything* for their art, including many things totally unrelated to their art; so long as they can continue to

In the dark warmth of the boudoir Effran beheld the lovely beauty who had captivated him since the moment he saw her in the bar. Elegant she was, with perfect hair and smooth skin, firm and high breasts, well presented, an elegant turn to her legs which seemed long and delicious, leading up her body to the real treasure that he found himself eager to sample.

As he fumbled with his britches a waft of her delicate perfume came to him as she too began to undress, in the flickering lamplight he watched, eagerly licking his lips with anticipation, all fingers and thumbs.

Down came the skirt with the special slimming effect panels, off came the high heeled boots and down she shot a good four inches in height, her seemingly toned and long legs relaxing into a more misshapen configuration. Off came the wig and her corsetry, releasing the accumulated weight of a fair amount of good living. Now that more flesh was revealed he could clearly see where the makeup ended and the truth began...

With a horrified shriek he left his britches behind, exiting through the door and slamming it shut behind him to cut off the image of the plump and sagging creature that had replaced his object of desire, shaken, shaken to his very core.



act they will tolerate these other things and dream of the future, tenure at a large city theatre or the adulation of the masses. The actress, then, makes a skilled if slightly unwilling adventuring companion.

Roleplaying

The pursuit of a dream can make a powerful motivating force for any character be it the desire for fame, wealth, love or any other goal. The actress is set upon the achievement of a dream, to become a great actress, feted and loved by the crowd. To achieve this end she can be quite ruthless – even with herself – willing to set aside almost any indignity if it serves the troupe and thus herself. What does it matter if she lies with a few punters or the local lord, so long as they pay her and the troupe? *Of course* she will shorten the costume so more of that sort of attention will be gathered. Dreams can be slowly eroded however and after more than a couple of years of this sort of conduct the actress may become embittered and angry, lashing out suddenly at times. In

this way the actress can become a tragic figure and there is nothing so tragic as a washed up actress, save perhaps a washed up boy band member and those do not exist in fantasy... as of yet.

Bonuses

The actress has travelled all over the land and has already gained a great deal of experience and knowledge of the world. She has also likely slept with a great many people of different races and cultures and while her acting is her true craft she cannot help but learn a few tricks of bedroom gymnastics. The actress gains the Craft (cosmetics) and Nookie skills as class skills along with Performance (acting) if Performance is not already a class skill. Actresses also gain an additional bonus language.

Penalties

The only fighting an actress knows is stage fighting, which is fake and all but useless in a real fight of any kind. The actress reduces her Base Attack Bonus by one to reflect this lack of knowledge and should know better than to try and take anyone on with an actor's wooden prop sword in a real fight.

ASSASSIN

Not all assassins are black clad proto-ninja, sneaking their way across the rooftops in black pyjamas and springing out on people with swords and throwing knives. Some are more subtle and mature and often far more successful, despite their lack of haute couture bedtime attire.

The temptress assassin uses her beauty and desirability to get close to her target, seducing her way past the guards or even into the target's bed. Once there it is simplicity itself to administer a poison or to use a stiletto blade to best effect, slipping quietly away and leaving the body there until someone thinks to check why they have had a grin fixed to their mug for twenty-four hours straight.

Suggested Classes

The assassin is best suited to the class of rogue.

Adventuring

Assassins make their own adventures with the granting of contracts, following their instincts and the needs of their purse in pursuit of money and adventure. Contracts are passed about the underworld and the assassin will soon hear of them and can begin to draw her plans together. Indeed, to keep her various skills up



the assassin may well sleep with the sort of people who will give her advance warning on available contracts. When not actively pursuing a contract the assassin can still be an invaluable member of any adventuring party, able to seduce her way past most trouble and to deal with the stronger foes in a way the toughest fighter cannot. There are few things someone will not do for you when you, literally, have them by the balls.

Roleplaying

The assassin is a cold-hearted bitch able to set aside her feelings to kill those she has just granted the gift of her body, often while still sticky. While many women might take on a mantis-like urge to bite off their head of their mate after a less than successful bout of rumpo, with the assassin she actually follows through with poison or knife or other more subtle arts. Divorcing your feelings from your actions and not being detected is a difficult prospect that requires a lot of effort unless one works for the tax office or social services. The assassin may find she is unable to feel emotions genuinely at all, becoming divorced from her feelings and those around her unable to get close to anyone and never finding love, living out the last of her years as a 'mad old cat lady'.

Bonuses

The assassin learns to cover her feelings well and to read the feelings of others. She gains a +2 special bonus to her Sense Motive and Bluff checks. Assassins often make a special study of poisons and should ensure to take at least one rank in the Craft (poisons) skill. More information about poisons can be found within the book *The Quintessential Rogue*. Bluff, Sense Motive and Craft (poisons) are always at least cross-class skills for the assassin.



Penalties

The temptress assassin is unused to armour and finds it a hindrance in her acts of seduction and an irrelevance while naked. As such she never really trains with it and does not receive the Light Armour Proficiency or any other Armour Proficiency regardless of her class. Nor is the assassin used to the requirements of true combat or the pace of adventuring and thus finds her Reflex Save reduced by one.

COURTESAN

While the gutter trash trade sexual favours for a morsel of food, a choice doorstep to sleep on, or in exchange for not getting their throats cut, the rich and powerful trade sexual favours for political gain, gossip, wealth and to establish dynasties. Who is getting the best deal is open to debate. The courtesan is an expert at these social games, playing people off against each other without being targeted, muckraking without getting mucky and sleeping with the right people without getting a reputation as a slut for it. The courtesan is a beautiful creature, buoyed by the best cosmetics and breeding available, chosen and groomed to play this role at court, between the powerful merchant and noble families.

Suggested Classes

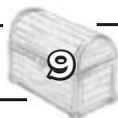
The Courtesan is suitable for almost any class – as long as its high class, dahhhling.

Adventuring

Courtesans are normally too tied into their own machinations, plots and schemes to get too involved in the messy and all too *common* business of adventuring, which seems far too much like hard work for far too little reward. Nonetheless a courtesan can find herself out of favour, supplanted by a younger or more vicious rival, at the centre of a scandal or even worse, pregnant! In these circumstances a courtesan may find herself having to seek alternate ways and means to take care of herself and may take up with less respectable adventuring types, using her skills at the lower end of the social spectrum to the same effect. After all, everyone loves to have it away with a 'posh bird' and loves it when they 'talk filthy'.

Roleplaying

A courtesan is somewhat haughty no matter to what low plateau she may sink in the social hierarchy; she will always consider herself to be far better than others. She is used to fine things, soft beds, rich foods and expects to be waited on hand and foot even in the most flea-bitten hostelry in the land. Strangely, simply by adopting this attitude she often *does* get treated like nobility. Despite



their soft lifestyle courtesans are strong-willed and hardier than they might otherwise appear to be.

Bonuses

Courtesans are self-reliant, strong-willed and determined. They receive a +2 bonus to their starting Will save and can choose one of the following skills, Bluff, Craft (cosmetics), Nookie or Sense Motive, as a class skill.

Penalties

Courtesans are neither trained, nor prepared for combat. The courtesan commences play with only the Simple Weapons Proficiency and no armour proficiencies.

MADAM

The madam is a better class of whore, or at least one with delusions of grandeur. The madam runs a 'house of ill repute' whose reputation may well be better than ill, usually a lower class and less decent one to start with before she builds up her business empire to something more elaborate and *almost* respectable. The madam is a pragmatic businesswoman who just happens to choose to make her living from the sexual labours of others, occasionally serving the customers herself but usually just looking out for her girls a little more than a pimp would. Madams are experts at getting stains of all sorts out of linen.

Suggested Classes

The madam is suited to almost any class.

Adventuring

A madam's house is a good meeting place for adventurers, especially if the madam is part of their circle. They will have warm beds, with company, drink, food and a fairly safe place to meet if the bribes to the town guard (in gold or pleasure) are kept up. The madam has overheads as well and, in poor months, she may need to supplement her income with a little extra gold; it does not hurt when she intends to expand her business either. Prostitutes and escorts are privy to all sorts of gossip from their punters and some of this, filtering back to the madam can be the basis for a great deal of adventuring.

Roleplaying

The madam is trying very much to better her lot; she was probably formerly a streetwalker before managing to scrape together enough money to make it on her own, that being the case many madams are softer and more caring with those in their employ than other rakes, pimps and criminal bosses, dealing harshly with anyone

who hurts or abuses one of their girls. On the other side of the coin, some madams can be as ruthless and exploitative as the next man, if not more so, doing things purely for personal profit and gain. When playing a madam you should decide which of these tacks you are going to take and develop your character along those lines, mumsy helping person, or ruthless bitch?

Bonuses

The madam is used to taking charge and being in control. She gains the Leadership feat at character creation and gains double the normal amount of money she would normally gain at start up. This must be used, for the greater part, to establish her brothel using the rules found later in the book. When she runs out of money the cheapest options must always be taken and the remaining cost stays as a debt she has incurred that must be paid off as soon as possible. A starting brothel is likely to be an utter fleapit, though other characters from the group may choose to invest to make it a better place where you are not quite so likely to end up with invertebrates chewing on your crotch like some sort of all-you-can-eat buffet for exoskeletal insects.

Penalties

Without time and effort spent to grease palms and win over the authorities the madam is poorly regarded and harassed constantly, either arrested or forced into giving out 'freebies'. When dealing with the authorities, protection rackets or any other interference with her business the madam is considered to be at -2 on all social type checks made with them to bluff, persuade or otherwise get them to leave her alone. The lure of sex can be stronger than the lure of money.

REBELLIOUS PRINCESS

The rebellious princess rejects a life of luxury, tradition and expectation to cut her own path in the world. Filled with unrealistic dreams about the world outside, probably garnered from minstrel songs and storybooks, determined to escape the strictures of their upbringing, the princess (who can also be a wealthy merchant's daughter or someone raised in a religious organisation) rebels by running away and often getting involved in the worst things the world has to offer in a sudden orgy of exploration and self-gratification. This is very much like leaving an all-girl Catholic school.

Suggested Classes

The rebellious princess is best suited to the cleric or bard classes.



Adventuring

The rebellious princess is a combination of burning curiosity, willingness and appalling naïveté. A wonderful combination for getting into adventuring scrapes and meeting entirely the wrong kind of men but a poor choice for execution of those adventures. The rebellious princess is most often out of her depth and struggling to cope with the new situations that she also finds compelling. The rebellious princess may also be

pursued by her family, or whatever organisation raised her in such a cloistered fashion, giving rise to many other adventuring story opportunities.

Roleplaying

The princess is curious but utterly hopeless. She knows of the outside world only what might have been glimpsed through windows or read about in storybooks. The reality of the world and its situation escapes her, meaning that she takes almost everything she hears at face value and lacks guile. Within a week of leaving home she is likely to have gotten dead drunk, had a sordid sexual encounter and to have been robbed. The princess should be played in an active manner constantly seeking new experiences and rebelling against the values of those who raised her. If they were a teetotal and respectable religious sect then she will be curious about alcohol and raucous parties, if they were a rich family she will seek to learn how the poor live and will take peculiar and insulting delight in doing their chores – badly. The princess is a whirlpool around which other events and people revolve.

Bonuses

The princess gets to spend her initial skill points during play rather than before play as she quickly picks up the situations around her and adapts to them, learning quickly. This continues to happen as she levels up until she reaches 5th level at which point this bonus no longer applies.

Penalties

The princess is hopelessly naïve and as such receives a penalty of –2 in both the execution and resistance of Bluff, Diplomacy, Gather Information, Innuendo, Intimidate and Sense Motive checks. This penalty fades once she achieves 5th level at which point she is worldly wise enough to overcome this initial setback and is much less of a hopeless airhead.



“And what is this?”

“That’s a dead orc milady.”

“What a foul and disgusting creature, I’m glad you stabbed it. This? What is this?”

“That is a crossbow, he was about to shoot us with it.”

“Good thing you saw to him before that then. What is this thing?”

“That is a trouser snake milady...”

RISING STAR

The rising star comes from the lowest of the low, not lawyers as you might suspect, but rather the poverty stricken underclasses of the great fantasy cities. She looks up from her gutter dwelling and her sackcloth pants and sets her sights on making a better life for herself where a rotting rat carcass is not considered a lovely Sunday meal, determined to do whatever and *whoever* is needed to drag herself up from her humble beginnings. Anyone who crosses her path is to be used, bypassed or destroyed and no terror can hold any meaning to one who has had to eat plague infested rat carcasses to survive. To the rising star her body is just another tool, albeit one larger than a lockpick, another commodity to help keep her from the gutter and one she is willing to trade quite cheaply to get what she wants.

Suggested Classes

The rising star is best suited to the rogue class.

Adventuring

Any opportunity for wealth is grasped by the rising star, however dangerous – be it snatching someone's golden genital piercing or taking on a dangerous task. The possibility of gold or a quick death is far preferable to returning to the rat-infested slums to live out the rest of your days. The rising star is a good instigator of adventures, being willing – as she is – to consider the wilder schemes and riskier enterprises and willing to drag others along with her to increase her chance of success, if necessary at their expense.

Roleplaying

The rising star is dedicated to her own survival above all else, not a single thing matters more than her staving off poverty and doing well for herself. This makes for a particularly ruthless style of play that, while it is not evil, can precipitate evil acts. Every choice and every decision must be made as though it were life or death. Which choice best promotes their long-term survival and keeps them further from the gutter? That is the only criteria for making a decision whether it is a choice to accept the attentions of a fat and loathsome merchant or to steal a rare diamond.

Bonuses

The rising star is completely dead set on what she is doing, strong willed to a fault and cannot be deterred. Her Will save is increased by +1.

Penalties

A life of poverty and poor diet means that the rising star is usually short for her race and somewhat weak resulting in a loss of -1 to her Fortitude save.

SERVANT OF THE GODDESS

Many religions have a sexual or sensual aspect to them because, well, it brings in the punters and puts bums on pews. Many goddesses are also goddesses of love, beauty or fertility and this means scantily clad priestesses and some very interesting wall friezes. Some of their priestesses and worshippers try to embody this aspect of their chosen deity in their lives as sexual healers, advisers and temple houris, using their bodies as temples to house worship of their chosen deity.



Suggested Classes

The servant of the goddess is best suited to the cleric, paladin or druid classes.

Adventuring

Many servants of the goddess can be stay-at-home types, tending to the ministry of their local temple and their local community, rarely getting up off their backs. Others, the type that make better adventurers, take their faith on the road seeking converts and new knowledge to glorify their temple and to allow it to better serve their community, an excuse for travelling around and sleeping with a lot of people and calling it 'religion' in essence. These ones are the best basis for a character their inquisitive and acquiring natures, along with their more rampant sex drives, being better suited as a motivating force for a character.

Roleplaying

The servant of the goddess is a devoted follower of their god and sex to them is a sacrament to be taken seriously in most cases, or perhaps to be seriously taken... to be studied and learned about and to be practiced to perfection within the rituals and rites of the temple. It is also, by no coincidence, a fantastic way to gain converts. The servant of the goddess should be played out as having a professional and personal obsession with the act of sex and without many of the hang-ups and cultural restrictions holding her back from indulging that interest. The servant of the goddess is used to open and frank discussions and lessons on the topic and will find it hard to adjust to the more puritanical ideals of others leading to many amusing problems in interactions with others.

Bonuses

The servant of the goddess has a good knowledge of theology and of the more practical applications of the principles of her sect. As such she gains both Knowledge (religion) and Nookie as class skills. She is a lot more likely to get past the doorstep than a Jehovah's Witness, however.

Penalties

Those of other faiths usually regard the servant of the goddess as *worse* than a whore, a nuisance at the very best. All Charisma based interactions with those of other faiths should be considered to be at a penalty of -2 and this hostility should also be reflected in roleplay.

SLAVE

Being a slave is a very low rung on the great ladder of society, a muddied and half broken rung half stuck in the mud, but it is still higher than some and there is a hierarchy even amongst slaves. Pleasure slaves come somewhere near the top of that hierarchy, able to use their bodies to bend their owners at least slightly to their will, kept pampered and perfumed, well dressed and cared for like treasures if their owners are that wealthy. Otherwise a pleasure slave's life is as bad as any other slave, whipped, beaten, left to eat scraps, dressed in sackcloth and with no life or choice of their own.

Suggested Classes

The slave can be of any class but is usually only played by the type of Player with too much fondness for leather and Jon Norman 'novels'.

Adventuring

The best way for a slave to enter an adventuring party is as one of the other Player's property – lucky them. The slave character in this instance may well end up as the



party trap-checker and an auxiliary pack animal but, if they play well, they should be able to make themselves valuable enough, one way or the other, not to be used for those purposes.

Escaped slaves can be another useful way to get a slave adventuring. All that they have when they flee is themselves and many end up in even worse positions than they were as slaves, with only their bodies to trade in either sex or labour. Such a situation requires drastic measures to get out of and so they may turn their hand to the dangerous career of adventuring.

Roleplaying

Getting into the mindset of a real slave is extremely difficult, if not impossible. Slavery in the true sense of total ownership no longer exists in the real world and the fantasy games of certain areas of the BDSM scene and the dodgier parts of the internet in no way replicate what it would really mean to be owned body and soul by another human being. Slaves can be punished for nothing at any moment, killed on a whim, bought sold and disposed of like any other animal.

A slave may be played as rebelling against their chains or trying to manipulate their owner through their bodies. They may even be content to be a slave with the abdication of responsibility that brings, with devotion to their owner. Stockholm syndrome if you will.

Slavery is an uncomfortable subject that many feel ill at ease with but from the thralls of the Vikings to the institutionalised slavery of the Roman Empire slavery has been an important historical aspect and one worth exploring. In other words, there is more to it than wearing a studded collar and saying 'yes master.'

In the context of the game it is probably best to just play it for laughs and stereotype and the anime *Dragon Pink* may provide some inspiration.

Bonuses

Pleasure slaves are well trained and their survival depends on their ability to please those that own them. They gain the Sense Motive and Nookie skills as class skills and receive 1 skill rank in each at character creation for free.

Penalties

The owned slave has little use for knowledge and receives no tutoring on such. All Knowledge skills that were class skills become cross class skills and all Knowledge skills that were cross class skills can no longer be learned.

SPY

Since forever the use of sex and seduction has been a means to extract information where torture is not an option and in any case is less reliable, dominatrix outfits notwithstanding. The temptress spy uses her body and her seduction techniques on behalf of her sponsor to extract information and to gain blackmail material on suitable targets. The spy hones her sexuality as a weapon, as keen edged as any razor as targeted as any crossbow. Few men can resist her when she sets her sights upon seduction.

Suggested Classes

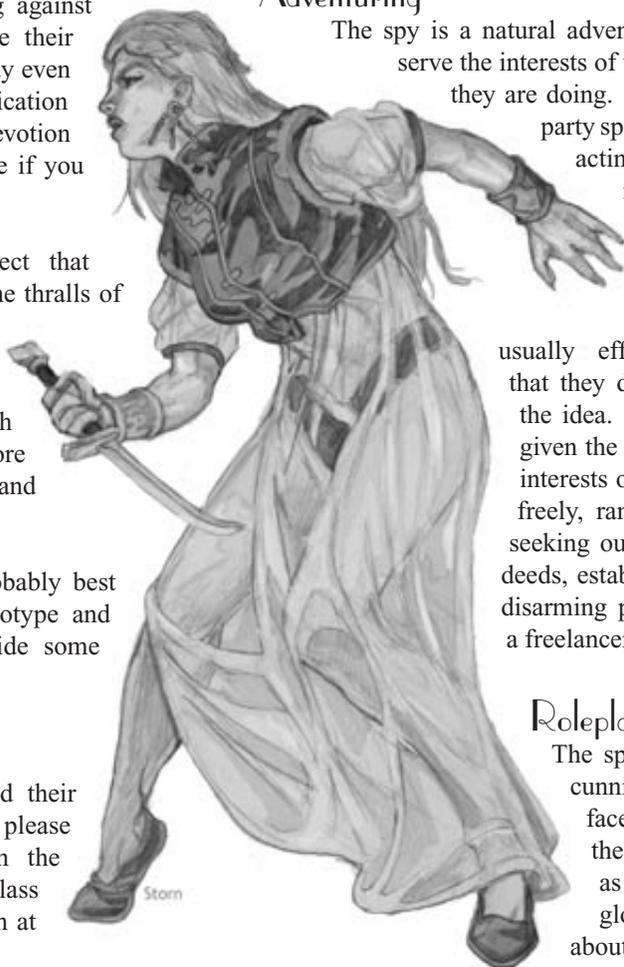
The spy is best suited to the rogue class.

Adventuring

The spy is a natural adventurer, provided they serve the interests of their sponsor in what they are doing. As agents of a third party spies are very useful for acting as a conduit to get missions and quests to the rest of the group, a nice smile and a lovely pair of breasts are usually effective in ensuring that they do all go along with the idea. Some spies may be given the leeway to pursue the interests of their sponsor more freely, ranging the world and seeking out and accomplishing deeds, establishing contacts and disarming potential enemies on a freelancer basis.

Roleplaying

The spy is duplicitous and cunning, faces behind faces, able to change their attitude as easily as they change their gloves and to play just about any part in order to work their seductive



majesty against their targets, much like any other woman in that regard. This is rarely needed when a bountiful cleavage and busy hands do most of the work but makes something nice to fall back on, just in case. The spy is supremely confident in her own abilities and will often try to do things for herself, since no-one but her self can be trusted. Again, this is much like any other woman.

Bonuses

The spy excels in lies and seduction able to mask her self expertly and to give her targets pleasures most mortal men might sell their souls for. She gains a +2 competence bonus to Bluff and Nookie checks.

Penalties

The spy is specialised in her field of expertise and is less capable in the physical aspects. She receives a -2 competence bonus on Climb and Jump checks. The spy should have as wide a range of skills as possible putting at least one point into each and every one of her class skills.

STREETWALKER

Amongst the lowliest and most recognisable ranks of 'the oldest profession', the streetwalkers are the public face of prostitution, standing on corners and hanging around the quays and docks soliciting business in their scandalous outfits and with their even more scandalous language. It is a hard life, one that toughens you and prepares you for the unexpected, but one that also takes a heavy toll on body and mind, not to mention the state of your teeth.

Suggested Classes

The streetwalker is best suited to the rogue class.

Adventuring

The streetwalker has access to a great deal of information, gossip and rumour in the form of pillow talk. They have a good handle on what goes on in the streets and can be privy to information from all levels of society depending on the tastes of those that use their services and the gossip of other whores. Some of this information can be acted upon and when that is the case the streetwalker might be able to make enough from her other activities not to have to walk the cobbles for a few more nights and walking in heels on cobbles is not easy.

Roleplaying

Taking up work as a streetwalker is rarely something done by choice. It is often the only way for an unskilled woman to make her way in life and many turn to it in sheer desperation. A woman widowed by war, famine or other calamity may also find herself forced into this position without her husband around to provide an income to the family. Then there is the lure of drugs, alcohol or other addictions. This grain of tragedy or poverty is at the centre of almost all streetwalkers behind whatever cocky façade or brave face they put on their situation. Occasionally the mask will slip.

Bonuses

Streetwalkers gain a competence bonus of +2 to their Gather Information skill checks. By working for a whole evening uninterrupted, sunset to sunup, they can gain 4d8 sp, with each dice modified by their Charisma bonus, or they can choose to make a Profession (streetwalker) check to earn as normal.

Penalties

Streetwalkers are not well regarded or thought a desirable addition to a neighbourhood, like speed bumps or a garishly painted front door. They will attract more than the normal amount of adverse attention from the watch, either moving them on or after a quick free fumble over the water butt. In addition their harsh lifestyle and poor living conditions result in a penalty of -1 to their Fortitude save. They may eat a lot of meat but it is not in the nutritious sense.

THIEF

The temptress thief steals hearts as well as gold, at least in a metaphorical sense rather than the ghoulish and bloody sense – which would just be disturbing, if not entirely unheard of. While other thieves creep across rooftops, pick locks and disable traps, the temptress thief creeps across bedroom floors, picks chastity belts and disables people through sheer force of libido, bypassing all the defences by sleeping with the captain of the guard and stealing his key. The temptress thief is one of subtlety and planning, a lateral thinker who views her body in the same way that an ordinary thief might view a lock-picking kit, albeit a very expensive and cool one, a tool to be used to the best of its capacity.

Suggested Classes

The thief is best suited to the rogue class.



overconfident the thief often gets herself into terrible trouble by discounting the advice or skills of others with a wave of her hand and a 'pah'.

Bonuses

The temptress thief gains a +2 competence bonus to Bluff, Sense Motive and Nookie checks thanks to her concentration on these aspects of gaining what she wants. Since she relies almost exclusively upon these techniques this gives her a powerful advantage so long as she is able to use them.

Penalties

The temptress thief regards methods of more traditional thievery as outdated and worthless compared to the way she goes about things. Because of this the following skills are reduced to cross class, or non-class skills depending on what they were originally for the temptress thief: Disable Device, Intimidate, Open Lock and Sleight of Hand.

WENCH

The wench guides herself through life with a zest for it, a joie de vivre and a big wobbly cleavage that carries everyone along with her. While rarely, if ever, following through on her flirtations the wench trades on her sexuality for favours, extra tips and the acceptance of others. Wenches dress to impress and to maximise their appeal, ale jugs not being the only ones on show, while being strong enough in themselves to turn away any unwanted attention, usually without insulting the one giving that attention.

Wenches tend to the serving professions, innkeepers, waitresses, healers and so forth one of the only things they hardly ever serve up on a platter is wench.

Suggested Classes

The wench is suitable for almost any class.

Adventuring

A temptress thief can bypass a great deal of the more conventional traps and tricks that a Games Master might put in the way of an adventuring party with a bit of bedroom athletics. It is always a good idea to inform the Games Master when you are playing this kind of character so that they can prepare a little and make sure the game is keyed to the types of characters that will be playing. The best way to play is as an assistant to the rest of the team, helping them by acquiring essential keys and items that are needed for a greater quest or dungeon. The temptress thief is not entirely useless as a more general thief but she specialises in the social area rather than the normal skills of thieves.

Roleplaying

The temptress thief often has a superiority complex, regarding her methods and tactics as being far superior to those that anyone else might employ. She is cocky, snooty and impressed with her self only remembering her successes, none of her failures. Supremely

Adventuring

The wench is generally a more urban sort of character suited to intrigues and criminal type adventuring but she is capable and confident and able to take care of herself in other situations as well. The wench is a supporter and 'mother' to a group, taking care of them and making



sure they are all provisioned and well looked after wherever they are. The wench makes a good supporting role getting involved in helping everyone else achieve the best.

Roleplaying

The wench is a bottomless well of cheer, enthusiasm and good spirits able to lift those around her and help them forget their troubles. The wench should always be full of suggestions, even ones that in a very real and practical sense are utterly useless. She may not know much about anything but her optimism should carry her through and help others to think of better more practical plans.

Bonuses

The wench's generous nature and optimistic spirit has a lifting effect on her friends providing them with a +1 morale bonus to all their saves.

Penalties

The wench tends to be less skilled or educated than others, relying on her charm and vivacity to make up the difference and having little time for academia. The wench's starting skill multiplier at 1st level is only x3, rather than x4.

NON-HUMAN CHARACTER CONCEPTS

The concepts previously listed are fairly common ones, mostly suited to a human fantasy society as depicted in any number of the cheap, generic fantasy novels, films and game worlds that exist. Many of these are also suitable to the other races from fantasy worlds. The following are character concepts more especially suited to each of the common fantasy races and their particular sexual proclivities.

DWARF CHARACTER CONCEPTS

Dwarves are not a race commonly associated with seduction, tempting or sexual manipulation having more common association with beards, mines, beards, gold, beards, axes and beards but still, baby dwarves have to come from somewhere and dwarves place a lot of importance on families and clan.

Dwarves do not tend towards active seduction and their temptresses are of a more supportive, comforting kind. Of the character concepts already delineated there are a few that are suited to the dwarves as a race. The madam

is a suitable one, a dwarven mistress of the house is usually strong and capable and good to the girls under her, finding them suitable 'gentlemen' to make their house both prosperous and peaceful. The rebellious princess is a strangely suitable dwarven template, with so many marriages being clan marriages between different houses it is unsurprising that some dwarven women rebel and flee, beards and all, heading out into the world for adventure rather than marry Nori Norrison the Clan Littlehammer mine surveyor. The wench is, perhaps, a more obvious choice for dwarves. Their supportive nature and resilience makes this role a common one for dwarven women which, when combined with a dwarf's predilection for craft can lead to some very popular inn owners.

DWARVEN MATRON

Behind every great man is a good woman. Behind every great dwarf clan is a formidable clan matron. The dwarven matron looks after her extended family by arranging marriages to ensure the best match-ups between dwarves, not only to produce worthy heirs from the designated baby factories but also to ensure the clan remains strong by marrying into other, wealthy clans and families. The dwarven matron can be a stern and intimidating figure, determining the future of young dwarves on a whim and bringing great pressure to bear on those who try to defy their will and, in their eyes, weaken the clan with their foolish notions of love or determining their own future.

Suggested Classes

The dwarven matron is best suited to the fighter, cleric or druid classes.

Adventuring

The dwarven matron is not, at first glance, a typical adventuring class. However there are younger dwarves training to be matrons and those who might take more desperate measures to seek out suitable marriages for poorer or weaker clans. Finding themselves unable to arrange suitable matches beneath the mountains, they may go searching the cities and towns above ground for outcasts or other dwarves who have settled there and made businesses of their own. They search for those who have done well for themselves and whose wealth and success might make them suitable to bring back into the clan. Many of these outcast and city dwarves welcome the chance to be associated with one of the clans and to gain some extra measure of success amongst dwarven society again. Others resent having been cast out in the first place and can be insulting. In their search for these dwarves the matrons go out into the world and many become embroiled in adventures while they are outside,

their indomitable will and determination to aid the clan serving them as a moral compass.

Roleplaying

An intimidating and haughty figure the dwarven matron is used to getting her own way and finds it hard to tolerate any disagreement with her will, taking it as a direct insult. She rarely thinks of herself, always of the clan and expects everyone else she meets to put aside their own personal gain for the sake of the greater good as well. While not a temptress herself the dwarven matron uses her intimidating presence and innate nobility to effectively bully dwarves into what she sees as the most suitable marriages.

Bonuses

The dwarven matron receives a +1 bonus to her Will save and a +2 competence bonus to Intimidation checks.

Penalties

The dwarven matron's haughty manner and bearing are extremely off-putting and make her less than popular, though she does garner a measure of grudging respect. In many ways she is like an unpopular head teacher at a school, hated but respected. Because of this she takes a -1 penalty to the use of all Charisma based skills with the exception of Intimidation.

ELF CHARACTER CONCEPTS

Elves have a natural beauty that causes them to be greatly desired by many. Their ethereal quality is something the other races cannot imitate and the males of the other races are often captivated by elven women to the cost of their own females. Still, most elves are not temptresses in a deliberate sense and do not manipulate people by their sexuality. Wild elves are perhaps the most sensual of the elven races, retaining a link to their primal past, the rest (with the exception of the manipulative dark elves) seduce almost innocently, not understanding truly the effect that they have on others. Dark elves have a twisted and dark sensuality that expresses itself in matriarchal dominance games, slavery, pain, black leather, gimp costumes and interesting tattoos and piercings.

Wild elves might find concepts such as the rising star and the servant of the goddess most suited to them. Those who are rising stars may

have found their lands overtaken by human settlement, having to look after themselves in a new and frightening environment in any way they can. The servants of the goddess use their wild and untamed sensuality to worship nature and to give power to their pantheon.

Suitable concepts for dark elves include the assassin, courtesan and servant of the goddess. The assassin is an obvious choice for the death and pain obsessed dark elves, while their courts are so full of vicious backstabbing and manipulative sex games that the courtesan is also a natural choice. The demands of the goddess of dark elves are strong and religion is integral to their lives, meaning that servant of the goddess should be a common choice even for those that are not clerics or paladins.

The rest of the elven races are not so in touch with their sexual or seductive side though some may be found fulfilling the roles of courtesans, rebellious princesses and spies. While elves do not necessarily use their 'wiles' on each other, they live so long they have plenty of time and there is no need to rush, they are well aware of its effect on others and are not above using it to their advantage in their dealings with other races, spying on others and places individuals in human courts to keep an



eye on affairs there. Many younger elves rebel against their society seeking adventure and excitement in the more vibrant human culture, running away from their responsibilities and the expectations of an older and much more long-lived culture.

DARK ELF PAIN MISTRESS

Dark elves dwell in the deep, dark places of the earth and are a twisted and dark reflection of the beauty of the elves. They look much better in fetish gear. As slave takers and masters of domination and pain, the dark elves explore the darker side of seduction, pleasure and pain. This expertise and knowledge is reflected in the pain mistresses. Slave controllers and strangely seductive torturers the pain mistresses use their knowledge to best effect to control the legions of slaves that serve the dark elves in every imaginable and unimaginable way.

Suggested Classes

The pain mistress is suitable to any class of dark elf.

Adventuring

Dark elf pain mistresses might travel on journeys of acquisition to gather slaves or to practice their techniques on new targets. The pain mistress makes a good accompaniment or leader to a party of evil or chaotic Player characters with a penchant for doing rude things. The drive to travel to new and interesting lands, meet new people and enslave or torture them can make a powerful driving force for a group.

Roleplaying

The pain mistress sees no difference between pleasure and pain. The two are one in their mind. They throw themselves into battle with a devil-may-care attitude enjoying the excitement and pain that go hand in hand with physical exertion. The pain mistresses often see themselves as being above those around them and have an almost sociopathic view towards others, seeing them

as little more than toys or furniture, perhaps a nice painting at best.

Bonuses

Pain mistresses gain an additional hit point per character level to reflect their tolerance for and enjoyment of pain. They also gain the Profession (torture) skill as a class skill (see *The Book of Hell*).

Penalties

Hateful and spiteful, the pain mistress receives a -2 penalty on all Charisma based checks save Intimidation.

GNOME CHARACTER CONCEPTS

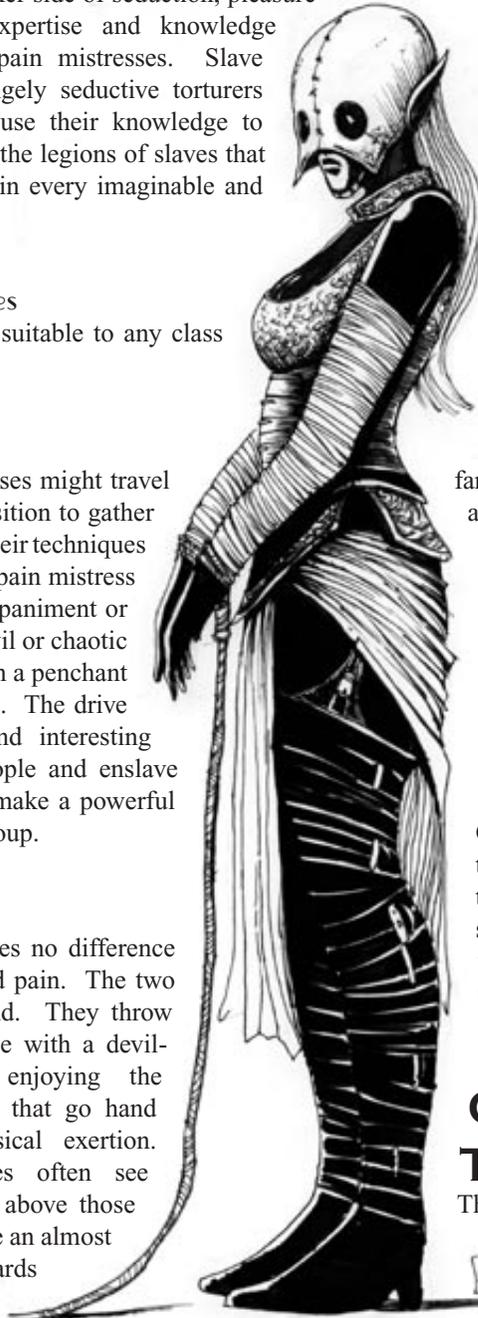
Short in stature but tall in ingenuity, the gnomes apply their usual trickery and technical savvy to the problems of the heart and loins with as much, mixed, success as they achieve in other fields. An exploding Model II Crotchulator may well have more far reaching consequences than other inventions, though.

Gnomes are a more vibrant and active group than dwarves, and halflings are much more family and home oriented. Gnomes are much more adventuresome and curious, as well as obsessive and this is, unsurprisingly, reflected in their sexual exploits and love lives.

Almost all of the standard character concepts can be bent slightly to suit the gnomes, most especially suited however are the actress, rising star and thief. Gnomes that like to travel might well fall in with an acting troupe using their tinkering skills and capacity for illusion to help with the performances. Other gnomes are fiercely determined to better their lot in the world, perhaps compensating for their small stature in a racial case of 'small person syndrome'. Gnome thieves very much like to use their ingenuity to solve their problems and thusly the temptress thief appeals to their sense of efficiency.

GNOMISH SEXUAL TINKER

The gnomish sexual tinker applies their scientific and magical ingenuity to the field of humanoid intercourse trying to find new and better ways to stimulate, seduce and pleasure both sexes



through the use of devices, spells and illusions. Many of these contraptions backfire or explode, if anything even more messily than normal gnomish inventions, others seem to work and can even make the tinker a king's ransom in gold if especially successful. The philosopher's stone of the tinker's work is the fabled 'Orgasmatron', a sure fire one-size-fits-all device capable of inducing a thunderous orgasm instantly in any living thing capable of such feeling. It is rumoured that such a device has been created, once, and that rumour is enough for many tinkers to waste a fortune trying to replicate the effort.

Suggested Classes

The sexual tinker is best suited to the sorcerer or wizard classes.

Adventuring

The best science, and magic, is built upon testing and knowledge. The mysteries of humanoid seduction and copulation can only be understood if they are observed and carefully noted and sketched. Thus these sex-happy little voyeurs are given to leaving their home in their quest for sexual knowledge, often sticking their noses where they most certainly are not wanted. The opportunity for scrapes and misunderstandings is all too notable and tinkers are pursued by irate husbands a number of times only outstripped by bards.

Roleplaying

The tinker is insatiably curious and has no shame at all in pursuing the knowledge they seek. They ask pointed questions, use their small stature to spy and observe and obsessively take notes on all aspects of humanoid sexuality. The tinker can make a useful foil to a rogue who thinks of himself as a charmer, constantly interrupting his seductions with blunt questions and enquiries that are more likely to destroy the attempt than to garner the gnome any further information.

Bonuses

The tinker gains any two Craft skills as class skills and begins with a free rank in the Craft (alchemy) skill at character creation.

Penalties

The tinker is a true obsessive and during play should never, ever pass up an opportunity to further study humanoid mating habits whether it puts them at risk of life and limb or not. The Games Master should penalise tinker Players who do not roleplay this drawback by docking them experience for sessions.

HALF-ELF CHARACTER CONCEPTS

Like all half-breeds, the half-elves are caught between two worlds and two outlooks, the vibrancy and youth of the human world and the eternal majesty and long-lived culture of the elven realm. It seems that most choose the human world over the world of the elves, but even so something sets them apart from the humans around them. A touch more circumspection perhaps, a touch of the ethereal beauty of the elves – something that marks them apart as a little unnatural. This leads many half-elves to become drifters and wanderers, moving from place to place while never truly fitting in. To their advantage, though, is the fact that they have much of the look of the elves while not suffering the same aloofness and coolness that puts many off approaching the elves themselves. They may, shamelessly, use this beauty to their advantage.

Of the standard character concepts the actress, courtesan, madam and spy best suit the half-elf nature



and temperament. With so many being wanderers, joining up with an acting troupe is a natural development of that lifestyle and desire combining the best of both wandering and having a place to call home. Many half-elves become somewhat bitter and spiteful at their lot in life and turning this spite to their advantage in the life of a courtesan can serve them well. Half-elves can be somewhat more aloof given the noble heritage of half of their birthright and because of this are more likely to find themselves in charge of brothels than working in them. A roguish tendency and a proclivity for charm and nimble physical prowess lead to a large number of spies amongst the half-elves combining human ingenuity and energy with elven looks and reputation to give them an almost unparalleled ability to investigate, instigate and uncover. They can also pass for either elven or human with a little work, allowing them to spy upon both spheres of influence.

HALF-ELVEN FANTASIST

Half-elves walk the line between their two heritages and some know all too well how to play up on some peoples' obsessions with the beauty of the elves in the same way a less than perky woman might dress up as a schoolgirl to excite someone's nostalgic fantasies. The half-elven fantasist concentrates on their elven heritage but behind that façade beats a purely mercantile human heart bent upon extracting whatever benefit can be had by playing off that elven legacy. If elves lived on reservations these would be the people running the casinos. Fake elven longbows, potions and food aside the main stock in trade for the fantasist is peoples' ill informed and sexual fantasies about elves. Other humanoids are often greatly attracted to the elven races yet can also find the elves unapproachable and haughty in person. The fantasist exploits this unrequited lust, this desire in people for the elven races, emulating their elven half as much as possible while using raw human sexuality and bluntness within that framework to manipulate horribly all of those she encounters.

Suggested Classes

The half-elven fantasist is best suited to the rogue class – and how.

Adventuring

Half-elven fantasists are always on the lookout for more elven artefacts and knowledge of their parent race to better emulate them and to make their pretence at being fully elven ever more convincing. This can motivate them to adventure, especially in a party that contains true elves. They also need to move from place to place, either avoiding the wrath of true elves who have cottoned on to what they are doing, or escaping those

they have scammed. Being attached to an adventuring party gives them a good excuse to run at the first sign of trouble.

Roleplaying

Fantasists are caught up in their own lies much of the time, having to believe them themselves in order to fool others convincingly. While they exploit their elven heritage, they also hold a great respect for it and can find themselves becoming amongst the greatest scholars of elven lore and heritage. Some slowly come to question what they are doing in exploiting that heritage and cast aside their tricks to study all that they can of the past of the elves. Others simply lose themselves in other people's fantasies becoming fabulously wealthy over the course of their lives but losing a lot of their sense of self. Over time the gap between the half-elf's true personality and their adopted elven one can all but vanish.

Bonuses

Living a lie and mostly believing it themselves, the half-elven fantasist gains a +2 competence bonus on all uses of the Bluff skill and, knowing their heritage, as well as they do, in order to exploit it gains Knowledge (elves) as a class skill.

Penalties

Fantasists find themselves loathed, derided and even hated by true elves for their exploitation of sacred history and myth and their disrespect to the elven gods; not to mention the sheer sordid details of what they do and what people fantasise about doing to elves. Fantasists suffer a –2 penalty to all Charisma based checks against elves of any sort. The reaction of dark elves can be somewhat... deadly.

HALF-ORC CHARACTER CONCEPTS

Half-orcs are not really seen as seducers – and with good reason. Tarred, not entirely unfairly, with the 'orc brush' (and a rather rough and scratchy brush it is too) their form of seduction is more or less seen as the 'club it over the head with a blunt instrument and rape its unconscious body until you are done' school. This does the half-orcs something of a disservice. While most of them originate within barbarian clans who are equally not known for their seductive skills (or table manners) and while others do turn to their orcish heritage, others still do make use of their better-than-orc intelligence and looks. They may not be able to impress human society but they can certainly make an impact in orc society.

Nonetheless, some half-orcs do manage to find a place for themselves as temptresses of a sort, though they may not be as successful at their other humanoid counterparts. Due to their strength and resilience many of those half-orcs who find themselves working as prostitutes end up doubling as enforcers and those intelligent enough to leverage their dual skills may well end up in charge of their own establishments as a madam. Half-orcs very often start at the outskirts of society, poor and hungry, many of those develop a powerful drive to drag themselves out of such a situation and make a better life. Thus the rising star character concept can be a good fit. Half-orcs that do ply a sexual trade will tend to not make a huge success out of it, even the trades turned to in desperation do little to help them out of their situation and they are unlikely to ever rise above the ranks of the lowly streetwalker, making a few pennies from those who do not mind extracting their pleasure from a hulking, boot-faced burn victim. Some half-orcs having known so little caring attention in their own lives overcompensate by looking after others. A hearty constitution and a caring outlook lend themselves well to the role of the wench.

HALF-ORC TRIBAL MANIPULATOR

The fact that orcs have 'a thing' for other humanoid races is well known and well evidenced by the sheer numbers of half-orcs in existence. This is never really anything more than a passing fancy during a raid, with the possible exception of some of the more intelligent and developed orc clans keeping slaves. The fact is that while rampaging and carrying off a few screaming frightened women is all well and good, orcs find them simply too un-orc-like to keep around for long, too fragile, too whiny. Half-orcs have some of the softness and *relative* beauty that the orcs desire while still being orcy enough not to be boring a little later on. Factor in a slightly higher level of intelligence and half-orcs are well placed to use their 'beauty' and their wits to get orcs to do just about anything that they want.

Suggested Classes

Manipulators are usually of the barbarian, cleric or druid classes.

Adventuring

The manipulator tends to be ambitious and desirous of wealth which gives them a hook into most adventures. They also make a good alternative to a combat determined way of dealing with orcish and other goblinoid adversaries. A manipulator and her ambitions

can make for a good adversary or Non-Player Character in an adventure.

Roleplaying

Manipulators are relatively intelligent, cunning and used to getting by on their 'looks'. They often forget that standards of beauty and etiquette are different away from the orcish tribes and so can end up making fools of themselves trying to seduce someone or punching a host in the face to show respect for their strength. A manipulator should be played as intelligent, devious, thoughtful but at heart, still an orc. Mongoose Publishing's *Slayers Guide to Orcs* gives a wealth of useful information for the depiction of orcs.

Bonuses

The manipulator is accompanied by those of the tribe she has beguiled or convinced to act as her entourage. The manipulator can be accompanied by goblinoid companions with a combined level no greater than her own. For example a 10th level manipulator could choose to be accompanied by a 4th level warband chief and six 1st level orcish warriors. These replenish at one per game session, starting with the lowest levels.

Penalties

The manipulator and her merry band of helpers appears to most people like a raiding party intent on murdering them, raping their women and stealing their food and gold. The manipulator will get a hostile reception just about anywhere they go, to the point of being killed. Additionally because of their orcish nature they receive a -2 competence penalty in any Charisma checks against non-orcish humanoids.

HALFLING CHARACTER CONCEPTS

Halflings, those little middle class barefoot people, living a life of innocence and humility away from the public eye, uncorrupted by the ways of bigger, more worldly folk...

Rubbish.

More halflings have to come from somewhere, and halflings are a folk fond of their worldly pleasures, be they food, tobacco or an ankle trembler around the back of the Ginger Bush Inn. Halflings tackle their sexuality in the same pragmatic manner they approach everything else and they are no strangers to sexual manipulation with many of their families ruled over by



stern matriarchs who control the male, nominal, heads of the families.

Halflings are suited to being madams, servants of the goddess or wenches from the normal available character backgrounds. A halfling's motherly nature serves her well as the proprietor of an establishment gaining her the trust of the girls that work there and the respect of the punters that are served, most of whom are strangely wary to start a fight with someone of such small stature. Looking like a small and innocent child also helps when dealing with the watch though it may attract unwanted attention from the creepier-looking punters. Many halflings are devoutly religious and associated with fertility and agrarian religions that make a big fuss about fecundity and bounty. This means that many halflings serve their temples in a suitable capacity. Halfling motherliness and approachability also factors into their appeal as bar wenches, rosy cheeks and a full figure being complimentary racial benefits.

HALFLING BOUNTY

In many of the larger halfling villages there may be found a flower of halfling womanhood, an embodiment of all the things they hold dear, whose fertile curves and light spirit reflect the very land that the halflings choose to settle on. These at least are the sorts of lines a halfling man might feed to a girl when trying to bed her. Some of these girls become the Queens of the harvest festivals, bless the crops and bring a gleam to the eye and a bulge to the Britches of every halfling lad for miles around.

This adoration and representation of the halfling dreams and way of life has an effect on the girl, joining her to the fortunes of her people and land and giving her a keen sense of connection with her race and the ground that they till.

The bounty brings joy and happiness to her people with love, flirtation and care and can even look beyond her own people to bring the pleasure of her company to

those beyond, healing and helping them with a bright outlook and a coy smile.

Suggested Classes

The halfling bounty is usually of the cleric or druid class.

Adventuring

Bounties are intimately connected to and most at home within communities. They feel a deep and abiding connection with these communities and are driven to protect and to preserve the way of life of the good, decent and hardworking people within those communities either through a sense of personal loyalty or through a more general communal sense. Because of this, bounties are best suited to adventures that take place within, or which threaten communities. Their protectiveness then comes to the fore and provides them with all the motivation they need to adventure.

Roleplaying

The halfling bounty is a caring and almost mothering individual but not so motherly as to put off potential suitors. The stereotypical bounty is rosy cheeked with broad, 'childbearing' hips and a cheerful and optimistic demeanour that is infectious to those around her.

Bonuses

Thanks to her mystical attunement to the community and those around her, the halfling bounty gains the ability to soothe and heal that community somewhat. The halfling bounty may cast *cure minor wounds* a number of times equal to her character level per day.

Penalties

The bounty is only at home in communities, places at least the size of a small village. Away from the hustle and bustle and comfort of human interaction the bounty suffers a -1 penalty on all of her skill and ability checks.

THE PRESTIGE TEMPTRESS

The strength of the temptress lies in guile, cosmetics, strong perfume and a good, sturdy whalebone corset. She has only the single, however effective, approach to most of the problems that befall adventurers and she must be sure to be damn good at what she does if she hopes to survive and make a living on the strength of her voluminous cleavage and smile alone. The weaknesses of men in this regard aside that still leaves a good half of the population, minus those that enjoy snacking on the odd rug, relatively immune to their charms and, if anything, more likely to grow hostile than charmed in the temptress' presence. This hostility is also likely to manifest in some way far more brutal than a light playful spanking.

The prestige classes presented here for the temptress concepts concentrate the power of the temptress into certain areas much as you would distil a spirit or turn cocaine into crack. Where the standard temptress ideas attack a broad range of possibilities with their ample charms, the prestige temptress hones her sexuality to an even finer and more focussed edge-gaining advantages in that field while, at the same time, reducing her general effectiveness.

Each prestige class you find below is a sexual weapon, targeted firmly on the crotch of the campaign – and who knows? One day your temptress may be squirming and flirting in the lap of the gods like some sort of buxom Prometheus!

AGENT

The world of fiction glamorises espionage, filling it with super-sexy agents zooming around the world to exotic locations, wearing exotic outfits and doing the will of their respective governments or sponsors with panache and a few pithy and witty one-liners. The true face of espionage is a little different but sexuality is a weapon that has very often been used to extract information and to gain access to people or places that are otherwise hard to reach.

The temptress agent is the finest example of this sort of spy; she makes herself irresistible to her targets and trains herself until her presence in the bedroom is as intoxicating and addictive as any drug. Soon those

she sets herself against will be burbling any secret they know just for a sniff of the hem of her skirts.

Temptress agents are reliant on their charm and wits to carry them through, adapting themselves to situations as they find themselves in them, able to present themselves as a princess or strumpet as required depending on the tastes of their target. A sexual chameleon and not just colour-change mood-pants either.

Hit Die: d6.



Requirements

To qualify to become a temptress agent a character must fulfil all the following criteria.

Skills: Bluff 4 ranks, Disguise 4 ranks, Gather Information 4 ranks and Nookie 4 ranks.

Feats: Skill Focus (Bluff) or Skill Focus (Nookie).

Special: The temptress agent must gain a sponsor to accommodate her sneaky activities. Sleeping with someone wealthy or in the government is a good way to accomplish this.

Class Skills

The temptress agent's class skills (and the key ability for each skill) are Bluff, (Cha), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Nookie (Dex/Con), Open Lock (Dex), Sleight of Hand (Dex), Search (Int) and Sense Motive (Wis).

Skill Points At Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the temptress agent class.

Weapon and Armour Proficiency: The temptress agent is considered to be proficient with simple weapons, light armour and any one tiny or small exotic weapon.

Agent: The temptress agent works for a sponsor, one who is usually rich, powerful or both. If they are very lucky the sponsor may be sexy as well as rich and powerful, if they are extraordinarily lucky the sponsor may have a romantic attachment to the agent as well. They might be a powerful wizard, a guild master, a noble even a king but one thing holds true, whether the temptress is sleeping with them or not their patronage

provides certain benefits. The temptress agent receives a special stipend of 100 gp per month; in addition, she can seek shelter within any of the properties owned by their sponsor, sometimes without even having to offer sexual favours to the local owner!

Sexual Knowledge (Ex): Temptress agents have to know a great many different sexual ins and outs, pun intended, tastes and needs. Because of this they make a careful study of the act and all its implications. This results in a +2 competence bonus to their use of the Nookie and Sense Motive skills, but this ability can result in soreness.

Past Conquests: The temptress agent has been involved with a great many different people along the course of her career and her actions before she became an agent. The odds are good that people she runs into may have had a favourable encounter with her at some time in the past that they look back upon in a positive light. The temptress agent can call upon these contacts by spending a number of experience points equal to the target's character level multiplied by 100. The Games Master can choose not to allow this but generally it is more amusing to play up how much of a terrible slut the character must have been in the past. Of course, there is little social stigma to a man who has slept around that much. Nobody said life was fair.

Sweet Talker (Ex): Very well practiced at buttering people up and saying the right thing the temptress agent is now adept at soothing egos and knowing just the right phrase to use to allay peoples' fears or to fit in, in the right way. The temptress agent now receives a +2 competence bonus to all Bluff and Diplomacy checks.

Charm Person 1/day (Sp): At this level the Temptress Agent's charm is so powerful, or her clothing so revealing, it is almost magical. Once per day she may cast *charm person* as though cast by a 3rd level sorcerer.

The Agent

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Agent
2 nd	+1	+0	+0	+3	Sexual Knowledge
3 rd	+1	+1	+1	+3	Past Conquests
4 th	+2	+1	+1	+4	Sweet Talker
5 th	+2	+1	+1	+4	<i>Charm Person 1/day</i>
6 th	+3	+2	+2	+5	Pillow Talk
7 th	+3	+2	+2	+5	Looking Good
8 th	+4	+2	+2	+6	Social Chameleon
9 th	+4	+3	+3	+6	Sexual Impact
10 th	+5	+3	+3	+7	<i>Charm Person 2/day</i>

Pillow Talk (Ex): People will do anything and say anything once they're teased to a certain point and, after a bout of strenuous bedroom gymnastics many people are apt, in the warm glowing sensations of post-coital cigarette time, to let things slip that perhaps they should not. By making a Bluff or Nookie check, the temptress agent sets the DC of a Will save for her target. If he fails to make the roll he will blurt out one secret or another – although it may not be the one the temptress agent is after...

Looking Good (Ex): By taking up to three hours to prepare, apply cosmetics, pick the right outfit, wash and otherwise primp and preen the temptress agent can add up to three points to her Charisma score, one per hour of preparation. The slightest strain or exertion, such as combat, removes this bonus immediately as hair gets mussed, makeup smeared and fine clothes rumpled. This includes sexual activity so, much like real life, one can go to bed with a fox and wake up with someone altogether different – it need not be just to do with the cider either.

Social Chameleon (Ex): The Temptress Agent is able to fit in with any culture and any level of society ready to spy on anything from a king to a dockside gang boss. She is considered to have a +2 competence bonus in any Knowledge skill about the culture of any group or society she intends to infiltrate. Additionally her competence bonuses for Bluff and Diplomacy rise to +4.

Sexual Impact (Su): The temptress agent can focus her sexuality, unleashing it in a single movement, eye contact and hair toss, which can have a devastating impact on the male libido. The temptress agent makes a Bluff check, which sets the DC of a Will save by the target. If they fail they become a drooling beast of lust for the next twenty-four hours regardless of anything else and with eyes only for the temptress agent. The temptress agent gains a +6 circumstance bonus to all social based Charisma checks against her target during this period.

Charm Person 2/day (Sp): The temptress agent is now so sexy, her cleavage so deep, her buns so tight that her mystical aura of attraction increases in strength to a massive degree. She may now cast *charm person* twice per day as though it were cast by a 5th level sorcerer (in lingerie).

AVATAR OF LOVE

The avatar of love is a focus for the lusty aspect of their goddess on the material plane. As clerics choose certain weapons, attire, symbols and spell groups to represent their worship and devotion to their deity, so the avatar of love makes themselves into a temple and place of worship.

The avatar of love need not be a cleric or paladin, though some from those paths may be drawn to this aspect of their worship. Avatars can be anyone and they are usually chosen by their goddess (or insane) rather than choosing the path for themselves per se.

Throwing themselves into their new career and with the blessing of their goddess, certain abilities do begin to manifest themselves in the avatar making them a figure of loveliness and surrounding them with an aura of sexuality and desire that can be extremely powerful, even uncontrollable.

Hit Die: d8.

Requirements

To qualify to become an avatar of love a character must fulfil the following criteria.

Abilities: Charisma at 12+.

Skills: Knowledge (religion) 6 ranks, Nookie 6 ranks and Sense Motive 6 ranks.

Special: To be chosen by their goddess as a carrier of their love and fertility. This is at the Games Master's discretion.

Class Skills

The avatar of love's class skills (and the key ability for each skill) are Balance (Dex), Escape Artist (Dex), Heal (Wis), Jump (Str), Knowledge (religion) (Int), Nookie (Con/Dex), Perform (Cha) and Sense Motive (Wis).

Skill Points At Each Level: 4 + Int Modifier.

Class Features

All of the following are class features of the avatar of love prestige class.

Weapon and Armour Proficiency: The avatar of love is considered proficient with simple weapons and light armour.

Shining Beauty I/II/III/IV (Ex): As the essence of the goddess fills the avatar, she gains an unearthly beauty that causes bed sheets to tent, britches to feel tight and inn tables to inexplicably fall over wherever she goes.





Each level of this gift provides a +1 inherent bonus to her Charisma score.

Sexual Aura I/II/III (Su): When an avatar enters a building she has an immediate effect upon those within. Anyone within a 15-foot radius of the avatar needs to make a Will save against a DC of 10, 15 or 20 depending on the level this gift has advanced to. If they fail they should roleplay having uncomfortably insistent sexual thoughts that they are far more likely to act on than usual. The party and others who hang around the avatar for protracted periods of time build up a partial immunity but are generally a lot more sexually active and imaginative than they might otherwise be.

Lover's Gift (Ex/Su/Sp): The goddess rewards the service of her follower with some manner of special minor magical power to allow her to better serve and to show her favour to one of her favourite and most promiscuous servants. The Player may choose one of the gifts shown on the Gifts table for their character:

Ecstatic Frenzy (Su): Like the Greek furies, the avatars can be dangerous as well as sensual, their deep link to their primal, bestial sensuality can express itself in a mindless frenzy during which they are able to perform superhuman feats, not just in the bedroom but also in combat and elsewhere. The avatar may only enter the frenzy if she has had satisfying carnal relations that day and after frenzying may not do so again until she has another satisfying encounter. While under the frenzy the avatar gains the following benefits: +4 to Strength, +4 to Constitution and +8 bonus hit points (in addition to those provided by the augmented Constitution score). Male humanoid characters with Intelligence scores of

4 and above within a 15-foot radius of the avatar must make an immediate Will save (DC 20) or they will suffer a -2 distraction penalty to all attacks, as the avatar tends to be somewhat noisy whilst in the throes of her Ecstatic Frenzy; wailing, gasping, sighing and moaning in a most distracting manner. This frenzy lasts for a number of turns equal to the avatar's Constitution. The bonus hit points are only temporary and vanish at the end of the frenzy period. Avatars do not suffer exhaustion after their frenzy, but she does feel compelled to talk about decorating for the next 20 minutes.

Handmaidens: Unsurprisingly, avatars can become very, very popular, even amongst people who do not share their religion. The 'workload' of an avatar spreading the good word and bringing the joy of their

Gifts

Gift	Power
<i>Bounteous Spring (Sp)</i>	May use <i>create water</i> at 1 st caster level, at will.
Divine Sensuality (Ex)	The avatar gains a special +2 bonus to the Nookie skill.
Greater Beauty (Ex)	The avatar gains another +1 inherent bonus to her Charisma.
<i>Guiding Light (Sp)</i>	May cast <i>light</i> at 1 st caster level, at will.
<i>Radiant Peace (Sp)</i>	May cast <i>sanctuary</i> at 1 st caster level, 1/day.
Spring Flowers (Su)	Wildflowers spring up wherever the avatar steps.
<i>The Lady's Blessing (Sp)</i>	May cast <i>bless</i> at 1 st caster level, 3/day.

The Avatar of Love

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Shining Beauty I
2 nd	+1	+3	+0	+3	Sexual Aura I
3 rd	+2	+3	+1	+3	Lover's Gift
4 th	+3	+4	+1	+4	Shining Beauty II
5 th	+3	+4	+1	+4	Sexual Aura II
6 th	+4	+5	+2	+5	Ecstatic Frenzy
7 th	+5	+5	+2	+5	Shining Beauty III
8 th	+6	+6	+2	+6	Sexual Aura III
9 th	+6	+6	+3	+6	Handmaidens
10 th	+7	+7	+3	+7	Shining Beauty IV

goddess to the land can get to be a bit much and so, after a certain amount of time, their goddess may deign to send them two handmaidens to help them with their duties or to wait upon them to make their duties more pleasant. These handmaidens can be created as though they were 3rd level characters or selected from any appropriate female 'monsters' with a CR of 3. At their discretion the Games Master may allow more handmaidens of lower level or less of a higher level so long as the total level or CR does not exceed 6.

GUILD ENFORCER

Streetwalkers will put up with a lot – especially if their palms are crossed with silver often enough. Occasionally, though, a punter desires something just a little too out of the ordinary, or refuses to pay – or a combination of the two. Sometimes they even get a little bit violent, after all, the city watch is not going to care if a few cheap strumpets get roughed up or murdered, are they?

Well, the watch might not care but the Guild of Bobtails, Brassheels, Whores, Teasers and Associated Trades certainly does. Some prostitutes of a more martial or murderous bent are recruited by the various guilds of prostitutes to serve as enforcers and avengers for those nobody else will look out for with that vengeance being anything from turning up naked and smeared with honey on an anthill to a terminal 'bobbiting'.

Hit Die: d6.

Requirements

To qualify to become a guild enforcer a character must fulfil the following criteria.

Base Attack Bonus: +3.

Skills: Bluff 4 ranks, Gather Information 4 ranks, Intimidate 6 ranks, Nookie 4 ranks, Open Lock 6 ranks, Sense Motive 6 ranks and Sleight of Hand 6 ranks.

Special: A guild enforcer must be a member of a prostitutes' guild and must have worked as a prostitute at some point in their lives.

Class Skills

The guild enforcer's class skills (and the key ability for each skill) are Bluff (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Open Lock (Dex), Search (Int), Sense Motive (Wis) and Sleight of Hand (Dex).

Skill Points At Each Level: 5 + Int modifier.

Class Features

All of the following are class features of the guild enforcer prestige class.

Weapon and Armour Proficiency: The guild enforcer is considered proficient with simple and martial weapons and light armour.

Sneak Attack (Ex): The guild enforcer can sneak attack exactly like a rogue (see *Core Rulebook I*), dealing damage at the rate given on the table below. Guild enforcers are far more likely to stab someone in the back while they are sleeping or midway through a bout of passionate lovemaking than standard rogues though. All part of the territory.

Lady's Protector (Ex): Guild enforcers are proficient at hiding weapons about their person in bags, clothing, wigs, hair, body cavities and all manner of other places. Once per game, provided they have the money to pay for it, a guild enforcer can produce a small or tiny weapon seemingly from nowhere, even if they have been searched already and found to be carrying nothing.

Taking Precautions (Ex): 'Ladies of negotiable virtue' are often getting attacked, often from behind and often by people of a less than gentlemanly persuasion and



The Guild Enforcer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+0	+2	+0	Sneak Attack +1d6
2 nd	+2	+0	+3	+0	Lady's Protector
3 rd	+3	+1	+3	+1	Taking Precautions
4 th	+3	+1	+4	+1	Sneak Attack +2d6
5 th	+4	+1	+4	+1	Fear of God
6 th	+5	+2	+5	+2	Screaming Agony
7 th	+6	+2	+5	+2	Sneak Attack +3d6
8 th	+6	+2	+6	+2	Knowing a Wrong 'un
9 th	+7	+3	+6	+3	Hitting the Spot
10 th	+8	+3	+7	+3	Sneak Attack +4d6



all the subtlety of a caveman with a club going looking for a date. Guild enforcers are not immune to these types of unbidden attacks and thus have developed a sort of sixth sense about the whole thing. Guild Enforcers are never considered flat-footed or caught by surprise and are always able to take appropriate action as normal when an ambush or cowardly attack is sprung.

Fear of God (Ex): When a few less than savoury men have turned up, dead, with their own genitals sewn up their mouths (still attached or otherwise) you start to get a certain reputation. At this point the guild enforcer has made a substantial name for herself and is a feared scourge of the underworld. In practical terms this results in a +1 bonus to Will saves against any sort of intimidating or fear based magic and a +4 competence bonus to Intimidation checks.

Screaming Agony (Ex): Certain parts of a person's body have more nerves in them than others. These are usually erogenous zones but other types of people know about these zones as well – for other reasons than pleasure. The guild enforcer knows the right spots for the wrong reasons and how to hit them, hard, to reduce even the largest of opponents to a ball of squealing agony. In practical terms this means that the guild enforcer gains a +2 to damage against humanoid targets and a +2 circumstantial bonus to Intimidate checks in a torture-type situation. Lastly, they can sacrifice all other attacks that round to execute a special painful strike. If struck the target must make a Fortitude save (DC 15) or be unable to act at all in this turn or the next.

Knowing a Wrong ‘un (Ex): Everyone knows they have stumbled upon someone who ‘is not quite right’ when they see a dishevelled man with a wild look in his eyes sniffing milk outside the gates to a primary school but not all perverts are so obvious or bizarre as to be noticed so easily. The guild enforcer soon learns to recognise the ‘type’ though and can, from a crowd of equally outraged and uptight nobility, pick out the one who likes to use live hamsters as a suppository with a remarkable degree of accuracy. This is accomplished by making a Sense Motive roll (DC 15) when examining a group. The roll should be made in secret by the Games Master so the Player is not a hundred percent sure they got it right.

Hitting the Spot: The knowledge gained in ‘Screaming Agony’ bears rather harsh fruit as the guild enforcer’s knowledge of applying gratuitous pain progresses to a higher level of execution. By sacrificing all other attacks within a round the guild enforcer can attack a humanoid target to inflict a blow that ignores all of their armour and does an additional +2 damage on top of the bonus from ‘Screaming Agony’, as well as raising the DC of the Fortitude check to 20.

LADY OF THE HOUSE

While just about anyone can own a brothel, some women of ill repute become strongly associated with their bawdy houses, to the point where a mention of either evokes the other. They become one with their house, each an extension of the other’s character and ability.

The lady of the house is an indomitable figure – never intimidated in her own home, able to deal with ruffians and the watch with equal aplomb and deeply concerned for the well-being of her girls as well as the profit they make. While rarely entertaining ‘gentleman callers’ herself, the lady of the house does, on occasion, take someone to her bed – usually an old flame or someone in need of a very ‘special’ bribe.

A lady of the house tends to be a more experienced or older individual, though if you say older rather than mature you are likely to end up out on the street without your purse or clothing. Some are younger, made wealthy earlier by some big score and able to stop working and start helping others from the same background and position.

Hit Die: d8.

Requirements

To qualify to become a lady of the house, a character must fulfil all the following criteria.

Skills: Appraise 6 ranks, Bluff 6 ranks and Diplomacy 6 ranks.

Special: Must own and operate their own brothel for at least a year.

Class Skills

The lady of the house’s class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis) and Sense Motive (Wis).

Skill Points At Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the lady of the house prestige class.

Weapon and Armour Proficiency: The lady of the house is considered proficient with simple weapons and light armour.

My House, My Rules I/II/III (Ex): The lady of the house knows her building inside and out and feels a deep attachment to it. So long as she is within its walls she receives a bonus of +1, +2 or +3 to all her rolls depending on the level of this feature she has. This is

Lady of the House

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	My House, My Rules I
2 nd	+1	+0	+0	+3	I Is A Lady Now!
3 rd	+1	+1	+1	+3	Respectable
4 th	+2	+1	+1	+4	My House, My Rules II
5 th	+2	+1	+1	+4	Bonus Feat
6 th	+3	+2	+2	+5	Girls, Girls, Girls
7 th	+3	+2	+2	+5	My House, My Rules III
8 th	+4	+2	+2	+6	Bonus Feat
9 th	+4	+3	+3	+6	Imbuing the Building
10 th	+5	+3	+3	+7	Bricks & Mortar





part of the reason even half-orc barbarians do not mess with a madam in her own house.

I Is A Lady Now!: Owning a brothel and having a little bit of money tends to make a madam ‘put on airs’ and act as though they were far more posh than their lowly, often on their knees, position would allow for. Some even manage to carry it off with some degree of aplomb and capability. At this level the lady of the house receives a +2 competence bonus to Diplomacy and Bluff checks to represent her ability and pretending to be far classier than she actually is.

Respectable: Oddly enough all it really takes to become classy and respectable is to keep up the pretence for a long enough period of time. Most dynasties can, after all, be traced back to concubines or bloodthirsty raiders. Nobility really just means the biggest bully or the woman with the loosest morals and widest legs when it comes to sleeping with bullies. From whatever process leads to the legitimisation of such people the lady of the house is now a respectable member of at least the middle classes. This is of purely roleplaying benefit and it is up to the Games Master to ensure people treat the character with proper, if perhaps slightly strained, respect.

Bonus Feat: As the lady of the house, they are exposed to a great many different things of all shapes, sizes, hues

and odours. That aside many people from all walks of life come to brothels, show off their skills and go on, at length, to the whores that work there about their jobs and skills. Because of this a lady of the house has the opportunity to develop two bonus feats over the course of her career.

Girls, Girls, Girls: The lady of the house soon commands respect and soon earns a reputation for herself as a – relatively – trustworthy madam. Girls will soon flock to her house of ‘ill repute’ to work in what they consider to be a safe and somewhat famous establishment. Many of them will be looking for tips and tricks to use in ‘escaping the game’ and setting up a fine establishment of their own. In practice what this means is that the quality level of the whores at the lady’s house is of one grade higher (see brothel rules) than would otherwise be the case for her type of establishment. No donkey-faced scrubbers in this house!

Imbuing the Building (Su/Sp): The link between the lady and her house now becomes so strong that the building gains access to the special spell-like abilities and mystical qualities that its owner has. For example an elven lady confers her racial immunities upon those who live under her roof, so long as they are there.



Bricks & Mortar (Su): The link between the lady and her house grows more and more powerful and more and more mystical, the two become entwined far more than any lovers under the eaves. The lady's link with the building now means she is regarded as a 'construct' monster, with all the benefits thereof and an extra twenty hit points. The downside is that wounds done to her are reflected upon her house, and any damage done to the house is reflected on her. A cut to her hand might collapse one of the beds, a chipped tooth dents the door, a broken lamp inside means a broken nail and ripping up the carpet could mean she no longer needs to wax.

ROMANTIC ADVISOR

The course of true love never runs smoothly and the trials and tribulations of romantic and sexual entanglement tend to evaporate any confidence anyone might otherwise have in their lives. It is because of this lack of confidence that love potions, books on sexual technique, penis-enhancement medical procedures and self-help books exist. It is also the reason for the existence of the romantic advisor.

These frontline troopers in the war of the sexes do their best to make sure the right people are matched up, that any problems do not become too unfixable, that women are more understanding and then men are instilled with at least a single romantic bone in their body. As things progress their advice may move to include 'pleasing your man' or 'not freaking out your woman', matters of foreplay, the prevention of pregnancy and numerous other factors.

Romantic Advisors can become highly valued courtiers and advisors or they can peddle their wares and advice in villages and towns helping more people but living a more frugal existence. Romantic Advisors are often poorly considered publicly while everyone still comes to them on the sly. They often have colourful and romantic

pasts and are not always averse to manipulating things to their advantage...

Hit Die: d6.

Requirements

To qualify to become a romantic advisor a character must fulfil the following criteria.

Abilities: Charisma 12+.

Skills: Bluff 8 ranks, Craft (alchemy) 2 ranks, Diplomacy 4 ranks, Gather Information 2 ranks, Heal 4 ranks and Sense Motive 8 ranks.

Feats: Skill Focus (Sense Motive).

Special: Must be willing to hear a lot of people whining about their personal problems.

Class Skills

The romantic advisors class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (alchemy) (Int), Diplomacy (Cha), Gather Information (Cha), Heal (Wis) and Sense Motive (Charisma).

Skill Points At Each Level: 5 + Int modifier.

Class Features

All of the following are class features of the romantic advisor prestige class.

Weapon and Armour Proficiency: The romantic advisor is considered proficient with simple weapons and light armour.

Sense the Problem (Ex): Romantic advisors learn the common romantic problems that people suffer from and learn to spot them even from short observations. So little as a wistful look in someone's eye or a few stains on their guard uniform can tell all about what someone gets up to, or does not get up to as the case may be.

The Romantic Advisor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Sense the Problem
2 nd	+1	+0	+0	+3	Comprehend Relationship
3 rd	+1	+1	+1	+3	Compatibility Test
4 th	+2	+1	+1	+4	Understand the Problem
5 th	+2	+1	+1	+4	Soothing Words
6 th	+3	+2	+2	+5	Placebo Effect
7 th	+3	+2	+2	+5	Solve the Problem
8 th	+4	+2	+2	+6	What A Tangled Web We Weave
9 th	+4	+3	+3	+6	High Favour
10 th	+5	+3	+3	+7	Matchmaker



With a short period of observation the romantic advisor can read them like a book which may give all sorts of insights into possible points of pressure to manipulate the person.

By making a Sense Motive check (DC 12) or, if resisted, a DC set by the target's Will save roll, the romantic advisor can glean what sort of romantic problems are troubling the person simply by observing them for a few short moments.

Comprehend Relationship (Ex): The romantic byplay between two people is a complex thing, to them. To others not caught up in the emotion of the moment things can often seem bleeding obvious. The romantic advisor learns to observe a relationship between two people and to compare and contrast their expectations and fulfilment from the relationship. The results can be somewhat predictable.

By observing the two people involved in a relationship, either separately or together, the romantic advisor can see what each truly thinks of the other, what each is getting from the relationship and what they each expect from it. In effect this is two Sense Motive checks as per Sense the Problem detailed above. The most commonly found relationship and problem is the one where she envisions babies and marriage and he envisions a few weeks of sex followed by going back to his old ways and pursuing other women.

Compatibility Test (Ex): While it may get dressed up in faux astrology, reading the stars, the tarot, tea leaves or some other mumbo jumbo the romantic advisor is most often sought out to discern whether two people might be right for each other or whether someone might be approachable in a romantic way. A quick look, a think and some flash for the punters and the romantic advisor can discern what is what. Of course, it may well be more profitable to lie rather than to tell the truth.

As much as a romantic advisor is there to pick up the pieces when something goes horribly wrong they are also there to help put things together so that they go right. By observing two people and making Sense Motive checks as detailed in Sense the Problem the romantic advisor can work out whether the two are romantically and sexually compatible or not.

Understand the Problem (Ex): Once a romantic advisor has come to an understanding of the problems that a couple or an individual face they can set about understanding that problem and finding ways to solve it. With an additional Sense Motive check, as previously detailed, the romantic advisor gains knowledge of the specific problems relating to the relationship, rather

than the individuals and from this information may be able to glean some suggestions and solutions that the couple may be grateful for. If those useful solutions are not 'Split up and move to separate kingdoms' that is.

Soothing Words (Ex): The romantic advisor knows well how to instil confidence in others, to tell them the right thing to get them motivated or to calm them down, to reassure them or to otherwise affect their minds by a clever use of phrase and gesture.

In practice this means that by making a Bluff check the romantic advisor can set the DC of a Will save to be made by the target. Outside of specific rules this can, if they fail their save, be enough to make a shy man ask a beautiful lady out on the town, make an overly flirtatious lady calm herself a little to court a man of finer sensibilities or even talk someone out of obsessive stalker-like behaviour. Rules-wise this can be used to:

Make someone confident – resulting in a +1 to their Base Attack and a –1 to their Armour Class.

Make someone cautious – resulting in a –1 to their Base Attack and a +1 to their Armour Class.

Increase Morale – resulting in a +1 Morale bonus to all saving throws.

Calm someone down – Talking them out of a berserk frenzy or the effects of fear.

Make someone more receptive – Giving a +1 special bonus to any subsequent attempts to control their mind, bluff or otherwise beguile someone.

Make someone less receptive – Giving them a +1 bonus to save against any mind controlling attacks or the use of any Charisma based skills against them.

The effects of Soothing words last up to twenty-four hours and all of the above effects may be enacted upon one person although some cancel each other out. Enacting each one requires at least three turns of banter.

Placebo Effect (Ex): Tell someone a load of reasonably convincing cobbles and hand them a vial of coloured liquid and more likely than not they will believe it is a potion and that it has an effect. This is a fact known and understood by advertisers, makers of shampoo and snake-oil salesmen throughout history. This is even truer in a world where magic does exist and a vial of coloured liquid can do anything from regenerate one of your limbs to turning you into a chicken.



The romantic advisor cannot make real, genuine potions but can talk up a good storm and mix up a vial of something impressive looking, smelling and sounding. By making a Craft (alchemy) check the romantic advisor sets the DC of a Will check for someone consuming the 'potion'. This potion can have any of the following effects:

Sexual Potency – The subject believes that they are now more sexually capable, eliminating most sexual dysfunctions that are associated with confidence and providing them with a +1 to their Nookie checks.

Loss of Anxiety – The subject becomes more confident all around gaining a +1 bonus to any Will saves.

Healing – The subject believes they are better and brushes off some of the wounding they might have taken. One hit point is immediately restored.

Love Philtre – Once the subject becomes aware of what they have drunk they begin to act as though they are in love with the person who administered the potion.

Poison – The subject suffers a –1 penalty to Dexterity, Constitution and Strength.

The effect of the 'potion' lasts 24-hours. It is not necessary to have a full alchemical lab in order to make a convincing placebo.

Solve the Problem (Ex): Finally the romantic advisor gains the ability to seemingly magically solve most romantic problems. Having both Sensed and Understood the problem the romantic advisor can now move to fix the problems, not in the laborious fashion she did before but by simply talking to the people involved. By making a Bluff check (DC 15), or a DC set by the Will save of the target if they resist, the romantic advisor can instil changes in behaviour (such as leaving the toilet seat down) that correct the issues in the relationship and lead to bliss. Less scrupulous romantic advisors may use this ability to force people into doing things, believing it is their own will, proof that people should generally follow their own conscience and beliefs rather than what works for other people.

What A Tangled Web We Weave (Ex): Spending a day in a community and making a Sense Motive and Gather Information check (DC 15) will allow the romantic advisor to sketch out the complex interplay of relationships that run through that community. Who is attracted to whom, which people are having affairs and how all of this interrelates. The romantic advisor can then use her other abilities to set off chain reactions of events within those relationships. For example convincing a butler to kiss a servant girl may cause her to be seen in a sexual light by the lord of the castle, a word in his ear and he is all over the servant girl, soon caught by his wife and caught up in a scandal that might eventually lead to a civil war, all from one kiss. This can of course also be used for good but somehow maliciousness that gives more worthy gossip usually manages to win through.

High Favour: By this point the romantic advisor's fame has spread far and wide as a healer of relationships and a sound advisor on all matters sexual and romantic. Now she has the credibility to be called upon by the lords, ladies, kings and queens of the land to help in their matchmaking endeavours and the establishment of dynasties. This results in a stipend of 500 gp every session and the ability to call in favours from the nobility once per game session.

Matchmaker (Ex): The romantic advisor is now so au fait with human relationships that she can set almost any two people up together regardless of other circumstances. Having Sensed the Problem and Comprehended the Relationship the romantic advisor can spend a short time talking to both parties and making a Bluff check (DC 15), or a DC set by their Will save if they resist. If all checks succeed the romantic advisor has managed to instil in the subjects the long lasting impression that the other party is perfect for them and is the key to their happiness. This can even be done to intelligent monsters provided that they hold off from attacking long enough to be convinced. Undoing the effects of this powerful ability are much more difficult and can only be unwoven at the discretion of the Games Master.



TRICKS OF THE TRADE

Temptresses have a great many tricks, techniques and secrets tucked up their sleeve, in their garter belt or in other, more secretive but less comfortable locations. Like any other profession there are things to be learned as a temptress. Things learned by bitter experience in the first case and passed on to others to save them the pain of finding these things out themselves. From knowing how to wear a dress properly to being able to tie cherry stems into knots with your tongue these form the core of the true knowledge that separates a temptress from a simple slut.

NEW USES FOR SKILLS

One of the first areas to consider are the new and unusual uses that the temptress may put the well-known skills of the game towards. There follows, then, a passage for each of the skills that the temptress uses and manipulates (something they are good at in all walks of life).

Appraise (Int)

With a keen sense of fashion and style a temptress can glance at a potential target, or mark and assess their tastes and wealth with a reasonable degree of accuracy. The temptress makes an Appraise check (DC 15) to determine whether they can make accurate guesses. The DC is raised by five if they are dressed down and by ten if they are deliberately disguised. A successful roll tells the temptress their target's income, social class, place of origin and where they live and any other information determined by the Games Master.

Bluff (Cha)

A specific use of the Bluff skill is seduction. A character may use the Bluff skill, shamelessness and a low cut décolletage to seduce a target. This takes at least a minute of uninterrupted access to the target and is an opposed check of Bluff versus the target's Will save. If the target is not of a sexual proclivity that would be interested in the character, or of entirely the wrong species there is a penalty of -20. If the target is someone the character would never, ever try it on with and is not attractive to them (negative charisma modifier or wrong gender) there is an additional -2 penalty. The usual modifiers, given in *Core Rulebook I*, for the standard use of Bluff apply. Being able to seduce is the bread and butter of most temptresses and most should take this skill to a fairly high level.

Craft (alchemy) (Int)

The alchemical arts may seem mostly focussed on the ideas of making loud bangs, bright lights and unintentionally poisonous attempts to turn lead into gold but there are alchemical principles the mercury-added tinkers produce that can prove most useful to a temptress. Where an alchemist might create an oil or vapour designed to carry noxious fumes to poison their enemies, the temptress is far more likely to use such to carry the scent of a seductive perfume or to prepare the proper ambience for a room. A properly prepared room using these scents grants a +1 bonus to any Charisma checks made against a member of the opposite sex. This stacks with other perfume bonuses, as the method of delivery is more pervasive and effective.

Task	DC	Notes
Make scented oil	20	Sticky and harder to make. Produces three uses. Scent leaks.
Make scented candle	15	Produces two uses. Tends to be rather overpriced.
Make scented incense	10	Produces a single use. Drops ash everywhere.

Craft (perfume) (Int)

There are specialist perfumers across the land that make the finest of scents from the rarest and most expensive ingredients. It behoves a serious temptress to know a little of the art since you can be the sexiest thing to look at in the world but if you reek like a skunk and your nether regions are reminiscent of the Swamp of Eternal Stench then you are not going to get very far in life (except with a very select clientele). When crafting a perfume, each rare ingredient or additional five gold pieces spent on the manufacture gives a bonus of +1 to the craft roll. The results are described in the table below and the Charisma Bonus only applies to applications of Charisma based skills against a member of the appropriate sex. Each check produces five uses of the perfume.

Check Result	Cha Bonus	Notes	Price/Use
<5	-3	Ye gods! This stinks like an unwashed skunk!	0 gp
<10	+0	Well, it covers up the smell of sweat if nothing else.	1 gp
10+	+1	Quite a pleasant scent.	2 gp
20+	+2	My, what an alluring perfume.	5 gp
30+	+3	That scent... I must have you!	10 gp

Craft (sex aid) (Int)

The humble dildo is not as new an invention as one might think, it is said that Cleopatra had a primitive vibrator, powered by bees and then there are all the other sundry peculiar items that can be employed in the pursuit of pleasure. Someone has to make them; someone has to be shameless and skilled enough to produce these items without making something that will seriously harm someone. Someone does, the person with this skill. Standard sex aids provide a bonus of +1 to Nookie checks; this bonus does not stack for extra toys. Masterwork items provide a bonus of +2. The Games Master sets the DC to craft a particular type of item and this DC should be increased by five if the item is complicated (such as the bee-vibe, or the clockwork driven mechanisms that certain gnomes have been said to be experimenting with). A particularly bad crafting roll may result in injury on the part of the poor person who ends up using the item. If you hear a buzzing coming from a lady's pants it may be best not to investigate, lest you be stung.

Decipher Script (Int)

Temptresses and their male counterparts are often caught up in espionage and other similar activities. It is very important in these circumstances to be able to communicate without being understood by anyone who might be listening in. Because of this and the unique nature of their profession, some temptresses have invented a form of language based on sexual contact. The chain of caresses and other actions writes words and creates meaning so that two agents can communicate while appearing to just be having a relatively innocent romp. 'Lick, thrust, thrust, kiss, slap' could, for example mean 'There are two guards outside the door'. Or it could simply mean that they like you.

Disguise (Cha)

Fetish is a peculiar thing and amongst the many peccadilloes enjoyed by humanoids (particularly humans) is the enjoyment of dress up. A particular set of clothing can evoke very strong feelings in people a pleated skirt, a high heeled boot or a nurse's hat can be enough to reduce some people to quivering masses of lust. A special use of the Disguise skill is in finding a particular clothing type that someone likes and turning it into a coquettish outfit of lust inducement. A check is made (DC 15) to determine whether the dressing up works its magic; if it does then a bonus of +1 is made to any Charisma checks with that particular target and to any subsequent Nookie checks.

Knowledge (sexuality) (Int)

With this skill the wily temptress has at her disposal an encyclopaedic knowledge of obscenity, taboo, euphemism, kink, fetish, tradition and cultural beliefs that all revolve around the physical act of love. This does not have a great deal of practical use but is a good way to break the ice at parties.

Perform (striptease) (Cha)

The art of removing one's clothing in such a way to titillate and arouse even more than the mere sight of a naked woman arouses and titillates anyway, usually in an attempt to extort money from bachelors and/or sad lonely old men. Otherwise the amount of money earned is the same as any other performance.

NEW SKILL

There is one skill of absolutely manifest importance to every temptress type and without at least knowledge of which no temptress can ever be a true success. This skill is cornerstone of the temptresses appeal and charm; it is the skill whose mastery sets her above all others. It governs the activity that motivates all of human endeavour and also causes most of its setbacks. It is of course, nobbing.

Nookie (Con/Dex; Armour Check Penalty)

You are good at giving carnal pleasure to your partner and likely have a reputation as 'a bit of a goer'.

Check: Nookie is the ability to give someone a good time while dancing the mattress mambo, playing hide-the-sausage or examining each other's underlay. The base DC to give your partner natural fulfilment by making the beast with two backs is 15. Your check is modified by your Dexterity or Constitution depending which approach to bumping uglies you are taking. Further modifiers are listed in the Nookie table...

Try again: Each try represents a new bout of shagging and requires a Fortitude save (DC 12) to continue. Human, elf and half-elf males get +2 to their difficulty each time they try again, dwarves, half-orc and halfling males add +1 for every subsequent attempt. Gnomes suffer no extra difficulty – some of those old stories about big noses are true after all.

Special: Characters may take 10 when ringing each other's tummy bells but may not take 20.

Time: A quickie takes ten minutes, a normal session half an hour per check.



Nookie

Circumstance	Modifier
Indulging a kink	+2
Lots of foreplay	+2
Quickie	-2
Synergy – Concentration 5+	+2
Synergy – Escape Artist 5+	+2
Synergy – Handle Animal 5+	+2
Synergy – Ride 5+	+2
Synergy – Tumble 5+	+2
You are drunk (female)	+1
You are drunk (male)	+2
You are male	-5
You are too drunk (male)	-2
You have romanced your partner	+2

OTHER TRICKS OF THE TRADE

Inventive uses of skills are not the only way a wily temptress can supplement her already impressive talents. There are numerous other tricks and abilities, techniques and devices that a temptress can also use to good effect. Some of these may be a little surprising.

Technique

Within fields some people are good at certain things, in sports different people play different positions in team games that are complimented by their own particular skills. The business of love is no different. Some people just have a natural talent of flare for some particular aspect and will tend to play to their strengths be they a good right foot, enough height to reach a basket or soft lips and a tongue stud.

In terms of a temptress this means that any temptress is free to specialise in one particular sexual act or type of nookie. In exchange for this specialisation the temptress receives a special +1 bonus to all Nookie attempts within her specialist field and a special -2 penalty to all other attempts.

Typical areas of specialisation might include:

Accepting visitors at the tradesman's entrance, bagpiping, bondage, costuming, dealing

with virgins, doggy style, dominant, dry-humping, exhibitionism, felching, felling 'morning wood', french tickling, frotting, 'Greek' style, knee-tremblers, lying about 'average size', missionary position, nasal sex, pain into pleasure, quickies, rockstar sex, Romanesque orgies, root vegetables, rubber, smearable substances, submissive, sucking a golf ball through a hosepipe, supplying of hand shandies, talking dirty, teasing or wet humping.

Fetishes

A fetish is a particular fixation of sexual attention upon something that is not directly associated with fornication. When people speak of a fetish for uniforms or a particular sexual act what they are usually referring to is more properly known as a kink, unless the uniform itself is the object of desire, not the person in it or what they are doing. Some of the more common fetishes are for objects or parts of the body that are still peripherally associated with the act itself. You might find someone obsessed with feet, shoes or other items of clothing but there are far weirder fetishes out there from people who get turned on by the feel, squeak and sound of bursting



balloons to those who for some reason find broken paving slabs intensely erotic.

A magical world of fantasy, needless to say, contains many, many more things that can become objects of fetish and a particularly twisted Player character or Non-Player Character may find their psyche screwed up as in such a way to find any of the following appealing:

Cryptomyxophilia – A sexual urge to roll within the extra-dimensional ichor left by otherworldly entities such as Cthulu.

Cryptonecrophilia – The subject finds the undead irresistibly erotic, too many Anne Rice novels read as a teenager perhaps.

Cryptozoophilia – The subject finds mythic and magical creatures intensely arousing. The creatures find it annoying.

Lycanthophilia – An intense sexual reaction to werereatures, often manifests in a predilection for doggy-style sex.

Metahomophilia – The subject finds near-human races to be an incredible turn on, typical fixating on particular racial features such as an elf's ears or a dwarf's beard.

Ophiochaetaophilia – An intense sexual arousal brought upon by the writhing mass of a medusa's barnet.

Thaumaphilia – The subject becomes aroused by the presence, or exercise of magic. Especially wands.

Thaumeisotrophillia – The subject is turned on by magic mirrors. 'Who's the horniest of them all baby?'

Unusual Uses

As spies, rogues and watchers of Jackie Chan films know all too well, there are a great many uses common household items can be put to in combat. What they do not know and the Temptress does is that many pieces of common adventuring equipment can also be used in temptingly naughty ways.

Weapons

While blades and cudgels themselves are not especially welcome in the bedroom, outside of the peculiar needs of certain extreme ends of the spectrum, there are some weapons and some parts of weapons that can play a very interesting role.

The use of whips is obvious from their uses in entangling to their enhancing characteristics in the world of spanking and sadomasochism. The use of other weapons is more hidden.

Many hand weapons have a handle or pommel and in a great deal of cases this smooth hilt, combined with the perhaps more 'ridged' grip can be used as a substitute sex toy. Some temptresses even design their weapons specifically in this fashion to help them relieve stress at critical moments. In the case of amazons their battle cries can, if equipped with swords, be more of a 'battle groan'.

Armour

Armour covers, armour gets in the way and armour generally cannot combine being sexy with being any use at all, with the possible exception of leather. For this reason most temptresses tend to advocate a minimal amount of armour chosen to distract and tease rather than to actually protect, leaving them free to move without any hindrance. Armour of the more traditional kind can have a few uses though. Pockets and straps can be sewn into leather armour to provide space for various philtres, aphrodisiacs, toys, crèmes and lubricants leaving them within easy grasp should a sudden sexual emergency occur.

Another way armour can be used is in modifications. Being made of tough material that keeps it shape means that armour can be styled to enhance or replace physical characteristics that the wearer does not have, a typical example being a double-D breastplate or a codpiece of enough apparent capacity to house a boa constrictor.

Adventuring Gear

A good backpack has all the standard uses of carrying things from point A to point B and as such is as useful for carrying sexual accoutrements as it is for gold, rations or anything else. Many temptresses choose very small backpacks, some of which are in the shape of cute, stylised animals or monsters. Somehow this is considered cute and alluring, possibly as part of a 'young girl' thing.

A decent bedroll is of more importance to a temptress than to just about anyone else. A good bedroll will be somewhat waterproof while still being absorbent enough not to be left too sticky from normal nightly activities. It must be comfortable enough to provide enough cushioning for some vigorous movement and must also compact down a great deal to remain portable. The best bedroll that is most sought after by temptresses with money is found on the coasts, a canvas cover stuffed



with sponges which costs around three times as much as a regular bedroll but cannot be competed against for fulfilling the desired qualities – even if it does swell up after a rainstorm.

Caltrops are generally an item of post-coital usefulness rather than during any of the acts themselves. Bards have known for a great many years the expediency of putting off pursuing irate husbands and temptresses often find themselves in a similar position with irate and jealous wives and it is an accepted fact that a scattering of spiky obstacles can give you enough time to pull your knickers back on and run away safely.

Chain is useful in bondage-based scenarios and is far more robust than rope. When it comes to playing these sorts of games with large, muscular humanoids such as ogres, trolls and even some half-orcs, chain is not only useful, but is essential. Strangely, elven crafted chain, while light and durable does not seem to have the right sort of ‘feel’ for this sort of use and is not that popular amongst sado-masochistic individuals. This is one area in which traditional dwarven smithing is much more highly prized.

A section of fishing net can make yet another very useful device for bondage and with so much square footage several people can be bound to, or pinned under the net without too much difficulty. If the temptress’ balance is good a section of net strung as a hammock can make an interesting, if precarious, alternative to a bedroll.

Jugs are not of much importance to the temptress but their victims/clients often find them important and mostly prefer nice large ones.

Many temptresses need to signal, either that they are open for business that it is safe for their lover to come to them or to pass erotic messages through code by flashing the lantern light. Thusly lanterns are quite a useful piece of equipment. Temptresses make sure theirs have a wick that can be shortened or lengthened, to throw out light or to dim down to a sexy glow. Others are fitted with tinted glass, traditionally red, so that those that work in the appropriate industry can indicate that they are ‘on duty’.

Many items of restraint are listed and their purpose is plain and clear. When it comes to manacles, however, the temptress may have some requirements that are a little out of the ordinary. Manacles lined with fur are quite popular, especially if the fur is in some exotic or bright colour. Another important change made to manacles is that of making them unlockable by the wearer, just in case someone gets a little too out of hand.

While many temptresses may dream about getting their hands on a ten-foot pole the reality is that the pole does not have that much use for them. Besides, with a pole that big the blood loss would cause fainting and brain damage.

Rope has many obvious uses in tying and bondage play. Hemp rope, if made from the right sort of hemp, can have other recreational uses while silk rope is just plain sexier. Temptresses almost always go for the silk unless they fancy a bit of rough.

Class Items and Skill Kits

Some religions have especially interesting holy symbols that can, evidently, also be used as devices of personal gratification of one sort or another. In some religions this may even be deliberate. Either way, these symbols allow the temptress to disguise herself in the vestments of a cleric while still having at least one of the tools of her trade at her disposal.

An hourglass can also be useful, quickly checked the hourglass can make a useful timepiece, allowing the temptress to determine just how much time she has used up on a particular client as well as allowing her to assess any exorbitant claims about stamina that the client may have made.

When you deal with liars much of the time, and diminutive races, some of the time a magnifying glass is an essential piece of kit so that you can see that that tiny thing you are manipulating and teasing is the right bodily appendage after all.

Musical instruments, especially wind instruments, are often of an appropriate shape and size for naughtiness to ensure and, when not being used for that can supply musical accompaniment. Woodwind instruments are perhaps the best as metal instruments can be rather cold and in cooler climates may stick to damp skin – never a good thing. Be careful as overenthusiastic use of instruments can force air through them, making giveaway tooting noises.

Many temptresses are also rogues of one sort or another and many of the rogue’s skills and abilities compliment those of the temptress. Thieves’ tools are as good at opening the locks to bedrooms and the padlocks on chastity belts as they are at opening safes or unlocking the door to a merchant’s treasure room.

SUGAR DADDIES

If one thing is guaranteed to make men wish with their heart of hearts that they had breasts it is the way women who flash a little cleavage seem to get free drinks and faster service in bars. If there is one other thing that makes them wish they were female it is the phenomenon of the 'sugar daddy'. The idea of being constantly given money in exchange for hanging around, looking pretty and occasionally providing sexual favours is a far more acceptable form of 'prostitution' and you can even have multiple sugar daddies on the go at once. Perfect.

If the idea is that appealing to men folk it certainly has not escaped the notice of the temptress and a great many temptresses keep various powerful and influential, as well as wealthy, men clinging to their skirts providing them with money and favours, if the man proves to be important and wealthy enough the temptress may even marry him and retire from her tempting ways.

Different types of sugar daddy have different benefits and drawbacks and it behoves the temptress to consider quite what she is getting into before taking the plunge with any of these potential long-term money sources.

Adventurers

At first glance an adventurer may seem like the perfect sugar daddy. Wealthy, dripping with magical

items, favoured (if successful) by the great and the good and more than capable of protecting and looking after a temptress. Additionally they are often away adventuring which leaves the temptress free to chase other pursuits and additional sugar daddies.

This is a hopelessly optimistic view and adventurers are actually among the worst sugar daddies that there are.

Adventurers may be wealthy but all their money is spent on improving their chances of survival. Better armour, better weapons, better equipment and anything that remains is spent enjoying life to the fullest – mostly on ale and whores. Whores are a lot cheaper than maintaining a temptress mistress and without the complications of emotional attachment that may keep the adventurer from wandering and doing great deeds. This leaves very little for the temptress save the occasional, periodical intensely passionate clinch.

One solution is for the temptress to go adventuring *with* her beau. This is, needless to say, rather dangerous as any sugar daddy worth having is more advanced than the temptress and dealing with the same threats as someone who is supposed to be looking after you can be deadly.

Even then she will only get a share of the treasure to herself, which will have to be worked for rather than mooched.

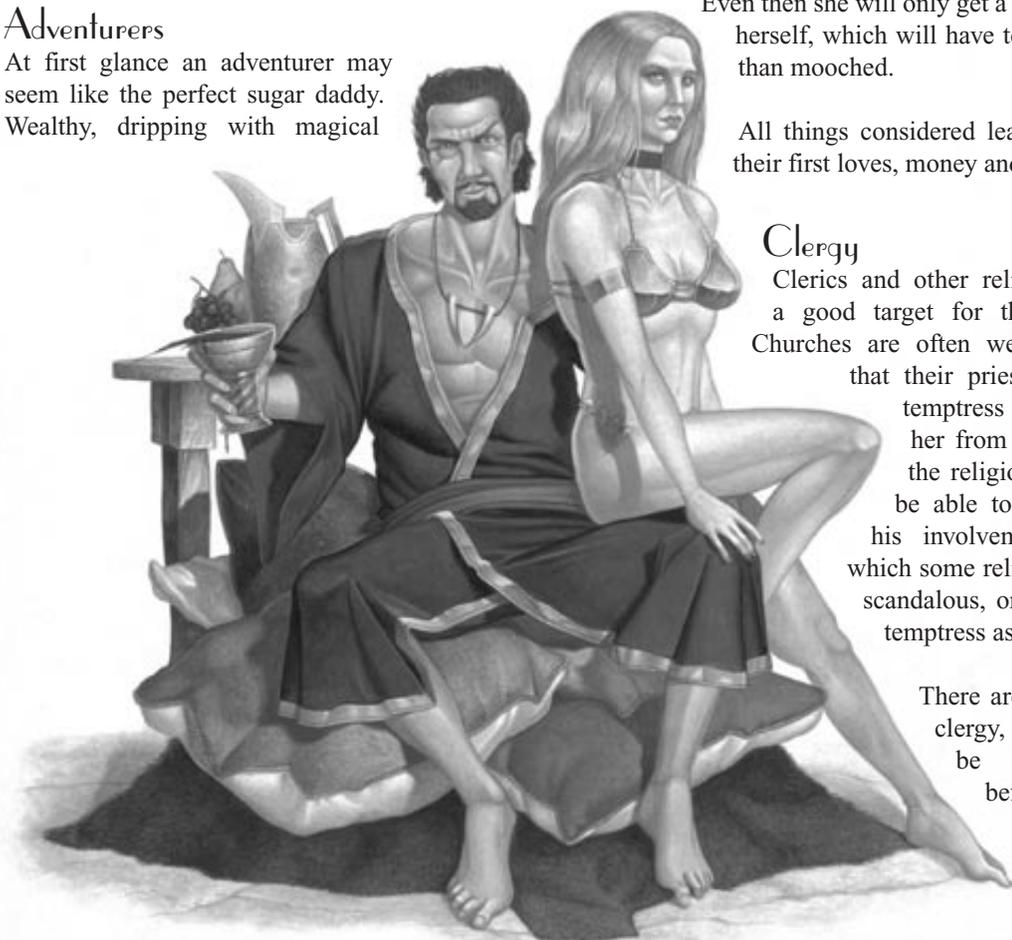
All things considered leave the adventurers to their first loves, money and fame.

Clergy

Clerics and other religious sorts are often a good target for the temptress' talents. Churches are often wealthy and the magic that their priests wield can keep a temptress healthy and protect her from harm. Depending on the religion the cleric may also be able to be blackmailed over his involvement with a woman which some religions would regard as scandalous, or may even regard the temptress as an object of worship.

There are disadvantages to the clergy, however, which must be considered carefully before deciding to single out one of them for exploitation.

Firstly, a temptress must understand that she will always come second



to the god or goddess that the cleric worships and can never expect the cleric to take her wishes over that of the religion. Secondly, it behoves the temptress to do a little research on the religion beforehand, making sure she fully understands their position on carnal relations, human sacrifice and the place of women in society. This helps avoid so many misunderstandings and executions. Finally it is fair to note that most conventional lawful or good religions frown very heavily on adultery and that involvement with a cleric may well cramp the temptress' style.

Crimelords

The criminal fraternity has all of the money with none of the face-saving and double standards of many other wealthy people. They also appreciate the advantages of having a pretty dolly-bird on their arm or in their bed to impress others. Criminals also like to flash their wealth around to show their success and a good temptress can soon find herself dripping with gold, jewels and fine dresses.

Perfect.

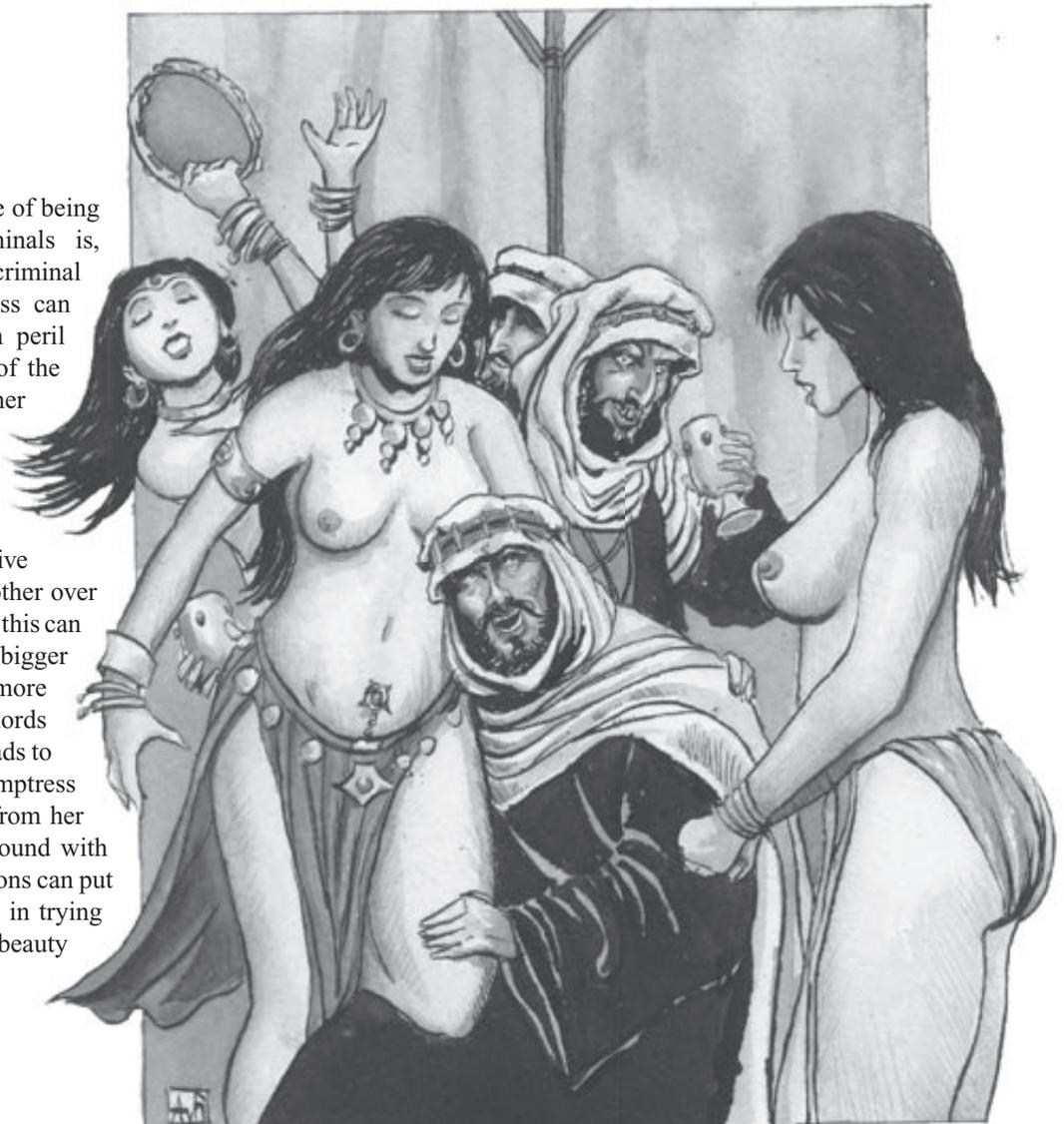
Or not.

The big disadvantage of being involved with criminals is, of course, their criminal activity. A temptress can soon find herself in peril from the attentions of the watch or from other criminal gangs, especially once they think that kidnapping the temptress may give them some hold or other over the crimelord. While this can lead the temptress to bigger and better and more ambitious crimelords that generally just leads to more trouble. A temptress may get protection from her lover, but trailing around with two hulking great goons can put a crimp on her style in trying to make use of her beauty elsewhere.

Merchants

New money can be better than old money and a merchant is wealthy without any of the attendant problems of the clergy, nobility or criminal classes. Merchants make their money with relatively honest graft and from the resale of goods and, like a crimelord, they like to show off their money – which is good news for a temptress.

The disadvantages of pairing off with a merchant are fewer but of no less importance to a temptress. A merchant is not as politically powerful or as capable of granting favours as the other types of sugar daddy and is not as well regarded. They are also always looking for a step up socially and any affair with a merchant is going to be short lived as they seek out marriages with minor nobility who need money or with other merchant families to form stronger alliances. A temptress can soon find herself turned out of the merchant's house onto the street, forgotten about.



Nobility

Nobles have everything – power, wealth, privilege, fine clothes and tracts of land under their control. A temptress can aim very high and try to get involved with a count, duke or even a king. Few things can compare with being the favoured lover of a noble; the gifts, the power, the regard.

Being a lover of the nobility has its own drawbacks along with the bonuses. Noble bloodlines and preconceptions are such that a woman of common birth can never be accepted into the nobility and should one of royal lineage try to marry a commoner temptress, they will lose everything that makes them such a worthwhile sugar daddy.

Another problem with nobles is that their affairs are usually private matters that must be kept secret, known but not known. If the affair becomes public a temptress can find her self-imprisoned, killed – or worse. Machinations at court may find the temptress used as a political pawn or used to provide leverage over the noble in much the same way as criminal gangs might use her to control a crimelord she is attached to.

One final problem is the nagging issue of gentility. A temptress may not match up to noble standards of etiquette and protocol and one wrong step, the wrong fork at dinner and it can be ‘off with your head’ quicker than Henry VIII could divorce a wife.

NON-HUMAN LOVERS

A problem that faces temptresses more than any other, save perhaps orcish raiders, is the physical incongruities between humanoid and near humanoid races and their mating appendages, various sizes and compatibilities not to mention the moral acceptability of such acts when you consider creatures like centaurs, merfolk and so forth.

While the spells and techniques presented in *Arcane Encyclopaedia: Nymphology* take into account many of these problems and provide magical solutions to them, not everyone has easy access to spells, potions and other thaumaturgical assistance and may have fall back on other, simpler methods.

Aberration

Aberrations are perhaps the least sexy of the creature types, unless someone has a tentacle fetish, and while many of them are intelligent, their needs and desires are so far outside human expectation as to be beyond all but the most expert temptresses ability to fulfil. On the other hand aberrations are very often self-lubricating so

long as you do not mind ichor. Do not rely on blowing the lamp out to preserve your modesty though as most have darkvision.

Animal

Just do not even go there. Ugh.

Construct

Very few constructs are equipped for the physical act of love and even fewer are equipped to enjoy themselves while doing it. Flesh golems are perhaps the only creature of this type properly equipped for both and they are only one step up from undead and can prove rather disgusting. In most other cases constructs are made of stone, metal or some other uncomfortable substance that will require a very heavy-duty lubricant and some pre-warming to make a possible fun time out of. Temptresses have been known to make use of animated objects for pleasure a great many times however and often get their toys and restraints enchanted and bound to them in such a way.

Dragon

With the best will in the world, the finest, most capable lubricants and even a little magic, no temptress is going to do to well pleasuring a dragon in the glory of their draconic form, yet the presence of half-dragons argues strongly for the fact that somebody has managed the task. Casting aside the thought of a combination temptress/tree-surgeon collecting what she needs for artificial insemination one is left with the thought of the stories of dragons appearing as humans. Many dragons take on human form to fool people or to experience the lives of the humanoid races and this must be how most of these dalliances occur. Still, human form or not, dragons have their own needs and desires and a temptress should be very careful that in the height of passion they do not breathe too heavily on the back of their neck and leave them fried, frozen or dissolved.

Elemental

Short of the lust elementals from the elemental plane of lust (See *Arcane Encyclopaedia: Nymphology*) there is no real point or way to take pleasure from or give pleasure to an elemental and in the case of fire elementals it is perfectly possible to die horribly trying.

Fey

Many fey are noted for their seductive skills and an awful lot of them run around naked a great deal of the time. Loose in morals, already stripped bare and often guardians of magical places or treasure the fey make good targets for an ambitious temptress to work her



magic on. The disadvantage with fey is that so many of them are so tiny, not that this stops a creative temptress with a magnifying glass. Usually the pay off is worth the difficulty, though it requires a steady hand and keen eyesight.

Giant

'Tree surgeon' material.

Humanoid

Humanoids share all the appropriate anatomy for conventional mating but have all manner of bizarre customs, religions, beliefs and tastes. Some are uncomfortably small like halflings or gnomes, other are uncomfortably big like ogres, others still are rough or evil like orcs. The sheer diversity of the humanoids, even just within the human species, makes every encounter utterly unpredictable and the only way a temptress can prepare is to be ready for just about anything and not to act surprised when an otherwise burly and insensitive orc is suddenly wearing a gimp mask and licking her boots.

Magical Beast

Just because an animal can talk does not mean it is alright. Ugh, sicko!

Monstrous Humanoid

Set apart from normal humanoids by their magical abilities or more monster-like nature, the monstrous humanoids nonetheless usually share the characteristics needed for conventional mating. The problem tends to lie in their other characteristics. Does boffing a centaur count as bestiality? How do you stop a medusa's snakes from biting you or yourself from turning to stone when you share a lust-filled glance? Is that kuo-toa enjoying him self or just flopping around because he is out of water? That is without getting

into problems of scale as with the minotaurs. There are simply too many questions surrounding monstrous humanoids and a temptress should be wary and think long and hard before trying it on with something that fits this type of template.

Ooze

While, when sanitised, many oozes and gels make good sexual aids the 'wild' ones should be avoided. Green slime is not a good lubricant.

Outsider

Half celestials and half demons are common enough that it is clear that people fall for these creatures all the time, especially succubae. Temptresses are more often responsible for corrupting celestials as they find succubae and incubi a little too easy to seduce. Most of these creatures are configured to interact with humanity and thusly are properly equipped – all it really takes is a little care and a practiced touch. Demons and devils may have rougher and nastier tastes but it is all in the realms of human imagination and healing magic is a wonderful thing.

Plant

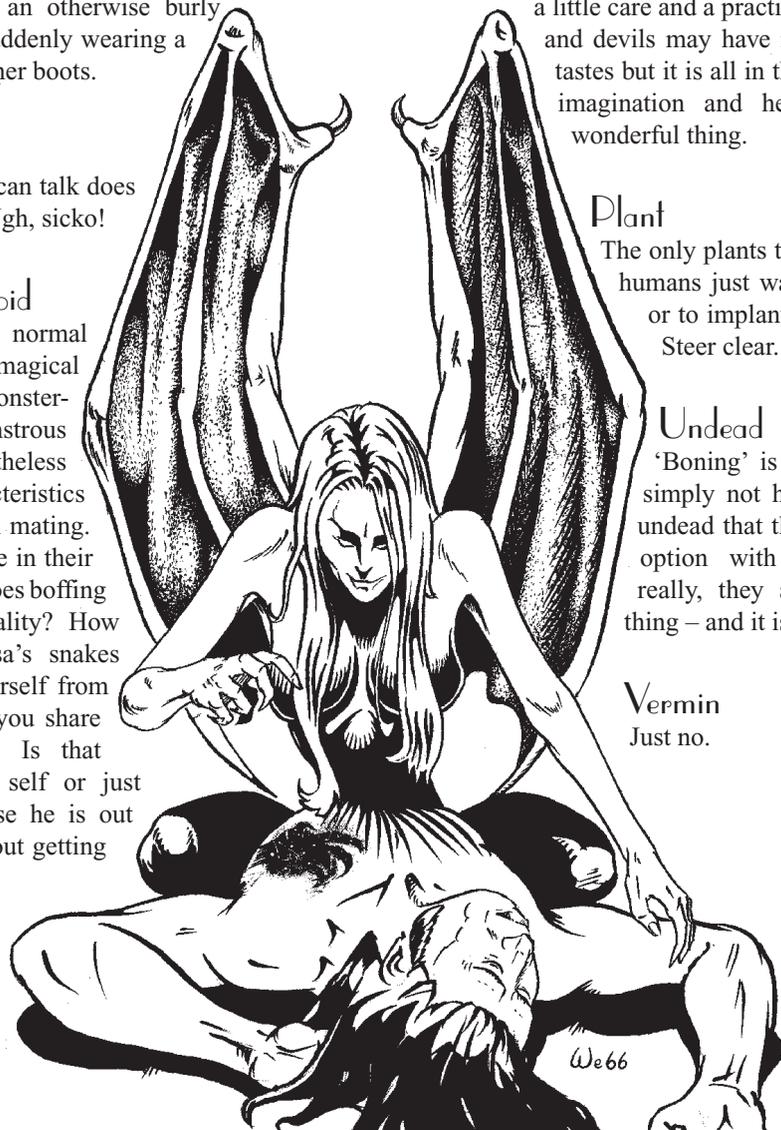
The only plants that try to mate with humans just want to be pollinated or to implant their seeds in you. Steer clear.

Undead

'Boning' is not an option and simply not hygienic. The only undead that this may be a viable option with is vampires and really, they are only after one thing – and it is not poontang.

Vermin

Just no.



TEMPTRESS FEATS

Beguiling eyes, an impressive bust and legs until Tuesday week are all well and good but the more successful temptress has a few extra little tricks up her skirt, extra little skills and techniques that are guaranteed (or your money back) to bring just about any male humanoid to his knees begging repeatedly, in common, for more. The temptress feats here presented enhance any temptress and give her even more focus and ability to bring pleasure and enchant others.

All temptress feats can be taken by anyone of any class who meets the requirements of the feat.

TEMPTRESS FEATS

The beguiling and bedazzling temptress has many unique feats and tricks known to her, what follows is but the tip of the iceberg and Players and Games Masters are encouraged to add their own to this repertoire of shame and infamy.

Back Alley Business

Working on the street has a certain... rough quality to it. Things are far from charming and it takes a special kind of person to make the best of the street life and get the most from it. The best of these have the strength of a (female) lion, the fortitude of well-crafted armour and the foul mouth of the roughest sailor.

Prerequisites: Intimidate 4 ranks, base attack bonus +3.

Benefit: Hardening to the savage requirements of life on the street the temptress gains +2 to her Bluff, Gather Information and Intimidate checks while working in a street environment, and additionally gains +2 to her Nookie rolls when working the docks and alleys for money.

Classy

The temptress has ideas far beyond her station and ambition to match. She has cultivated her accent, her dress sense and her appreciation of the finer things in life ready to maximise any opportunities she might have with the rich or well regarded. Unfortunately, she is still a bit of a slut – but this disposition may help in the right circumstances.

Benefit: The temptress gains a special bonus when dealing with the upper classes and nobility. She gains +2 to any Bluff and Gather Information checks and

gains +2 to her Nookie rolls when trading sex with her social betters. Some of the lower classes may defer to someone of authority and class if they do not know she is actually just an ambitious tramp.

Cleavage Control

The finest meal in the world can be let down by presentation. The humanoid species are very visually oriented, especially the men, when it comes to breasts this fixation can be even more acute. The temptress with this feat has learned how to enhance, manipulate and present her boobs to best effect, how to lean over just right in a low cut top, how to enhance with wads of cloth or how to slim down with a little strapping.

Prerequisite: Reasonably sized norks or ingenious (but uncomfortable) undergarments.

Benefit: The temptress gets let into places she would not otherwise be allowed, such as exclusive clubs or parties, she often gets free or cheap drinks in taverns and bars and never fails to attract attention. In non-combat situations, the temptress can use her impressive bust to distract men (and ladies of a certain persuasion). After the temptress puts on a bit of a teasing display, such as leaning low over a bar, the subjects of the attempts must make a Will save (DC 10 + the class level of the temptress) or be considered distracted, staring.

Clientele

Over time the temptress has built up a regular group of admirers, hangers on or customers who, as well as being amusing, drooling perverts, provide her with a certain amount of income security and take a lot of the risk out of working the streets.

Benefit: The temptress does not have to go out onto the dangerous streets to make her money if she works as a prostitute, the work comes to her and she gains a special +2 bonus to her Nookie checks to determine how much she earns per night. If a courtesan or otherwise uninvolved in literal prostitution the temptress gains +2 to Gather Information checks around her social clique as well as receiving a stipend from her admirers of 1 gp per point of Charisma she has.

Dolly Bird

Having an attractive woman on your arm can considerably increase your prestige, especially if she is a looker. There are plenty of men who like very much



to have a beautiful woman on their arm and will shower such a woman with gifts and attention simply to have them around. This is most common in the criminal element, but their money is as good as anyone else's. The temptress has cultivated her ability to compliment the man she is with, hanging on his arm and making him seem more important and prestigious than he actually is.

Prerequisites: Charisma 12+, Bluff 4 ranks.

Benefit: The man the temptress is *with* gains a special +1 bonus to his Bluff, Diplomacy, Gather Information and Intimidate checks while the Tempress is hanging on his arm looking gorgeous.

Esoteric Erotica

The Tempress has taken a special interest in the sexual proclivities of the more... peculiar denizens of the fantasy world. Forbidden texts have been studied and the mothers of planetouched children have been talked to. Thanks to this the temptress has an unrivalled understanding of the anatomy and tastes of the beings from other planes and the non-humanoid sentient beings. Understandably, many find this interest distasteful and may end up calling the temptress all manner of names and treating her like trash.

Prerequisite: Intelligence 12+.

Benefit: The tentacle obsessed freak-bag gains a special +2 bonus to her Nookie checks should she ever be in such a position with an extraplanar creature or non-human sentient. Unfortunately her reputation as a total freak means she is unlikely to get anywhere with normal humanoids from the material plane if they so much as catch a whiff of her peculiar interests.

Exquisite Torture

There is a point just before orgasm where things can go either way. Where pleasure and disappointment are on a cusp and just about anyone is reduced to helpless putty in desperate need of finally getting off. The temptress with this feat is skilled at prolonging this moment, drawing it out for an extended period of time and using this as a method to extract information, promises, keys or anything else they want. Unsurprisingly most people will cave and promise the earth at this point.

Prerequisite: Nookie 5 ranks.

Benefit: The temptress can use Exquisite Torture during another Nookie check. The result of her Nookie check becomes the DC of a Will save by her sex partner to



resist any reasonable question or demand the temptress might make of him – even some unreasonable demands, the Games Master has the final say.

Guildmistress

Cities and large towns will very often have one – or even several – guilds devoted to women of negotiable virtue of one kind or another. The temptress who cultivates this feat is a dab hand at organising such groups and inspiring others with her leadership. Other temptresses may look to her for guidance, support and employment.

Prerequisite: Leadership, 10th character level or higher.

Benefit: The temptress gains more followers. She gains twice as many followers as given by the Leadership feat and, in addition, gains a second cohort of a level equal to her current cohort's level minus two. She also gains control of a brothel or guild the rules for which appear later on in this book.

Hair Toss and Smile

Cleavage is all well and good, a great arse will take you far but there are certain tricks and manipulations that rely less on a good body and a filthy mouth but are no less effective. Perhaps the most devastating of these is the 'Hair Toss and Smile'. With a flick of her silken locks, a little eye contact and a bright smile the skilled temptress can capture a man's attention greatly increasing her chances of getting further with the fellow once his attention has been caught.

Prerequisites: Dexterity 12+, Charisma 12+.

Benefit: The Hair Toss and Smile is a manoeuvre performed by making a dice roll and adding bonuses for Dexterity and Charisma. Once the result is totalled up, for every five points scored the temptress receives a +1 bonus to any attempts to seduce, beguile or otherwise use a Charisma based ability on the target (except Intimidation).

High Tipsters

The temptress knows just what to do in order to extract the maximum tips from any punters that she provides with services and lacks the self-esteem not to do what is required. In practical terms, this means that the temptress can increase her income considerably by being a steaming hussy.

Prerequisite: A willingness to do just about *anything* for cash.

Benefit: The temptress makes half-again as much from Nookie checks for the proceeds of prostitution and has a reputation as the sort of person who will be buried in a 'Y' shaped coffin.

No Flies On Her

Some people things just never seem to stick to. Scandal passes them by, their infidelities are never found out and no matter what mud they wallow in they always emerge smelling of roses. The temptress has managed to cultivate, or be born with, this ability and no matter what filth she gets involved in or what scandals she causes somehow the blame and the muss will just slip off her.

Prerequisites: Charisma 12+, Classy.

Benefit: No matter what muck, literal or otherwise, the temptress gets into she always turns out all right. Bad reputations do not last as memories are short where she is concerned and even wading in the sewers do does not dim her beauty or muss her makeup. The temptress may not have a bad reputation for more than a month and her Charisma is never penalised.

One Big Erogenous Zone

Women already have a multitude of erogenous zones, varying in emphasis and sensitivity, a whole range like a piano keyboard of sensation. Men have one. The temptress with this feat has increased the sensitivity of all her erogenous zones so that the slightest touch, in the right situation, can make her gasp, even if it is just holding hands.

Prerequisite: Wisdom 12+.

Benefit: Any of the temptress' sexual *partners* gain a +2 bonus to their Nookie checks to do a good job as even the clumsiest brute cannot help but turn on a temptress with this feat. This has benefits to both the enjoyment of the temptress and the ego of her lover.

Restful Slumber

The temptress has learned to specialise in loud, energetic, exhausting, howling rock star sex that is as punishing on its participants as it is on the mattress and the bed frame. She is able to leave her partner a wreck who is likely to fall into a deep, hard slumber the very moment she climbs off him to have a cigarette. Needless to say this can be very useful to someone who combines sex and thievery.

Prerequisites: Con 12+, Nookie 3 ranks.



Benefit: A Constitution based Nookie check sets the DC of a Fortitude save by the temptress' partner. If he fails, he immediately falls into a deep, peaceful but possibly slightly bruised, slumber and remains in that state for a good eight hours barring being forcibly woken.

You Don't Hit Girls

Ingrained in almost every male humanoid since they are born is the indoctrinating creed that it is somehow wrong to hit girls even if they break your heart, even if you're drunk and, disturbingly, even if they are beating the shit out of you themselves. Many men have sisters or mothers who they would not like to see hurt and somehow the temptress has learned to latch on to this protective instinct and indoctrination and to use it to her advantage.

Prerequisite: Bluff 4 ranks.

Benefit: The temptress gains a special +1 bonus to her Armour Class against any male humanoids.

NEW USES FOR FEATS

As well as the many new feats the temptress may learn as part of her trade, there are some novel or unexpected uses for some of the more familiar and widespread feats. Players may well come up with even more novel and perverted uses for some feats and are to be encouraged in this noble endeavour.

Ambidexterity

Sometimes... well, if she is lucky, sometimes a job will require 'two hands' and it is at times like these that being equally deft with both hands is a real boon. A secondary advantage is that when madam palm and her five fingers are joined by their twin sisters from the neighbouring brothel the temptress gets to make two Nookie checks, both at -6 and can then pick the best result.

Blind Fight

Finding your way around in the dark is obviously a great skill for a temptress to have and Blind Fighting need not only be used for bashing people around the head. Being able to find her way around in the dark with some confidence confers a special +1 bonus to Nookie checks that occur in the dark as her partner may find the confidence and

assurance of her movements erotic and exciting whereas clumsy bumping around and inconvenient elbow-genital conflicts can be a real turn off.

Endurance

A sturdy frame and a good deal of stamina is a real boon to a temptress who prefers to take the route of Constitution over Dexterity when it comes to Nookie checks. The +4 bonus certainly applies in these situations and the temptress is also able to 'go to work' more nights a week than others which can give her a distinctive monetary advantage.

Leadership

An ambitious temptress will want this feat as they move to establish their own business and move up in the world of brothels and guilds and this is the only real route to being a successful businesswoman in that sense.

Skill Focus

Any skill can be trained up on a great deal and given the bonuses of this particular feat – and that includes Nookie. Skill Focus can be worth a temptress taking many times.



Tools of the Trade

All you really need to be a successful temptress is a good body and the willingness to use it to get what you want. There is, however, a fascination with devices, items and aids to every profession, the arts of the temptress being no exception. A less able temptress can benefit from the assistance of these devices, toys, oils, salves and potions while a skilled temptress can still broaden her options with a few select items.

WEAPONS

Most Temptresses are not particularly violent sorts though a dagger is always useful for a little self-defence since it is a concealable item (by and large) though a temptress will do her level best to avoid any such violence using her other wiles. Certain weapons do have their own uses and abilities to be considered in the context of the temptress and these are discussed below.

Blowpipe: A blowpipe is a long hollow tube that can be used to shoot darts. These darts can carry poisons or other contact drugs to affect a target. The temptress likes the blowpipe as it can be used to fire aphrodisiacs at likely targets without them knowing anything, any more than that they would feel the bite of an insect. Blowpipes can also be broken down and easily concealed – as obscure items of jewellery or hair adornment – while darts are small and can be hidden just about anywhere. The darts themselves only deal a single point of damage and cannot harm or poison any target with a +1 or greater armour bonus or a natural armour bonus of at least +3. The blowpipe is an exotic weapon. The temptress blowpipe is a shorter version, about half the length of the standard rogue blowpipe.

Dagger: A dagger is a good friend to any adventurer and a constant companion to just about anyone in a fantasy world. The dagger is a multi-use tool that also serves as an eating knife and an indication of station. The temptress is no exception to this. The most common modifications made to a temptress' dagger are to the hilt making it a far more... interesting shape than others with extensive ribbing and often a somewhat phallic pommel. Another common option is a pommel that contains space for a dose of a potion, poison or philtre that can be easily unscrewed in order to spice up the punchbowl at society functions. One last interesting option is an alarm with which the temptress can call for help if she is attacked. A hollow pommel is purchased and a small, immature and just-budding shrieker fungus is enclosed within with a little soil. When the pommel is unscrewed and the fungus stimulated, such as when the

dagger is dropped, it emits an ear-piercing shriek that can be heard for some distance.

Fingernail Blades: Concealed and portable weapons are the key for the temptress as waltzing around with a bastard sword tends to cause the reaction 'Oh my god, she's coming to kill us all!' more than 'Oh my god, she's beautiful!' Fingernail blades are one of the more vicious concealed weapons that exist. Tiny, razor sharp, almost foil-thin shards of metal are gummed to the underside of the Temptress' long nails with only the tiniest part of the razor edge protruding. These will not cut if used in an up/down motion but if slashed sideways will open up vicious slashes that tend to bleed a great deal. The wounds delivered by fingernail blades deliver an additional point of damage through blood loss on the single turn following their strike.

Hair Pin: Long pins are often used to control hair and keep it in position and often in pairs. These long pins can be made of hardened materials and can also be used to carry poisons and philtres in the same way as other needle-like weapons. Since they can form part of a stylish outfit hair pins can end up being the only concealed weapons a temptress can get away with.

Hand Crossbow (Folding): Once again ease of concealment is the order of the day but even the already small hand crossbow is a little too conspicuous for the circumspect temptress. The folding hand crossbow is a development of the original hand crossbow; a tiny little package, it is spring-loaded so that at the flip of a catch the whole thing jumps out into shape, ready for use. Some more flamboyant users of this weapon attach them to rails in their sleeves so that they can surprise their enemies by suddenly producing a pair of spring loaded hand crossbows right in their face. This requires a Dexterity check (DC 10); if this is successful the hand crossbow can be drawn and fired as a single action, possibly catching the target flat-footed. Otherwise the normal rules must be followed for drawing weapons.

Lady's Protector: A hideous weapon that is guaranteed to bring a tear to the eye of many of the rough and tumble types from the worse parts of any town or city. The Lady's Protector is a sort of cushioned spike that is 'inserted' into an appropriate body cavity and then provides a nasty surprise to anyone giving any unwanted attention. The worst ones also carry a poison of some sort to deliver an even nastier shock to anyone who does not appreciate that 'no' means 'no'.



Weapons

Weapon	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Melee Weapons – Simple							
Dagger	2 gp	1d3	1d4	19 – 20 /x2	10 ft.	1 lb.	Piercing
– Phallic Pommel	+3 gp	—	—	—	—	—	Penetrating
– Hollow Pommel	+1 gp	—	—	—	—	—	—
– Shrieker Pommel	+5 gp	—	—	—	—	—	Sonic
Weapon Bag	3 gp	1d3	1d4	x2	—	2 lb.	Bludgeoning
Melee Weapons – Martial							
Hair Pins	2 gp	1	1d2	19 – 20 /x3	—	—	Piercing
Sap	1 gp	1d4	1d6	x2	—	3 lb.	Bludgeoning
Melee Weapons – Exotic							
Fingernail Blades	5 gp	1	1d2	18 – 20 /x3	—	—	Slashing
Lady's Protector	10 gp	1d2	1d3	x3	—	—	Piercing
Mouth Blades	10 gp	1d2	1d3	x3	—	—	Slashing
Weighted Hair Tie	2 gp	1d2	1d3	x2	—	—	Bludgeoning
Wire Garrotte	5 gp	1d3	1d4	x2	—	—	Slashing
Ranged Weapons – Exotic							
Blowpipe	10 gp	1	1	x2	5 ft.	1 lb.	Piercing
Folding Hand Bow	250 gp	1d2	1d3	19 – 20 /x2	25 ft.	3 lb.	Piercing
– Sleeve Rail	25 gp	—	—	—	—	1 lb.	—

Mouth Blades: This weapon slots in like a retainer or brace concealing some sharp blades similar to those concealed in fingernail blades. Biting someone is not generally an easy task but sometimes someone will present an, ahem, 'easy target'. On these occasions the mouth blades are considered to automatically deal a critical hit, otherwise a grapple attack must be made first before bite attacks can be levelled. Wearing them tends to distort the speech slightly making the wearer sound a little odd. This results in a special –1 penalty to the performance of Charisma based checks while wearing the mouth blades. Do not bite your tongue.

Sap: The sap is unchanged from its abilities as laid out in *Core Rulebook I* but the temptress may put it to special use. When dealing with a particularly obnoxious suitor it can be preferable to beat him unconscious by whacking him around the back of the head and then laying a few empty bottles of wine around and drawing on him with lipstick so that he jumps to a false but happy conclusion.

Weapon Bag: The temptress is often able to carry a bag into places a weapon would never be allowed. A bag is already often quite heavy with the various

accoutrements of living, but the weapon bag goes a little further having a weighted pocket in the base. This means it can be swung with a fair degree of viciousness and can have quite an impact on the poor victim who ends up struck with it.

Weighted Hair Tie: Another deadly item of cosmetic tomfoolery, the weighted hair tie is attached to the end of a long length of hair, a ponytail or a braid and then can be swung with some viciousness to hurt people. Bladed ones are too dangerous to use, which leaves the longhaired temptress only the choice of bludgeoning her enemies with her hair.

Wire Garrotte: A wire garrotte is yet another concealable weapon, one that can even be disguised as a necklace if the temptress is feeling especially daring. A successful grapple attack must be used to hit the target. Initially, the weapon deals no damage, but for every subsequent round that the hold is maintained the garrotte deals automatic lethal damage to the target. The wire garrotte does not merely cut off the air supply (see the suffocation rules in *Core Rulebook I*) but also cuts and lacerates the neck and throat.

ARMOUR

As stated in a previous chapter armour is not, generally, the temptress' thing. Armour conceals and hides and, while it does protect, concealing and hiding is not what the temptress really wants to do with her most powerful assets. There are nonetheless some specialist armours that the temptress may be tempted to employ from time to time, armours that can even enhance her natural charms and abilities.

Aboleth Hide Armour: Rare, expensive and somewhat disgusting, aboleth armour is a rubbery grey green and is not created for its aesthetic qualities. For the most part only evil, controlling and enslaving dominatrix type temptresses are ever tempted to wear or use this armour. Once per day the wearer of the armour can touch someone with the clammy, somewhat slick and gooey armour and enact an attempt to enslave them to her will. The target must make a Will save (DC 15) or be affected as though by a *dominate person* spell cast by an 8th level sorcerer. An enslaved creature follows its mistresses' commands until freed by a remove curse or dispel magic spell. They can attempt the Will save every 24-hours to try and free themselves from control. The armour smells of fish, which can lead to unfortunate comments. A suit of aboleth hide is medium armour.

Body Exposing Armour: Any armour covers and protects and thereby tends to get in the way of a temptress using her assets to her best advantage in much the same way that taking a woman in a yashmak home for coffee after a blind date is trusting a little too much to luck. Fortunately, any armour with a value of +2 or over can be styled, modelled and cut away to protect all the important parts while leaving enough flesh bared to still rouse some interest. In practice this reduces the

armour bonus of the armour by one for every three points of bonus (or part thereof) that it confers while also reducing the armour check penalty by a similar amount, as the armour is now lighter. Thanks to the re-styling of the armour the Temptress can still flash a decent amount of leg, ass and breast without making herself too vulnerable. A suit of body exposing banded mail would cost 350 gold pieces and give an armour bonus of +4 with a check penalty of -4.

Breast Enhancing Armour: Special supports and structural changes in the armour, not to mention padding, lift and separate providing the temptress with a breastacular bounty that nature never intended to provide. While wearing this armour, the temptress can gain a special +1 bonus to any Charisma checks against humanoid creatures susceptible to the charms of a full-figured woman.

Ettercap-hide Bracers: These milky white bracers also have ettercap spinnerets imbedded in the top of them. These enable the bracers to shoot out a stream of web, which can be used, amongst other things, to tie people down to beds or string them up from the rafters for kinky fun. The web can be fired once per day with a range increment of 5 feet and a maximum range of 25 feet. It is effective against targets up to medium size and glues them in place allowing them no movement. A trapped creature can escape with an Escape Artist check (DC 20) or can try to break out with a Strength check (DC 26). The web has six hit points and takes double damage from fire.

Harpy Wing Leather Armour: Bright red in colour, and quite soft and supple, this armour is extremely flattering to its wearer and the material tends to

Armour

Armour	Cost	Armour Bonus	Max Dex Bonus	Armour Check Penalty	Arcane Spell Failure	Speed		Wt.
						30 ft.	20 ft.	
Body Exposing Armour	100 gp	-1 per 3 AC	—	-1 per 3 AC	—	—	—	-10%
Ettercap Hide Bracers	80 gp	—	—	—	5%	—	—	2 lb.
Breast enhancing armour	+25 gp	—	—	—	—	—	—	—
Aboleth Hide	20,000 gp	+4	+4	-2	25%	30 ft	20 ft	15 lb.
Harpy Wing Leather	6,000 gp	+1	+8	0	10%	30 ft	20 ft	10 lb.
Shocker Lizard Leather	2,500 gp	+2	+6	0	15%	30 ft	20 ft	15 lb.
Quick Release Armour	+50%	—	—	—	—	—	—	—



resonate with the owners voice. Harpies can use their wings to amplify and control their captivating song and this armour has a lesser effect on the voice of the wearer making it seem more meaningful and attention grabbing, making it seem more attractive. While worn the armour confers a special +3 bonus to any Charisma based checks that incorporate a vocal element. This also makes the armour quite popular amongst bards. A suit of harpy wing leather is light armour.

Shocker Lizard Leather Armour: A startling and captivating blue black colour, the construction of a suit of shocker lizard armour is not an easy undertaking and nor is matching up the patterns to make the armour look neat and tidy. When complete, however, the combination of electric-tinted blue and black makes for a most impressive suit that can look like a thunderstorm in progress. Static builds up in the suit day after day and, once per day, the wearer can discharge this shock. This is mostly used by temptresses to reinforce that 'No means no' to someone but others find a prolonged low-level buzz of shock quite arousing. The shock can strike any opponent within five feet delivering 2d8 points of nonlethal damage and a frizzy hairstyle. An outfit of shocker lizard leather is light armour.

Quick Release Armour: To a fighter the problem is how to put their armour on quickly in an emergency. To a temptress, the problem is how to get their armour off in an emergency. With some ingenious gnomish straps and the invention of the zipper by similar gnomish tinkers, the temptress' armour can be modified so that she can drop her armoured drawers as fast as anything. This modification halves the amount of time needed to remove armour.

TOYS & DEVICES

The temptress is often fond of innovation and will try many exotic ideas and complicated devices in order to expand both her range of experience and her ability to do her job. Some of these are quite mundane while others can be fairly outlandish. A list of these toys and their descriptions follows.

Chastity Belt: The chastity belt is a common imposition made upon wives and daughters of paranoid and powerful men, but some women take to wearing it for their own protection. Sturdily built, the chastity belt fits snugly to the body with a grille or series of holes to allow the elimination of wastes. A lock is an integral part of this device. Chastity belts have a hardness of 10, 10 hit points and the DC to break them open is 26. The DC to pick the lock ranges from 15 to 25 depending on the quality of the lock. The price given is for a lock with a DC of 20.

Cosmetics: Powders and paints, eye shadow and perfume the magic box of tricks that can make a girl with a face like a burglar's dog look presentable, or can accentuate the features of an already beautiful maid. This box contains all that might be needed for roughly ten applications of cosmetics. By taking an hour to make herself presentable and making a Craft (cosmetics) check (DC 15), a wearer of makeup can boost her Charisma bonus by +1 for the duration of the makeup. Masterwork cosmetics boxes increase this to +2 as well as conferring a +1 bonus on the Craft check. Too much can make one end up looking like a panda or a corpse though and the bonus is lost after any strenuous activity or even a single tear.

Disease Tester: Crafted according to a secret alchemical recipe known only to a very few midwives and wise women this clear white powder can be made into a paste, a balm or many other applications. When it is touched to someone, their sweat causes it to change shade and, if they are ill it will turn a purplish colour. This is often used in lipstick by temptresses and allows them to avoid clients with the creeping crotch rot more often than not. There is enough in each sachet for three applications.

Essence of Mint: A small glass vial of this powerfully minty oil with a dropper in the end. A single drop freshens breath for up to six hours and can also be used to treat stomach upsets. As well as making the temptress more presentable, this essence can aid in the treatment of some poisons and diseases, conferring a +1 bonus on any attempt to cure or salve poisons or diseases that involve a loss of Constitution.

Essence of Violets: Sometimes you have crawled through a dungeon or sewer or fought your way through a den of clammy goblins working up a healthy sweat and emerge from the dungeon into the light of day only to be greeted by your dream lover while you are stinking like dog turds and covered in ichor. Essence of Violets negates such scents, meaning all you have to worry about is your dishevelled appearance. As a secondary benefit, essence of violets can be scattered behind you to cover your own scent and anything tracking you by scent alone will lose your trail and any benefits of any scenting ability. It can also be used to counter stink based attacks such as stinking cloud or the troglodyte stench. There is enough in each vial for a single use.

Eye Drops: Temptresses know that big, deep, soulful eyes are one of the best ways to hook the attention of a man. However, dim lighting to make ones pupils grow cannot always be guaranteed. These eye drops, of which there are five uses per vial, make ones pupils



Toys & Devices

Item	Cost	Weight
Chastity belt	50 gp	3 lb.
Cosmetics	5 gp	½ lb.
Disease tester	5 gp	—
Essence of mint	2 gp	—
Essence of violets	3 gp	—
Eye drops	2 gp	—
Shimmering cloth	x2 cost of the garment	—
Suggestion powder	15 gp	—

grow, giving a soft, deep, liquid eyed look that can make a powerful impression. Additionally having your pupils so large gives you better and faster night vision. This reduces darkness imposed miss chances by 5% and reduces any other darkness-induced penalties by one. Total darkness still applies its penalties the same as always.

Shimmering Cloth: Shimmering cloth is made from giant spider silk and can be used to make cloaks, dresses or even tents or sails. From most angles the cloth is opaque, but (if viewed at just the right angle) it is transparent. A skilled temptress can control the way the cloth falls and layers so that she can give a flash of ‘the goodies’ at a prospective client without anyone else seeing and without him being sure that is what he genuinely saw. Making such a flash requires a Dexterity check (DC 15). The cloth can also turn transparent at less convenient times at the discretion of the Games Master.

Suggestion Powder: Made from a blend of fungal spores this powder leaves the consumer very susceptible to suggestion while also acting as a mild aphrodisiac. Whoever consumes a dose of suggestion powder suffers a –2 penalty to their Will save and any attempts to resist any Charisma based propositions or checks. The effects last twelve-hours and can be resisted with a Fortitude save (DC 15). Most temptresses sneak the powder into drinks or food though it does have a slight, mushroomy flavour. Each sachet has a single use.

MAGICAL ITEMS

A great many magical devices more than suited to the use of the temptress can be found within the pages of *Encyclopaedia Arcane: Nymphology* but there are a few new innovations in the field of thaumaturgical sex aids that are worth going into. The temptress is more about seduction than the physical act of love itself and so her items are more geared towards that sort of line.

Magical Weapons

The temptress is a lover, not a fighter; nonetheless, there are certain times when a little violence is called for either to protect oneself or to get out of a sticky situation. Temptress weapons therefore tend to subtlety and ease of concealment and are not designed to leave bodies strewn in their wake, but rather to avoid conflict as much as possible.

Weapon Qualities

Groinseeker: A groinseeking weapon takes on a reddish hue with a purple sheen as the magic is completed in its enchantment. The weapon is mystically attracted to the groins of targets, which means that it is uniquely suited to delivering incredibly painful attacks. Groinseeker weapons always try to twist to point at the nearest crotch and it is wise to ensure that your enemies have a groin before attacking, especially if using arrows. Groinseeker weapons deal an additional 1d4 points of damage and those struck must make a Fortitude save (DC 15) or be unable to act for a full turn due to the abysmal pain.

Moderate evocation; CL 5th; Craft Magic Arms and Armour, *keen edge*; Price: +3 bonus.

Heartstealer: The heartstealer is usually a diminutive weapon, darts and daggers are common, as are even smaller weapons. Those weapons enchanted with this quality glow slightly red and have a very faint scent of fresh rose petals. When struck, but not killed or made unconscious, by a *heartstealer* weapon, the subject is affected as though hit with a *dominate person* spell cast by a 5th level sorcerer. This is not the direct control that the spell usually confers, but rather the subject falls hopelessly in love with the user of the weapon and cannot bring themselves to harm them for the duration of the spell.

Faint enchantment; CL 5th; Craft Magic Arms and Armour, *dominate person*; Price: +2 bonus.

Jewellery Weapon: Similar to the ring weapons described in *The Quintessential Rogue*, jewellery weapons are concealed magical weapons that are disguised as earrings, necklaces, rings – even body piercings. This means a jewel-dripping temptress can in fact be an arsenal of weapons, enough to supply her whole party. Suits of armour can also be prepared in the same way, although only a breastplate, shirt or tunic can be hidden in this manner, appearing over the body when the command word is uttered. The jewellery does not have a magical aura and is proof against all forms of



magical detection; only an Appraise check might reveal the origin of the jewellery. Shifting the jewellery from one form to another is the equivalent of a move action. Jewellery weapons do not count as magic weapons for attacking ethereal or supernatural creatures unless they have also been enchanted with a bonus.

No aura (*nondetection*); CL 15th; Craft Magic Arms and Armour, Forge Ring, *nondetection*, *polymorph any object*; Price: +3 bonus.

Knockout: A weapon enchanted with the knockout ability takes on a blue-black sheen like the night sky and a slightly glittery appearance like winking stars. Anyone struck by the weapon is affected as though hit by a *sleep* spell cast by a 3rd level sorcerer. Subsequent hits will wake them from their slumber as will someone taking a full turn action to shake them awake.

Faint enchantment; CL 3rd; Craft Magic Arms and Armour, *sleep*; Price: +1 bonus.

Orgasmic: A weapon enchanted with the orgasmic quality takes on a pulsing quality and, if held close to the ear, can be heard to sigh. If held in the hand it gives the impression of writhing ever so slightly in one's grip and it always warm to the touch. Those struck by the weapon must make a Will save (DC 15) or have a sudden and quite explosive orgasm, *stunning* male character for 1d3 rounds and *stunning* female characters for 1d3 turns while the process works through their system.

Strong Enchantment; CL 10th; Craft Magic Arms and Armour, *power word: orgasm*; Price: +2 bonus.

Specific Weapons

Courtier's Fan: This brightly coloured feather fan conceals an array of small blades behind its plumage, which are suitable for use as a dagger-sized slashing weapon. Folded up it can also be used a club but dealing only 1d4 points of damage. The real power of the fan, though, is not in its use as a weapon but in its use to aid a schemer in a noble's court. The fan can cast *detect poison*, *charm person*, *detect thoughts* and *clairaudience/clairvoyance* up to three times a day, any spell taking up one use. Thus a courtier can be happy that her drink is not poisoned, that people will listen to her, that she knows what they are up to and that few conversations are truly secret to her. All these spells are cast as though by a 6th level sorcerer.

Strong divination/faint enchantment; CL 6th; Craft Magical Arms and Armour, *detect poison*, *charm person*, *detect thoughts* and *clairaudience/clairvoyance*; Price: 18,000 gp.

Eunuch Shears: This +2 pair of cruel looking shears comes from the desert, where they are used, normally, for the induction of new eunuchs into the harem guard. They do, however, also make a very cruel weapon – striking with the same statistics as a shortsword. The weapon acts as a *groinseeking* shortsword, magically and unerringly moving towards the groin allowing it do an additional 1d4 points of damage and for those struck to make a Fortitude save (DC 15) or be unable to act for a full turn due to the abysmal pain. A successful critical hit on a male target, or an attack on a vulnerable opponent (asleep, unconscious or deliberately not avoiding it), leaves the victim two plums short of a picnic. The unfortunate victim suffers 1 point of Constitution damage from blood loss, but does gain a beautiful singing voice.

Strong transmutation/moderate evocation; CL 5th; Craft Magic Arms and Armour, *keen edge*, *mage's sword*; Price: 25,000 gp.

Gloves of Pain: Dark velvet gloves crafted lovingly and stitched with spider silk, the gloves are able to deliver a short, sharp pain to anyone struck by them forcefully. Anyone successfully hit with them feels a gripping pain aching through their body for a minute. During that period they are penalised by –1 on all their attack rolls.

Faint Evocation; CL 3rd; Craft Magic Arms and Armour, *flare*; Price: 1,000 gp.

Suggestion Arrows: Sometimes it is even harder than usual to work your way into the presence of the one you are trying to seduce. Notes have been passed on arrows for the longest time, even though it is a somewhat dangerous form of message delivery. Suggestion arrows are safer and far more effective. The padded arrows has a mouth at its tip which speaks once it arrives, delivering a short, pre-spoken message from the firer that carries with it the power of a spell of *suggestion* as though cast by a 5th level sorcerer. Thus making it far easier for the Temptress to arrange a more, direct, meeting.

Moderate enchantment; CL 5th; Craft Magic Arms and Armour, *suggestion*; Price: 400 gp.

Potions & Poisons

Potion of Bedazzlement: When drunk, this potion passes over and through the drinker like a hot flush. Hair becomes fuller and glossier, fat slims down, muscle becomes toned, bloodshot eyes turn clear, their complexion gets better and they take on a sort of ethereal ‘soft focus’ quality when they are looked upon. The practical result of this is that, temporarily, the subject gains two points of Charisma and the attendant bonuses, though this only lasts for 24 hours.

Faint transmutation; CL 3rd; Brew Potion, *change self*; Price: 100 gp.

Potion of Boobtacular Expansion: A single draught of this potent brew causes an immediate swelling in the chest area of the imbiber, regardless of sex. Within moments their bust is far more impressive than it was a moment ago, increasing a full cup size in a matter of seconds. If already wearing tight clothing this expansion can become somewhat explosive, which makes this potion something of a favourite amongst pranksters and the immature as well as the temptress looking to fill out that dress just a little better. The effects last for 24 hours.

Faint transmutation; CL 3rd; Brew Potion, *alter self*; Price: 350 gp.

Potion of Confidence: Seduction, coming on to people, taking people you do not actually like to bed in order to get something from them, all of these are nerve wracking experiences that require the utmost confidence in one’s own body, experience and ability. This confidence can be hard to maintain, even for the delectable temptresses. This potion then can have a fortifying and assisting effect banishing fear and reservation and allowing the temptress to go hell for leather without worrying. For an hour after taking the potion the temptress receives a special +1 bonus to all Will saves and all skill checks; although, at the end of this period and for the remainder of the day, what she did while under the effects of the potion haunts her, turning that bonus into a penalty.

Moderate necromancy; CL 3rd; Brew Potion, *cause fear*; Price: 305 gp.

Potion of Dream Form: The subconscious is a wonderful thing – and quite vulnerable to manipulation. People will do things in dreams they might otherwise never think of, infidelity being one of the major things that interest the temptress in this field. This can be exploited with the use of this potion; once taken, the drinker starts to fall into a slumber and, if the target is also asleep, can enter the dreams of one other person

within five hundred yards. Within that dream they can project themselves and get up to all sorts of mischief, which may well have an effect on the subject in the waking world later on.

Faint illusion; CL 5th; Brew Potion, *detect thoughts*, *major image*; Price: 1,050 gp.

Potion of Sultritude: Looking glamorous or bedazzling is all well and good but lacks the ‘come to bed’ quality that can hit someone right where it counts – in the crotch. A draught of this potion dims the light around the imbiber to a more romantic candlelit feel, grabs the attention of those who can see them and gives them a slightly ruffled, deep eyed, soft focus, take-me-now quality to their appearance that many find irresistible. The effects of the potion last for d6 hours after which things slowly fade back to normal. The combined effect of these things gives a special +4 bonus to any seduction attempt while the potion lasts.

Moderate illusion; CL 5th; Brew Potion, *light*, *obscuring mist*, *hypnotism*, *change self*; Price: 175 gp.

Wondrous Items

Brooch of Subjects: In formal courts and etiquette laden society functions (or indeed anywhere else) it can be difficult to bring up the subjects one desires (such as oneself or the possibility of a quick romp with the king in the royal gardens) without being vilified or regarded as gauche. This brooch was created for that very purpose. A finely crafted piece made of emerald and silver, the brooch can be activated by a touch and the next words uttered by the wearer will be regarded as the most natural thing in the world and a logical extension of whatever conversation has gone on before with everyone carrying on talking with no real concern for what they are talking about. In effect this hits everyone within listening distance with the effect of the *suggestion* spell as though cast by a 10th level sorcerer. The suggestion, of course, being that they pick up the new topic of conversation. The brooch has fifty charges.

Strong enchantment; CL 10th; Craft Wondrous Device, *suggestion*; Price: 3,000 gp.

Never-hole Stockings: In a fantasy society without the benefits of industrialisation and when stockings must be made by hand, it is even more frustrating than normal when they tear, ladder or wear out. For this reason, this most vulnerable of attires is often the subject of enchantment by temptresses with a great deal of vanity and some money to burn. Never-hole stockings are rendered invulnerable to the everyday problems that they encounter and can even stand up to a dagger blow



– providing the wearer with some measure of silky armour protection. While worn these stockings increase the Armour Class of the wearer by +1.

Faint conjuration; CL 3rd; Craft Wondrous Item, *mage armour*; Price: 1,250 gp.

Mimbarts Marvellous Mechanical Makeover: An unassuming little box covered in gears and ticking with clockwork, the mechanical makeover waits for activation; its surface decorated with pictures of flowers and ponies. Each flower and pony is, in fact, a switch or dial that sets a setting within the box. When activated, this gnomish contraption springs into life; dressing the user, doing their hair and fixing their makeup, all as though it had Craft (Couturier), Craft (Hairdressing) and Craft (Cosmetics) all at +10. The entire process takes no more than five minutes.

Strong transmutation; CL 10th; Craft Wondrous Item, *change self*, *telekinesis*; Price: 130,000 gp.

Sleeping Roll of Privacy: Sleeping out amongst the stars with a group of friends might be the safest way to travel, but it does not give you much allowance to pursue your sexual ambitions unless you want half a dozen people participating as an audience. The sleeping roll of privacy gives you a little security, without making you vulnerable to monster attack. When activated, the sleeping roll cloaks the user in shadow and silence and, if the occupants of the roll are attacked it lets out a loud alarm like the clamour of bells, loud enough to awaken any others in the camp.

Moderate evocation; CL 5th; Craft Wondrous Item, *darkness*, *deafness*, *alarm*; Price: 50,000 gp.

Clothing

Where would a temptress be without her wardrobe? The right clothing can entice, reveal, conceal, excite, accentuate and cover all at once. Choosing the right set of clothes for all eventualities is an important matter to a temptress – so important that they are often late for dungeon crawls while they spend a couple of hours

deciding whether the black leather of the shorts and blue tunic are the best outfit for exploring underground lairs. A whole chapter could be filled with the intricacies of clothing but this is best left to the Games Master and Player to work out between them. As with the different types of armour though there is a need to describe a few particular items of clothing.

Drider Silk Dress: Extracted at great peril from the tunnels under the earth there is no finer silk and nothing so soft against the skin as a dress crafted from it. The material has a milky glow to it and a pearlescent sheen and clings to the body in a flattering way. Due to the expense the dresses are usually short; the price quoted is for a thigh length, sleeveless scooped-back dress. As well as being hellishly expensive, the dress also makes a good party dress as, once per day, the wearer can surround herself with *dancing lights* as though cast by a 3rd level sorcerer. The dress also confers a special +1 bonus to any Charisma based skill checks.

Dryad Hair Vest: Dryad hair is fine and smooth and long and can be woven to make some items of clothing. Most common is this short vest. Shiny and healthy looking with the natural colour of the dryad's hair, the vest smells of nature, of flowers and clear water and surrounds its wearer with his same scent. Understandably, dryads rarely part with their hair willingly and the trade in this sort of item has a few moral questions surrounding it, the fact that it enables its wearer to cast *charm person* as though by a 2nd level sorcerer does remove the moral dimension for a lot of people though.

Nymph Hair Scarf: In all of creation none can think of anything more renowned for its beauty than the nymph, a beauty that can kill for they are so unnaturally lovely. As with the dryad the nymph does not part with her hair so easily and quite how the hair is harvested is a question best not gone into. The scarf itself is light and softer than the finest silk, luxuriant and flowing. While worn, it glows with beauty enhancing the wearer's own natural beauty and bringing out all of their best features enhancing their Charisma by +3.

Streets of Gold

Cities have, and always will have, a magnetic and mythic appeal to people – especially those from the country. To those who scratch a living from the dirt through hard sweat and toil, the life of the big city seems soft and very appealing. That is, of course, quite far from the truth. Untrue or not, strange lies that the streets are paved with gold or that milk and honey flow from fountains (which may actually be true in some fantasy cities) ensure a steady flow of wide-eyed country hopefuls and immigrants from further a field streaming into the cities every day.

While cities are incredibly wealthy compared to the countryside, those country bumpkins who arrive in ‘the big city’ are far more likely to end up robbed, stripped naked and face down in the river than they are to become the next Lord Mayor. Those who do survive their first encounter with the streetwise and savvy cutthroats are far more likely to end up doing some of the worst jobs in the city than they are to fall into an apprenticeship or working for a rich merchant. The truly lucky may end up working for some sort of criminal organisation, which for most is as close to a pampered and cushy job as they are going to get though it has a certain dubious moral factor.

Criminal underworlds exist in any town past a certain size even if they manifest as the slightly crazy guy in the village inn who can get you some ‘funny mushrooms’ for a few copper pieces. There are protection rackets, assassination rings, thieves guilds and, of course, prostitution. To many, lacking other talents but having the requisite body cavities and an appealing naïveté, prostitution seems the best option.

There are many levels to the prostitution and adult entertainment racket in the towns and cities and these take in everything from the desperate women huddled at the dockside seeking the attention of sailors, to the higher class escorts serving as arm candy for rich merchants and nobles, to the concubines and courtiers ensconced in the courts in the local castle not to mention dancers, masseurs and other borderline workers.

Those who do well can make a decent living at it and, if they can get out from under the more grasping madams, pimps and bawds, can invest their money in setting up their own business or buy the protection of a guild to guarantee them a slightly better life than they would otherwise have entirely in the sway of a pimp. Others may do well by finding themselves a client willing to marry them, or maintain them as a mistress and wealthy enough to make that worthwhile though the stain,

literally and figuratively, of having been a whore can last forever. Still others buy a house of ill repute and take on girls to work for them, or stock their house with cheap slaves, which only perpetuates the problem that made them turn to such work in the first place.

To those willing to compromise their morals and integrity the streets of the cities can indeed be paved with gold but at a terrible cost to one’s morality and ethics and not everyone gets to be king.

EARNING A CRUST

Earning a living from one’s body is not as simple as putting on a revealing dress and hanging around on street corners until someone in need chances along. There are complications that need to be considered no matter what tack one takes, street corners or not.

Working in more legitimate trades such as dancing or massage has the advantages and disadvantages of both the legal and criminal occupations. On the legal side, one can expect to have to pay for taxes, guild dues and the rental on premises in the more reputable parts of town. On the illegal side, these occupations are expected to, occasionally, sleep with people for free, their establishments attract the criminal element and, therefore, also the attentions of the watch and, to cap it all, the occupations are regarded by society as being just as bad as real prostitution.

The money that a temptress can make from her profession is roughly equivalent to that earned by someone with the Performance skill, but it is based on her capability with the Nookie skill and there are a great deal more modifiers and a great deal more range to the outcome, not to mention problems that might occur. This is gone into detail in the Dens of Iniquity chapter and a solo temptress uses the same table as that used by a larger scale brothel except that she is rolling for herself without the backup of an organised group, unless she subsumes herself to that organisation.

Dancing and massage earn money the same way but are much safer occupations, dancing uses the Performance skill to produce money while a masseuse earns via the Profession skill though both may also run into trouble depending where they are working and what class of clientele they are working for it is far less likely in these occupations. A dancer needs somewhere to dance and so is, at least, guaranteed some tiny measure of protection from overzealous admirers while a masseuse





works indoors away from many of the dangers of the street.

Regardless of these considerations, the only way in which one can really make a worthwhile amount of money is not by laying on your back, but by getting money from other people who lay on their back for you. If enough money can be squirreled away a temptress can claw her way out of the gutter to become a relatively respectable madam with a halfway decent income. This then, is the goal of many.

DISTRICTS

Each and every district of the city has its own feel and its own particular rules to the underworld tentacles that writhe through its underbelly. From the lofty spires of the nobility to the rotting underbelly of the slums human need touches everything and manifests itself in one form or another and there is always an element with loose morals and a need for cash that will exploit that.

Catacombs

Old sewers or tunnels beneath the cities are unsafe and often plagued by monsters. On the plus side, they are very poorly patrolled. Those who ply their trade in the

catacombs offer only the foulest and most perverse of pleasures, forbidden fruits, illegal acts and slaves taken outside the strict controls of the slaving guilds. While making trades down here may get some useful contacts, the sort of things one has to do are even more filthy and degrading than elsewhere and it wears on the soul. Being devoured by a wandering ghoul when you are trying to service a client cannot be much fun either.

Foreign Quarter

Cities may contain several of these if they are truly large conurbations. People of the same race and culture will tend to flock together for support and fellow feeling. In smaller cities, this area may be a hodgepodge of peoples who only share the common trait of being different to the predominant culture. These need not all be different humanoid races but might well include peoples of the same race from other kingdoms whose culture is nonetheless alien to the predominant one. The amount of work available in the foreign quarter varies according to the nature of its residents, but in general is quite good. Most of those who travel and settle are fairly wealthy and somewhat adventurous to have come so far to set up house. Far from their home culture they may be willing to experiment, just a little, and there are many tricks and cultural taboos to explore and understand.

Lower Class Residential

A step up from the slums but hardly the most conducive of places to conduct this sort of business. Almost everyone here, at least, has a job of some kind in the city or just outside, working hard graft for little reward and valuing their scant entertainment all the more for it, getting riotously drunk when they can afford booze and being very demanding and taxing on wenches and whores when they can afford them. While this is true for many, the poorer peoples do tend, to a large degree, to be the more devout and religious of the peoples of a city, faith sustaining them where money fails. This tends to exaggerate the more general feeling of the cities in their poor districts. Where the rulers are evil the poor are dutifully evil, where they are lawful the poor will brook no illegality and so on.

Marketplace

A hive of commercial activity, the marketplace sees more money change hands in a day than any one person there will see in a lifetime. The beating heart of the city, the marketplace is somewhere where every single commodity can be bought or sold and that certainly includes companionship – forced or not. The problem with the marketplace, though, is competition. All the different services of the whole city are available here and, charming though you might be, you will have to

stand out from the crowd in some way. People also tend to come to the market for business rather than pleasure and one may have to wait until the market closes to see a decent amount of business.

Middle Class Residential

Here the merchants and the skilled workers live, along with their apprentices, families and entourages all behind a veneer of respectability and one-upmanship which takes some to the giddy heights of nobility – and ruins others. Operating in the open by, say, standing on street corners is not going to work in such a district but behind the façade of respectability there is a web of affairs, indiscretions and tastes that only the wealthier can afford. A well-run brothel can make an absolute fortune in such an area, if it can be discrete. The surface attitudes keep a strong watch presence in such areas, but forming the right contacts and making the right bribes can make all of those problems go away.

Port Quarter

A port is the first place a lot of people think of when they think of prostitution. A busy area, sailors fresh off the boat and looking for some relief and all sorts of dodgy dealings going on in and around the wharves and warehouses. The port is, however, a vulnerable place in a city that has one and the piracy, smuggling and other shenanigans attracts a heavy watch presence as well as a lot of wealthy adventurers and travellers. The port certainly has character and tradition and plenty of custom but a lot of its advantages are lost in bribes.

Slums

Here the lowest of the low scratch an earning as best they can, living off the detritus of the richer districts, perhaps turning in rats for a pathetic reward, otherwise eating them. The only people with any money out here are the criminals, most of whom still only earn a pittance and live very short but eventful lives. The lives of most women are equally goblin-like (nasty, brutal and short), the only commodity they often have to hand is their own body – and they are traded quite cheaply and not in the best of upkeep. Prettier slum dwellers will either be destroyed by their environment or will manage to claw their way out of it to something better. Not that it takes much to be better.

Temple District

The state of play for a temptress in the temple district depends very much on the gods and goddesses worshipped in the city. Where the gods' scripture speaks of purity and virtue, the temptress and prostitute will not be welcome. Where they speak of evil and sacrifice, they may be *too* welcome. Where they speak of pleasure and love they may be welcomed for their presence but may also find temple priestesses giving it away for free. That said, sexually repressive religions tend to have human nature bursting out at the seams out of view and clerics are amongst the worst for falling from grace. More open religions encourage more open mindedness in their followers, so there are still opportunities.

Upper Class Residential

These areas of town are the home to the nobility and the very, very wealthy who have managed to marry into or buy the acceptance of the nobles. These areas are closely guarded and well protected, often closed off from the



rest of the city by walls and gates. Working the street in such an area is impossible, but many nobles maintain a private harem or house their mistresses conveniently in the area for easy access, depending on the culture. In any case, a temptress should only work this area if they are willing to throw money away bribing very well paid guards in the hope of getting a good contact.

AFOUL OF THE LAW

Sooner or later a Temptress who works the streets in some fashion is going to fall afoul of the law. This is almost inevitable. When they do, the consequences of what happens to them depend very much on the system of law and government in place in the city and the relationship between that temptress and the watch. Many create established bribes with the watch, but someone always gets greedy eventually and wants a little more. Pre-existing bribes are not taken into account when having a little run-in with the watch. A great deal more information about how to play the watch can be found in *The Quintessential Rogue*.

Law Level

Different cities and towns apply the law in different ways and with differing amounts of severity. In one town, a prostitute might be left entirely alone. In another, she might be kept overnight in a cell. In yet another, she may have her eyes and tongue cut out (or other extremities, depending on the culture). A great deal depends on the corruption of the local guard and the harshness of the local law. Law can be anarchy, none, low, middle or high. An expansion on the material that is also available in *The Quintessential Rogue*. An anarchy state of law represents a period of unrest or change, such as riots or revolution, where the rule of law breaks down and the mobs rule the streets. A state of no law indicates a city that is at peace but that has no law. While there may not be a watch, there may be ruffians or vigilantes; this best represents lawless city-states such as pirate coves or thieves hideaways. A low law area is rough-and-tumble, with only a few laws to keep a lid on the population. This best represents the sort of mercantile slightly dodgy areas that make a large amount of living from the black economy. Middle law is the basic standard for most civil societies, with an average level of corruption and some will to enforce the law as best as they can. High law is restrictive and tightly controlled, with an active and relatively incorruptible watch. This best represents capitals or fortress cities where the ruler of the land might live.

Alignment

Alignment of the ruler of the city does a great deal to define how criminals of all kinds are treated within cities. Lawful rulers of any alignment are very keen on law and punishment, with that of more evil rulers being more stringent and deadly in most cases. By contrast, chaotic leaders tend to be more laissez faire allowing more things to go on without undue interference. Good leaders are reluctant to punish too much, trusting to warnings and rehabilitation while evil leaders look to make gruesome examples.

Area

What area you are in makes a strong difference to how you might be treated if the watch stops you and made to pay a fine or otherwise pay your dues to society. The catacombs are almost totally un-policed and any watch who come into the undercity have greater things on their mind than rounding up wayward prostitutes. The foreign quarters are left to their own devices to a large degree, as there is a great deal of risk of having racially motivated clashes and cultural misunderstandings between the city in the form of the watch and the valuable money-spending foreigners. Lower class residential areas are barely patrolled, and the watch that does work there is of poor quality and more easily bribed. The marketplace is busy and heavily patrolled and, being profitable, the watch likes to take perhaps a little more than its fair share of the proceeds as well as using the market to make examples of unwelcome criminals. Middle class areas are heavily patrolled and are obsessed with respectability, as well as being wealthy enough to guarantee that the watch's mind stays on the job, being picked up here can be very detrimental to the temptress. The port areas are traditional areas for prostitution and are heavily guarded, but the watch has more and better things to do, dealing with smugglers and so on, than having too much time to deal with prostitutes who are likely to receive a curt and cursory dealing with before being sent on their way. The slums are unprofitable, but a safe place to operate with only a very few patrols passing through the area – and then only purely for the show of it. A patrol may occasionally pick on a prostitute hoping for a quick bribe, or a little payment in kind, but that is all. The temple district's attitude depends greatly on the dominant religion of the area; some are accepting while others are not and the tolerance or lack thereof that the clerics have determines the attitude of the guard. Upper class areas are the most heavily patrolled of all and, like the middle class areas, are obsessed with respectability. A prostitute found in these areas is likely to get treated harshly to the full extend of the law.

Results

The following table is not intended to replace roleplay when the watch picks up a character, but rather to suggest possible consequences. A character is perfectly able to give the watch the slip, sweet-talk her way out of the fine, run away or kill them all, as is her prerogative.

This table is merely an aid. A temptress who tries to reduce her fine with 'payment in kind' can expect to reduce her fine by 1d6 gp or to contribute that amount towards the bribe amount required. This table can also be used to determine the consequences of encounters with the watch in the running of a brothel as described in a later chapter.

Punishment

Roll d20 modified	Punishment	Bribe Required
-10 or less	None at all	None
-5 to 0	A warning	None
1-8	Five gold pieces or a night in the cells	1 gp
9-15	Ten gold pieces or two nights in the cells	5 gp
16-21	Twenty-five gold pieces or a day in the stocks	10 gp
22-26	One-hundred gold pieces or a public flogging	50 gp
27-30	One-thousand gold pieces or limb removal/branding	500 gp
31-33	Five-thousand gold pieces or death by hanging	2,000 gp
34+	Death	5,000 gp

Modifiers

Charisma modifier is taken away from the result.

Modifier

Circumstance	Modifier
Anarchy	+1d10
No law	-10
Low law	-5
Medium law	+0
High law	+5
Lawful good government	+0
Lawful neutral government	+5
Lawful evil government	+10
Neutral good government	-5
Neutral government	+0
Neutral evil government	+5
Chaotic good government	-10
Chaotic neutral government	-5
Chaotic evil government	+0
Catacombs	-5
Foreign Quarter	-1
Lower Class Residential	-2
Marketplace	+2
Middle Class Residential	+3
Port Quarter	+1
Slums	-3
Temple District	Repeat the alignment modifier based on the dominant religion's alignment
Upper Class Residential	+5



THE HONEY TRAP

There is a trade as old as the first time when one unicellular organism looked at another askance and, extending its caressing flagella, asked in a husky chemical exchange ‘Hey baby, want to try something kinky and swap DNA?’ to be met with the response ‘What’s in it for me?’ – the trade of poontang for cash or advantage.

As anyone with a parent or grandparent fond of homespun sayings knows, you catch more flies with honey than vinegar – and a temptress takes this advice to heart using herself as the ‘honey’ in question. The aim, of course, is to use the ‘honey’ to entrap people in some kind of con or scheme by making them think with their groin-brain instead of their primary brain.

Different levels of society have different scams that are useful in them and different things that people will respond to with the common thread for the temptress being only the application of sex to get what she wants. There is a lot more available to a skilled temptress than simply spreading her legs for a few measly gold coins, many of the greatest scams in history were instigated by a smile from a pretty lady – that nasty war involving Helen of Troy, for example.

STINGING THE POOR

Working a scam on the poor is often a bit of a waste of time. The poor do not have much money, by definition – as they are poor and do not hold important positions. They are often also weak, relatively unintelligent and not especially challenging to dupe in the first place. These things are true largely because of malnutrition, not because the poor are inherently stupid – although they may also be true because stupid people tend to not be able to make a lot of money.

Still, the poor often do have jobs that, while not being important in terms of pay or privilege, do keep communities running and give them access to lot of areas. Jailers are often from the poorest families, as are some executioners, not to mention the night soil men and sewage workers who have access to the tunnels beneath the cities. No community operates properly without its hard working commoners and they have the strange quality of being almost invisible to anyone higher class than them. This is why the temptress may take an interest, wooing a jailer to free her companions or gaining the favour of workmen who have access to a part of the city that she needs to get to.

When it comes to actually scamming and misleading those from the poorer sections of society, the temptress has several things that come to her aid:

- + She is likely the most beautiful thing that the workers have ever seen.
- + The poor in fantasy societies have a tendency to obey anyone richer than them, as knights have been known to test new swords on peasants and pissing off the nobility is generally regarded as a Bad Move.
- + Workmen work in groups, and a man always likes to act macho in front of his friends.
- + They are often glad just to be noticed and appreciated.

What this all adds up to is the fact that a temptress can often get what she needs from the lower classes simply by dressing smartly, affecting a posh accent and damning the working classes with faint praise. Dutiful obedience is so ingrained that that is often more than not enough to get what she needs in terms of information. For cooperation and actual assistance, a little ‘Lady Chatterley’ type behaviour may be required, but a commoner will likely end up entirely under her spell unless he is involved in the criminal fraternity in which case they may try blackmail.

If the temptress cannot pull off the whole ‘acting posh’ bit, then things become a little more difficult and a little more costly. The commoners will want something in return and a nice ride on a suitably lusty wench is just what the doctor ordered. The problem here is that, deferring to so many people, the commoner likes to lord it over someone, that someone often being their wife or lover. Favours gained by simple boning are likely then to be relatively minor, and unless the temptress works some real magic in the bedroom they will be given grudgingly.

STINGING THE MERCHANT CLASS

The merchant class are the best targets for a temptress’ scams and schemes. They have money already and they are always on the lookout for either more money, or some kind of social advantage to get them even further up the ladder. This means they are vulnerable; especially the arrogant or greedy ones and those descriptions fit a great many merchants.

With the merchant classes adding the sexual element helps to flatter their ego and sweeten the deal as well as creating an emotional attachment, so that he is more inclined to believe that the deal is honest and that he will not be betrayed. On the longer term and with a highly successful merchant, it can be in the temptress' best interests to stay with the man leeching off his money until he dies of causes natural or otherwise. In the meantime it is a good idea to cultivate affairs with the merchant's guard captain or other useful employees. A truly skilful temptress can affect a 'coup' over the merchant house or have someone kill the merchant for her, never even bloodying her own hands.

A particularly good sting for rich merchant families requires some partners and can make a decent basis for a short series of games. The aim of the sting is to present oneself as a down-at-heel family of noble birth, seeking to ally their bloodline to up-and-coming wealth, taking money and offering respectability and marriage into nobility in return. Many merchants jump at the chance as money can buy them everything but a place a court and good treatment from those of noble birth. The patents of nobility are, of course, faked and the beauty of the temptress is meant to blind the merchant with lust. On the wedding night after a hearty meal, the temptress and her partners escape with the money and all the wedding gifts, only to pull the same scam a few towns further down.

The trick to scamming merchants is always to flatter their egos and to distract their shrewd businesslike minds. A suitably attentive temptress can, in that fashion, gain access to passwords, strongboxes, safes, learn the guard rotations and get all the other information she might need to rob him blind either herself or with the aid of her friends.

STINGING NOBILITY

Pulling a sting on the nobility is somewhat more difficult than getting one over on the merchant class. You cannot simply reverse the merchant scam as the only ones vulnerable would be the poor nobles who usually have little worth taking, save perhaps a few family heirlooms that they cannot bear to part with. No, a scam pulled on the nobility has to operate in a way that exploits their weaknesses.

With wealth and regard all that the nobles value is more power and recognition and their reputations. There then, is the weak point, reputation. Blackmail is far and away the easiest route to take, picking on a vulnerable member of the family

and forming an attachment that goes beyond them merely slumming it and becomes something more.

A good temptress should have little to no difficulty in sinking her manicured and lacquered nails into a suitably naïve young noble, and with a few bouts of mind-blowing and energetic sex he should be entirely at her beck and call. Once that point is reached it is simply a matter of a fake pregnancy and a choice:

Option 1 – Elope

Most nobles are brought up in glorious pampered isolation, insulated from the harsh and cruel realities of the world. This makes them extremely vulnerable to played up romanticism and poetical nonsense such as the ideas that 'love is blind' or that it 'conquers all'. Under the influence of a pretty girl, some wine and some expertly pressed pillow talk; they might be convinced that to run off with their new love and marry them secretly is a good idea.

Then comes the...

'Darling, we'll need some money to travel and pay the priest.'

'What if your family still won't accept me? We'd be destitute.'



'Let's take some money just in case... and your father's magic sword, to be on the safe side.'

Then take the money and run.

Option 2 – Blackmail

Riskier, the family may decide that they are better off with you dead but, if you are going for the long haul, blackmail can provide a nice steady income or a large single pay off. Targeting the noble who you have been bedding gives you a smaller amount of money and someone who can be useful as a contact again and again. Targeting the reputation of the whole family is a greater pay off, but the whole clan will hate you and there is more risk of one of them deciding that they are better off with you dead, or that the family reputation can take the blow.

MANIPULATING MONSTERS

And now to the most controversial area a temptress can ply her skills, in dealing with creatures that are traditionally met with cold steel rather than a dropping of warm panties. However, sex can literally be a lifesaver when met by vicious but humanoid monsters (and some others but, well, ewwww!).

There are several benefits to 'seducing' a group of monsters. Firstly, it gets you into their camp or lair and they may well not think there is too much threat to them from someone who surrenders immediately the moment they are found. Secondly, few lairs are set up to repel attacks from within and thirdly it helps tell you where all the traps and bad areas are.

Your typical humanoid monster is crude and stupid compared to most humans and driven by baser instincts, which only makes manipulation and misleading of them easier. A skilled temptress can draw out her stay with a tribe of monsters for a long time, even exerting some telling influence on their leaders or elders if she can squirm and moan her way into their good books. The longer someone is around and the more powerful the chieftain or leader who favours her, the more she will be ignored, even studiously, by the lower ranking tribe members allowing her almost free reign to go wherever she wants.

Another good way to use ones sexuality against monsters is in distracting guards and even in getting them to leave their posts, which means they can be picked off one by one, or bypassed entirely, giving the rest of the party a clear chance to get past the doors while you keep them

busy. Another possibility is to distract everyone with an erotic dance while the rest of the party set up an ambush. Hell, if Uhura can pull that one off when she is pushing sixty, anyone can.

Monsters will quite often merely slay and pillage but again a temptress has an advantage. Her wiles and appearance mean that she is far more likely to survive, ravished but alive. Amongst the more intelligent and mercantile monsters she may find herself sold into slavery rather than killed, or kept, and from there she can usually manipulate her way out of bondage and into freedom once more. This might be an unfair advantage, but most temptresses lack in combat skills, and when the enemy is an evil cult rather than a tribe of monsters, they lose their advantage and are far more likely to end up as sacrifices.



Guilds & ORGANISATIONS

There is no doubt that the temptress, prostitute, courtesan, assassin (or whatever her particular slant on the profession) puts herself in considerable danger and in common need of legal counsel. It is only fitting then that like so many other professions they combine some of their efforts and sway into guilds and other organisations.

As well as the familiar and damn near respectable guilds, there are other organisations that take a clear interest in temptresses. Slavers take a strong interest in temptresses as their training and beauty can bring a high price at the block in any city that tolerates their trade. Acting troupes often employ temptresses to play roles and to earn a little extra money for the caravan in other ways as well. Sometimes a temptress forms a little gang for mutual protection or ends up in the sway of one in a protection racket that is really a kind of low-rent pimping. Then there are the rich and powerful that, in some cultures, will collect beautiful and talented women as others would collect stamps, gathering them in large, perfumed and well-appointed rooms in their palaces and compounds.

All of these things have their own drawbacks and advantages for a Temptress and she should consider things very carefully before getting involved in any of them.

GUILDS

While it might seem unusual for a group such as the temptresses to have guilds, they very often do. Whatever profession of its type they are in they all know the power of collective bargaining and of what accumulated wealth can do when it is applied to their problems. The temptress guilds do not, as a whole, take too much money in tithes from their members, more often they try to protect their members from having too much of their money taken by other people, this being just one of the tasks that the guild's enforcers get up to.

A temptress' guild might take as little as a single gold piece a month from each of their members, plus any other donations they might put together. Many guild headquarters also double as brothels or similar and so supplement their income that way. The services that

are provided vary from guild to guild, but can include payment of fines, provision for guards and lobbying power for safer streets and more liberal laws in the city government. This last is extremely effective given the number of men in power who succumb to powerful lusts.

Prostitutes' Guild

The most overt and obvious of the temptress' guilds, the prostitutes' guild only operates openly in cities where the profession is allowed and tolerated by the local laws. Here, the guild can operate openly and is often all the wealthier for it as charitable sorts and guilty feeling men make sizeable donations to the organisation. Within these guilds is found the best support and organisation a temptress could find, from beds and safe houses to proper protection and even laws to safeguard them. Some of the larger guilds even look after children for working women, and run orphanages for the children of those who are murdered or otherwise killed by the hard life on the street.

A prostitutes' guild has many buildings throughout the city and often runs its own, approved brothels where the girls are treated well and the charges are high. Rival establishments must cater to darker, more fringe, tastes and charge less if they are to carve a niche for themselves. Even then, the guild may choose to interfere if they hear bad things about the place, even in cities where the overriding culture is evil.

Some prostitutes' guilds can be quite aggressive in their recruitment and do not like unaffiliated women working the street and not making payments to them. Again, the enforcers come in to have 'quiet words' with those women who choose to operate without the guidance and assistance of the guild. These guilds are also jealously guarded about the 'secrets of the trade' and keep a storehouse of special knowledge and tricks that are imparted to new girls during a period of 'apprenticeship', during which their payments to the guild are fully half their earnings.

Prostitutes' guilds are not the only ones to take an active interest in temptresses, though...



Thieves' Guild

Thieves' guilds are some of the most common to take an interest in the vice rackets in which the temptresses involve themselves, as well as often having assassination wings in which many other temptresses also ply their trade. Thieves' guilds take an interest in all matters of criminal activity, not just robbery, and so in any city where prostitution is more frowned upon than tolerated the thieves' guild is likely to be the one that ends up involved with the temptress.

Thieves' guilds are motivated by secrecy and profit; the welfare of their members is not their primary concern, but thieves join the organisation mostly for the contacts and assistance it can provide in furthering their careers and helping them to pull off larger scams and robberies. Thieves' guilds also get involved in wider aspects of the criminal and barely legal world such as gambling, protection and blackmail – not to mention prostitution.

A skilled temptress can help in many of the thieves' endeavours and can be key in matters of blackmail and confidence trickery, but the average prostitute cannot expect too much from the thieves' guild – save to be 'taxed' much of what income she makes in order to fuel their more 'important' ambitions. About all that a prostitute can hope for is that the guild will stop someone nastier taking an interest in what she does and how much money she makes.

Courtesans' Guild

A courtesan is a particularly cultured and higher-class escort for 'gentlemen' of noble birth or high wealth – preferably both. The presence of courtesans at their courts and parties increases a noble's standing, both courtly and underwear wise, considerably.

Being a courtesan is much more than simply being a pretty face and spreading one's legs for anyone with a decent pedigree; it is much more like being a geisha in feudal Japan. A courtesan needs to know the ways of court, to recognise the local nobility by their crests, dress, colours and accoutrements. She must have impeccable

manners, dress sense and behaviour, and should have other talents than simply romping under the sheets in order to entertain those who come to her. Music is a common choice.

The courtesans' guild is an important organisation in the training and provision of such courtesans to the appropriate parties, courts and nobles. They also often provide long term companions for young noblemen until they are ready to find wives of their own class, although many keep their courtesans on as concubines after they are married – often to their new wife's disgust.

The guild teaches, trains and polishes young women to become courtesans, often beginning their training at a young age and sometimes taking on orphaned girls



and raising them to what must be a better life than that they would otherwise have had. This upbringing comes at a cost, though, and such girls are considered to be in indentured servitude to the guild until such time as their appointments pay off the fee. Other girls are sent for training so as to receive an education and then withdrawn from the school when they come of age.

The guild's reputation serves as its seal of quality. A guild with a good name can be feted by noble families and the rich across the land, their girls become much sought after and their services worth all the more. Reputable guilds even trade 'star concubines' with each other for money and under terms of fairly strict contracts. The guilds also have strength in terms of the gossip and courtly rumour that courtesans are party to, giving them a unique and fairly complete picture of politics in the region and even allowing them to anticipate wars, famine or disaster and to prepare appropriately for each.

A well-run courtesans' guild is a political powerhouse or a terror, depending what the person in charge decides to make of it. Decisions made and passed on to the houses courtesans can shape the fate of nations.

Slavers' Guild

Another group with a strictly mercantile interest in temptresses and their ilk is the slavers' guild. Depending on the laws and outlook of the setting of your campaign, slavers might be brutal criminals or they might be the pillars of the local community – or both. Practically every civilisation has had slavery of some kind in its past and slaves have been treated in many different ways, from the relatively emancipated and cared-for slaves of China and Rome, to those who lived in nothing but utter degradation and terror, spending every day in chains.

Whichever outlook you choose to have on slavery, the guild is a business and is focussed on profit. The reason to form a guild? Price fixing, standards of practice and agreed ways to measure the price of a slave. Temptresses may not always find themselves being the ones in the collars and chains though; they may well be hired to discipline and train slaves destined to work on pleasure rather than graft. Otherwise, yes, they are going to be prime material for the slave block.

Where do slaves come from? How does the guild fill out their orders? Well, there are many methods, some traditional, some less than traditional.

Raiding: Slavers often hire bands that operate in other, neighbouring countries, or on the less travelled roads,

taking slaves by force of arms. Many mercenary and bandit gangs supplement their income by bringing in captives, and armies have been known to bring back more than one kind of booty.

Justice: In lieu of the death penalty or limb removal, a magistrate or other law officer may occasionally order that a criminal be made a slave, either permanently or for a set period of indentured servitude to pay off their debts. This is especially the case at times when property damage has been incurred, with the sale of the criminal being used to help pay damages for the victim.

Poverty: People who are completely destitute will often take drastic measures to try and improve their miserable lot in life and in many instances life as a slave is preferable to life in the gutter. At least you will be fed and valued to some extent. Large families, especially those with lots of daughters, will sometimes sell their children to slavers' guilds to both reduce their burden and to bring in a little money. It is unpleasant but happens often enough.

Bred: Perhaps the most unusual route to ending up in a slaver's clutches, but some slaves are born into it, perhaps because their mothers are in chains but sometimes more deliberately. Particularly twisted societies with generations of slavery may breed their slaves to keep their stock up, or to select certain traits to provide exotic fodder for a noble's seraglio.

Troupes

Acting troupes love to have temptresses with them on their caravans. A pretty face or two attracts custom and many travelling troupes of actors also double as a sort of brothel on wheels for the smaller towns outside the cities. A pretty temptress playing in a romantic or bawdy play can attract a lot of attention from young men in the towns and villages who might want to play out the scenes they have seen on stage in a more private setting. When the play has not earned enough money, then it is the temptresses who work on the caravan that often make up the shortfall, along with fortune telling and gambling.

Travelling troupes are very supportive and treat each other like family, but everyone is expected to pull their weight to help the troupe in any way they can and a temptress refusing to make such sacrifices to aid her 'family' is likely to end up simply abandoned in some backwater town without a troupe to help her.



Gangs

Where thieves' guilds are organised, crime gangs are a lot more petty and small time but they operate amongst far lower classes and on a much more familiar scale than the thieves' guilds of the large cities. Gangs are smaller as they are attached to a particular geographical area or even a few small streets. Their grasp of criminal enterprise is small and they spend most of their time simply attacking other gangs that threaten their area.

A temptress can find herself a place in one of these gangs, usually as the lover of a leader or lieutenant; allying oneself with a powerful person is key to the nature of the temptress on many levels of society, even one as low as this. The gangs may even put her out to earn money for them. If she does well she can only gain in the eyes of the gang.

Temptresses tend to have a little bit more ambition than normal gang members and that drive, coupled with her savvy, can push these small groups of hoodlums to greater things – even get them affiliated with a thieves' guild in time. The temptress may even bring a few people up with her as she climbs the social ladder, even the criminal one.

Gangs do stick together so long as everyone is loyal. A temptress using them to better her position does run the risk of being labelled as disloyal, or forgetting her roots in the street. In such a case, she may well end up with her old gang mates being the ones who end her life. Otherwise, the gang will tend to stay loyal – and you *need* close friends on the worse streets where the watch does not go. Friends who will look after you, watch your back and protect you from the worst it has to offer, while visiting that same worst that can happen on enemies of yours.

PLACES

Certain places are almost organisations in their own right. They have a very particular feel and way of going about things, forming communities of like-minded people in the same way broader organisations such as guilds do. These are not necessarily communities you *choose* to join, but rather ones you end up in, or are forced to join by necessity or circumstance.

The Brothel

The most likely and widespread of these places is the brothel, which has detailed rules for creating and

running a brothel day to day in the Dens of Iniquity chapter. The brothel is a place dedicated to the pursuit of sexual gratification, in the same way that a pub or tavern is dedicated to the pursuit of drink. Run by a pimp or madam, a brothel is far preferable to working the street and also provides a roof over a whore's head – all valuable things to consider. The drawbacks being that much of their earnings go to the madam or pimp to pay for their upkeep, protection and rent.

Brothels are a step up in the world and generally get a better class of clientele than working the streets. The men who visit come for the security and protection that a competent owner provides, along with the security and the ability to get what they want time and again if they so desire it. This better class of clientele provides a much better and wealthier set of people that a temptress can get to know or exert influence over, meaning that she can be showered with gifts or extra money. Some men even leave their wives for those they meet in such places.

The Seraglio

The wealthiest of the wealthy, the noblest of the noble, these are men with tastes commensurate to their power – powerful, demanding, rapacious tastes. These men are not satisfied with but a single wife or concubine and so, both to satisfy their urges and to show their wealth by the number of servants they can support, they build and stock their seraglios, their harems, with the finest that the lands have to offer.

Life in the seraglio is one of luxurious boredom punctuated by occasional calls to pleasure the king or sultan (or whoever). The women have nothing but themselves and the guards, who are most often eunuchs or other women, for company. Most of those who have a harem will want their girls to be well trained in the appropriate arts, and a curious temptress will find books and experienced women to assist her in training in her erotic abilities – this education being second only to that of the courtesans' guilds.

A temptress in such a position is pampered and showered with fine clothes, fine jewellery and fine food – but none of it truly belongs to her. There is also no easy way out of the seraglio; certainly it is as hard to leave as it is to enter. If the guards are male, a temptress may be able to find her way out, otherwise the only option is to become the owner's favoured girl and, with such competition, that is not easy.

DENS OF INIQUITY

The keystones to any vice empire are the vice dens themselves – the slightly dodgy taverns, the brothels, the houses of ill repute. These are the money earners for the prostitutes' guilds and the 'cup that runneth over' with coin to help fund the thieves' guilds more extravagant operations. They are often responsible for providing much of the city watch's income from bribes and fines.

Brothels provide good meeting places for adventurers and other ne'er do wells; they are secretive, discrete and provide food, drink and lodging as well as entertainment for those who gather there. A good relationship with the madam and her whores also provides a wealth of information to many of the gentlemen who frequent the brothel and a good excuse for a Games Master to drop a few plot hooks on the group.

Many brothels are discrete and private, known only to their clientele and their friends, or to a select group of society but others play on their notoriety, name and the scandals attached to their business so that anyone visiting the city or undergoing their 'right of passage' has to spend a night there to see if the stories are true. Even in these places there are rules of conduct and behaviour that the madam is eager to see enforced by her bouncers and guards.

The Character of the Brothel

The character and atmosphere of the brothel is dependent on a great many different factors and considerations and every one has a unique feel to it, with different standards of acceptability and different reactions from the surrounding community. Here are some of those factors.

- ✦ **The Madam:** Perhaps the strongest influence on the character of a brothel is the madam who runs it day to day. It is her tastes that decorate the place and her rules that everyone must obey while they are on the premises. A starched and strict madam, who places a lot of rules, will create an atmosphere of respect and of tiptoeing on eggshells, an almost school-like atmosphere where things go on behind her back. A gregarious and generous madam will create a free for all party atmosphere where it seems that anything goes. A domineering and controlling madam who treats her girls poorly will create an atmosphere of fear and obedience.
- ✦ **The Location:** Where in the city is the brothel? What sort of building is it in? A rat-infested dock-

front property is going to feel a lot more sordid and squalid than a large well-appointed house in a leafy suburb of the city.

- ✦ **The Law:** If prostitution is legal, then the brothel will be a lot more relaxed and free about its business. If it is illegal, there may be a slight tenseness to the atmosphere and a lot more security designed to keep the watch at bay while the customers and girls make their escape. The tighter the law, the more guards and lookouts there may be and the more tense the atmosphere.

Views on Brothels

The view on brothels, whether they are good, bad, necessary, evil or harmless, obviously varies from person to person but there can be more general trends of attitude that run through a city or society. Only in criminally run areas like pirate kingdoms or bandit communities will they really be completely accepted and openly run. Everywhere else there will be some amount of dislike for the establishments in the community. When considering the general, publicly held view of the brothel think about the following:

- ✦ **Alignment:** The lawful do not like criminal activity or its attendant disruption to the status quo. Neutral states will be ambivalent, going by what the majority seems to will. Chaotic states are the least likely to take an interest, but due to their lack of organisation the citizenry may well take things into their own hands if they disapprove. Good states are less likely to punish severely, but may crack down if they think people are being exploited or hurt. Lastly evil states will either exploit the brothels or come down on them ruthlessly and strongly until they are destroyed.
- ✦ **Law:** The nature of the law in the region also helps shape peoples views. If the law is strong and harsh then the people tend to share that view, either to distract attention from their own misdemeanours or to see that the harsh law is applied evenly. Conversely, areas where the law is lax may embrace the brothels as good money earners for the city and the government and they may be legal – if taxed.
- ✦ **Religion:** The attitudes of the religions tend to mirror those of the alignment of the alignment of the religion. The difference being that most religions tend to believe in absolutes. That being the case, whoring and wanton behaviour can be either the tool of the very devil or praise unto their god. Some



religions even support such behaviour to fill their coffers and to bring the faithful to their temples.

- ✦ **Notoriety:** A well-known and controversial brothel will attract attention and patronage but will become known to the normal community as well. Often as ‘That awful place.’ A notorious brothel attracts urban myths about its presence and practices. Once it becomes truly notorious people may decide they need to take action and that the presence of such an establishment is no longer acceptable.
- ✦ **Size of the Community:** Smaller communities tend to be less cosmopolitan and more critical of things that are out of the norm going on in their society. Simple farming folk have little time for distractions and no sympathy for people who live what they consider pampered lives at the expense of others. Brothels, and even girls working alone, can have a hard time out in the country.

Joining a Brothel

So how does a girl get hooked up with a brothel in the first place? This depends a great deal on the brothel itself and the type of environment it exists in. In tolerant societies it may well be as simple as a ‘help wanted’ sign in the window; in others, the process can be more complicated and drawn out. Here are some of the things that might have to be considered in joining a brothel:

- ✦ **Hearing about the Brothel:** Notorious brothels are fairly well known, and naïve, desperate or calculating girls may turn up on the doorstep hoping to join in the life and make some money for themselves. The more notorious the brothel then, generally, the larger it is and the less likely it has much need for new talent. A persistent girl may get lucky, though, and attract the attention of the madam, getting a foot in the door. Quieter brothels are harder to hear about, although they are more likely to have vacancies – it may be required to have criminal or low-life links to know about all of them.
- ✦ **Being ‘Talent’ Spotted:** Some girls work the street before they progress to the security of a brothel. A girl who makes a large amount of money or a name for herself can find madams, guilds and criminal concerns all taking an interest

in her and the money she can accrue. A brothel is often the best option.

- ✦ **Being Recruited:** When a brothel runs too low on workers, they might try to recruit from the local populace, going out and talking to girls and women, usually in the poorer parts of town, into talking up the advantages of the profession – while neglecting to mention the down sides. In this way many women end up in the profession without really knowing what they are getting into. The same thing often happens with new arrivals to the big cities, who are poor and vulnerable and easily manipulated, or who are reduced to such desperate measures by poverty.
- ✦ **Being ‘Sold’:** Some brothels are not above buying slaves to put to work in their rooms and will purchase them from the blocks. Others will trade in the girls that work for them for an amount of money passing



them from brothel to brothel in the same fashion that a modern sports team would trade Players.

- ✦ **Receiving ‘Charity’:** The poor and destitute are common targets to be recruited into prostitution and sometimes a girl will be taken in off the street, cleaned up, fed, given a place to sleep and only later will they be told that they have to pay this generosity back by earning back their keep. Some may never pay that off; others will but may decide that they like the life and the certainty of income.

Paying Your Dues

Membership has its privileges; but it also has its drawbacks – not least of which is the cost. In the same way the guilds charge fees so will brothels. This money covers upkeep, food, lodging, security and the other benefits accrued by being part of this community. A new girl will pay a lot more from the money she makes to the brothel than an established girl with a regular and paying clientele who can also offer other benefits to the brothel.

The following table only provides the average amount of income that is handed over to the brothel; each girl makes her own deal and Player characters will have to negotiate for themselves their own deals.

Average Dues

Level	Percentage of Income Paid to Brothel
1–3	75%
4–6	50%
7–10	25%
11–14	20%
15+	10%

Describing a Brothel

In the same fashion that a monster, city, pinup model or guild can be described in terms of a few key statistics, so can the brothel. While these others are dealt with in terms of hit points, population, cup size or income respectively, the brothel has its own unique qualities that need to be measured, quantified and presented. A statistic block for a brothel might look something like this:

The Silken Slipper

Alignment: Chaotic neutral. **Type:** Large house, 20 girls. **Size:** 40 members (35 girls, 5 guards). 1 Cohort (10th level), 30 followers (1st level), 3 followers (2nd level), 1 follower (3rd level), 1 follower (4th level), 4 hirelings (1st level). **Leadership:** Hilde Van Krieger, Madam, 10th level Rogue. **Area:** Large city, middle

class residential. **Income:** **Resources:** 1,725 gp. **Allies:** Alfonse Goodman, captain of the guard. **Loyalty:** 22, obligated. **Popularity:** 18, tolerable. **Notoriety:** 9, whispers.

Similarities to The Quintessential Rogue

The astute reader who collects book by *Mongoose Publishing* will note a great many similarities between the rules for creating and running a brothel and the rules for creating and running thieves’ guilds as presented in *The Quintessential Rogue*. This is for several reasons.

These rules are designed to be able to work alongside and complementary to *The Quintessential Rogue* as this book shares many themes with it, and some Players will already be familiar with those other rules.

Why make an entirely new set of rules when the thieves’ guild rules work so well already?

I am lazy.

One of the advantages for working for a company with some good work is that you get to plagiarise shamelessly, so do not go complaining or whining about it on the Internet or anything, it is intentional.

QUALITIES

The following qualities all describe the key, essential characteristics of a brothel. The following descriptions go into some of the effect that these characteristics have.

Alignment

In the same way as people, nations or cities are characterised by their alignment, so too is a business such as a brothel. The alignment of the brothel is determined by the alignment of the madam who runs it. It is her personality that determines the atmosphere and congeniality, or lack thereof, of the place.

Lawful: Brothels run by lawful madams prefer to skate on the correct side of the law whenever possible and are lawmakers within their own premises. They run strict houses, opening and closing at set times, and have high expectations of how their guests and girls will behave. While brisk and efficient, the businesslike manner in which they operate can be off-putting to some potential guests. Lawful madams loathe scandals and altercations with the authorities and may take great steps to try and avoid such problems.

Neutral: Brothels run by neutral madams tend to be somewhat hands-off affairs. The madam will usually



only interfere in the smooth running of things when there is a genuine problem that needs taking care of. Neutral madams like their places to be havens from fighting and problems of that nature, and often take great pains with a strong security establishing their brothels as a peaceful place of neutral ground.

Chaotic: Chaotic brothels are a somewhat frenetic whirl, with little or no seeming control over what goes on. The madam's involvement is sporadic, and often she is only seen when it is time for someone to pay their dues. Serious problems will attract the madam's attention, but only when they truly reach crisis point. Chaotic madams largely leave the girls to run their own lives while they get on with their own.

Good: Brothels run by good madams have a pleasant, convivial atmosphere and the madam may even be as kind as to extend lines of credit and to take girls in as genuine charity cases. This benevolence makes the brothel popular and welcoming, but does tend to cost the madam in terms of money as her generosity eats into the profits. A good madam is concerned for the well being of her girls, ensuring that they are well and fit and even lending them money should they need it time to time.

Evil: Evil madams enjoy exercising the power they have over the girls in their control – and exercising it cruelly. Those who displease them may find themselves beaten or in chains or serving the whims of the more indelicate visitors to the establishment. Evil madams create an atmosphere of quiet and fear, which some customers might prefer, but stories about the madam's cruelty tend to increase the notoriety of the place while simultaneously making the girls resent her.

Type

Type describes the type of building or business that houses the brothel. This can be anything from a massage parlour, to a guesthouse, to a large country mansion. The type of brothel helps determine alternative sources of income for the place that help support, or denigrate from, the main source of income as well as helping describe the character and location of the place. Type also describes the number of girls that can work and live residentially in the brothel, though half again as many staff can fit into the premises on a working night and gain the benefits of working from its safety.

Size

Size is a numerical value describing the number of people who work for the brothel, split by level and nature. Some may be cohorts or followers of the madam, who will work for less money, while others are

hirelings. Not only girls are described here but also the security staff employed by the madam. Size is a good indicator of the overall profitability and viability of the brothel in the area.

Leadership

Leadership is a simple name, level and class description of the madam in charge of the brothel and anyone else the writer thinks is of note within the hierarchy of the brothel. Any important notes are included after the name and level in brackets.

Area

This describes the area in which the brothel is situated. A brothel can be situated in any of the following locations:

Wilderness, thorp, hamlet, village, small town, large town, small city, large city and metropolis.

Anything from small city upwards in size also has the benefit of districts. These are as follows:

Catacombs, foreign quarter, lower class residential, marketplace, middle class residential, port quarter, slums, temple district and upper class residential.

Income

The income statistic shows the *average* income, after all outgoings that the brothel can expect to make in any given month without any special tactics or actions. This average should be used for any non-roleplayed months that a Player character brothel is in action, say while they are away adventuring or otherwise occupying themselves.

Resources

Resources is a measurement of the accumulated wealth, or debt, of the brothel expressed as a number of gold pieces. Resources may also describe any special items or other considerations that need to be kept note of when dealing with the brothel.

Allies

Allies lists the important friends of the brothel and may include things such as nobles, adventuring groups, mercenary companies or others who frequent the brothel and owe the madam or the girls favours or money. Some may even be genuine friends.

Loyalty

Loyalty is a measure of how keen and happy the girls and staff working for the brothel are. It is a numerical

value with a minimum of zero and with no upper limit. The following table summarises the loyalty ratings and their description that can modify other rolls. Loyalty must be updated with every month of activity.

Loyalty Ratings

Loyalty	Description
0-5	<i>Rebellious:</i> The girls have very low morale and conflict with the madam constantly, disobeying, running away and otherwise causing problems
6-15	<i>Disloyal:</i> The girls feel little attachment to the madam or the brothel and work for themselves rather than for anyone else, begrudging the madam every penny they hand over
16-25	<i>Obligated:</i> The girls feel and understand their debt to the madam and the brothel and work hard. However, they are not above looking for opportunities to better their position in life and owe the madam and brothel no special favours
26-35	<i>Loyal:</i> The girls feel that they owe the madam a debt of gratitude and are quite resistant to anything that would harm the person that they feel loyal to
36+	<i>Fanatical:</i> The girls are devoted to their madam and their building and nothing can sway them from working for her or helping her if she is in trouble

Starting loyalty is calculated as follows.

Base loyalty: The base loyalty value commences at 10.

Alignment modifiers: The alignment of the madam has considerable effect on the feelings of those who might follow her.

Lawful: -3
 Chaotic: +2
 Neutral: +0
 Good: +2
 Evil: -3

Type modifiers: The type of brothel in question has some benefits and drawbacks that may affect the girl's loyalty.

Cellar or Cavern -2
 Large House: +2
 Inn or Tavern: +1
 Business Front: +0
 Residential Building: +1

Area modifiers: The area in which the brothel is located can also have a great effect on the loyalty and happiness of the girls working for the madam.

Wilderness -5
 Thorp -4
 Hamlet -3
 Village -2
 Small town -1
 Large town +0
 Small city +1
 Large city +0
 Metropolis -1
 Catacombs -5
 Foreign quarter +1
 Lower class residential -3
 Marketplace -1
 Middle class residential +0
 Port quarter -2
 Slums -4
 Temple district +0
 Upper class residential +2

Madam's Charisma: The madam's charisma score is applied as a modifier.

All followers: If the madam has the Leadership feat and all of her girls are her followers then she receives a +5 bonus to loyalty.

Mostly followers: If the madam has the Leadership feat and most of her girls are her followers then she receives a +2 bonus to loyalty.

Popularity

Popularity is a measure of how popular the brothel is with its clientele. A high popularity means good business and loyal friends, while a low popularity is bad for business and can adversely affect the profits and even lead to the brothel going out of business. It is a numerical value with a minimum of zero and no upper limit. The Popularity Rating table summarises the popularity ratings and their descriptions. Popularity must be updated with every month of activity.

Starting popularity is calculated as follows:

Base popularity: The base starting popularity for a brothel is 10.

Type modifiers: The type of brothel in question has some benefits and drawbacks that may affect the popularity.

Cellar or Cavern -2



Large House: +2
 Inn or Tavern: +4
 Business Front: +0
 Residential Building: +0

Popularity Rating

Popularity	Description
0-5	<i>Hated:</i> The brothel has a reputation as a 'bit of a dive' and only the worst sort of people stoop to coming there, which makes it hard to salvage a reputation – and harder still to get well paying business
6-15	<i>Disliked:</i> The brothel is not considered to be too horrible, but no self-respecting person will still be seen there. It is most likely the last port of call for drunken men looking to party of an evening
16-25	<i>Tolerable:</i> The brothel is regarded as a reasonable run-of-the-mill establishment, but nothing special
26-35	<i>Liked:</i> The brothel is considered to be a place of class and distinction and its customers talk of it with affection
36+	<i>Loved:</i> The brothel is known to be a top class establishment that caters well to the whims and pleasure of its customers. These loyal customers may recommend the brothel to their friends and the brothel is likely to have many powerful contacts

Area modifiers: The area in which the brothel is located can also have a great effect on the popularity of the place.

Wilderness -2
 Thorp -3
 Hamlet -2
 Village -1
 Small town +0
 Large town +0
 Small city +1
 Large city +2
 Metropolis +3
 Catacombs -10
 Foreign quarter +1
 Lower class residential -4
 Marketplace -2
 Middle class residential +1
 Port quarter -3
 Slums -5
 Temple district +0
 Upper class residential +2

Loyalty modifier: The loyalty of the girls helps create an atmosphere of trust and fun that can affect the popularity of the brothel a great deal.

Rebellious: -10
Disloyal: -5
Obligated: +0
Loyal: +5
Fanatical: +10

Madam's Charisma: The madam's Charisma score is applied as a modifier to the popularity.



Notoriety

Notoriety is a measure of how well known a brothel is – but not necessarily for the right reasons. Notoriety is expressed as a numerical value with a low level of zero and no upper limit. High notoriety brings in a lot of business but also often incurs the wrath of the citizenry or authorities. The following table details the various notoriety levels and their descriptions. Notoriety must be updated every month of activity.

Notoriety Rating

Notoriety	Description
0–5	<i>Unknown:</i> The brothel is practically unheard of, which can make it very difficult to rustle up custom. Not even others working in the vice industry are sure if it exists
6–15	<i>Whispers:</i> The brothel is talked about by a very few people in quite quiet terms and is not widely acknowledged to exist
16–25	<i>Known:</i> People in the same neighbourhood know that the brothel exists for certain and in other areas of the city those involved in the criminal underworld in any way are more than likely to have heard of it
26–35	<i>Notorious:</i> Most people have heard of the brothel, though some may persist in not believing in its existence. It is a point of discussion for many groups of gentlemen discussing where they should spend their evenings
36+	<i>Legendary:</i> The brothel is utterly infamous and known to everyone. Legends and urban myths abound about it and the moral and upright citizenry may be ‘concerned’ by its presence to the point of taking the law into their own hands to defend the honour of their neighbourhood

Starting notoriety is calculated as follows:

Base notoriety: Notoriety starts at a base level of 10.

Alignment modifiers: The alignment of the madam has considerable effect on the notoriety of the establishment.

Lawful: –3
 Chaotic: +3
 Neutral: +0
 Good: –3
 Evil: +3

Type modifiers: The type of brothel in question has some benefits and drawbacks that may affect the notoriety.

Cellar or Cavern +2
 Large House: –2
 Inn or Tavern: +2
 Business Front: +1
 Residential Building: –1

Area modifiers: The area in which the brothel is located can also have a great effect on the notoriety of the place, especially in small communities.

Wilderness –5
 Thorp +10
 Hamlet +8
 Village +6
 Small town +4
 Large town +2
 Small city +0
 Large city –2
 Metropolis –4
 Catacombs +5
 Foreign quarter +1
 Lower class residential –4
 Marketplace –2
 Middle class residential +5
 Port quarter –3
 Slums –5
 Temple district +1
 Upper class residential +5

Loyalty modifier: The loyalty of the girls and their dedication to their job, or lack thereof, has a great effect on the notoriety of a brothel.

Rebellious: +5
Disloyal: +1
Obligated: –2
Loyal: +1
Fanatical: +5

Popularity modifier: The popularity of a brothel helps determine how much it is talked about and therefore has an effect on its notoriety.

Hated: +10
Disliked: +5
Tolerable: +0
Liked: +2
Loved: +5



Quality Checks

The three qualities that are given for brothels are also used in various situations during the game to represent interactions with the brothel and its organisation these help establish the character of the brothel and reflect that within the game in the most common ways the Players might interact with it.

Loyalty

Loyalty is a measure of the commitment that the various employees and workers of the brothel have to the owner and to the house itself. A brothel with a loyal following will be harder for other brothels to poach employees from and the girls that work there will be less likely to leave with men looking to 'rescue' them from their situation.

A loyalty check occurs when someone tries to usurp or bend the ear of one of the brothel employees for some reason, providing them with a good reason to turn against their house and their madam. This might be threats, monetary incentive or promises of help and support. The loyalty rating forms the DC for skill checks, such as Bluff or Intimidate, when someone is trying to turn a girl against her brothel.

Some examples of times then loyalty checks are required include:

- ✦ A man attempting to elope with a whore from the brothel.
- ✦ A girl being paid to spy on her clients or the house without the house's knowledge.
- ✦ Another brothel attempts to poach a girl.
- ✦ A watchman interrogates a girl about the brothel's activities.
- ✦ A whore has the opportunity to steal or escape from the madam.
- ✦ A girl is apart from the brothel for a long time.
- ✦ A girl is in a position to take over as madam.

Not everyone within the house has the same loyalty score; favoured girls who receive better treatment may have a loyalty score double that of the usual number, while regularly beaten slave girls may have a score half of the usual. This is usually the limit of the range.

Some circumstances may alter the DC of the loyalty check:

Loyalty Checks

Circumstance Modifiers	Loyalty Check
Action causes no harm	-4
Asked by fellow brothel member	-2
Betrayal should go unnoticed	-2
Dealing with enemy of the brothel	+2
Madam is absent or away on business	-2
Madam is present or watchful	+2
Non-Player character is a cohort	+5
Non-Player character is a follower	+2
Other brothel girls are present	+2
Per 50 gp of bribe or incentive offered.	-2

Popularity

Popularity is a measure of how well regarded and liked the brothel is in the local community. This does not speak for everyone necessarily, but certainly does for the movers and shakers, those who can get things done. Some communities may even be proud of their brothels, or regard them as performing a useful service, even keeping young men out of trouble or providing them with a rite of passage. Others regard their brothels with horror and disdain and are itching for an excuse to get rid of them.

A popularity check occurs when someone tries to stir up the public against the brothel, call down the watch or have them run out of town. If someone decides to pick on girls from the brothel or otherwise cause harm to it then the popularity check can be used to determine if anyone will come to their aid. In these circumstances the popularity of the brothel forms the DC for a Will check which must be succeeded if people are *not* to come to the brothel's aid.

Some examples of times when popularity checks are required include:

- ✦ Someone attempts to pressurise the girls and brothel to leave.
- ✦ Someone tries to rouse local opinion against the brothel.
- ✦ The brothel catches fire.
- ✦ A girl from the brothel screams for help.

Popularity scores change through actions and are not generally otherwise modified although the Games Master may allow for up to a plus or minus four to the score depending on circumstances such as it being a

powerful warlord threatening the existence of the brothel as opposed to something less likely to hurt people.

Notoriety

Notoriety is a measure of how well known, how infamous, the establishment is. With a high notoriety it is well known, people tell stories about it and its name might be synonymous with certain kinds of debauchery. With a low notoriety the house is discrete and not widely known about and may even be mistaken for some other sort of business regularly.

It may seem peculiar that some businesses can be popular without being notorious (or vice versa) but this does make sense. A high notoriety, low popularity brothel is likely loud and raucous, obvious in its dealings, violent and possibly dishonest. A high notoriety, high popularity brothel is a popular carousing spot for young men and adventurers and likely operates openly with their blessings. A low notoriety, low popularity brothel is likely to be nondescript and quiet while a low notoriety, high popularity brothel is most likely favoured for its discretion and lack of public attention.

Notoriety level determines the DC for streetwise-type people to make their Gather Information checks and to determine what sort of information that they glean by making that check.

Gather Information Checks

Notoriety Level	Gather Information DC
Unknown	30
Whispers	25
Known	20
Notorious	15
Legendary	10

Information Table

Gather Information Result	Information Learned
DC to DC+4	The existence of the brothel and its name
DC+5 to DC+9	The location of the brothel, the building it is in and the names and descriptions of 1d6 whores who work there
DC+10 to DC+14	The organisational structure of the brothel and the name and ability of the madam
DC+15 to DC+19	In depth information on the significant girls who work there and the security of the brothel
DC+20 or higher	The names and positions of some of the brothel's more significant clients

BUILDING A BROTHEL

Finally the part of the book that everyone has been waiting for with baited breath – the rules for building and running your own adult services business, or brothel.

You can use these rules to create detailed Non-Player Character brothels and burlesque houses within your campaign to give them a little detail or you can use them to form the basis of a day-to-day business campaign for your Player group as they try to protect, serve or run a brothel of their own.

Everything you need to set one up is here from the hiring costs of prostitutes to the types of building and areas of town you can operate or reside in.

First up, a checklist of all the things you need to do to create a brothel.



Checklist

First determine the location of your prospective brothel. Is it out in the country, or in a settlement? How big is the settlement and does it have districts? If so, what district is the brothel situated in?

- ✦ Select premises and determine the cost of procuring or renting such a site.
- ✦ Determine the staff of the brothel, including the madam, any of her cohorts or followers and any hirelings. Also determine those who are hired on as security and bouncers.
- ✦ Determine the relations with the city, specifically how heavily bribed the local watch are.
- ✦ Calculate starting values for loyalty, popularity and notoriety.

Location

The first and perhaps most important thing to consider is where the brothel will be based. The countryside offers some privacy, but less business, while a thriving city centre means lots of business, but also more attention from taxmen and the watch. If, within a city, which district is going to be the most conducive and the least likely to cause a problem or try to force the brothel to close?

If the Games Master chooses to be even more detailed in the setting up of a brothel, things like neighbours and surrounding businesses can also be a factor that needs to be taken into account. Setting up a whorehouse next to an abattoir is not going to attract a great deal of extra business for example (or at least, only a very... specialised clientele).

Town & Country

The first choice to be made is whether the business is to be set up in the town or the country. Each location has its own advantages or disadvantages.

If the country is chosen one needs to consider; is the location along a trade route or more out of the way? Does the building stand by itself? Does it double as a coaching inn or rest stop for weary travellers? Is it based in a small hamlet or village rather than pure countryside?

If the town is chosen one needs to consider; the size of the town and, if the town or city is large enough, the district of the city has its own bearing, with different

areas of a city having very different characters and effect on profit and loss.

Towns tend to be more cosmopolitan and tolerant of 'alternative lifestyles', and even become jaded to many unusual turns of events and happenings, turning a blind eye to things around them. Some cities even make the majority of their money through illicit and marginally legal earnings.

The countryside tends to be more parochial, and less tolerant, of unusual behaviour and a lack of peasant morality. On the other hand, a 'respectable' brothel may well be the largest earner in some small villages, providing employment and diversions for many, as well as providing a welcome guest stop for wealthy adventurers who may also spend money in the rest of the village.

Truly remote locations, on paths or roads away from civilisation, have the advantage of suffering less from legal and taxes based entanglements, but are vulnerable to the depredations of bandits and marauding monsters, and have neither city walls nor militia to protect them.

City District

The area of the city that the brothel is based on can have a great effect on its character and the expectations of its clients. One would not attend a brothel in the slums expecting high-class escorts and fine wines. Equally, a brothel in the docks can be expected to be the haunt of pirates, sailors and dockers and will likely be rough, ready and exuberant.

A brothel in the catacombs is likely to be a hidden away chamber or converted cellar and its clientele are likely to have jaded and peculiar tastes that must be hidden away from the public. In the catacombs, you are likely to find the sort of kinks and perversions that must be hidden away from the light of day, the more unsavoury and controversial desires. You may also find that brothels down here are covers for evil cults, groups of vampires and were-creatures or servants of things that live in the tunnels beneath the cities.

Brothels that situate themselves within the foreign quarter are likely to be more upscale and to play upon the mystique of foreign lands. In a 'western' city, they may be full of silk cushions and incense, with veiled girls and exotic foods to create an illusion of a 'westerners' idea of a harem. In the east, by comparison, a brothel keeper may have invested a lot of effort in providing the sorts of girls that are little known in those climes – blondes and redheads and the pale skinned. In a fantasy world, this goes double for those humanoid races not known in

the local area, though few people find the dwarf women that desirable...

Whorehouses that are found in the lower-class residential areas may well be family run, or operated by groups of women who have clubbed together for some security in their new career. Taverns and inns are common in these areas for people to drink away their troubles and alongside the diversions of booze, one will often find the diversions of whores either working out of the inn itself or from a building nearby. One step above the slums, this is as far as many wealthier men dare dive when choosing to 'slum it'.

The marketplace is a lucrative position for a house of ill repute to occupy, but the rent can be prohibitively expensive and the brothel is unlikely to get passed over at taxation time. Few places match the marketplace for the passage of potential paying customers but it may prove a little public for the more shy customers, even when the market has closed down for the night.

A middle-class residential area is more expensive and classier but along with that come certain social expectations. A need for quietness and circumspect operation, as the middle classes are notoriously hypocritical in their dealings with the seedier side of life, professing public disgust but in private indulging as much, if not more, than anyone else. Brothels in middle-class areas often operate out of large, nice houses and use a great deal of euphemism and obfuscation about their dealing with 'gentleman callers'.

The port quarter houses brothels of a rougher and heartier ilk, catering to the lusty sailors and dock workers who either need relief from their tedious backbreaking jobs or have come ashore with excess money and bodily fluids that they feel a desperate need to spend. Most port quarter whorehouses operate out of taverns and other drinking or drug dens, capturing money from prospective punters in as many ways as possible, perhaps even defrauding them if they get too drunk.

Slum brothels are barely even that. Selling sex may be a way out of poverty for some but the earnings in the slums are slim and may only be barely enough to be able to feed oneself; indeed, some payments might be made in food or barter rather than money and rarely will the payment be enough to elevate one above poverty, especially after the madam has taken her cut.

Whorehouses within the temple district can have an easy or a difficult time of it depending very much on the character of the local religion. Those which are tolerant or that celebrate sex provide unfair competition,

often by giving away the brothel's 'stock-in-trade' for free! Those that are charitable in outlook may regard the brothel and its girls as 'poor unfortunates' and do all they can to assist, which unfortunately can often mean a great deal of preaching and a religious presence that can put off prospective customers. Those that take a dim view of prostitution will picket and howl and otherwise kick up an enormous fuss about the presence of the brothel which can be equally, if not more, off-putting for customers.

Those brothels which operate in the upper-class residential areas are often small, exclusive and utterly, utterly discrete, relying for their business upon their ability to avoid a scandal and to protect and serve their clients' expensive and exotic tastes. Often opulent, these brothels are rewarded handsomely for their efforts by their punters but can be annihilated by a single scandal.

Premises

The type of building that one sets up in has a cost all of its own and in turn has an effect on the number of girls who can be housed and work within the brothel itself. The larger and nicer the place the more expensive it is with location also having an effect on the price whether it be the rent or the cost to outright buy. The location can also have an effect on the type of clientele, the income and the attention of the legal or criminal authorities within the local area.

Cellar or Cavern

Perhaps not the most conducive of atmospheres to erotic thought (though a certain sadomasochistic flair is had by having an underground dungeon) the cellar or cavern is dark, dank and dismal, providing poor lodging, poor conditions and poor income. Nonetheless, the cellar or cavern may be the only choice for the poorer madams, and cavern and cellar brothels are a little more secure and safe from certain depredations since they are out of sight and out of mind.

- ✦ 3 gold pieces a month or 700 gp to buy.
- ✦ Room for five prostitutes to stay and ten to work.

Large House

A large house, whatever the setting, is a grand edifice and even in the slums can lend a certain classy air to whatever deeds go on within. With its rooms and corridors the large house provides ample room for many girls to stay and many nooks and crannies for girls and their clients to get up to all manner of mischief. In the nicer parts of cities and in the smaller towns and



villages, the large house comes with a garden, which has its own attractions.

- ✦ 600 gold pieces per month or 140,000 gp to buy.
- ✦ Room for 15 prostitutes to stay and 40 to work.

Inn or Tavern

The activity of an inn or tavern provides a good cover for the activities of a brothel and a properly managed business may also turn a tidy profit to increase the brothel's fortunes. Inns have good rooms, and the tongue and money-belt inducing benefits of booze.

The hireling, follower or cohort who acts as the innkeeper must make a Profession check (DC 20) related to the running of the inn each month. If they succeed then they make a profit of 1d100 gp, which can be added to the profit of the business as a whole. If they fail then they lose 1d100 gp.

- ✦ 300 gp per month or 70,000 gp to buy.
- ✦ Inn staff cost 20 gp per month to hire and at least three must be hired.
- ✦ Room for 10 prostitutes to stay and 25 to work.

Business Front

Shops, massage parlours and similar businesses provide a good cover for the activities of prostitutes, decreasing the likelihood that they will be discovered or run into trouble with the law or criminal fraternity. The back rooms and storerooms, as well as the living space above, become the area the whores work in while only the shop front retains its original function. This makes things difficult for the shop and makes it hard to turn a profit.

The hireling, follower or cohort who acts as the shopkeeper must make a Profession check (DC 25) related to the running of the shop each month. If they succeed, then they make a profit of 3d20 gp, which can be added to the profit of the business as a whole. If they fail then they lose 1d100 gp.

- ✦ 45 gp per month or 10,500 gp to buy.
- ✦ Shop staff cost 20 gp per month to hire and at least one must be hired.
- ✦ Room for five prostitutes to stay and ten to work.

Residential Building

Residential buildings, converted or taken over, provide the most economical of options for a madam unwilling to have her girls working out of a hole in the ground. The residences are true homes for the girls, and in the larger, multi-floored rookeries, the residences can take on some of the character, if none of the class, of the brothels run out of large houses. Brothels in residential buildings are very workaday and have all the hallmarks of homes as well as businesses, including hung out washing and children underfoot.

Small

- ✦ 30 gp per month or 7,000 gp to buy.
- ✦ Room for 10 prostitutes to stay and work.

Medium

- ✦ 60 gp per month or 14,000 gp to buy.
- ✦ Room for 20 prostitutes to stay and work.

Large

- ✦ 90 gp per month or 21,000 gp to buy.
- ✦ Room for 30 prostitutes to stay and work.

Price Modifiers

Location	Price Modifier
Wilderness	-75%
Thorp	-50%
Hamlet	-25%
Village	+/- 0%
Small Town	+25%
Large Town	+50%
Small City	+75%
Large City	+100%
Metropolis	+125%
Catacombs	-75%
Foreign Quarter	-25%
Lower Class Residential	+/- 0%
Marketplace	+75%
Middle Class Residential	+25%
Port Quarter	-25%
Slums	-50%
Temple District	+25%
Upper Class Residential	+100%

Example

Madam B'Vine of the city of Fresia is looking to set up shop. She gathers up her money and seeks to buy a serviceable tavern in Fresia's busy marketplace. Fresia

is a small city and the inn is in the marketplace, so the final cost is +150%, her tavern costs her 105,000 gold pieces.

Skerrel the Minx is an altogether lower class of madam and she leaves the confines of the city, finding a place in the wilderness on the road leading to Fresia. In this ruined and failed farming town, she situates her small stock of slaves in a cellar, one of the few surviving structures. Being in a hamlet and a cellar, the cost is negligible, mostly being the expense to renovate and make the location worthwhile. The cost is -75%, which works out at a paltry 175 gold pieces.

These changes also affect rent.

STAFF

Once you have your property you need your staff. When creating a brothel for the first time, you can consider it to be fully staffed. Otherwise, through attrition, accident, disaster or otherwise, when girls are lost from the brothel they must be replaced. If they are a cohort or follower, they will be attracted back at the usual rate. Otherwise they need to be found and convinced to join the brothel, which, in some locations can be a little difficult.

Girls

Hiring girls can be as easy as making a trip to the nearest slave market and buying a couple, or it can be a somewhat arduous process of cautious advertising, selection and word of mouth. A little money helps attract girls as a sweetener. The catch is that prostitutes are not actually paid per se; rather they get to keep a proportion of what they make with the rest going to the brothel. This makes for complicated mathematic though we will get to that a bit later.

Buying slaves is only usually a possibility in the areas where such a practice is tolerated; elsewhere it can be accomplished but only by dealing with unsavoury types. Slaves are not very loyal and are not usually trained or used to serving in such a manner as the brothel demands. The other advantage of slaves is that they do not need to be paid and it is only their upkeep that must be accounted for.

Basic slaves may be purchased at a cost of 3 gp, plus 5 sp per additional level. When rolling to see how much money they make for the brothel, their skills and ability modifiers is considered to be equal to half their class level. Trained pleasure slaves cost twice as much, but their full level is considered to be their bonus. Where slaves are illegal, the costs are doubled again and in

Reminder – Monetary Conversion

1 gp = 10 sp = 100 cp.

For example, 50% of one gold piece is five silver pieces, 75% of one gold piece is seven silver and five copper pieces and so on.

order to purchase them they must be available. Keeping a slave fed and watered costs 1 gp per month.

Hiring girls is more complicated. Each week spent hiring confers results as listed on the following table. Hired prostitutes are considered to add their level as their total bonus of skill plus ability when rolling to see how much money they make.

Hiring Girls

Roll	Hiring Results
Less than one	Total abject failure
1–10	No success
11–15	1 level 1 prostitute joins the brothel
16–20	1d4 level 1 prostitutes join the brothel
21–25	1d6 level 1d4 prostitutes join the brothel
26–30	1d8 level 1d6 prostitutes join the brothel
31–35	1d10 level 1d8 prostitutes join the brothel
36–40	1d12 level 1d10 prostitutes join the brothel
41–45	1d20 level 1d12 prostitutes join the brothel
45+	1d20 level 1d20 prostitutes join the brothel

The hiring roll is modified as follows, including the madam's Charisma, and can also be modified with a little spreading around money with a bonus of +1 to the roll for every 10 gp spent.

Alignment: Evil madams will inspire fear, not something that will bring girls flocking to her banner.

Lawful: -2
 Chaotic: +1
 Neutral: +0
 Good: +2
 Evil: -2

Location: Being away from civilisation makes hiring more difficult and brothels in the poorer parts of town



or in poor communities will only attract the desperate. This modifier is a combination of the desirability of the area and the number of people within it who might be seeking such work.

Wilderness -10
 Thorp -8
 Hamlet -6
 Village -4
 Small town -2
 Large town +0
 Small city +2
 Large city +4
 Metropolis +6
 Catacombs -4
 Foreign quarter +1
 Lower class residential +2
 Marketplace +0
 Middle class residential +1
 Port quarter +2
 Slums +4
 Temple district -2
 Upper class residential +1

Type: A nice building goes a long way towards attracting people to work there.

Cellar or Cavern -4
 Large House: +2
 Inn or Tavern: +2
 Business Front: +1
 Residential Building: -1

Notoriety: Notorious brothels may attract the punters but not the girls.

Unknown +0
 Whispers +2
 Known +4
 Notorious -2
 Legendary -4

Popularity: Popular brothels have a good general reputation, whatever the thoughts of the girls who work there and so many may be attracted to them for the possibility of earning a great deal of money.

Hated: -5
 Disliked: -3
 Tolerable: +0
 Liked: +2
 Loved: +4

Loyalty: Loyal girls say good things about the brothel to other prostitutes and a good reputation amongst the girls means a lot of prospective workers.

Rebellious: -5
 Disloyal: -2
 Obligated: -1
 Loyal: +2
 Fanatical: +4

Security

Guards often need to be hired to look after the interests of the brothel, both in house and on the street. A few well-chosen thugs pacing the streets, looking after the girls, or lounging around in the brothel tends to keep a cap on trouble.

The security level of a brothel and its operations is determined in the following way. Once you have totalled up the number of girls working for the brothel, add together all their levels and this is the basic requirement, in levels, of security staff required to provide the brothel with some average protection. Both the quality of the protection and the number of guards have an effect.

The security staff use the brothel as a base of operations and so, for every two security staff hired the amount of room available for girls to work is reduced by one.

Hireling Security Staff Table

Level of Warrior	Cost per Month
1 st	6 gold pieces
2 nd	18 gold pieces
3 rd	27 gold pieces
4 th	36 gold pieces
5 th	45 gold pieces
6 th	53 gold pieces
7 th	62 gold pieces
8 th	71 gold pieces
9 th	80 gold pieces
10 th	89 gold pieces
11 th	98 gold pieces
12 th	107 gold pieces
13 th	116 gold pieces
14 th	125 gold pieces
15 th	134 gold pieces
16 th	143 gold pieces
17 th	152 gold pieces
18 th	161 gold pieces
19 th	170 gold pieces
20 th	179 gold pieces



Brothel Security Level Table

Total Levels of Security Staff	Security Level
No levels at all.	No security
Less than the total levels of prostitutes	Low security
Equal to the total levels of prostitutes	Medium security
Double or more than the total levels of prostitutes	High security

City Relations

The brothel has to be careful to maintain the best relationship possible with the rest of the community, especially in areas where their business is frowned upon. Part of this is taken care of by keepings the popularity high and the notoriety low, but these are not the only factors that can have an effect. Prompt payment of bribes and taxes, grooming of contacts and clients and generous assistance to people living in the same area will all make people far more tolerant of the presence of the brothel.

Bribery and the Watch

In just about any community, regardless of their alignment or laws, prostitution is a marginalized business existing on the borders of legality and hard to regulate. It falls to the watch, or whatever passes for it, to make sure that nothing crosses the boundaries of decency or legality or that, if it does, the bribes are handled in the appropriate fashion.

It is possible to set up a standing level of bribery with the watch, which will help reduce the monthly run-ins with officers of the law. The cost of this enterprise is determined by the law level of the area in which the brothel is set up. Refer to the Bribery Costs table below.

The Community

The relationship between a warehouse and the community it sits within can be a little strained at times, especially if the locals feel that the bawdy house is an affront against a god, or brings the tone of the community down into the gutter. There are things that an enterprising madam can do to improve the image of

her house in the community (discretion being the most important) but a wealthy brothel can also buy popularity within the area by making charitable donations or helping out the community, local temple or those in need with injections of cash, a nicer form of bribery.

Running a Brothel

The month to month running of a brothel is a complicated process with many things to juggle and to take care of to ensure that profit is made, problems are taken care of and that the brothel continues to run in a prosperous fashion.

The rules presented here are fairly complex and in depth, designed for the running of short to long campaigns based around a brothel in an urban campaign, but you can simplify things for yourself by ignoring some of the rules, taking average rolls or averaging out the numbers and levels of staff, and rolling once rather than several times.

With a little creativity and imagination one can use the tables and situations presented to make an engaging game which, when mixed with a little extra plot, can shake an entire city and topple kings from their thrones.

Monthly Checklist

A brothel's operations are handled on a month-by-month basis with profit and loss taking place over the course of that month and with the end results calculated at the end. Problems and disasters, run ins with the law and so on happen across that month and for the sake of mathematics a month is considered to be 30 days with 25 of those being working days normally.

Over that month the following steps must be taken:

- ✦ **Allocate Resources:** If you are changing your standing values for bribery and other standing payments, sort it out before continuing.
- ✦ **Loyalty Check:** A quick check to see if any girls leave the brothel's employment through simple attrition.

Bribery Costs

Law Level	Bribery Cost per Whore per Month		
	No Bribery	Kickbacks	Corruption
No Law*	0 gold pieces	1 gold piece	2 gold pieces
Low Law	0 gold pieces	2 gold pieces	3 gold pieces
Middle Law	0 gold pieces	3 gold pieces	5 gold pieces
High Law	0 gold pieces	5 gold pieces	10 gold pieces



- ✦ **Influential Actions:** If the madam is imposing a certain philosophy, emphasis or set of actions for that month.
- ✦ **Working Girls:** How many are working in the brothel, and whom? What streets are the others working in?
- ✦ **Collect Income:** Make your rolls to determine how much money is made and calculate the proportion going to the madam.
- ✦ **Deal with Problems:** Any problems that have arisen over the month need to be dealt with by money, force, diplomacy or capitulation.
- ✦ **Recalculate Values:** Loyalty, notoriety and popularity may well have been altered by events over the month and must be recalculated before the next month checking to see whether the category of each has changed.
- ✦ **Experience:** Apply the effects of experience to the girls working in the whorehouse.

Allocate Resources

From the savings that the brothel has accrued, and before further impositions from such requirements as taxes, tithes, bribes or fines, one must account for the following items:

- ✦ Rent (if the brothel is in rented property). Rental rates are on pg. 75.
- ✦ Security staff. Rates of payment are on pg. 76.
- ✦ Bribery. Bribery rates are on pg. 79.

What remains is free to spend on actions and forms a safety net against problems that might arise over the month.

Loyalty

Each month there is a chance that a girl might walk away from the brothel and take off on her own. This steady rate of attrition is ameliorated by the loyalty that the girls might feel towards the brothel and the madam. The mechanism for determining whether a girl leaves is as follows:

- ✦ Take the loyalty value of the brothel.
- ✦ Roll a d20 as a check and add 5 using the loyalty value as the DC of the roll.

- ✦ If the roll *fails* then nobody leaves and there is no attrition that month.

If the roll *succeeds*, then a girl steals her nerve and walks away from the brothel – and even possibly from the profession.

Influential Actions

It is possible to pursue agendas each month that can have an effect on the profits and defining values of the brothel. These actions and their effects are listed below, though only one action can be done each month.

Business as Usual

The brothel runs normally, smoothly, without any particular pressure or agenda from the madam. There are no modifiers to any values other than what may occur from any problems arising over the course of the month.

Charitable Contributions

The brothel expends some resources on some rather conspicuous work in the local community, repairing roads, giving money to a school or buying something expensive and devout for the local temple. Such blatant bribery of the local community, enacted at most once per month confers the following effect:

Charitable Contributions

Money Spent Being Ingratiating	Effect on Popularity/Notoriety
100 gp	+1/+0
1,000 gp	+2/-1
10,000 gp	+3/-2

Garner Favours

The girls are instructed to work extra hard on gaining special favours from powerful and influential men within the area. Not lack of money, not bizarre tastes, nor requirement of the use of non-standard orifices may stand between the girls getting favours and the men getting their desire seen to, even if it means they run up a tab.

This action reduces the brothel's loyalty by -2 and increases its popularity by +1.

The favours gained must be earned and spent and tracked by the Games Master, the nature of the favours and the type of person they are from is determined on the Favours table with one roll being made, per month, for every ten girls or part thereof, who are working.

Favours

Roll	Favour Gained
<0	Something goes horribly wrong and the brothel must deal with a random problem from either the criminal organisations of the city, or the watch. Roll on one of the appropriate tables
1-10	No success. While a few rich and powerful seeming people get a good romp they either are not the sort to hand out favours or are bullshitting about their power and influence
11-15	A man with a specialist skill, like a craftsman, tailor or someone with special access to somewhere, like a prison or a merchant caravan, is indebted to the brothel
16-20	A man with criminal connections or membership in the local watch is indebted to the brothel
21-25	A wealthy, wandering adventurer is indebted to the brothel though he is unlikely to be around very much
26-30	A powerful merchant from the local area looks favourably upon the brothel and its workers and will use his influence to assist them on occasion
31-35+	A noble from the nearby area has used the brothel and been impressed with his treatment there and might be called upon to intercede on the brothel's behalf at some point

This roll is modified by the following factors:

+ The average bonus of that block of 10 prostitutes

Law Level

No law -2
 Low law +2
 Middle law +0
 High law -2

City Alignment

Lawful -2
 Chaotic +2
 Neutral +0
 Good -1
 Evil -2

Notoriety

Unknown -4
 Whispers -2
 Known +0
 Notorious -2
 Legendary -4

Popularity

Hated: -5
 Disliked: -3
 Tolerable: +0
 Liked: +2
 Loved: +4

Loyalty

Rebellious: -3
 Disloyal: -2
 Obligated: -1
 Loyal: +2
 Fanatical: +3

Location

Wilderness -10
 Thorp -8
 Hamlet -6
 Village -4
 Small town -2
 Large town +0
 Small city +2
 Large city +4
 Metropolis +6
 Catacombs -4
 Foreign quarter +1
 Lower class residential +1
 Marketplace +2
 Middle class residential +4
 Port quarter +2
 Slums -4
 Temple district +1
 Upper class residential +6

Premises

Cellar or Cavern -4
 Large House: +2
 Inn or Tavern: +1
 Business Front: +1
 Residential Building: -2

Gather Intelligence

Prostitutes often hear juicy bits of gossip when they work, things told to them in confidence by their regular punters, who can be people from all walks of life and from all over the city. With this instruction the girls are ordered to pass on any interesting information that they hear to the madam who can then use it to the advantage of the brothel in some way.

To see if any gossip is gained, roll once for every group of ten prostitutes that work for the brothel. The quality and range of rumours is a function of the popularity and



size of the brothel, so roll a d20 and modify as follows reading from the table.

The more interesting secrets they hear might be useful as blackmail material, or allow the brothel to work some kind of special advantage.

Giving up their secrets and breaching their clients confidences results in a reduction of -1 to loyalty.

Gather Intelligence

Roll	Gossip Accrued
<0	Their attempts to gather information are noticed either by the watch or the criminal fraternity leading to a problem with that group
1-10	The girls hear the standard street rumours that would be associated with a basic success at the Gather Information skill
11-15	The girls hear a secret that might only be available to travellers or to specialist workers in the city
16-20	The girls are privy to a secret dealing of the area's criminal fraternity
21-25	The girls hear something about the machinations of powerful merchants within the local area
26-30	The girls hear some secret of the local noble courts or houses

Hated: -10
 Disliked: -5
 Tolerable: +0
 Liked: +5
 Loved: +10

Indulgence

The girls are instructed to go all out to indulge their client's whims. The gloves are off this month and the clients are free to indulge themselves in any manner they so desire, however unusual, and perhaps still at the usual prices. For this month brothels which might otherwise have had some limitation on what was allowable will allow almost anything.

Such an action increases the takings from the girl's work by 10% but reduces loyalty by -4 and increases notoriety by +4.

Make an Example

This is the way in which harsh and evil run brothels keep their girls in line and prevent them from running away. The madam selects a particularly rebellious

and uncooperative girl, and subjects her to a terrible punishment as an example to the rest to stay in line.

- ✦ A punishment like a flogging or placement in the stocks results in a loyalty boost of +3 and a notoriety boost of +4.
- ✦ An execution, costing the life of the girl, causes an increase of +5 to loyalty and +5 to notoriety.

Public Relations

The girls are instructed to clean up their act, to be extremely discrete and to act respectable, not to draw attention to themselves and to try to be nice to the local community. Such actions reduce the takings from the girl's actions by 25% but increase the popularity of the brothel by +2, reducing the notoriety by -1.

Relax

The girls are told to relax, not to work so hard and are allowed to rest a little more and are treated a lot better than usual. The takings for the month from the girls are reduced by 20% and they only work 20 days that month, reducing the usual multiplier to determine earnings to 20. Loyalty is increased by +2.

Squeeze for Money

The madam, perhaps rightly, suspects her girls of hiding away caches of money, some of which she determines should rightly be hers and so, along with the security staff, she shakes down her girls seeking that extra money. The income for the month is increased by 1 gp per girl but the loyalty score is reduced by -3.

Watch for the Watch

The girls are instructed to be careful and to keep an eye out for the watch, avoiding them entirely if at all possible. Working in such a paranoid atmosphere makes the girls edgy and nervous, reducing their takings by 10% as well as reducing the brothel's notoriety and loyalty by -1.

Work Them Hard

The girls are made to work every single day that month - and to work long hours on those days. They are run ragged increasing their takings by 20% and, since they work every day, increasing the multiplier used to work out how much they earn that month to 30. Loyalty is decreased that month by -3.

Working Girls

Once an action has been determined, the income of the brothel for that month can be calculated. This can be a long-winded process, but you can make things easier for yourself.

First divide up the girls as to who is working where, which in the brothel and which in local areas. Then you can roll for each area and the brothel, for the average skill of the girls present in each area multiplying the money that is collected by the days worked and the number of girls.

For example, The Golden Bucket, a fairly low class brothel, has twenty girls working for it. Five are working the brothel and fifteen the local docks. Of the five in the brothel, one is 20th level and the rest 1st level. The average bonus of the girls in the brothel is $20+4 = 24$, divided by five, rounding down, four. When the roll for the profit of the brothel is made the bonus will be +4.

It is at this point that you should also check to see if the girls run into any general, law or criminal related problems.

Collect Income

With the total profit calculated the madam can rake it in, determined by the average level of the girls working each area to see how much of their profit goes to the madam. Rolling naked in the money giggling is optional (and rather uncomfortable).

For example the girls in the brothel of the golden bucket end up making 125 gp. Their average level is 4 and so the madam gets to keep 50% of the proceeds, which makes out as 62 gp and 5 sp.

If you want to be particularly quick you can roll a single time using the average bonus of all the prostitutes working in the brothel and every single area modifier to determine a single overall profit. The detailed rules are intended for use in Player-character campaigns using the brothel.

Remember that with slaves, the madam keeps 100% of the profits.

Deal With Problems

If any problems have arisen, general, criminal or law related, over the month, now is the time to deal with them. Favours can be called in, guards sent out, fines and bribes paid, or (if the brothel is the basis of a

campaign) a merry band of whoremongers can be asked, *very* nicely, to try and sort things out.

With Non-Player Character brothels the Games Master should determine what happens.

Recalculate Values

Once all special actions and problems have been dealt with, the new values for loyalty, notoriety and popularity should be calculated and updated, ready for the next month along with the money at the disposal of the madam, the number of girls working there and anything else that has changed over the course of the month.

Experience

Each month the lowest level girl working for the brothel increases her level by one to represent the sheer amount she has learned and been through. This continues each month with new girls coming in, old ones leaving and very few staying long enough to achieve the higher levels.

Income and Event Tables

The following tables describe the amount of money that a prostitute can make and the problems that can arise while working the streets. Many factors can affect the outcome and what helps a brothel solve one problem can hinder it in another.

You can use the table in many ways, as a table for an individual prostitute or Player character, to roll for groups working different locations or for the brothel as a whole. In each case, every modifier that applies is applied to the roll.

Working the Streets

The basic check for Player characters is a Nookie skill check or a Profession (prostitute) skill check, which is compared to the Working the Streets table. Simplified checks for slaves or girls working for the brothel are made at their level, or half their level representing the bonus to the roll.

Alignment modifiers: The alignment of the area has considerable effect on the business of the brothel.

Lawful: -3
 Chaotic: +2
 Neutral: +0
 Good: +1
 Evil: -3



Working the Streets

Roll	Result
<0	Disaster! Something goes terribly wrong, not only is no money made but the prostitutes/prostitute runs into some kind of trouble. Roll a 1d6. 1-2: General problem 3-4: Problem with the watch 5-6: Problem with criminals
1-9	It is a difficult time on the streets and only a paltry amount of money is made amounting to 1 cp per girl per day
10-14	An average month's work resulting in 1d10 cp per girl per day.
15-19	A good month's work results in earnings of 1d10 sp per girl per day.
20-24	The girls do extremely well earning themselves a remarkable 3d10 sp per girl per day.
25-29	Incredibly, perhaps due to some special circumstance, the girls manage to pull in 1d6 gold pieces per girl per day.
30+	A superlative month, rich punters or the special favour of the rich grants the girls a massive 3d6 gold pieces per girl per day.

Type modifiers: If the girl is working out of the brothel then its nature has some effect. Working out of the brothel is also more secure and more lucrative.

Cellar or Cavern -2
 Large House: +2
 Inn or Tavern: +2
 Business Front: +0
 Residential Building: +1

Area modifiers: The area in which the girl is working can have a great effect on the amount of money made and the likelihood of trouble.

Wilderness -6
 Thorp -5
 Hamlet -4
 Village -3
 Small town -2
 Large town +0
 Small city +2
 Large city +4
 Metropolis +6
 Catacombs -5
 Foreign quarter +1
 Lower class residential -3
 Marketplace -1
 Middle class residential +0
 Port quarter -2
 Slums -4

Temple district +0
 Upper class residential +2

Loyalty modifier: Loyal girls are more likely to feel that they should work hard and are more likely to correctly report what they earn while disloyal girls are likely to skip out of working and to lie about what they make.

Rebellious: -4
Disloyal: -2
Obligated: +0
Loyal: +2
Fanatical: +4

Popularity modifier: Popular brothels attract well paying and numerous customers as do the girls associated with that brothel.

Hated: -6
Disliked: -3
Tolerable: +0
Liked: +2
Loved: +4

Notoriety: Notorious brothels attract money and trouble in equal measure, often from curiosity seekers.

Unknown -6
 Whispers -3
 Known +0
 Notorious +2
 Legendary +4

Law Level: The level of law enforcement in the city can put people off and make work rather difficult for the whores as they are constantly having to avoid the watch or give out 'free samples' to avoid being arrested.

No law +2
 Low law +1
 Middle law +0
 High law -4

The Games Master should feel free to apply other modifiers, such as the season, whether there is a big festival on in the city or other factors that he feels may affect the outcome.

GENERAL PROBLEMS

To see if there are any general problems during the month, roll a d20 modified by the following factors and, if the roll is over 15 then some manner of problem has occurred. On a roll of 20, unmodified, then some manner of problem occurs in any case.

The modifiers to the roll are as follows:

Number of girls: +1 for every ten girls employed.

Wilderness -5
 Thorp -4
 Hamlet -3
 Village -2
 Small town -1
 Large town +0
 Small city +1
 Large city +2
 Metropolis +4
 Catacombs +3
 Lower class residential +2
 Port quarter +1
 Slums +3
 Temple district -2
 Upper class residential -2
 Notoriety - Unknown -4
 Notoriety - Whispers -2
 Notoriety - Known +0
 Notoriety - Notorious +2
 Notoriety - Legendary +4

If a problem occurs, roll a d20 and refer to the General Problems table.

PROBLEMS WITH THE WATCH

To see if there are any problems with the watch during the month, roll a d20 modified by the following factors and, if the roll is over 15, then some manner of problem has occurred. On a roll of 20, unmodified, then some manner of problem occurs in any case.

In areas where there is no watch these rolls represent the actions of vigilantes, concerned citizens or mercenaries and soldiers who do keep the peace in some fashion.

The modifiers to the roll are as follows:

Number of girls: +1 for every ten girls employed.

Wilderness -5
 Thorp -4
 Hamlet -3
 Village -2
 Small town -1
 Large town +0
 Small city +1
 Large city +2
 Metropolis +4
 Catacombs -4

Lower class residential -2
 Port quarter -1
 Slums -3
 Temple district +1
 Upper class residential +4
 Notoriety - Unknown -6
 Notoriety - Whispers -3
 Notoriety - Known +0
 Notoriety - Notorious +3
 Notoriety - Legendary +6
 Popularity - Hated: +6
 Popularity - Disliked: +3
 Popularity - Tolerable: +0
 Popularity - Liked: -3
 Popularity - Loved: -6
 Bribery level - None +2
 Bribery level - Kickbacks -2
 Bribery level - Corruption -4
 No law -4
 Low law -2
 Medium law +0
 High law +4

If a problem occurs, roll a d20 and refer to the Watch Problems table.

PROBLEMS WITH THE CRIMINAL FRATERNITY

To see if there are any problems with the criminal underworld during the month, roll a d20 modified by the following factors and, if the roll is over 15, then some manner of problem has occurred. Should the roll result in a natural '20', some manner of problem occurs in any case.

In areas where there is no organised crime these rolls represent the actions of bandits, adventurers, rogues and other transient desperados.

The modifiers to the roll are as follows:

Number of girls: +1 for every ten girls employed.
Number of guards: -1 for every five guards employed.

No security +4
 Low security +2
 Medium security +0
 High security -2
 Wilderness -5
 Thorp -4
 Hamlet -3
 Village -2
 Small town -1



Large town +0
 Small city +1
 Large city +2
 Metropolis +4
 Catacombs +4
 Lower class residential +2
 Port quarter +1
 Slums +3
 Temple district -1
 Upper class residential -4
 Notoriety - Unknown -6
 Notoriety - Whispers -3

Notoriety - Known +0
 Notoriety - Notorious +3
 Notoriety - Legendary +6
 Popularity - Hated: +6
 Popularity - Disliked: +3
 Popularity - Tolerable: +0
 Popularity - Liked: -3
 Popularity - Loved: -6
 No law +4
 Low law +2
 Medium law +0
 High law -4

General Problems

Roll	Incident
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1	<i>Elope!</i>
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One of the girls, determined by the Games Master, has met the man of her dreams while working and has decided to run away with him. No money is earned from this girl this month as she runs for the hills with her loving beau.

If she is allowed to leave then the romantic story increases the loyalty of the remaining girls by +1. If she is pursued and retrieved, then their loyalty drops by -2 but the girl is retained and earns as normal.

2	<i>Creeping Crud!</i>
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An infestation of disease or parasites afflicts the brothel and its workers - as well as many of its punters! Whether Creeping Crotch Rot or an infestation of Dire Crabs it does not bode well for the girls or their profits. The brothel instantly loses -3 popularity and gains +2 notoriety. Profits drop by 50% for this and every subsequent month until the outbreak is dealt with. Buying salves and cure-alls to eliminate the problem costs 10 gp for every prostitute on the books. Every month that the infestation continues further decreases popularity by -1 and increases notoriety by +1.

3	<i>Poached!</i>
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Not only does a girl leave, but she ends up working for another brothel! This is generally one of the higher level prostitutes who has been made an offer she cannot refuse. If she allowed to leave, then other girls may also think about leaving resulting in a penalty to loyalty of -2. If she is pursued and brought back the madam may be considered harsh and cruel, resulting in a -1 penalty.

4	<i>Disfiguring Accident!</i>
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One of the girls is cut up by a punter, or scalded, or otherwise disfigured. This results in her total bonus based on her level being halved. It may be in the brothel's better interest to let her go, though this will result in a -1 penalty to loyalty. Keeping her on and looking after her results in a +1 bonus to loyalty and to notoriety as word of the disfigured whore spreads.

5	<i>Notable Punter!</i>
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Simple John Carter turns out to actually be Duke Rumpington, and his family is not impressed with his secret whore mongering. Helping the family cover it up will make the brothel popular and appreciated, increasing its popularity by +2 and decreasing its notoriety by -2. It also means someone powerful owes them a favour. Blackmailing the family, if successful, accrues 1d10x1d100 gp in hush money, but also reduces their popularity by -4 and increases their notoriety by +2. If unsuccessful, the powerful people who could have been patrons may well now try to destroy the brothel.

6	<i>Stalker!</i>
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A punter is obsessively stalking one of the whores and making things difficult for her and the other girls when they are working, reducing profits by 10% for as long as he is around.

Having him beaten and chased off results in +1 loyalty, +1 notoriety and -1 popularity.

If left to continue his stalking he continues to affect profits for 1d6 months before finding someone else to stalk.

Getting rid of the girl gets rid of the stalker but also results in -2 loyalty and the loss of a working girl, who must be replaced.

- 7 *Thieving Girl!*
One of the girls is a thief, stealing 1d20 gp from the coffers every month until she is found. Unearthing the girl requires a Sense Motive or Spot check, with a DC of 5+ the number of girls working for the brothel. Until she is found the money continues to go missing.
If she is shown leniency when she is found out loyalty increases by +1.
If she is punished fairly there is no modifier.
If she is punished severely then loyalty decreases by -1 and notoriety increases by +1.
- 8 *Pregnancy!*
One of the girls has fallen pregnant and is no longer able to work. She is unable to work for three months out of the nine and then has a new babe underfoot.
Keeping her on and treating her well increases popularity and loyalty by +1.
Firing her since she cannot work decreases both by -2 and increases notoriety by +1.
- 9 *It's a Boy!*
One of the girls turns out to be a man dressed as a woman! In most medieval type societies this can turn out to be unacceptable.
The brothel instantly loses -2 popularity and gains +4 notoriety.
If the young gentleman is kept on the same modifiers are applied again but more specialist tastes can be catered to.
- 10 *Diplomatic Incident!*
A foreign power is in town negotiating; and the diplomat or some of his entourage has come to the brothel or hired some of the girls looking for some entertainment. Unfortunately some kind of incident has developed, perhaps a linguistic misunderstanding or a difference in cultural expectations. Either way...
If the girl is made to go along with things and the incident dealt with discretion then loyalty is reduced by -2 but popularity increased by +4 and there is a strong favour owed to the brothel.
If the diplomatic party is thrown out on their ear then loyalty increases by +2 while popularity is reduced by -2 and notoriety increased by the same amount.
- 11 *Rowdies!*
A group of rowdies drink too much and decide to smash up the brothel and cause trouble. Roll a d20 adding the number of security working in the brothel as a modifier against a DC of 15. If they succeed then the rowdies are thrown out without doing any real damage, otherwise 2d20 gp worth of damage is done.
If they are successfully thrown out then loyalty increases by +1 as does popularity. Notoriety decreases by -2.
If they are not dealt with quickly by security then loyalty decreases by -1, as does popularity. Notoriety increases by +1.
- 12 *Fake Currency!*
A portion of what the brothel has made this month was in worthless currency. Reduce profits by d20 gp.
- 13 *Drug Addiction!*
One of the girls has developed a taste for an expensive and harmful type of drug. Not only does this reduce profits by 1d20 gp every month as she fritters away her earnings, but it also results in possible problems for the rest of the brothel.
If she is fired loyalty decreases by -1.
If she is helped, loyalty increases by +1 but the brothel gains +1 notoriety and loses -1 popularity gaining a reputation as a hangout of drug users.
- 14 *Heartbroken!*
A punter promised the earth to a young and naïve girl and then disappeared, never to be seen again. She is distraught and unable to work until she is helped to feel better.
She earns half as much as usual for d6 months.
If fired loyalty decreases by -1.
- 15 *Pastures New!*
One of the higher level girls working in the brothel has decided she has saved up enough money to move on and to do something better with her life and tries to leave.
If she is let go then the brothel is down a girl but increases its loyalty and popularity by +2.
If she is forced to stay one way or the other, loyalty decreases by -2 and notoriety increases by +2.



- 16 *With a Smile on His Face...*
In the middle of an athletic session with one of the girls, one of the older clients has suffered a heart attack or embolism and dropped stone dead. Apart from the problem of a hysterical whore running around screaming and scrubbing herself with soap there is the body to take care of...
If it is disposed of quietly and without controversy then the brothel's popularity increases by +2.
If the scandal is discovered then the brothel's popularity is reduced by -2 and its notoriety increased by +4.
- 17 *Run Out of Town!*
A vocal, though not necessarily a large, group of local people has begun to take violent exception to the brothel's presence in town and its girls on the streets. Girls are attacked, the brothel blockaded and business made almost impossible.
Profits are reduced by 75% until the protesters are dealt with one way or another.
If they are violently removed then the brothel loses -4 popularity and gains +4 notoriety.
If they are peacefully removed then there is no change.
They can also be gotten rid of by building up the brothel's popularity by +5 from its current level.
- 18 *Religious Protest!*
Priests or monks from a local temple have taken exception to the presence of the brothel for one reason or another and are admonishing those who use the bawdy-house's services. Being threatened with eternal damnation cools the ardour of the punters resulting in a reduction to profits of 50% for the duration.
If they are violently removed then the brothel loses -4 popularity and gains +4 notoriety.
If they are peacefully removed then there is no change.
They can also be gotten rid of by reducing the brothel's notoriety by -5 from its current level.
- 19 *Rival!*
A new and rival whorehouse sets up in the same area as the brothel. For the first month this reduces profits by 75%, for the second month 50% and for the third month 25% until things even out or one brothel or the other goes out of business.
The other brothel can also be put out of business in some way and, if it is the brothel's notoriety increases by +2.
- 20 *Roll Twice.*



Watch Problems

Roll	Incident
1	<p><i>Freebies!</i></p> <p>An officer or two of the watch want a quick free roll in the hay to keep turning a blind eye to things. This occupies a girl and prevents her working for a while reducing the total income by 1d6 gp this month. Letting the watch have their way increases popularity by +1 and reduces loyalty and notoriety by -1.</p>
2	<p><i>Picked Up By The Watch!</i></p> <p>A warning*</p> <p>A girl is found loitering where she should not in the opinion of the watch and receives a stern talking to. This has no effect.</p>
3	<p><i>Watch Your Back!</i></p> <p>A watchman makes threats to one of the girls and extorts 1d6 gp from her. If he is warned off the brothel gains +2 loyalty and notoriety and -2 popularity. If he is allowed to get away with it the brothel loses -2 loyalty and -1 notoriety.</p>
4	<p><i>Picked Up By The Watch!</i></p> <p>Five gold pieces or a night in the cells*</p> <p>A girl receives an on-the-spot fine from a particularly snarky watch officer which must be paid off or bribed. Otherwise there is no effect.</p>
5	<p><i>Incorruptible!</i></p> <p>A member of the watch stops a girl on the street and arrests her. Make a roll on the table on pg. 56 about what happens when one falls afoul of the law. This man cannot be bribed, though, and each attempt that is made to do so simply increases the punishment. Each bribery attempt increases the notoriety of the brothel by +1 as well as having the effect from <i>this</i> table of the punishment meted out.</p>
6	<p><i>Obscure Law!</i></p> <p>The watch, ever on the look out for some new way to make some additional money, latch on to some old law and apply it to the brothel or one of its girls, resulting in a 10 gp fine or a 5 gp bribe. Otherwise there is no effect.</p>
7	<p><i>Picked Up By The Watch!</i></p> <p>10 gp fine or two nights in the cells*</p> <p>There is no other effect.</p>
8	<p><i>A Little More Bribery Please</i></p> <p>The watch demands a little larger of a bribe this month to keep away from things. This extra cost amounts to an additional gold piece per girl that works for the brothel. If the brothel refuses to pay then their bribery level is considered to be one less than normal for the next month and their notoriety increases by +2 with popularity decreasing by the same amount. If the brothel coughs up the money then their notoriety decreases by -1 with their popularity increasing by +1.</p>
9	<p><i>Picked Up By The Watch!</i></p> <p>25 gp fine or a day in the stocks*</p> <p>If the girl is put into the stocks then the brothel's loyalty decreases by -1, popularity decreases by -1 and notoriety increases by +1.</p>
10	<p><i>Held Without Charge</i></p> <p>One of the girls from the brothel is held by the watch at one of their watch houses, without charge, basically as entertainment. Her takings are reduced by 3d20 gp as they keep her there for a couple of days. Letting the watch have their way decreases loyalty and notoriety by -2 and increases popularity by +1. Interceding and helping the girl away from the watch increases loyalty and notoriety by +2 and decreases popularity by -2.</p>
11	<p><i>Picked Up By The Watch!</i></p> <p>One-hundred gold pieces or a public flogging*</p> <p>If the girl is publicly flogged then the brothel's loyalty decreases by -2, popularity decreases by -2 and notoriety increases by +2.</p>



- 12 *She Fell Down the Stairs...*
While entertaining the watch one of the girls suffers a bit of an injury and cannot work in the following month. If no questions are asked loyalty decreases by -2 and popularity increases by +2.
If the madam remonstrates with or takes revenge upon the watch then loyalty increases by +2 and popularity decreases by -2 while notoriety increases by +2.
- 13 *Taken Off The Street*
One of the watch has fallen for one of the girls and has convinced her to give up the game and to live with him. If she is let go then loyalty increases by +1 and notoriety decreases by the same amount.
If she is dragged kicking and screaming back to work then loyalty decreases by -2 and notoriety increases by +1.
- 14 *Picked Up By The Watch!*
One-thousand gold pieces or limb removal/branding*
If the girl is maimed or branded her ability to earn is halved and the brothel's loyalty decreases by -4 along with its popularity. Notoriety increases by +4.
If the girl is taken in and cared for by the brothel after being maimed loyalty increases by +2 along with notoriety while popularity plunges by another -2.
If the girl is let go afterwards then loyalty drops by another -2.
If the cost or bribe is paid then the loyalty increases by +2.
- 15 *Serving the Judge*
After being picked up one of the girls had to go before the magistrate. He threatens to throw her in prison but is willing to put aside the sentence if she entertains him. Unfortunately he has beastly tastes...
If the girl is left to rot in prison she must be crossed off and loyalty decreases by -3 while notoriety increases by +2 and popularity decreases by -1.
If she is made to serve the magistrate's whims then loyalty decreases by -2 while notoriety and popularity both increase by +1.
If she is helped to escape the magistrate then loyalty increases by +2 along with notoriety and popularity decreases by -3 as well as the brothel earning the magistrate's wrath.
- 16 *Picked Up By The Watch!*
Five-thousand gold pieces or death by hanging*
If the girl is left to die then loyalty decreases by -5 while popularity decreases by the same amount and notoriety increases by +5.
If the fine or bribe is paid loyalty increases by +4.
- 17 *Strange Relations*
One of the girls working in the brothel turns out to be the daughter, sister or mother of a man in the watch. He demands that she be let out to return to her family.
If she is let go then popularity increases by +1 and notoriety decreases by the same amount.
If she is kept on then loyalty and popularity decrease by -2 and notoriety increases by +2, additionally the watch become unbribeable until the situation is resolved.
- 18 *Criminal Wench!*
One of the girls working for the brothel turns out to be a master criminal or assassin who is lying low for a while. The watch figures out who she is and arrests her.
Nothing can be done. Popularity decreases by -2 and notoriety increases by +4.
- 19 *Picked Up By The Watch!*
Death, by means unpleasant*
If the girl is left to die in such a cruel manner then loyalty and popularity decrease by -10 while notoriety increases by the same amount.
If the bribe is paid or the girl rescued then loyalty increases by +5.
- 20 *Roll Twice.*

* These rolls can be replaced with a check for the prostitute against the table regarding falling afoul of the law on pg. 56. This table also contains the bribe rates needed to save a girl from such a fate.

Criminal Problems

Roll	Incident
1	<p><i>Extortion!</i></p> <p>If the brothel does not pay a premium to the criminal organisation, they are threatened with dire consequences. The cost is determined at 2 gp per girl that works at the brothel. The consequences of not paying are left up to the Games Master.</p> <p>Paying the extortion fee results in +1 loyalty, -1 popularity and +1 notoriety.</p> <p>Refusing to pay, in addition to any other consequences, results in -1 loyalty, +1 popularity and +1 notoriety.</p>
2	<p><i>Mugging!</i></p> <p>Over the month one of the girls is beaten up and her money taken. This results in the loss of 1d10 gp and the injuring of one of the girls.</p> <p>If things are left at that then loyalty is reduced by -1.</p> <p>If the mugger is found and informed of the error of his ways, loyalty increases by +1 and notoriety decreases by -1.</p>
3	<p><i>Rape!</i></p> <p>Something of an occupational hazard in the sex industry, one of the girls is subjected to an attack and forced to perform acts against her will. Unable to work for some time income is reduced by 1d20 gp.</p> <p>If things are left like that then loyalty is reduced by -3.</p> <p>If the rapist is found and 'corrected', then loyalty increases by +2, as does notoriety.</p>
4	<p><i>Murder!</i></p> <p>One of the girls is found, killed, in her room or in an alleyway.</p> <p>If things are left at that then loyalty is reduced by -4 and notoriety increases by +2.</p> <p>If the murderer is found and revenge taken then, loyalty is increased by +3 and notoriety decreases by -1.</p>
5	<p><i>Protection!</i></p> <p>A powerful criminal organisation offers to protect the brothel. For a payment of 1 gp, per month, per girl they will provide five 1st level warriors to help protect the place and will have the effect of modifying the roll to check for problems with criminals by -1.</p> <p>If this roll comes up again then the effects accumulate.</p> <p>If the offer is accepted, loyalty increases by +1, as does notoriety. Popularity decreases by -1.</p> <p>If the offer is refused, then the gangsters may not take no for an answer, additionally popularity increases by +1 and notoriety drops by -2.</p>
6	<p><i>Mutilation!</i></p> <p>Drunk, high or sick in the head, one of the punters pulls a knife and lacerates one of the girls. The scarring reduces her ability to work reducing her ability total by half.</p> <p>If the punter is harshly dealt with loyalty increases by +2, along with notoriety, while popularity decreases by -1.</p> <p>If the girl is kept on loyalty increases by +2 and notoriety by +1.</p> <p>If she is fired then loyalty decreases by -2.</p>
7	<p><i>Cat Fight!</i></p> <p>A prostitute from a rival brothel or organisation ends up in a fight with one of the girls from the brothel. The Games Master determines the outcome, but either way notoriety increases by +1.</p>
8	<p><i>Argument Over a Patch!</i></p> <p>The territory served by this brothel and another cross over, resulting in competition over business.</p> <p>If the matter is settled peacefully increase the loyalty and popularity of the brothel by +2 while lowering the notoriety by -1.</p> <p>If it is solved violently decrease loyalty and popularity by -2 while increasing notoriety by +2.</p>
9	<p><i>An Offer You Cannot Refuse!</i></p> <p>A large criminal organisation offers even more than protection, they offer membership in such a way that it is clear that refusal would be a bad idea.</p> <p>If the brothel accepts, then 25% of their income goes to the parent organisation each month but all checks for problems with criminals are modified by -5.</p> <p>If the offer is accepted then loyalty increases by +1 while popularity decreases by -1 and notoriety increases by +2.</p> <p>If the offer is refused consequences may be dire. Loyalty decreases by -4, as does popularity and notoriety increases by +2.</p>



- 10 *Criminal Meeting Place!*
The brothel has become a popular meeting spot for the local criminal underworld, who conduct much of their business and take much of their pleasure there.
Allowing the criminals to continue to use the place increases notoriety by +3 while reducing popularity by the same amount.
Chasing the criminals out reduces notoriety by -2 while increasing popularity by +2.
- 11 *Gang War Overspill!*
Two local gangs have decided to fight and their war has spilled over into the brothel.
The Games Master determines the outcome which may result in damage and deaths with the brothel security hard pressed to deal with the problem
Whatever happens the brothel is affected with popularity decreasing by -3 and notoriety increasing by the same amount.
- 12 *Bandits!*
If in the wilderness or countryside bandits sweep into the area taking the month's takings and having their wicked way before moving on. Decrease popularity and loyalty by -2 while increasing notoriety by +2.
If in a town then the bandits have come to enjoy themselves and to buy supplies. Increase earnings by 10% this month and increase notoriety by +2, reducing popularity by the same amount.
- 13 *Arson!*
The brothel is set alight! The Games Master should determine the outcome. Either way, popularity is reduced by -4 with notoriety increasing by the same amount and loyalty being reduced by -3.
- 14 *Blackmail!*
One of the girls is passing information to a criminal organisation, who are then using that information to blackmail powerful or rich people in the city.
When this is discovered the brothel loses -4 in popularity, gaining the same amount in notoriety.
If the girl is dealt with then loyalty decreases by -2 but popularity increases by +2.
- 15 *Underworld Mole!*
One of the girls turns out to be a plant from a criminal organisation keeping an eye on the brothel for a thieves' guild or similar.
If she is left in place there is no effect.
If she is turfed out of the brothel, then loyalty decreases by -1 but popularity and notoriety both increase by +1.
- 16 *Assassination!*
A hired assassin attempts to kill the madam! The Games Master should determine the outcome and who hired them, but whatever happens the brothel loses -3 in popularity and gains the same amount in notoriety.
- 17 *Knows Too Much!*
A criminal organisation is convinced that one of the girls working in the brothel has heard too much about their plans and ideas. They demand that she be handed over.
If the girl is handed over she is never seen again and loyalty decreases by -3.
If the girl is protected then there may be trouble and loyalty increases by +2 while notoriety increases by +1.
- 18 *Witness Protection!*
One of the girls has picked up a juicy piece of information on something that a criminal organisation is planning.
If the watch is told then increase popularity by +2 and notoriety by the same amount, the criminals may seek vengeance.
If things are kept quiet then decrease notoriety by -1.
- 19 *On the Run!*
A criminal asks the brothel to help him or her lie low for a while to avoid the attentions of the watch.
If the brothel agrees then decrease popularity and notoriety by -1.
If the criminal is turned away then increase notoriety by +1.
If they are handed over to the watch increase popularity by +2 and decrease notoriety by the same amount.
- 20 *Roll Twice.*

DESIGNER'S NOTES

Writing this one has been a little bit on the tricky side. After all, what makes a Quintessential Temptress? Beautiful women have a certain special 'something' about them that makes men into fools, allows them to twist us around their little finger and do anything for them, but how do you define that something or even base a whole character class around it?

The answer is that you do not. Instead the best approach was to treat the temptress as a sort of metaclass; as, on reflection, the special 'something' is actually just a matter of having breasts and being passably attractive. Any female character can be a temptress then, all it is, is a matter of approach. What this book would do then would be to expand upon the options for this sort of play.

A large amount of this book turned out to be about prostitution, which is the most direct manipulation of men that there is, providing sex for money. The worry then is that 'will people be offended'? Well, people were offended by such previous gems as 'The Wandering Poontang Chart' and people seriously thought that *The Slayer's Guide to Female Gamers* was about killing women. If life, the Internet and membership in roleplaying societies has taught me anything it is that some people will be offended by anything you say – so it is best not to be too worried about it.

Just to set the record straight: no, I do not think prostitution is harmless, funny or a good way to make a living. It is degrading and awful and can be about exploitation in a way that erotic dancing or pornography is not (or is not always). I have known a few people who have had to do it to make ends meet and it is not good.

What we have here though is fantasy and, to make things abundantly clear to the odd brain-damaged person out there, fantasy is *not* reality. Fantasy fiction and roleplaying has long established archetypes, such as the manipulative she-bitch and the whore with a heart of gold, the hearty tavern wench and so on – and it is these things that this book is about, not the reality.

Hopefully some of you will notice that, as with *Nymphology*, there are

some serious, useable ideas and discussions within this book, particularly on brothels. I do not know if that speaks more about the sort of games that I play in, but brothels seem to feature heavily in a lot of our adventures and between our adventures, as internet cartoonist Scott Kurtz puts it... 'Ale and whores!'

As I was writing I found myself surprised by the amount of useful and useable game concept ideas that cropped up, more than I was even expecting. I think you can now viably have campaigns centred around travelling acting troupes, seraglios, noble courts and so on, using this book to help create a charged Dangerous Liaisons style game of sexual intrigue. Even just generating and running a brothel and dealing with its monthly problems could give you a game for a few months.

Lastly I would like to state a debt of thanks to the author of *The Quintessential Rogue*, which acted as a template, resource and model for much of this book. That book deals with much of the same shadowy underworld areas as this book does and, in trying to make the two books compatible, I appear to have ripped off much of that other book. Oops. Still, I recommend that you buy it as well, since it is damn good.

Cheers, enjoy your ale and whores. I know I do.

James 'Grim' Desborough



MGP
9997

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