

Book of Unlawful Carnal Knowledge



Requires The Dungeons and Dragons® Player's Handbook For Use.



The ruling passion, be it what it will,
the ruling passion conquers reason still.

Alexander Pope

Graze on my lips; and if those hills be dry,
Stray lower, where the pleasant fountains lie.

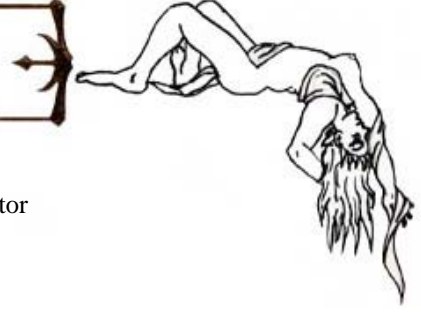
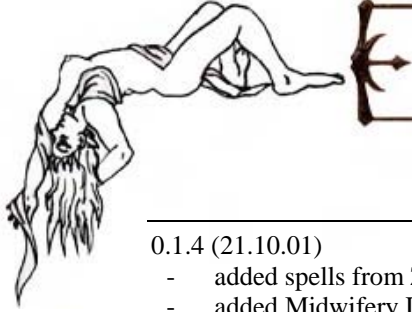
Shakespeare

Passion often makes a madman of the cleverest
man, and renders the greatest fools clever.

La Rouchefoucauld

She weaves the winding-sheets of souls, and lays
them in the urn of everlasting death.

Pollok



Change Log

0.1.4 (21.10.01)

- added spells from Zelda
- added Midwifery Domain (2 spells missing)

0.1.5 (22.10.01)

- added two new spells
- added Recondite Pawn Template
- added some magical items

0.1.6 (25.10.01)

- added four spells
- removed psionic powers, psionic feats and combat mode
- removed names of the not OGL-compliant characters
- added OGL-Licence

0.1.7 (29.10.01)

- added Naked Blades spells and spell alterations.
- re-added the psionics stuff

0.2.0 (4.11.01)

- introduced the new rules
- added new spells
- changed Orgiastic Ritual to new rules.
- (kept everything, although not rules-compliant anymore)
- Still to change: Spells, Psionic Powers, Feats, Monsters, Prestige Classes.

0.3.0 (9.11.01)

- changed feats
- changed psionic powers
- changed spells
- included credits of the old version
- added Tanilens examples
- added essays from old version
- added plots from old version
- added new basic rules
- added Riot Gears new species specialities

0.4.0 (23.11.01)

- added Chapter "Sexuality in Your Campaign"
- added New Recondite
- added Preface of the old Guide
- added javascript source to generate a periodical name.
- added Prestige Classes
- added Pregnancy and Birth

0.4.1 (26.11.01)

- added sexual diseases
- included images
- rearranged some of the parts.

0.4.2 (04.11.01)

- corrected Mystery of Fertility
- changed some headlines

- new magical items
- included Prostitute Generator

0.4.3 (25.12.01)

- new magic items
- Wild Oats
- Some Credits
- new Cover
- changed page-size

0.5.0 (08.01.02)

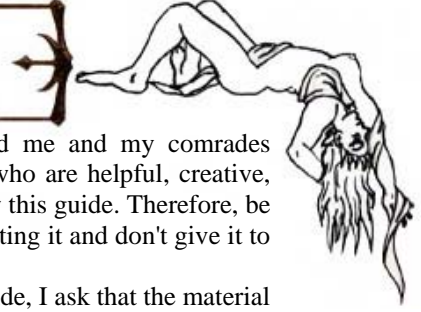
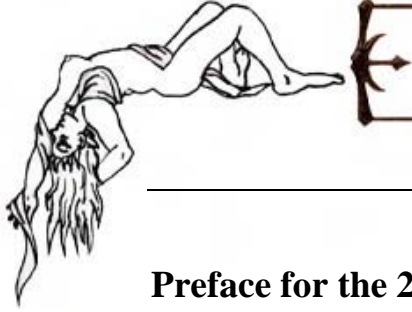
- introduced header
- added several new Monster
- corrected a mistake from a wrong pasting several versions ago.

To do:

- Prestige Classes update
- prostitution in the world (what are, what do they do, who is considered to be etc.)
- Preface
- Insanity
- Creating a Brothel
- CR for Forget-Me-Nots and Rose Golem
- Rules for becoming pregnant

Nice to have:

- more magic items
- more spells
- more prestige classes
- more monster
- Some nice stories
- Secret Ninja Sex-Craft



Preface

Preface for the 2nd Edition Guide

Most everybody has had a character come in contact with a person of the opposite sex, but the encounter was nothing more than the brief statement: "I'll have sex with the fair lass and leave". This leaves out a lot of exciting role playing that can turn into a lot of humorous anecdotes. What if one of the involved people can't "perform"? What about getting a disease? Getting pregnant? Spells? Magic-Items? Classes? But where could a player find a could source of information?

On a RPG discussion list (an electronic mail forum for RPGs), a person posted rules for characters to have sex. I thought that this was quite clever and a little demented. Well, just having a few sex rules didn't seem to useful except for its comic appeal so I made some diseases and insanities to make it more interesting. I thought I had a pretty nice guide so I requested some help on the list for people to look it over. Well, this caused quite a stir and I realized that the guide was very incomplete as suggestions for more sections started pouring in. Well, over a few months ideas, comments, criticisms, and additions kept coming. I even established a small mailing list to correspond to these people. By far the best thing to come out of this guide was the useful information on pregnancy which was much needed for most RPGs.

I saw some successful guides created by another list member, so I asked if I could mimic his organizational style and other key elements like the title, copyright, preface, quoting, etc.. We are both hoping that this style will be used in other works to bring some type of unity to all net-guides. Eventually, this final product was reached. This guide will add a new and often times funny dimension to any campaign. The key is funny. One objective was to try and keep it light and fun. Although some things may be considered perverse, it was created in an jocular fashion. The intent isn't to offend or disgust it is only to enhance the game. This guide is so extensive that there should be something for everybody. And if not, then you can just throw it away (it's not like you had to pay for it or something). I'm sure that companies have plans to publish there own guide <yeah, right>.

For the most part, the information enclosed will have been play-tested and in a workable form. In others, you may have to make further adjustments to fit the ideas into your campaign.

This material is the fruit of labor from a few great people of the Internet. Although some material is my own, it is not all my own. Most of the material was submitted from others, and I merely edited it. Also, many people inspired much of the guide. Plus, they made a considerable amount of suggestions, comments, and criticisms. Acknowledgment to these people is given in the Special Thanks section of this guide.

I prefer that this guide is not mass distributed. This is a very extensive supplement that few deserve. Most

criticized, mocked, and scorned me and my comrades while creating it. Only people who are helpful, creative, and appreciative deserve to view this guide. Therefore, be wise and selective when distributing it and don't give it to every Tom, Dick, and Conan.

For those that do receive this guide, I ask that the material is unchanged. Of course I can't really stop anybody from doing what they want. I just ask that you respect those who made this guide possible because I'm sure that they will continue to make great material for RPGs.

The Guide Creator

P.S. Much criticism has been aimed at this guide because of its topics. Some feel that characters are forced to roll instead of role-play. Some feel that its contradictory to increase role-playing by adding more tables.

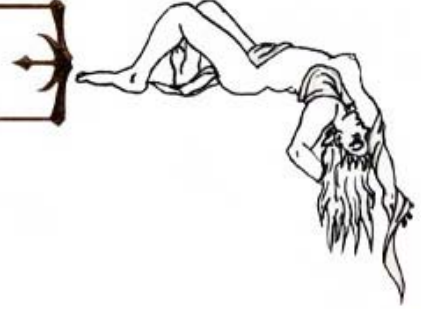
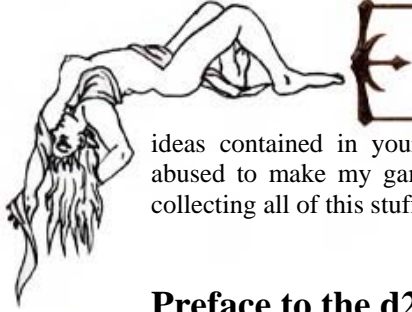
I don't think that some rules hamper role-playing. A lot of players don't like bad things to happen to their characters and will prevent these things to happen. Having the rules allows the GM to ensure that the character suffers, but fairly. Of course the player must still role-play, but now he will know what abilities are effected. On the same note, I find that tables give the characters something to work with instead of just saying something is happening. The character still must role-play. It just helps to give the players some direction. Being free to let a character do anything in the name of role-playing isn't right. RPGs have many rules and to criticize rules that others make isn't fair. Why not criticize the combat system, spell casting, and such? You could say that the limitations put on spells hampers role-playing. Why not let characters flourish with dramatic spell-use that isn't encumbered with rules? My point is that some rules are to much, but using certain ones that you like at the right time will enhance role-playing by giving players something to work with.

However, I do feel that some rules are encumbersome. I didn't care for the sex rules in this guide and haven't used them, but some people do and that is fine. The conception rules I feel are useful because characters find out if they are pregnant randomly (for females) without the GM deciding. Because when the GM decides, the character assumes (with good reason) that the pregnancy occurred for some dastardly plot reason.

There are many types of players around, some like rules others don't. I just put everything in my guides based on what people ask for. I don't limit the guide to just what I want. I just don't use what I like. I make available what people want and suggest.

I would like to quote a friend, Morgan, who seems to say it all about people's complaints:

"I think all those that complain that guides are too strict or difficult to roll are a wee too steeped in the judicial side of the game, i.e. following the rules to the letter. I suppose someone ought to mention that what you're doing is creating guides for those who want to have a bit more realism in certain situations, not creating rules that MUST be played. In general, I've found a lot of useful



ideas contained in your guides which can be used or abused to make my games more enjoyable. Thanks for collecting all of this stuff."

Preface to the d20 Conversion

In place of a real preface, that is hopefully written by someone else, I would just like to say a bit about this conversion.

First of all, because we are all d20-gamers, we did drop the general feel of the original guide, i.e. we made rules for d20 only, without thinking about trying to integrate rules for other rpg-systems.

This is still a work of love to us. Begun in september 2001 at a thread at the Enboards. We had a lot of discussions and opened a lot more threads to discuss special rules and campaign informations.

At some time during our work, Tanilen told us, that he and his friends at their site were doing the same thing.

The natural course of action was, to put everything together.

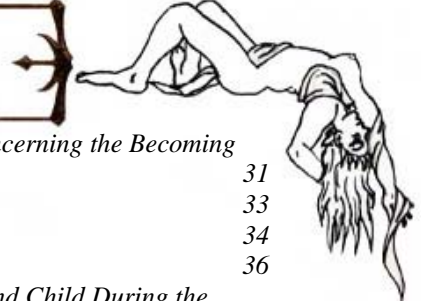
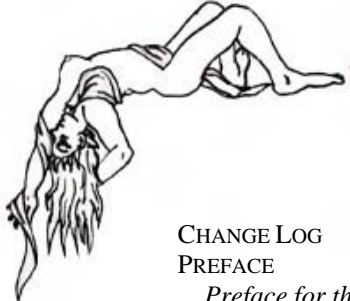
While we hope, that you will enjoy reading this work, please keep in mind, that it is still a work in progress and that you will probably find several mistakes.

The newest version as well as some other stuff can be found at
<http://www.netbook-of-uck.net>

If you got the Guide from another page, take a look at the address above to get the newest version.

If you, dear reader, have ideas, new spells, or just comments on this project, either write an email to us (a formular can be found at the aforementioned URL) or participate at one of the threads at the boards.

January 07th, 2002. Kolvar
(who hopes, that someone else will replace this soon)



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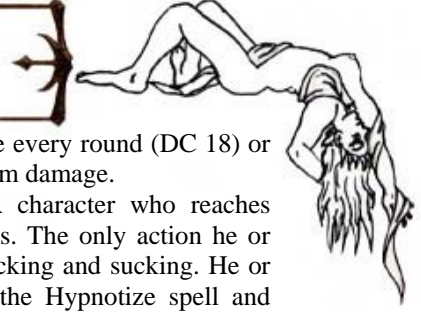


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Chapter 1: The Basic Rules

Condition Summary

This list of physical states of being is to supplement the list in Core Rulebook II that includes "Exhausted," "Fatigued," and "incapacitated" and may often suggest changes to states that are already listed. When a spell or action or feat refers to a result that indicates a new state, it is referring to this section, so if a spell causes Arousal, then refer to this list to see what Arousal does to a PC.

Aroused: The character is physically ready for sex. If the character is male, he is erect and ready to penetrate; if female, this means her nipples and clitorises are hardening and her vagina is lubricating.

Horny: The character is emotionally ready for sex – he or she has an itch and wants to scratch it. Horny characters suffer a -5 penalty to Will saves to resist any seduction attempts. A character who is naturally Horny remains so until they climax, are shocked, are injured, or have cold water thrown on them. Horny females get a +2 circumstantial bonus to their Charisma when dealing with sexually compatible males. Horny characters are normally (though not necessarily always) also Aroused. Characters who are both Horny *and* Aroused are considered distracted and cannot Take 10 on any non-sexual skill checks.

Lustful: The character has a powerful attraction to another being, and a strong, nearly overpowering, desire to have sex with them. These characters suffer a -10 penalty to Will saves to resist any seduction attempts made by the object of their lust. (This penalty does not stack with the penalties from being Horny.) In fact, a Lustful character will often initiate seduction attempts of their own. Characters of evil and chaotic alignments may attempt to rape these objects of lust if their attentions are rebuffed.

Peaked: The character is right on the edge of orgasm. He or she is at a heightened state of arousal, and requires only one more push to come. A character cannot be forced to climax (other than through certain spells) without being brought to this point. A character who is Peaked must make a Concentration check against a DC 15 before making any non-sexually based skill checks, and all said skill checks suffer a -2 distraction penalty.

Over-stimulated: The character has gone beyond Peaked and is in sexual agony as they are a hair's breadth away from release, but climax is teasingly withheld from them. While in this state, a character cannot perform any Intelligence based skills (except Sexual Prowess using the Creative Lover trick) or cast spells, has a -10 distraction penalty for all non-sexual skill checks, and suffers a -5 morale penalty for all save attempts. An Over-stimulated character will agree to do almost anything to be allowed to achieve climax, and must make a Will save to resist agreeing to any such offers. The save's DC equals 20 + the offering character's Charisma modifiers. Finally, an Over-stimulated

character must make a Will save every round (DC 18) or take 1 point of temporary Wisdom damage.

Sexually Delirious: A character who reaches this stage is considered Helpless. The only action he or she is capable of is mindless fucking and sucking. He or she is also suggestible as per the Hypnotize spell and loses all Will save bonuses until he or she gets 8 hours of complete rest.

How Sex Works

The Arousal Check

This is the core sexual mechanic for d20 games. An arousal check is, at its core, a Constitution check. The DC for a character's arousal check is based off of his or her partner's Sexual Prowess check, and equals 10 + the Arousal Check Modifier indicated by the Sexual Prowess check result (see table S-1). Some feats provide bonuses to the Constitution check. Endurance, Great Fortitude, and Iron Will all provide their bonuses to arousal checks. Having 5 or more ranks in Concentration also provides a +2 synergy bonus to arousal checks.

The Basics

There are three basic steps to any sexual experience – getting aroused, getting close to orgasm, and having an orgasm. Each of these three steps has its own slightly different mechanics.

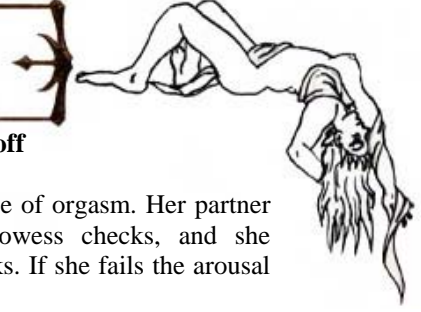
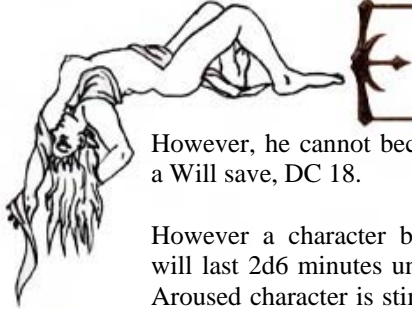
1. Getting your partner aroused

Getting your partner aroused is often, but not always, a non-sexual activity. Sweet nothings whispered in the ear, a seductive dance, or sheer personal presence can often be enough to prepare a person for sex. This generally takes the form of an opposed check – the character rolls the appropriate skill or ability check, and the target makes a Will save. If the target fails the roll, she is considered Aroused. Some skills/abilities that might be used for arousing a partner include:

- Bluff
- Diplomacy
- Perform (Dance)
- Charisma

Arousing your partner through sexual means is usually more direct and harder to resist. If you choose to arouse your partner with pure sexual prowess, make a Sexual Prowess check. Your partner makes an arousal check. If your partner fails the check, she becomes Aroused.

Male characters have a slight advantage in getting aroused, as men are naturally inclined to being ready for sex at a moment's notice. If he is currently not Aroused, a male character can become aroused as a free action.



However, he cannot become un-aroused without making a Will save, DC 18.

However a character becomes Aroused, this condition will last 2d6 minutes unless stimulation is applied. If an Aroused character is stimulated, she will not become un-aroused until stimulation stops.

2. Getting your partner close to orgasm

Once both partners are Aroused, sex can begin in earnest. Both partners make Sexual Prowess and arousal checks. If one partner fails an arousal check, he is considered Peaked.

However, once a character is Peaked, he only has a short time to have an orgasm before his body settles back down. If he does not have an orgasm in 1d4 minutes, he returns to being simply Aroused, unless his partner can keep stimulating him. Barring magic or other supernatural effects, a character *must* be Peaked before he can orgasm.

3. Getting your partner off

A Peaked partner is on the verge of orgasm. Her partner continues to make Sexual Prowess checks, and she continues to make arousal checks. If she fails the arousal check, she has an orgasm.

After orgasm, a character goes into afterglow. Female characters are Aroused for 1d4 minutes after orgasm. Male characters, on the other hand, are no longer Aroused. Instead, they are considered Fatigued for 2d6 minutes. Any attempt to arouse a male after orgasm suffers a -10 penalty.

Complications

Different Species

Generally, characters tend to have sex with others of their same species. Very similar species also frequently have sex, such as humans and elves. Generally, as long as two characters are of the same creature type (Humanoid, Giant, Outsider, etc.), there are no penalties to any Sexual

Quick Rules for Sexual Encounters

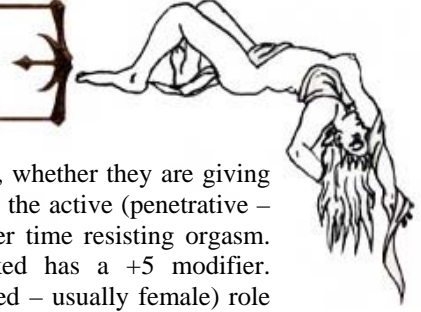
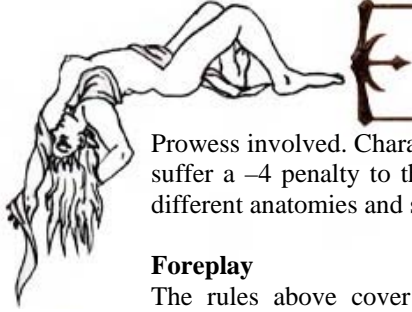
Not all DMs may want to play out an entire sexual encounter using the full rules, whether because of personal preference or lack of time. If you wish to include sexual encounters in your game, but don't want to go through the entire process of making Sexual Prowess and arousal checks, the following rules present a fast and simple alternative.

The simplest use of the Sexual Prowess is not much different from Performance. The player announces he is going to give his partner the night of her life and then rolls a skill check for Sexual Prowess and checks it against the following table for DCs and results:

Table S-5: Simple Sex Check Results

DC	Performance
5 or less	Disappointing Experience – You failed to satisfy your partner, and generally left him or her wanting more. You suffer a -1 penalty to Charisma-related checks when dealing with this person for the next 1d4 days.
10	Routine Experience - You both achieved satisfaction, and that is always good, as we all know. But it was nothing remarkable.
15	Enjoyable Experience - You exhibited a bit more flair than the standard lover and may have even showed your partner a new trick. +1 impression bonus to Charisma-related checks when dealing with this person for the next 1d4 days
20	Great Experience - Multiple orgasms were definitely involved in the evening, and you have definitely made an impression on all but the most jaded of lovers. With time, you may develop a local reputation as a lover of some skill. +2 impression bonus to Charisma-related checks when dealing with this person for the next 1d4 days
25	Memorable Experience – Even the most jaded of lovers would be impressed by the sexual skill you have demonstrated. With time, you may develop a regional reputation as a lover of noticeable skill. +3 impression bonus to Charisma-related checks when dealing with this person for the next 2d4 days.
30	Extraordinary Experience - You just may be the best lover your partner has ever had--you certainly gave them on of the greatest experiences of their lives! With time, you may develop a national reputation as a lover of great skill. +4 impression bonus to Charisma-related checks when dealing with this person for the next 1d4 weeks.
40	Religious Experience - Things were done in the bedroom that are the stuff of legends and ribald pornographic etchings! The gods and goddesses of lust would be proud of you. In time, you may even draw their notice and be whisked away to visit them! +5 bonus to Charisma-related checks when dealing with this person for the next 1d4 weeks.

The DM should feel free to apply any situational bonuses or penalties befitting the circumstances. Also, the DM may wish to subtract the partner's ranks in Sexual Prowess from the character's Sexual Prowess check result. After all, what is Memorable to a simple farmer's daughter (1 rank of Sexual Prowess) might be merely Enjoyable to a lusty barmaid (5 ranks of Sexual Prowess), or even Routine to a seasoned prostitute (15 ranks of Sexual Prowess). Alternately, both partners may make opposed skill checks in a contest to see who is the better lover.



Prowess involved. Characters of different types, however, suffer a -4 penalty to their Sexual Prowess roles due to different anatomies and sexual proclivities.

Foreplay

The rules above cover action when both partners are participating equally. If only one partner is actively participating, she is the only one who can make a Sexual Prowess check that interval. She does not have to make an arousal check that round. During foreplay, Sexual Tricks that affect another partner's Sexual Prowess checks may not be used.

Multiple Orgasms

Female characters are normally Aroused after having an orgasm. However, if a female character fails her arousal check by 10 or more when orgasming, she is still Peaked, and can still orgasm again with more stimulation.

Multiple Partners

While most sex tends to be a one-on-one affair, this is definitely not always the case. In the case of multiple partners, each person involved selects one other partner to focus on each minute, and can only modify that partner's arousal check DC with his Sexual Prowess check. It's perfectly permissible for two or more partners to "gang up" on a third to push him over the brink faster. In that case, add together the arousal check modifiers of all acting partners to determine the character's final arousal DC.

Preferred Genders

While the basics of sex are the same regardless of what two (or more) genders are involved, sexual partners tend to be more familiar with the gender that they prefer, and are generally uncomfortable and/or unfamiliar with pleasuring someone not of their preferred gender. Whenever a character is having sex with someone not of his preferred gender (the same gender if he is straight, the opposite gender if he is homosexual), he gets a -2 penalty to his Sexual Prowess rolls. Bisexual characters do not suffer this penalty.

Sexual Fatigue

A sexual partner can only perform for so long before fatigue sets in. A character can have sex for a number of minutes equal to his Constitution score. After that has been reached, he must then make a Fortitude save of increasing difficulty to continue. The save begins at DC 10 and increases by 1 every round thereafter. Each previous orgasm that day adds an additional 2 to the save's DC. If he fails the save, the character must stop and rest for at least 30 minutes before attempting again, during which time he is considered Fatigued.

Taking 10

If all partners agree, each can take 10 on his or her Sexual Prowess roll to enjoy a nice, long, leisurely bout of love-making.

Virginal Partners

Virgins tend to react differently, whether they are giving or receiving. Virgins who are in the active (penetrative - usually male) role have a harder time resisting orgasm. Their arousal DC while Peaked has a +5 modifier. Virgins in the passive (penetrated - usually female) role have a harder time reaching orgasm due to pain. Their arousal DC while Peaked gets a -5 modifier.

How to define the size or capacity of an orifice, wang, or wang-like object

There are three times as many size categories as usual for defining sexual endowment - Lesser, Average, and Greater versions of Fine, Diminutive, Tiny, Small, Medium, Large, Huge, Gargantuan, and Colossal. By default, any given member or orifice on a creature's body will be the Average version of its size. Some creatures are better or worse endowed than others and have a numerical modifier - For example, Minotaurs have a +1 modifier, which means their wangs are one size category larger than average for a Large creature - I.E., Greater Large. If they had a +2 modifier, they would be Lesser Huge - +3 would be Average Huge.

That's how it works.

- Lesser Fine: .24 inches
- Average Fine: .3 inches
- Greater Fine: .375 inches
- Lesser Diminutive: .6 inches
- Average Diminutive: .75 inches
- Greater Diminutive: .94 inches
- Lesser Tiny: 1.19 inches
- Average Tiny: 1.5 inches
- Greater Tiny: 1.89 inches
- Lesser Small: 2.38 inches
- Average Small: 3 inches
- Greater Small: 3.75 inches
- Lesser Medium: 4.5 inches
- Average Medium: 6 inches
- Greater Medium: 8 inches
- Lesser Large: 10 inches
- Average Large: 12 inches
- Greater Large: 15 inches
- Lesser Huge: 19 inches
- Average Huge: 2 feet
- Greater Huge: 2.5 feet
- Lesser Gargantuan: 3 feet
- Average Gargantuan: 4 feet
- Greater Gargantuan: 5 feet
- Lesser Colossal: 6.3 feet
- Average Colossal: 8 feet
- Greater Colossal: 10 feet
- Lesser Titanic: 12.5 feet
- Average Titanic: 16 feet
- Greater Titanic: 20 feet



Chapter 2: How to Improve Your Sex-Live

Skills

Sexual Prowess (Cha; Armor Check Penalty)

This skill determines your expertise in the arts of physical love. In general, Sexual Prowess covers the entire gamut of intimate physical interaction: erotic massage, masturbation, oral sex, vaginal sex, anal sex, and more. However, the more ranks in Sexual Prowess that you have, the more specializations and tricks you know.

Check: This skill determines how well you can make your partner more aroused during sex by setting his or her DC to resist orgasm. Normally, this is a Charisma check, as it represents personal presence and sexual attractiveness (not always *physical* attractiveness). However, with the right sex tricks, you can instead use another ability for your skill checks. To determine what your partner's arousal check DC is, consult table S-1 below.

Table S-1: Skill Checks and Arousal Check DC

Check Result	Arousal Check DC Modifier
9 or less	+0
10 – 14	+2
15 – 19	+4
20 – 24	+6
25 – 29	+8
30 – 34	+9
35 – 39	+10
40 – 44	+11
45 – 49	+12
50+	+13

Check Result	Arousal Check DC Modifier
9 or less	+0
10 – 14	+2
15 – 19	+4
20 – 24	+6
25 – 29	+8
30 – 34	+9
35 – 39	+10
40 – 44	+11
45 – 49	+12
50+	+13

Special: Every rank of Sexual Prowess also gives you one Sexual Trick, a sort of mini-feat that can be used to enhance performance.

Sexual Tricks

Adaptive Lover

Prerequisites: 8 Ranks Sexual Prowess, Easy to Read, Intuitive Lover, Species Focus

Benefits: You have enough familiarity with sex to be comfortable with lovers of different species. Select a creature type (Humanoid, Fey, Magical Beast, etc.). You are familiar with creatures from that creature type, and suffer no penalties due to species difference when engaged in sex with partners from that group. You may take this Sex Trick multiple times, selecting a different creature type each time.

Anal Sex Focus

Prerequisites: 3 Ranks Sexual Prowess, Intuitive Lover

Benefits: When stimulating your partner's anus, you gain a +1 competence bonus to your Sexual Prowess Checks. You may take this trick multiple times, increasing your bonus by +1 with each instance.

Bondage Focus

Prerequisites: 5 Ranks Sexual Prowess, Intuitive Lover, Dexterous Lover, Toy Focus

Benefits: When restraining your partner with ropes, bondage harnesses, or other types of restraints, you gain a +1 competence bonus to your Sexual Prowess checks. You may take this trick multiple times, increasing your bonus by +1 with each instance. Also, you gain a +2 synergy bonus to Use Rope checks when restraining someone.

Coordinated Lover

Prerequisites: 5 Ranks Sexual Prowess, Dexterous Lover, Intuitive Lover

Benefits: When engaged in sex with multiple partners, you may make an additional Sexual Prowess check for another partner. This sexual trick may be taken multiple times, raising the number of partners you can pleasure by one with each instance.

Creative Lover

Prerequisites: 1 Ranks Sexual Prowess, Int 12+

Benefits: You may use Intelligence as the relevant ability for all Sexual Prowess rolls in any situation where you are actively performing on your partner.

Delay Orgasm

Prerequisites: 5 Ranks Sexual Prowess, Intuitive Lover, Con 12+

Benefits: Whenever you make a Sexual Prowess check, you may take a penalty up to -5 on your roll to add the same number (up to +5) to your sexual save. This number cannot exceed the number of ranks in Sexual Prowess that you have.

Dexterous Lover

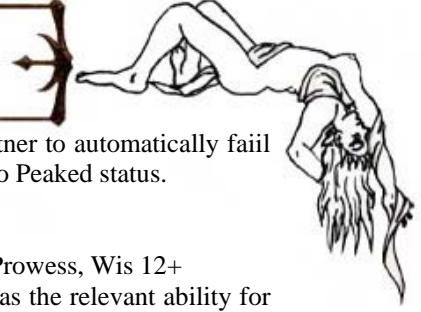
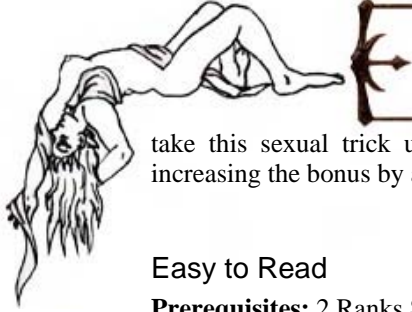
Prerequisites: 1 Ranks Sexual Prowess, Dex 12+

Benefits: You may use Dexterity as the relevant ability for all Sexual Prowess rolls in any situation where you have full freedom of movement.

Disease Resistance

Prerequisites: 4 Ranks Sexual Prowess, Con 14+

Benefits: You have a +2 resistance bonus to all Fortitude saves to resist sexually transmitted diseases. You may



take this sexual trick up to three times, each instance increasing the bonus by an additional +2.

Easy to Read

Prerequisites: 2 Ranks Sexual Prowess, Cha 12+

Benefits: Your partners receive an additional +1 insight bonus to their Sexual Prowess checks due to your communicative nature.

Enduring Lover

Prerequisites: 2 Ranks Sexual Prowess, Con 12+

Benefits: You have a +2 resistance bonus to your arousal check.

Everywhere at Once

Prerequisites: 12 Ranks Sexual Prowess, Dexterous Lover, Masturbation Focus, Oral Sex Focus, Anal Sex Focus, Position Focus, Toy Focus, Wild Lover, Sexual Combination, Dex 16+

Benefits: Once per day, you may attempt to use all your sexual skills on your partner at once. You may make a Dexterity check with a DC of 14. If successful, you may add a +15 competence bonus to your Sexual Prowess check. If you fail, you incur a -5 penalty to your Sexual Prowess check instead. If you beat the DC by 10 or more, your partner becomes Over-Stimulated.

Forceful Lover

Prerequisites: 5 Ranks Sexual Prowess, Powerful Lover, Str 14+

Benefits: When using Strength as your relevant ability for Sexual Prowess checks, you may add 1.5 times your Strength modifier to the check.

Greedy Lover

Prerequisites: 4 Ranks Sexual Prowess, Easy to Read

Benefits: Whenever you make a Sexual Prowess check, you may take a penalty up to -5 on your roll to add the same number (up to +5) to your partner's Sexual Prowess check. This number cannot exceed the number of ranks in Sexual Prowess that you have.

Instant Withdrawal

Prerequisites: 5 Ranks Sexual Prowess, Dexterous Lover, Lightning Reflexes, Dex 14+

Benefits: You gain a +4 bonus to Reflex Saves to use the Withdrawal form of birth control.

Intense Lover

Prerequisites: 8 Ranks Sexual Prowess, Stunning Pleasure

Benefits: Once per sexual encounter, if your partner is Aroused and your Sexual Prowess check result is 20 or

greater, you may force your partner to automatically fail her arousal check, bringing her to Peaked status.

Intuitive Lover

Prerequisites: 1 Ranks Sexual Prowess, Wis 12+

Benefits: You can use Wisdom as the relevant ability for Sexual Prowess.

Inventive Lover

Prerequisites: 5 Ranks Sexual Prowess, Creative Lover, Int 14+

Benefits: When using Intelligence as your relevant ability for Sexual Prowess checks, you may add 1.5 times your Intelligence modifier to the check.

Masochism

Prerequisites: 2 Ranks Sexual Prowess, Must have a noted enjoyment of receiving minor pain

Benefits: Whenever you take subdual damage during sex, your partner adds the damage to his or her Sexual Prowess check result.

Masturbation Focus

Prerequisites: 3 Ranks Sexual Prowess, Dexterous Lover

Benefits: When you can stroke, fondle, caress, or otherwise pleasure a lover with whatever part of your body is most agile (for example, your hands), you gain a +1 competence bonus to your Sexual Prowess checks. You may take this Trick multiple times, increasing the bonus by +1 with each instance.

Maw Stuffing

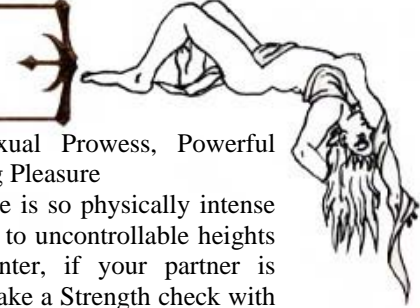
Prerequisites: 5 Ranks Sexual Prowess, Dexterous Lover, Masturbation Focus, Oral Sex Focus

Benefits: You can relax your mouth and throat muscles more than most people, allowing you to swallow larger phallic objects than normal. How large an object you can accommodate is based on how many ranks of Sexual Prowess you have.

Table S-2: Maw Stuffing

Ranks of Sexual Prowess **Effect**

5 to 9	You can fit a phallic object of your size category completely in your mouth, granting a +1 comfort bonus to Sexual Prowess checks.
10 to 14	You can fit a phallic object of one size category larger than you partially into your mouth.
15 to 19	You can fit a phallic object of one size category larger than you completely in your mouth, granting a +1 comfort bonus to Sexual Prowess checks.
20 to 24	You can fit a phallic object of two category sizes larger than you



25 or more

partially into your mouth.
You can fit a phallic object of two category sizes larger than you completely in your mouth, granting a +1 comfort bonus to Sexual Prowess checks.

Prerequisites: 12 Ranks Sexual Prowess, Powerful Lover, Forceful Lover, Stunning Pleasure
Benefits: Your sexual technique is so physically intense that you can drive your partner to uncontrollable heights of pleasure. Once per encounter, if your partner is Aroused or Peaked, you may make a Strength check with a DC of 14. If you succeed, your partner becomes Over-Stimulated.

Muscular Control

Prerequisites: 5 Ranks Sexual Prowess, Powerful Lover, Intuitive Lover

Benefits: When being penetrated, you can contract your internal muscles at will, intensifying your partner's sensations. You gain a +1 bonus to your Sexual Prowess checks when being penetrated. You may take this trick multiple times, increasing your bonus by +1 with each instance.

Oral Sex Focus

Prerequisites: 3 Ranks Sexual Prowess, Dexterous Lover

Benefits: When performing oral sex on your partner, you gain a +1 competence bonus to your Sexual Prowess checks. You may take this Trick multiple times, increasing the bonus by +1 with each instance.

Orifice Stuffing

Prerequisites: 6 Ranks Sexual Prowess, Dexterous Lover, Wild Lover

Benefits: You can relax the muscles of your vagina, anus, or other applicable non-bony orifice (i.e., no mouths), allowing you to take unusually large objects into that orifice. How large an object you can accommodate is based on how many ranks of Sexual Prowess you have.

Table S-3: Orifice Stuffing

Ranks of Sexual Prowess

5 to 9	You can fit a phallic object of one size category larger than you partially in your orifice.
10 to 14	You can fit a phallic object of one size category larger than you completely in your orifice, granting a +1 comfort bonus to Sexual Prowess checks.
15 to 19	You can fit a phallic object of two size categories larger than you partially in your orifice.
20 to 24	You can fit a phallic object of two size categories larger than you completely in your orifice, granting a +1 comfort bonus to Sexual Prowess checks.
25 or more	You can fit a phallic object of three size categories larger than you partially in your orifice.

Position Focus

Prerequisites: 3 Ranks Sexual Prowess, Dexterous Lover

Benefits: Select a sexual position. Whenever having sex in that position, you gain a +1 competence bonus to your Sexual Prowess checks. You may take this trick multiple times, selecting a new position each time. Alternatively, you may select the same position and increase the bonus by +1 each time.

Powerful Lover

Prerequisites: 1 Rank Sexual Prowess, Str 12+

Benefits: You may use Strength as the relevant ability for Sexual Prowess checks in any situation where you can use your muscles (arms and/or legs for gripping, or hips for thrusting) on your partner.

Quick Recovery

Prerequisites: 4 Ranks Sexual Prowess, Con 12+, Male

Benefits: You can recover from an orgasm sooner than most men. You are not considered Fatigued after orgasming. Also, after having an orgasm, you may make a Sexual Prowess check to recover quickly. Your recovery time is based on the result.

Table S-4: Quick Recovery Times

Check Result	Recovery Time
9 or less	Normal recovery time (2d6 minutes)
10 – 14	5 Minutes
15 – 19	4 Minutes
20 – 24	3 Minutes
25 – 29	2 Minutes
30 – 34	1 Minute
35 or higher	No recovery time – you are instantly ready

Responsive

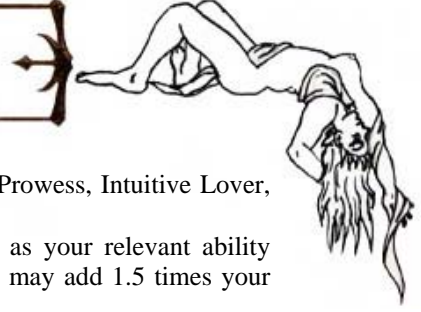
Prerequisites: 6 Ranks Sexual Prowess, Intuitive Lover, Spiritual Lover

Benefits: Whenever using Wisdom as the relevant ability for your Sexual Prowess checks, you gain a +2 insight bonus to your Sexual Prowess checks.

Sadism

Prerequisites: 3 Ranks Sexual Prowess, Must have a noted enjoyment of inflicting pain

Overwhelming Force



Benefits: Whenever you inflict subdual damage during sex, your partner adds the damage to his or her Sexual Prowess check result.

Selfless Lover

Prerequisites: 4 Ranks Sexual Prowess, Intuitive Lover
Benefits: Whenever your partner makes a Sexual Prowess check, you may take a penalty up to -5 on your arousal check roll to subtract the same amount (up to -5) from your partner's arousal check roll. This number cannot exceed the number of ranks in Sexual Prowess that you have.

Sexual Combination

Prerequisites: 8 Ranks Sexual Prowess, Dexterous Lover, Wild Lover, two of the following tricks: Anal Sex Focus, Masturbation Focus, Oral Sex Focus, Position Focus, Toy Focus
Benefits: Once per day, you may attempt to use two separate techniques on your partner at once. You may make a Dexterity check with a DC of 14. If successful, you may add a +10 competence bonus to your Sexual Prowess check. If you fail, you incur a -5 penalty to your Sexual Prowess check instead. If you beat the DC by 10 or more, your partner becomes Over-Stimulated.

Sexual Expertise

Prerequisites: 4 Ranks Sexual Prowess, Creative Lover, Int 14+
Benefits: Whenever you make a Sexual Prowess check, you may take a penalty up to -5 on your roll to add the same number (up to +5) to your partner's arousal check roll. This number cannot exceed the number of ranks in Sexual Prowess that you have.

Smooth Lover

Prerequisites: 5 Ranks Sexual Prowess, Easy to Read, Cha 14+
Benefits: When using Charisma as your relevant ability for Sexual Prowess checks, you may add 1.5 times your Charisma modifier to the check.

Species Focus

Prerequisites: 4 Ranks Sexual Prowess, Must have had sex with a member of the chosen species
Benefits: Select a species. You suffer no penalties to sex with that particular species due to different species, and instead gain a +2 familiarity bonus to your Sexual Prowess checks whenever having sex with a member of that species. You may take this trick multiple times, selecting a different species each time.

Spiritual Lover

Prerequisites: 5 Ranks Sexual Prowess, Intuitive Lover, Wis 14+
Benefits: When using Wisdom as your relevant ability for Sexual Prowess checks, you may add 1.5 times your Wisdom modifier to the check.

Stunning Pleasure

Prerequisites: 6 Ranks Sexual Prowess, Powerful Lover, Forceful Lover
Benefits: If you pleasure a lover with the Powerful Lover trick and indicate a +2 or greater change to your partner's sexual save DC, he or she must make a Fortitude save with a DC of your Strength. If they fail, they are considered Stunned for the next minute and may not make a Sexual Prowess check at the beginning of the next minute.

Talk Dirty

Prerequisites: 1 Rank Sexual Prowess, 2 Ranks Bluff, Charisma 12+
Benefits: You gain a +2 synergy bonus to Bluff checks when attempting to arouse a potential partner through sexual innuendo.

Tantric Lore

Prerequisites: 8 Ranks Sexual Prowess, Intuitive Lover, Spiritual Lover, Enduring Lover
Benefits: You gain a +4 resistance bonus to your arousal checks. Also, you may choose to apply or ignore this bonus at will.

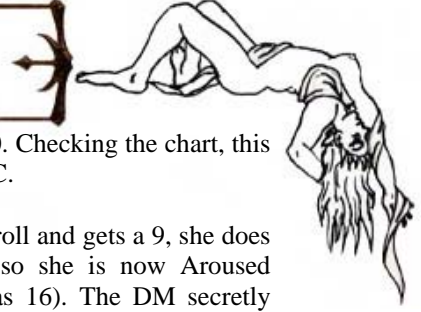
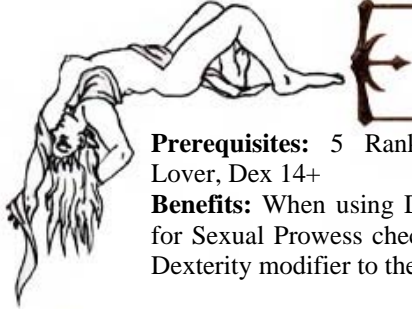
Teasing Lover

Prerequisites: 6 Ranks Sexual Prowess, Creative Lover, Sexual Expertise
Benefits: You are able to keep your partner at the edge of ecstasy. If your Sexual Prowess check result is 15 or greater, you may choose to allow your partner to automatically succeed her arousal check. You may use this trick a number of times in a row equal to your ranks in Sexual Prowess.

Toy Focus

Prerequisites: 3 Ranks Sexual Prowess, Dexterous Lover
Benefits: Whenever you use a sexual aid (such as a dildo) on your partner, you get a +1 competence bonus to your Sexual Prowess checks. You may take this trick multiple times, gaining an additional +1 bonus with each instance.

Wild Lover



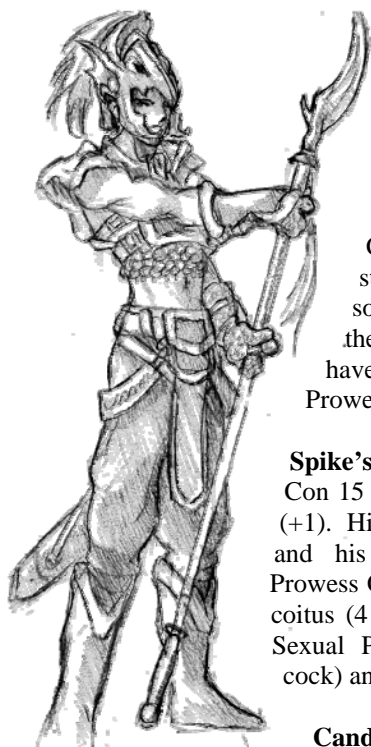
Prerequisites: 5 Ranks Sexual Prowess, Dexterous Lover, Dex 14+

Benefits: When using Dexterity as your relevant ability for Sexual Prowess checks, you may add 1.5 times your Dexterity modifier to the check.

Skills with new uses

Autohypnosis: *Self Control:* use autohypnosis instead of save-bonus to avoid/ get orgasm.

Examples



Scenario One: Consensual Sex Between Equals

Ok, we have Spike and Chandra. For the sake of starting these characters somewhere, lets assume they are both 5th level, and have 5 ranks each of Sexual Prowess.

Spike's Pertinent stats look like: Con 15 (+2) , Wis 9 (-1) , Cha 12 (+1). His Sexual Threshold is 4, and his total bonus to Sexual Prowess Checks is 6. His Tricks are coitus (4 ranks, so he gets a +2 to Sexual Prowess checks using his cock) and quick recovery.

Chandra's stats are Con 10 (+0), Wis 13 (+1) , Cha 15 (+2). Her Sexual Threshold is 4, and her total bonus to Sexual Prowess Checks is 7. Her tricks are fellatio (2), masturbation, receive phallus, and foreplay.

Keeping this simple, we have a scene where Spike and Chandra decide to get it on to celebrate a rather triumphant return from a deadly dungeon. Back in their room at the Inn, then climb into bed, shedding clothes and inhibitions as they go. Chandra's legs are wrapped around Spike's legs and draws him inside of her. (Foreplay, who needs foreplay!). Spike is of course already Aroused (he's a male), but Chandra is at least a willing participant, if not quite physically aroused yet.

Round 1

Neither Partner will actively try and resist pleasure for this exercise, instead they will simply bump and grind to their hearts content. Spike rolls first and gets a 12 and adds his Sexual Prowess bonus of 6, and another two

since this is coitus, and gets a 20. Checking the chart, this adds +6 to Chandra's orgasm DC.

Chandra rolls her resist orgasm roll and gets a 9, she does not have any con modifier's, so she is now Aroused having failed the check (dc was 16). The DM secretly rolls 2d6 and determines she will remain Aroused for 8 rounds or until she is Peaked

At the same time, she is also trying to give as good as she gets, and rolls her own Sexual Prowess check, getting a 4 and adding 7 for a total of 11. This sets Spike's Arousal check at 12 and he rolls a 3, adding his con bonuses (+2) for a total of 5, so he also fails and is now Peaked.

Round 2

Neither character saw anything wrong with round 1's results, and Chandra, now Aroused herself, is really eager for Spike to prove what a lover he is.

Spike continues to thrust away (that's all he is really good for anyway) and makes his Sexual Prowess Check of 16 (he rolls 8 and adds his bonus of +6 and another +2 for coitus) and sets Candra's DC at 14. She rolls well and gets an 18, therefore remaining aroused.

She rolls her own Sexual prowess check and gets a combined 16 as well, and Spike rolls an 11 against his DC of 14, failing it and oops, reaching his climax inside of an aroused but hardly satisfied Chandra.

Round 3

Spike now needs to make a fortitude check to see if he remains Aroused in his post-coital glow or not. This is of particular interest to Chandra, who is hardly satisfied with Mr. Two Minute lover here and wants to see a little more from him. He rolls a 4 and adds 6 (I am assuming he is a fighter and using the saves progression from there). I don't know exactly what the DC for this is, but for the moment, we will pretend that a 10 is insufficient to the task, and Spike goes limp. The DM secretly rolls 2d6 and determines he will need 10 minutes to recover without interference.

NEW RULE: ANY ATTEMPT TO AROUSE A MALE LOVER BEFORE HIS RECOVERY PERIOD IS EXPIRED (2D6 MINUTES) IS AT -10. (Will be integrated in the main rules, soon)

This makes Spike practically useless to the girl as is, so she sets about to





restore him as soon as possible, pushing him back in the bed and attending to him with tongue and lips. Candra has a Fellatio focus (2, for a +1 bonus), and is confident of her abilities, despite the odds against her. She rolls a 7 and adds 8 for a total of 15, then subtracts 10 for Spike's sad state. This gives her a total of 5, which does not result in any modifiers to the Arousal DC, so it stays at 10. Spike rolls 20 (naturally) and continues his Mr. Floppy impersonation.

Round 4

Candra is getting annoyed, but continues her task. This time she rolls a combined 8, still not good enough for a modifier, and Spike's Arousal check is at 14

Round 5

Candra is debating whether or not to abandon the great lug and her herself off or not, but decides to continue trying. Her adjusted roll is 18, putting Spike's resist roll at 14. He rolls 7, and bingo, springs back to life.

Round 6

Candra is still a little non-plussed by Spike's performance thus far, and even though she knows it is not his favorite, she demands he return the favor. Spike, now hard again and eager to show his appreciation of Candra's ministrations, agrees, and this time it is he who crawls between her legs and seeks to pleasure her with his tongue.

His skill check is 12 (rolled 6 and added 6 for skill bonus), thus setting Candra's DC at 12. She rolls a 14 and remains only aroused.

Round 7

Now that she has him where she wants him, Candra wraps her hands in Spike's hair to keep his head between her thighs. With no choice here, Spike makes another Sexual Prowess check, this time getting a combined 24. Candra rolls her Arousal Check versus 16 and gets 12—she fails and is now Peaked. This was close timing, as the DM was keeping track and knew that she was going to lose her Aroused State in another 2 minutes—nothing like cutting it close, eh? The DM makes another secret roll, this time 1d4, and determines that Spike has 3 minutes to finish getting Candra off before she goes back to being Aroused again.



Round 8

Candra decides she likes the way Spike uses his tongue and decides to keep him right where he is. He is eager to get a little satisfaction himself, but

decides to humor her a little longer and continues to eat her out. He rolls a combined 19, setting Candra's DC at 14. She in turn rolls 6 and is pushed over the Peak and into orgasm.

RULES MODIFIER: PER MY POST IN THE EN BOARDS, I AM USING THE RULE WHERE A WOMAN IS STILL AROUSED POST ORGASM INSTEAD OF STARTING OVER AGAIN LIKE A MALE. ALSO, IF SHE HAD FAILED HER DC BY 10 OR MORE, SHE WOULD STILL BE PEAKED. (will probably be included in the main rules)

Round 9

Seeing that he has finally returned the favor, Spike decides it's time for him to finally get a little as well and moves up her body until his manhood is at the lips of her vagina and pushes in. Candra, in turn, wraps her legs around his body, and the two are back where they started, though this time, both of them are aroused and eager for more.

Spike rolls a combined coitus check of 19, and Candra rolls her resist at 4 (vs. a DC of 14), taking her right back to a Peak.

Candra's skill check is a 15, and Spike's Arousal check is 16, so he stays merely Aroused.

Round 10

Spike rolls a combined coitus check of 13, and Candra rolls her resist at 15 (vs. a DC of 14), keeping her Peaked.

Candra's skill check is a 22, and Spike's Arousal check is 17, again keeping it where he wants it.

Round 11

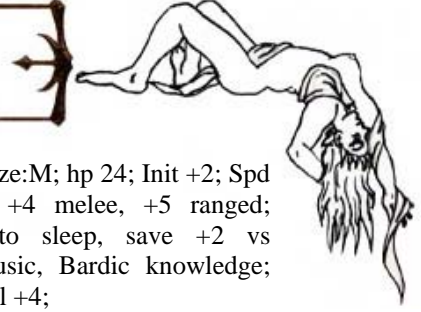
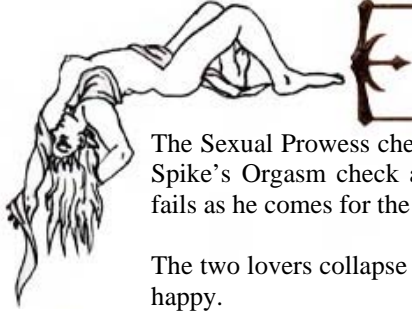
Spike rolls a combined coitus check of 14, and Candra rolls her resist at 11 (vs. a DC of 12), launching her into another orgasm

Candra's skill check is a 19, and Spike's Arousal check is 15 and he reaches his Peak.

Round 12

Candra is still aroused after her orgasm, and Spike is eager to have his own, so he continues to thrust away in her. His check is at 14 and she makes her DC roll by 2 (she rolls 14)





The Sexual Prowess check made by Candra is 27, setting Spike's Orgasm check at 18. He rolls a 10 and happily fails as he comes for the second time that night.

The two lovers collapse together in bed, both satiated and happy.

Derrin male Half-Elf Bard 5; Size:M; hp 24; Init +2; Spd Walk 30ft.; AC 12; Atk = +4 melee, +5 ranged; SA:Elven Blood, Immunity to sleep, save +2 vs enchantment spells, Bardic music, Bardic knowledge; AL:NG; SV Fort +1, Ref +4, Wil +4;

Str 12, Dex 14, Con 11, Int 14, Wis 16, Cha 17. Height 6' 0 inches, weight 185 pounds

Scenario 2: The Well-Traveled Bard Seduces the Duke's Innocent Daughter

Ok, I have to admit, I really love the NPC generator. Need a duke's daughter? Select female aristocrat humans and push the button and I instantly had 10 to choose from to use with this scenario. The fun thing about it is looking at the random results and trying to explain them in terms of character. Here is the one I chose:

Teressa, female human Nob1: CR 1; Size M (5 ft., 6 in. tall); HD 1d8-2; hp 6; Init +0; Spd 30 ft.; AC 10; Attack -2 melee, or +0 ranged; SV Fort -2, Ref +0, Will +1; AL CN;

Str 6, Dex 11, Con 6, Int 11, Wis 8, Cha 17.

Skills and feats: Appraise +4, Bluff +5, Disguise +5, Gather information +9, Hide +0, Listen -1, Move silently +0, Speak language +4, Spot -1, Swim +2; Point blank shot, Skill focus (gather information).

Now, I was originally looking for a character with high CHA and normal (or low) wisdom and intelligence, you know, your average fluff-brained lil' princess. And this one came close with the stats (cha 17, wis of 8), but at first I did not like the skills the program had randomly assigned her. Appraise and disguise? And look at that +9 for Gather Information! But then I started to see a pattern here. This is the bored daughter of a nobleman that no one seems to pay much attention too, but she pays attention to them! She is a born snoop and is incurably curious about other people's secrets. Her favorite gambit is to dress down like a commoner and spend the evening in the taverns in the rougher side of town (something her father and governess would very much frown upon if they knew), and listen to the gossip. She has spied upon some of her father's guards doing some not so wonderful things, and has used this information to blackmail them into turning a blind eye to her nocturnal activities. But Teressa is not nearly as clever as she thinks she is: she does not put her information or blackmail to any better use than merely escaping her boredom, and she fails to see any danger or repercussions to herself.

Well, if that is the Innocent Maiden, we now need the experienced, well traveled bard.

For this, I chose to use the PCGen program, because I wanted a little more control of the results (I had certain ideas that were a direct result of Teressa's results)

Skills and Feats: Bluff +12, Diplomacy +15, Escape Artist +3, Gather Information +11, Sexual Prowess (8 ranks) +13, Knowledge (Nobility and royalty) +8, Listen +5, Move Silently +3, Perform +9, Search +3, Sense Motive +11, Spot +4, Armor Proficiency (Light), Armor Proficiency (Medium), Shield Proficiency, Simple Weapon Proficiency, Smooth Talk, Street Smart

Sex Tricks (*this time I am using the sex trick rules as listed in the newest version of the book, but modified so he gets one per rank, a total of 8*): dexterous lover, masturbation, oral focus, creative lover, sexual expertise, teasing lover, intuitive lover, delay orgasm.

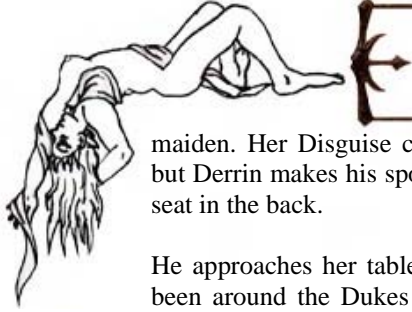
Ok, so here is the scenario: Derrin is more than just a simple bard, he is also a spy and an agent for a rival duchy, and has been staying in Teressa's town as a contact point for other agents. They come to him to deliver reports and pick up information and missions. He also observes the duke, from his vantage point of visiting entertainer, to keep tabs on the local political scene.

He has just become aware, however, that the charming little minx who visits the tavern he lives at is actually the daughter of the Duke himself, and he has just observed her spying on a meeting between two of his couriers. The little chit has stumbled upon a secret a lot more dire than merely who is diddling who or what funny songs the sailors are singing about her father this week. Derrin needs to find out what Teressa knows, and what her angle is. He has a lot of spells geared towards that sort of thing, but the duke retains a powerful wizard in court, and Derrin does not want to risk having magical manipulations detected by the mage.

Besides, Teressa **is** a beautiful young woman, and Derrin decides there are better ways to handle this. His preferred method is simple seduction and beguiling the young woman with his charms and sophistication, and thus convincing her to confide in him

Using his network of information, Derrin quickly learns of Teressa's night time romps, always in disguise, and never in the same inn two nights in a row. He anticipates when she will return to his Inn, and plans accordingly, making sure there are enough of his own men in the crowd to maintain control, and also protect the girl in case things go awry.

As each woman who is unknown to him comes into the tavern that night, he scrutinizes them to pierce the girl's disguise. Teressa finally comes in, dressed as a peasant



maiden. Her Disguise check is at 15 (a good costume), but Derrin makes his spot check at 22 and sees her take a seat in the back.

He approaches her table and introduces himself. He has been around the Dukes hall before, and wants to see if she recognizes him. She does indeed, but does not want to give her disguise away, and therefore pretends not to know him. He in turn is pretending not to recognize her through her costume. They both make opposed bluff checks.

Derrin rolls a 17 on his bluff, and Teressa tried to oppose with a sense motive trick but rolls a 3 (with an 8 in wisdom, she is pitiful at reading other people).

Her own bluff attempt nets a 14 and Derrin counters with 29 and the bard hides a smirk. The poor girl has no idea that he knows who she is, nor that he knows she knows who he is. She is has no clue she is not fooling anyone.

Derrin now makes an attempt to dazzle her with his charm. He makes his initial seduction attempt (bluff) and asks if he can join her at her table. He rolls a 26, and she makes an opposed sense motive check of 6 and falls for his line and invites him to join her. They both share a drink, then he tells her he is a bard and has to perform onstage now. He invites her to sit at his table up front so she can watch the show better. This is another opposed check, and (25 vs 12) she is once again no challenge for the smooth talker.

Derrin performs a few songs, focusing his attention all on Teressa. He first uses the bardic ability Fascinate to make sure all of her attention is on him. He rolls a perform check of 22 and she makes a will save, getting 12. She fails her save and finds herself captivated by his performance.

The bard now begins singing a series of songs with a decidedly erotic bent—not something raunchy to offend a well-bred young woman, but definitely titillating. He is attempting to Arouse her with his performing ability. They again roll opposed checks, and he gets a 15 this time. The DM decides to give Teressa a +5 situational modifier to her save, due to her virginal nature and her sheltered upbringing, and she still fails, rolling a total of 12.

The DM rolls 2d6 and decides that her arousal will last for 6 minutes if he does nothing else.

Derrin ends the set, and approaches the young girl. He tells her that he has had the innkeeper bring a bottle of expensive wine to his room and he asks her to join him there. This is another seduction attempt, and the DM decides again to give her a +5 bonus to her check because even the simplest dolt knows what Derrin is suggesting. The bard makes his seduction attempt at 24, she makes her sense motive at 20 and she willingly finds herself following him upstairs, eager to explore these new feelings tingling in her body.

Derrin has no idea how long the arousal will last (and the DM determines that he has wasted most of the time bringing her up to his room) so he makes another seduction attempt to keep her aroused. He rolls a 23 and she rolls a modified 25. She finally makes a roll and starts to feel uneasy about being up her alone with this man.

She is no longer aroused, and Derrin has to do something fast to keep her in the room. As a last resort, there is always his bardic magic, but he is still hoping to avoid that.

He pours two glasses of the wine and makes another seduction roll when he hands it to her, asking her to join him on the settee. This time he rolls a 27 and she makes a 12. She accepts the wine and sits next to him.

He rests a hand on her thigh and takes the now empty wine glass from her hand and looks deeply into her eyes. He wants to kiss her and must first make a seduction roll to see if she lets him. The DM keeps her circumstantial bonus to resist at +5. He rolls a 21, as does she. The tie breaker goes to the one with the higher key attribute, which would be Derrin's 17 charisma over Teressa's pathetic 8 wisdom. She turns her face up to his and accepts his kiss.

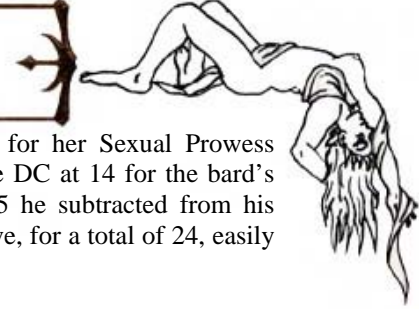
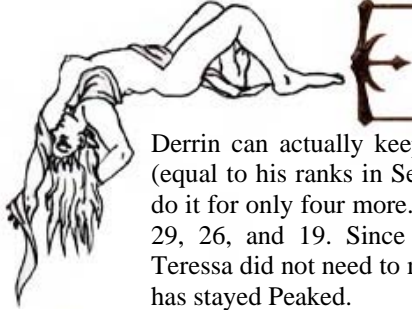
Now the fun starts as Derrin uses his Sexual Prowess to Arouse her again with the kiss. He rolls a 33, which puts her Arousal DC check at 19! She really well, but still falls short at 18 and she is once again aroused (for 8 minutes).

Next, Derrin decides to use his Masturbate sex trick to fondle and arouse Teressa, but apply his sexual expertise trick in order to keep her from getting peaked too soon.

How does this work? Well, first he adds +1 for using masturbation trick, then subtracts 5 for the expertise trick. This makes his adjusted Sexual Prowess modifier +9 and he rolls 17 for a combined 26. This sets the DC for Teressa's arousal check at 18. Now, her arousal check is a fortitude save, and her fort is -2, but because of the Sexual Expertise trick, she gets to add 5 to her roll, for a total adjusted bonus of +3. She rolls a 6 and gets 9, falling well short of the arousal check.

Derrin is a little surprised by how fast Teressa is responding to him now and decides its time to get naked. The DM was going to make him roll another seduction attempt to get her to undress, but considering that she is Peaked and just a step away from orgasm, he lets him take 10 on it.

Now naked, Derrin decides a little more effort is needed from him and he uses his Teasing Lover trick to ensure that she makes her save. He decides to go south and orally pleasure her to Tease her. The DC for him to do this is 15 and he gets 17. Teressa automatically makes her Arousal check, therefore staying Peaked, but being driven crazy by it.



Derrin can actually keep this up for 8 rounds at a time (equal to his ranks in Sexual Prowess), but he decides to do it for only four more. He makes the 4 rolls, getting 30, 29, 26, and 19. Since each was above the dc of 15, Teresa did not need to make her Arousal Check rolls and has stayed Peaked.

The bard decides he has teased her long enough, and uses his Oral Focus trick on her. He rolls a combined 30, setting her DC at 19 and she rolls 4 and explodes into her first orgasm of her life. Since she failed her DC arousal check by 10 or more, she is still peaked.

Derrin intends to keep her going since she is right on the verge of multiple orgasms, and sticks with the Oral Focus. His next check is at 32, so Teresa's DC is still 19 and she rolls 8. Again the orgasm, and again she is still peaked

Derrin rolls another Sexual Prowess check at 18 and Teresa rolls against the DC of 14, getting a 6. She has one more orgasm, but since she failed the check by less than 10, she is now simply aroused.

The Bard withdraws from the girl for a moment, watching the spasms slowly subside as he positions his cock at the entrance of her virgin vagina and slowly thrusts in.

Rules Note: Since she is a virgin, the rules state the DC to resist Pleasure is -5 lower while peaked—I would extend this to aroused as well as long as penetration is present. And since this round is the actual round the cherry is popped, I would say that gives her an automatic save on her Arousal check this round

Derrin rolls a 32 for his Sexual Prowess, and Teresa Automatically makes her save.

In the round following, Derrin begins to make love to the girl in earnest. Both are at the Arousal stage. Derrin makes his skill check and sets the DC at 9 (base 10 +4 then -5). Teresa rolls 10 and makes the save.

Now, for the first time, Teresa makes her own sexual prowess check, which is modified only by her charisma bonus of +3 since she has no ranks in the skill. She rolls an 18 and sets Derrin's first save DC at 14. His fort check is 15 so he barely makes it.

They continue for more of the same and Derrin rolls a 25 and Teresa fails the DC of 13 by rolling an 11 and she is once again on a sexual peak. Teresa rolls 14 for her own check and Derrin counters by rolling 4 on the Arousal check, missing the DC 12 by a large margin. After a night full of teasing the girl, he himself is finally on the verge of his own orgasm.

This next round, Derrin will use his delay orgasm trick to extend the scene. He rolls a 17 on his skill check and takes a -5 adjustment on it, for a new score of 12. This puts Teresa's save at 7 and she rolls 14, beating it and

sustaining her peak. She rolls for her Sexual Prowess check and gets a 16, setting the DC at 14 for the bard's Arousal check. He adds the +5 he subtracted from his skill check and adds it to his save, for a total of 24, easily beating the roll.

Derrin will do the same thing this round and gets 15 and Teresa barely beats the dc of 7 with an 8. Her skill check is 22 and Derrin needs to beat a DC of 16 and he gets an 18

Derrin next rolls 22 and Teresa's DC is 11, she rolls 4 and succumbs to orgasm one more time. She rolls 19 for her skill check and Derrin easily beats the DC.

Now that he has made her climax with his cock, Derrin stops holding back. He makes his next skill check at 22 and Teresa makes the save (DC 11, Arousal Check 17). She rolls a 10 and Derrin beats the DC 12 with a 15.

This time Derrin rolls 28, setting the DC at 13 and Teresa fails her save with a 10 and she is peaked again. She makes her skill check at 19, and Derrin fails his save (dc 16, he rolled 12) and he cums inside the young girl. The DM rolls 2d6 and determines that it will take 6 minutes for Derrin to recover.

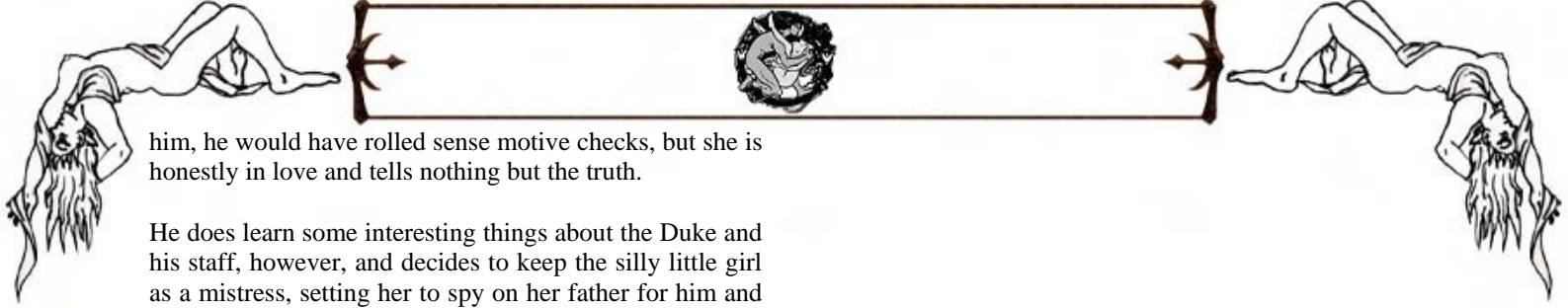
In the meantime, he sees that Teresa is still peaked and decides to give her relief. He pulls away from her body and then uses his fingers to masturbate her to climax. He rolls 31, setting the DC at 14, and Teresa rolls 4 and she climaxes noisily.

She failed her check by 10, though, so she is still peaked and Derrin continues to finger her. His next roll is 28 and Teresa misses the DC of 13 by 4 points. She climaxes one last time, then settles into a peaceful afterglow.

After both have a little bit of time to recover, Derrin decides its time to build to his next gambit. He concocts a story where he says he knows she is the Duke's daughter and realized it when he got her upstairs, but that he could not help himself because he was smitten and caps it off by saying he has been in love with her since the day he first came to her father's court.

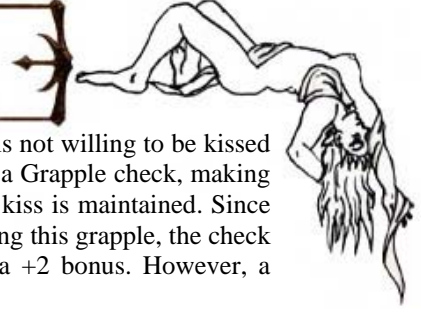
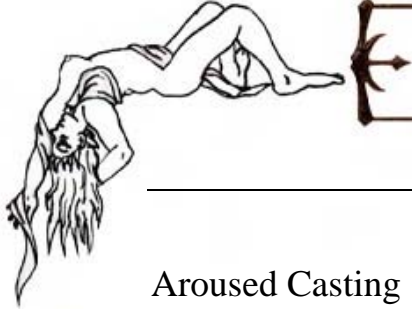
That's a lot of bullshit to swallow, but he rolls a 24 on his Bluff check. The DM gives him a +5 to his roll for positive reaction to his lovemaking skill, but negates that by giving Teresa a +5 to her Sense Motive check to compensate for the shock of learning her secret is out. She rolls a natural 1 on her opposed check and falls for it so hook line and sinker, she declares her own undying love for the Bard.

He asks his new "eternal flame" the reason for the disguise and coming to the taverns. She explains the whole story about being bored and liking to spy on people. He continues to subtly interrogate her in this manner and determines she has no clue what she saw that night in the inn, and that she is harmless. Had she lied to



him, he would have rolled sense motive checks, but she is honestly in love and tells nothing but the truth.

He does learn some interesting things about the Duke and his staff, however, and decides to keep the silly little girl as a mistress, setting her to spy on her father for him and sneak him into the castle when he needs it, or smuggle things out for him. All in all, it was a very successful seduction.



Feats

Aroused Casting [Metamagic]

Exchange all other spell components for sex.

Benefit: you may substitute all verbal, somatic and material [up to 1 gp] components while doing it. The spell is cast, when you are overcome with an orgasm. This got the added benefit, that you got to make no concentration-skill check to cast while having sex.

Body to Die For [General]

Prerequisites: Sexappeal

Benefit: You fight naked, or nearly so. While this denies you protection of armour, other than magical bracers and jewellery, it is extremely distracting to your opponents. All appropriate (see sexappeal feat) enemies who have you in their line of sight suffer -2 on their Attack rolls and Initiative. This penalty is non cumulative and several characters using this feat will not cause additional penalties to the opponents who can see more than one of them.

Coitus of Power [Metamagic]

Benefit: This is a way to transfer some power from one arcane caster to the other through a consenting sexual act. Both participants have to be willing to participate in sex, but only you need to be aware of its magical consequences. You can choose whether you will be on giving or receiving side. After the act, the giver caster becomes unable to cast the spells of his highest level for a number of days equal to his level divided by three. The receiver gains an additional single spell-slot of that level for the same duration. If receiver is unable to cast the spells of giver's highest level she gains a slot in her highest spell level. If you attempt to use this feat on another character with a same feat he automatically recognises the attempt before it takes effect. He can then choose to disengage from sex. You can use this feat only once per day with any individual character. If you are using it with more than one character you can gain only one extra slot per spell level you are able to cast.

This feat is a reason why powerful spell casters tend to be wary about engaging in sex.

Conductive Kiss [Metapsionic]

You can enhance a power by kissing the target.

Benefit: A power manifested with conductive kiss is considered to be affected by the Hide Power active for all displays as well as Psionic Focus and Power Penetration, but faces some restrictions. In order to manifest the power, you must kiss the victim for a full round, with you beginning the kiss on your action and the power taking effect on your action next turn, assuming you release the

kiss then. Kissing a victim who is not willing to be kissed requires the caster to succeed at a Grapple check, making the Hold action, each round the kiss is maintained. Since no damage is actually made during this grapple, the check to Hold the victim is made at a +2 bonus. However, a power only affects the victim

Control Arousal [Psionic]

You are able to control yourself.

Benefit: As long as you got 2 power points left, you are able to withstand any attack, that would cause you to get into the sexual condition "aroused" or "lust" will have no effect on you. If you are in the in the Afterglow you are able to recover in 1d4 minutes, instead of 2d6 minutes (males) and in 1d4 rounds instead of 2d6 rounds (females).

Divine Virginity [General]

Benefit: You have dedicated your body solely to your god and refrain from any sexual practices.

If you are divine caster you gain an additional spell slot of a second highest level you could cast. (Orison on first level, 1st level spell on third and so on.) If you are not a divine caster you gain the ability to cast protection from evil or bless once per day with you as the only affected creature. Your caster level for the purposes of this spell is 1. If you willingly engage in sexual activity you permanently lose the effect of the feat and risk 1% per your character level chance of being a recipient of a curse. If you are raped or engage in sexual activity while under the effect of mind controlling magic you have to perform atonement before you continue to enjoy the benefits of this feat. Followers of the faiths that encourage promiscuity can not take this feat.

Improved Pleasure Touch [Psionic]

Your touch increases the pleasure of everyone you.

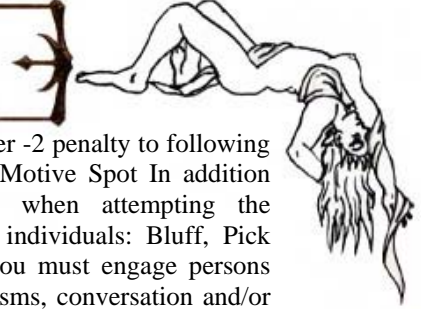
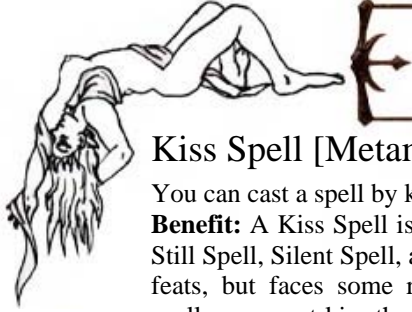
Prerequisite: Pleasure Touch

Benefit: You raise increase the arousal-check DC of the subject of this effect by 6. You got to make a touch attack and pay 2 power points. The person touched must make an arousal check immediately. This superceeds the effect of Pleasure Touch. You may use this feat only once per round.

Iron Celibacy [General]

Prerequisites: Wis 15

You are permanently immune to any seduction based effect including those of Succubi, Nymphs and various sex-related magics and feats. This feat is rendered useless for a year if you engage in any consensual sexual activity. If you engage in consensual sexual activity within that year the feat is rendered useless permanently.



Kiss Spell [Metamagic]

You can cast a spell by kissing the target.

Benefit: A Kiss Spell is considered to be affected by the Still Spell, Silent Spell, and Eschew Materials Metamagic feats, but faces some restrictions. In order to cast the spell, you must kiss the victim for a full round, with you beginning the kiss on your action and the spell taking effect on your action next turn, assuming you release the kiss then. Kissing a victim who is not willing to be kissed requires the caster to succeed at a Grapple check, making the Hold action, each round the kiss is maintained. Since no damage is actually made during this grapple, the check to Hold the victim is made at a +2 bonus. However, a kiss spell only affects the victim - Area spells cast this way affect only the target kissed. A kiss spell takes up a spell slot the same level as the base spell, altered by any other metamagic feats.

Mind Over Sexual Endurance [Psionic]

You are able to prolong your pleasure.

Benefit: Spending one power point you can maintain intercourse without any checks for 5 minutes even after missing your check to avoid sexual fatigue. The prolonged uses of this power has some dangers. If you prolong the intercourse in minutes more than two times your Constitution score, then when you stop paying cost you will collapse from exhaustion. If you go for more than four times your Constitution score you must make a fortitude save vs. DC 15 + the number of times you used this feat during this intercourse or die (but a good way to die).

Pleasure Touch [Psionic]

You can charge parts of your body with psionic energy, that causes pleasure.

Benefit: You raise the arousal-check DC of your partner by 4. You got to make a touch attack and pay 1 power points. You remain charged for a maximum number of rounds equal to your Strength modifier +1, or until your next touch. If you do not touch anyone, the power point expenditure is wasted.

Rape of Power [Metamagic]

Prerequisites: Coitus of Power

Works as a "Coitus of Power" feat except that you have to be the reciver and that sex can be unconsensual.

This feat could explain why many a wizard could "earn" a stay of execution when captured by a (particularly nasty) villan

Sexappeal [General]

Prerequisites: Ch 13

You are particularly attractive to the members of the opposite sex (and/or homosexuals of your sex). When in

your presence such persons suffer -2 penalty to following skills: Appraise, Listen, Sense Motive Spot In addition you get additional +2 points when attempting the following checks against such individuals: Bluff, Pick Pocket. For the feat to work you must engage persons attention by provocative manerisms, conversation and/or clothing. Any noticed hostility on your part, or that of your obvious allies, breaks the effect of the feat on the person affected permanently. Otherwise it can be used unlimited ammount of times. The bonus/penalty can be reduced by DM due to circumstances of the person(s) affected.

Sexual Energy[Metamagic]

You may use sexual energy to cast a spell.

Prerequisite: Aroused Casting.

Benefit: You are able to convert the energy set free during your sexual activities into spell energy. Per two orgasm by you or your partner you receive one spell level. That is, you and/ or your partner would have to come four times, to receive enough energy to cast a second level spell.

Sexual Pheromones Secretion [Psionic]

You can make your body smell like exciting perfume.

Benefit: Your body starts to secrete a sexual pheromones all over when you pay the cost of one power point. The attractive and exciting perfume of these pheromones can attract attention, change reactions or help to seduce someone. The effect will last for 10 minutes per charisma bonus.

Sexual Recharge [Psionic]

You are able to replenish your power points by having sex.

Benefit: You receive back 1 power point that you spend earlier for every round spend at the condition of sexual plateau.

Still Standing [Psionic]

You can keep it up longer.

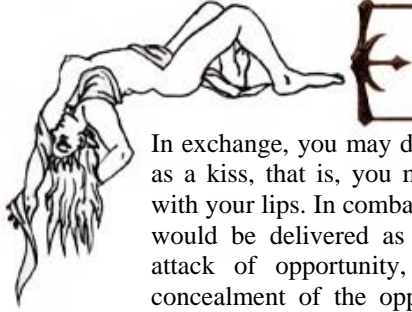
Prerequisite: male

Benefit: By spending one power point, you automatically succeed in your fortitude check to keep going after your orgasm.

Transmitting Kiss [Metamagic]

Instead of using the normal method to deliver a spell to the opponent, you use a kiss.

Benefit: You may learn any spell with a target-descriptor other than self on a spell-slot one level lower than normal (a 4th level spell would occupy a 3rd level spell-slot). This does not change anything else about the spell.



Extended Class Skills

In exchange, you may deliver the effect of the spell only as a kiss, that is, you must touch the skin of the target with your lips. In combat this would mean, that your spell would be delivered as an attack, that would cause an attack of opportunity, that you must overcome the concealment of the opponent (a person in plate armor with gauntlets and a helmet would be 100% concealed, except when the visor is open).

You may not use a spell learned with the transmitting kiss-feat on yourself.

You may not cast a spell with the transmitting kiss feat, that requires an kiss in itself.

Transmitting Sex [Metamagic]

Instead of using the normal method to deliver a spell to the opponent, you must be having sex with you're the subject of the spell.

Benefit: You may learn any spell with a target-descriptor other than self on a spell-slot two levels lower than normal (a 4th level spell would occupy a 2nd level spell-slot). This does not change anything else about the spell.

In exchange, you may deliver the effect of the spell only while having sex with the subject of the spell, that is, your genitals must make contact for at least 5 rounds and both of you must be at least aroused.

You may not use a spell learned with the transmitting sex-feat on yourself.

You may not cast a spell with the transmitting Sex feat, that requires having sex in itself.

Transmitting Orgasm [Metamagic]

Instead of using the normal method to deliver a spell to the opponent, you must be having sex with you're the subject of the spell and the subject of the spell must begin to orgasm.

Benefit: You may learn any spell with a target-descriptor other than self on a spell-slot three levels lower than normal (a 4th level spell would occupy a 1st level spell-slot). This does not change anything else about the spell.

The spell will be cast at the moment, the subject of the spell begins to orgasm because of your immediate carnal actions. An orgasm brought over by a spell does not suffice.

You may not use a spell learned with the transmitting sex-feat on yourself.

You may not cast a spell with the transmitting Orgasm feat, that requires an Orgasm in itself.

Bardic Chant

Erotica

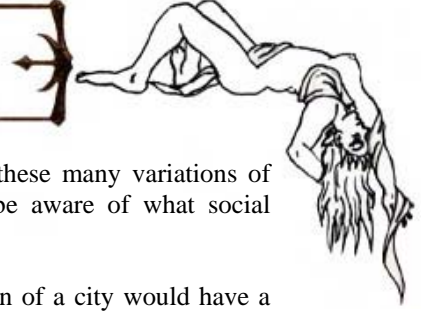
A bard with 12 ranks in perform can use this effect. A bard can infuse a group of people with an enhanced desire for sex with this ability. He begins to tell one of 1001 tales having to do with erotic pleasure. After only a minute, everyone hearing him must make a Will save, DC 20+cha, or become aroused. 5 minutes after failing the save (which must be made every minute), anyone under the effects immediately loses all modesty and engages in sexual activity with the nearest person, regardless of gender or current 'engagements'. The effect lasts until 1 minute after the bard ceases to speak.

Legends still tell of an elf by the name of Ron Jeremy who once pulled this off in a colleseum filled with 12,000 people. He was subsequently lynched and ripped apart when he suddenly stopped the story just 8 minutes into it.

Feats with new uses

Rapid Metabolism: You reduce the time of afterglow by half.

Psionic Metabolism: You reduce the time of sexual fatigue by half.



Chapter 3: Sex and Things that Happen Afterwards

Sexual Diseases

Having sex is not without its dangers. Apart from all those succubi, incubi and seductresses, that try to rob the live soul or just money from the poor player characters, diseases are by far the most usual.

This system does not attempt a specific treatment of a subject which is beyond its scope and purpose. What is done, however, is to give general categories of disease and maladies and their game effects.

Random Determination of Who is Diseased

The GM should decide if the person a character has sex with is infested with a disease, but if he wants to decide randomly, this system is provided. The chance of a prostitute having a disease is already established in the Getting To Know A Prostitute (Random Generator) section of the guide is used. Therefore, the system is provided for non-prostitute people. Also, this system doesn't handle whether diseases are natural or magical because some GM's may have magically rich campaigns and others may not so odds may vary.

The base DC for having a disease is depend on the size of the settlement (the theory is that more diseases are found in bigger settlements where more people interrelate):

Size	DC
Thorp	2
Hamlet	5
Village	6
Town	7
City	8

Modifiers to the base chance are by social level (the theory is that more disease are transmitted amongst the lower classes because there are dirtier and less careful):

Social Class	DC-Modi.
Lower Lower Class	+4
Middle Lower Class	+3
Upper Lower Class	+2
Lower Middle Class	+1
Middle Middle Class	0
Upper Middle Class	-1
Lower Upper Class	-2
Middle Upper Class	-3
Upper Upper Class	-4

Note: not all settlements have these many variations of social level. The GM should be aware of what social levels are around.

Thus, a lower lower class citizen of a city would have a DC of 12 of having a disease maybe because she sleeps around to get extra food money. In a near by hamlet, an upper upper class citizen would have a 5% chance maybe because he has a private mistress to engage in sexual activity when he is up to it. While in the city, a citizen of equal status has a 20% chance maybe because he parties a lot with the rich and he screws just as much.

At first glance at this system, a person might assume that in a city 9,000 roughly 40% (3,600) of the population are sexually diseased. The first item to note is that this system includes only those that engage in sexual activity. This eliminates a large amount of the city including children, elderly, etc.. We'll say that half the city engages in sexual activity, which seems like a lot. Social level is another important aspect that must be included. Thus in this example, let us assume that all social levels exist and there population is equal:

Chances of Contracting a Sexual Disease

To contract a sexual disease, the character must be having sex with somebody who already is inflicted with a disease. Make a constitution check to see, if a disease is contracted. The base DC for contracting a natural disease is 2. Add to this 1 per 2 rounds of sexual activity. Double this for contracting a magical disease. Half this DC for protected intercourse, rounded down.

Thus, Venn (con. 14) becomes intimate with a person that has a natural sexual disease. Unfortunately he prefers not to use protection (like a sheep-skin condom). He participates in 18 rounds of sex. This sets his DC to 9. He rolls a 6 and adds his constitution bonus pf +2. Not enough. Thus, our hero now is infected with a sexual disease. If only he used protection, his chance of contracting a disease would have been a mere a mere 4. A lesson to be learned.

The use of Protection From Disease and Cure Disease spells are of course very useful for preventing and curing disease.

Natural Diseases

Natural sexual diseases might not seem as bad as magical, but they are as terrible. All sexual diseases are spread through close contact sexual intercourse (i.e. sex). Some of them may be contracted through contact or spittle, too. After choosing the desired disease on the table below, the GM should roll d20 to decide occurrence and another d20 to decide the severity of the disease.

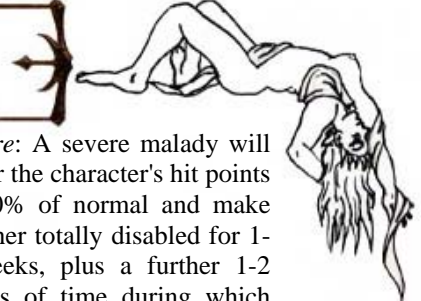
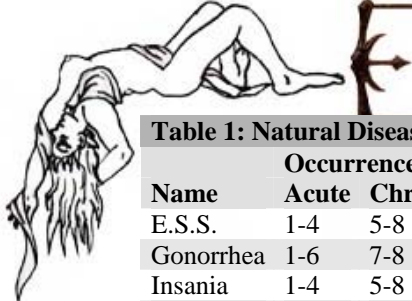


Table 1: Natural Diseases

Name	Occurrence		Severity			DC	Incubation	Damage
	Acute	Chronic	Mild	Severe	Terminal			
E.S.S.	1-4	5-8	1-3	4-5	6-8	0	1d3 days	0-1 Str
Gonorrhea	1-6	7-8	1-5	6-7	8	+4	2d4 days	0-1 Con
Insania	1-4	5-8	na	na	na	0	2d6 days	na
Prurire	1-7	8	1-6	7-8	na	+2	1d4 days	na
Segmen Neus	1-4	5-8	1-3	4-5	6-8	-2	1 day	special
Syphilis	na	1-8	1-5	6-7	8	+4	special	special
Tuna	1	2-8	1-8	na	na	-1	1d6 days	na

Severe: A severe malady will lower the character's hit points to 50% of normal and make him/her totally disabled for 1-2 weeks, plus a further 1-2 weeks of time during which the malady is in the mild state as the character recovers. Roll twice on Table 2 for additional effects.

Terminal: The malady will cause death (or loss of the body part or function). If nothing else is stated, the character will take 1d4 points of temporal constitution damage. Roll thrice on Table 2 for additional effects.

Occurrence determines whether the disease is a single (acute) attack or whether the disease will recur periodically once contracted (chronic). Chronic maladies will affect the character periodically, if they occur at the same time as any other malady (disease, disorder, or parasitic infestation), the severity of both will be increased. Thus, if two chronic maladies are contracted, the character is not likely to survive another disease attack.

Severity refers to the seriousness of the disease, disorder, or parasitic infestation and determines the period of disability (recover time or length of illness which terminates in the character's demise) and the effects of the malady.

DC shows the modification to the base DC to contract and recover from the disease.

Incubation describes the time till the disease sets in (i.e. the first effect occurs).

Some of the diseases will do damage to a character. The amount of damage is shown in the *damage* column. This damage will be done again after a set period.

Healing

Natural sexual diseases can be healed like other diseases (Core Rulebook I p 74).

Degree of Severity

Mild: During the period of affliction the character is unable to perform strenuous activities. Roll once on Table 2 for additional effects. Some treatment may be determined by the GM to allow a shortening of the period of illness. A normal period is 1-3 weeks.

Table 2: Additional Effects

Die-Roll	Effect
1	Burning during urination
2	Constant pain; -1d4 to attack rolls
3	Gradual brain rot; -1 intelligence and -1 wisdom
4	Hyperactivity; double movement rate, -2 initiative bonus
5	Loss of voice; no verbal spells, singing, etc.
6	Uncontrollable vomiting; -1 constitution per day
7	Sluggishness; half movement rate, +2 initiative penalty
8	10% chance per hour of a spasm which causes dropping of held items

Description

Enlarged Scrotum Syndrome (E.S.S.)

This disease is only contracted in males but can be carried by females. The effect is that the male's testicles become quite enlarged (2d12 inches (max. of two feet in diameter each)), for 2d4 days. The victim's movement is quartered. Constitution is halved. The pain is awful and its really embarrassing to be seen. There is a chance of 3 in 20 each month that chronic victims experience the disease again with the same growth each time.

Gonorrhea

An infectious disease of the genitourinary tract, rectum, and cervix, caused by the gonococcus, transmitted by sexual intercourse, and characterized by acute purulent urethritis with dysuria (Hey, its from Webster's Dictionary). There is a chance of 10 in 20 each month that chronic victims experience the disease again. Each fit of Gonorrhea will last for 4d4 days.

Insania

This disease causes the inflicted to gain a sexual insanity disorder (GM's choice; see below). The period of affliction lasts 4d6 months. There is a 2 in 20 chance each month that chronic victims experience the disease again.

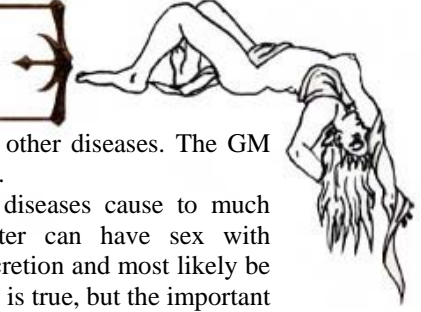
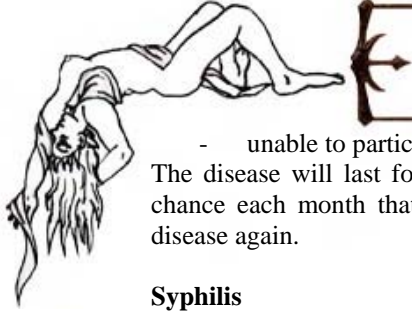
Prurire

"The Itch" as it is better known is quite an uncomfortable but not lethal experience. The period of affliction is 1d4 weeks. There is a 10 in 20 chance each month that chronic victims experience the disease again.

Segmen Neus

This disease is named after a disgusting perverse ogre who was always pestering female of other species. The effects of the disease are as followed:

- 2 to charisma each day (gradual disfigurement)
- 1 to intelligence each day (gradual stupidity)
- right leg goes bad making movement decrease by 90%



- unable to participate in any sexual activity
The disease will last for 1d4 days. There is a 15 in 20 chance each month that chronic victims experience the disease again.

Syphilis

A chronic infectious venereal disease caused by a spirochete (Webster's Dictionary is so laborious).

The disease comes in three steps:

1. a harmless swelling of the genitals and reddening of the genitals and the after, which will go away after 2d4 weeks.
2. 9 to 10 weeks after the infection, red roundly spots appear all over the body. These spots do not hurt or itch. These will stay for 9 to 11 weeks, but will reappear after one to two weeks at genitals and after. . 28-32 weeks after the infection, hair at the eyebrows and the back of the head will start to fall out.
3. After 2 to 5 years, big growth, that will attack bones and organs. Years later, this this damage will cause the character to bleed to death.

(this is barely all. Look it up. Very interesting!)

Tuna

This disease only manifests itself in female characters. It causes the victim to reek of the smell of fish. Going unnoticed is quite impossible. In fact, if cats are around they will follow the victim. There is a 10 in 20 chance each month that chronic victims experience the disease again. This effect will last for 1d20 days.

Magical Diseases

It is unknown how these magical diseases came about. Some sages say they're from war, some say that a rip in magical fields caused them, others say that creatures having sex with certain magical beings cause weird things. Whatever the reason, magical diseases aren't pretty. Magical diseases don't have an occurrence or severity. They last until dispelled by cure disease, wish,

Table 1: Magical Diseases

Die- Roll	Name	DC	Incubation
2	Acidic Secretion	-5	2d6 days
3	Bitchy Magical Syndrome (B.M.S.)	0	1 day
4	Fiery Secretion	-1	1d6 days
5	Mummy Crotch Rot	+2	1d3 days
6	Orgasmatic Flight	0	1 day
7	Orgasmatic Monster Summoning	0	1 day
8	Orgasmatic Polymorph	0	1 day
9	Poison Secretion	-2	2d4 days
10	Sexual Audible Glamer	0	1 day
11	Sexual Chill Touch	0	1 day
12	Sexual Clairvoyance	0	1 day
13	Sexual Invisibility	0	1 day
14	Sexually Transmitted Lychanthrope	+4	till next full moon
15+	Reroll		

etc. and can not be healed like other diseases. The GM can pick or roll (2d8) on Table 3.

Some may feel that these diseases cause too much damage. A first level character can have sex with somebody infected with acid secretion and most likely be killed during the encounter. This is true, but the important thing to remember is that these diseases are magical and are not necessarily that common in society.

Description

Acidic Secretion

The sexual partner receives 2d8 points of damage on any round (GM's choice) during each sexual encounter. This disease is permanent until treated. The character infected with this disease is immune against his own acid and the acid of the person that infected him, only.

Bitchy Magical Syndrome (B.M.S.)

This magical disease only affects females. Males should reroll on the magical disease table. Females with this disease are always very moody. They change their mood every ten minutes or whenever a check based on charisma is required. This mood swings are rather extreme, from excitement to laziness, from anger to joy. This can lead to such wonderful situations, that a female character, who was fainted during a combat sits down and loses all interest at the encounter. The effect will last for 2d6 days in a row. For 1d20 days afterwards, the woman is not effected, till the next fit of B.M.S sets in.

Fiery Secretion

The sexual partner receives 2d6 points of damage on any round (GM's choice) during each sexual encounter. This disease is permanent until treated. The character infected with this disease is immune against his own fiery secretion and the secretion of the person that infected him, only.

Mummy Crotch Rot

This disease is fatal in 1d6 months. For each month the rot progresses, the victim permanently loses two points of charisma. The disease can be cured only with a cure disease spell. Cure wounds and regenerate spells have no effect on a person inflicted with mummy crotch rot. What makes this disease very dangerous is, that an infected character is constantly horny (as described under sexual conditions)

Orgasmatic Monster Summoning

Within one round of an orgasm, a summoned monsters appear. There are seven stages of this disease. Each stage is relative to the number of months the inflicted has had the disease. Thus in the first month, the disease would be in the first stage. According to the stage, the character is in, her orgasm causes the effect of a Summon Monster spell of that level, i.e. a character in the second stage would cause a Summon Monster II to happen.



The summoned creatures attack whomever happens to be there for a number of rounds equal to the stage number + 10.

Orgasmatic Flight

Upon an orgasm, the inflicted levitates if he is not restrained. Then, he/she takes off in a random direction for 1d20 rounds at his normal speed. Upon coming into contact with a solid object (ex. wall), he/she takes off in another random direction. The GM may assign damage if necessary. The good side effect of this disease is, that the characters orgasm will last for the same amount of time.

Orgasmatic Polymorph

Upon an orgasm, the inflicted polymorphs into another creature (save those that are non-corporeal) from as small as wren to as large as a hippopotamus. Furthermore the victim gains its physical mode of locomotion and breathing as well. No system shock is required. This affect does not give the new form's other abilities, nor does it run the risk of changing personality and mentality. The duration of the polymorph is 10 minutes per constitution point of the character.

Poison Secretion

The sexual partner subjected to a one time contact poison on any round (GM's choice) during each sexual encounter. The DM should decide on the type of poison. This disease is permanent until treated. The character infected with this disease is immune against his own poison and the poison of the person that infected him, only.

Sexual Audible Glamer

Any time the inflicted engages in sexual activity, he/she has uncontrollable desires to yell, scream, etc. This yell becomes louder as the sexual encounter continues. The volume is based upon the round of sex. During the second round, the volume is that of one person. The ratio is two rounds for one person's volume. Thus, the noise increase to the equivalent of two men during the forth round, the noise of three men during the sixth, and so on. This disease is permanent until treated. The character is not aware of the effect of the disease.

Sexual Chill Touch

On the tenth round of a sexual encounter and every tenth round thereafter, the inflicted causes a chill touch to his/her partner. The partner will take 1d10 points of damage due to the absolute cold. Further, the victim must save vs. paralysis or be utterly unable to move. This paralysis lasts until dispelled in some manner. (This could be real embarrassing to a government official paralyzed in a sleazy establishment.)

Sexual Clairvoyance

The inflicted sees in his/her mind some unknown locale (chosen by the GM) at random times throughout a sexual encounter. 10% of those infected with this disease are lucky and see only sexual arousing scenes (although it is possible, that someone will see a beloved partner, who

has sex with someone else at the moment). The other 90% may see some really disturbing stuff.

Sexual Invisibility

The inflicted slowly turns invisible when having sex. This transformation begins on the second round and will end when the sexual encounter is finished. At this point, the inflicted will be totally invisible. The duration of invisibility is equal to the amount of rounds of the sexual encounter. (This could be beneficial when a quick and discreet exit is required.)

Sexually Transmitted Lycanthrope

A person with this disease either becomes inflicted with lycanthrope or becomes a carrier of the dreaded disease. Roll a constitution check to see, if the character is inflicted or becomes a carrier. The DCs to get the disease are as followed:

Die Roll	Result
up to 10	becoming inflicted
up to 20	becoming a carrier
21+	unaffected

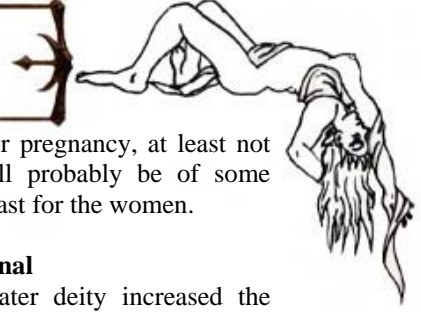
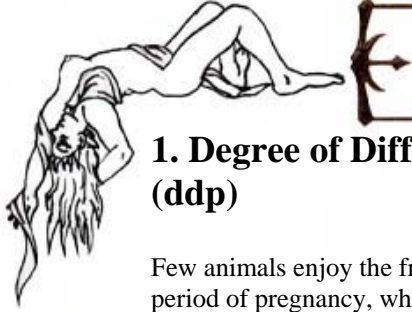
The type of lycanthrope can be rolled (1d6) on the following table:

1	Werebear	4	Wearboar
2	Werefox	5	Wererat
3	Werewolf	6	Weretiger

Pregnancy and Birth

GETTING PREGNANT

- 1) Roll a die, the specific die depends on species. This simulates the chance of a fertile egg being available in the uterus of the mother.
- 2) The mother rolls a Constitution check, the specific Difficulty Class depending on the species of the mother. Modifiers can be applied for situations such as parents of different species, a less than fertile father, or any other situation. If you succeed, congratulations, you're pregnant.
- 3) Additionally, if you roll high enough on the Fortitude check, there is a chance for twins/triplets or more based on the species of the father. This works much like critical hits. If you roll within a certain distance of 20, you can roll again – If you succeed, you have more children. If you roll within that distance on the confirmation check, you could have even more children, though this is a rare occurrence.



1. Degree of Difficulty of Pregnancy (ddp)

Few animals enjoy the freedom and safety, to have a long period of pregnancy, where the pregnant women become less and less mobile and even unable to care for themselves.

Herds and higher developed societies bring with them the comfort of guardians for becoming mothers. The more people are able to care for a pregnant women, the more the women may enjoy the care. The higher developed the organism, the more fragile body and mind of an unborn seems to become. At least, that is, what has happened to humanity.

The degree of difficulty of pregnancy (ddp) describes, how easy or hard a pregnancy will be for a woman. Only four levels of difficulty are described, which may be modified by the stages of the pregnancy (part 4).

1.1 Woman's abilities are increased

Some races are blessed, in that a woman does actually work better if pregnant. This may be due to a constant hormonal-high or to rearrangement of organs or body-parts.

The evolutionary reason behind this would be, that the mother is better able to protect the unborn.

Society may or may not evolve habits and laws around this. Religions will see these women as blessed and probably hold them in high regard. Races with a ddp of 1 will be probably led by women, with pregnant women becoming the greatest leaders and priests, if the pregnancy is long enough (at least 6 month).

The reproduction will be quite high if no other reason prevents women to become pregnant. Institutions, sects, professions and crafts may evolve around pregnancy, but the women may depend on them in a totally different manner than women from other races. These institutions would be advisors not aids. (races with a ddp of 1 could still have a hard birth, where they would need help).

The social implications of beeing a mother (i.e. stopping to be pregnant and therefore stopping to better than the others) could be very hard on the woman, if the hightened status due to hightened abilites is reduced.

1.2. Woman is fully functional

Most animals do not have the luxury, to become heavy and slow. Pregnant females, that become ill, will be easy victims of the circle of life. If a race got a ddp of 2, a woman may be severely inconvenienced at the birth but stay full functional, both in mind and body during all of the pregnancy. They will have no negative side effects during their pregnancy (part 5), the only post-birth effect will be the ability to nurse (if a mammal). There still may be social implications of the pregnancy, like the ban to having sex, maybe, because it could cause diseases or may cause an additional pregnancy. The pregnancy may be noticable, expecially in the last periods.

Religions will have no room for pregnancy, at least not for the first periods. Birth will probably be of some importance in the religions, at least for the women.

1.3. Woman is reduced functional

Mother Nature or another greater deity increased the sense for the unborn child in the pregnant mother. The ability to think logical may decrease through this. The body starts to show signs of your pregnancy early. This may differ from woman to woman. Without some help from other persons, most woman from such a race will become food for carnivore or even starve, at least at the later stages of pregnancy. A woman will experience several effects during the pregnancy, such as nausea, backache, great hair etc. but depending on the woman, not every effect will hit all women and often quite differently.

Pregnant women will be something special, but the treatment may vary widely. From total care to total carelessness, everything is possible. Because a woman will not be able to give birth alone most of the time , there will be some institutions, crafts or professions, who will help her. The pregnancy will be noticeable either right from the beginning or at very least after half of the pregnancy. Birth will play a part in religion, pregnancy may not, apart from restrictions on sex and the live of the women.

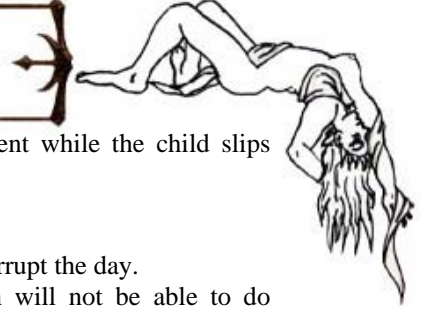
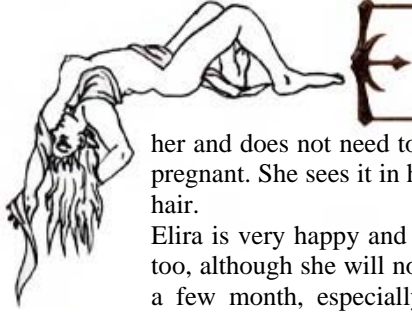
1.4. Woman is defunct

A pregnat women will not be able to walk, work, and in some cases even think. This may be due to hormones flooding the body, a breakdown in mental capabilities or a rearrangement of the organs or even the whole body. It is thinkable, that the woman will not be able to nurish herself and has to be nurished by someone else or that she has to get into an eating freny, that will stop, when she got enough for both, herself and her child to nurish over the whole pregnancy. Pregnant women do experience pregnancy effects, although these may not be the same as women with a ddp of 3. The social implications are manyfold and a whole cultural system has evolved to care for a pregnant woman. There will be professions, maybe whole sects and religous institutions, deities and priesthoods, cults and possibly subraces or slaves to care for the women.

Examples:

Human: Elira is a young human woman (ddp 3), living in a large, medieval city. The magistrate takes care to keep the streets clean, the local tempal got a small hospital and the water is clean. She works with her husband as a smith and must help him to make the ends meet.

One fine day, she notices, that her menstruation is more than a month overdue (she did not care earlier, because she and her husband got a lot to do and her menstruations were sometimes very late) and goes to the local herb-woman, who doubles as a midwife (she does not go to the temple, although they could divine her pregnancy by magic. She would not go, even if she could pay the price, because most of the priests are men and she distrusts them.) The midwife, her name is Assa, the crone, looks at



her and does not need to touch her, to know, that Elira is pregnant. She sees it in her eyes, on her cheeks and in her hair.

Elira is very happy and knows, that her husband will be, too, although she will not be able to help him anymore in a few month, especially when she got to care for the child.

D'deepiens: Kachkach is a young D'deepien (ddp 3) woman. She is strong and for the first time in her fertile stage. She becomes pregnant quickly. Everyone, except the boy who she had the night with, are vere angry. Her parents know, that they will have to care for her, pay for an official pregnancy slave and help her raise the child. For the boy, it means, that he is from now on considered to be a man.

Kachkach knows exactly, that she is pregnant right from the start, because her wrists have become thicker and redder. That is because of the way, the D'deepiens live. They have to climb very often in the high trees and use only their arms to hold themselves up. She would have to carry herself and the baby in a few month and would eventually be unable to climb at all. The wise woman of the tribe explained to all girls of the tribe, that the swelling of the wrists was a gift by the tree-spirits, that a woman would be able to know when she got to lay down and wait for the birth of the child. The tree-spirits become very angry at women, who do not care for this gift and will not stop climbing around.

Kachkach will live the next seven month in a small tree-house, together with some other women in different stages of pregnancy.

2. Difficulty of Birth (dob)

Some animals die after laying their eggs, some animals will have to go behind a tree for a few minutes and come back with their child. Giving birth may be an easy matter or a lethal final act for a mother.

2.1 No difficulties at all

The mother will give birth while doing her normal days work. She will not be inconvenienced at all and may in some cases even work on. Possibly, the birth is as enjoyable as having sex. This would mean, that the race would reproduce even faster than other races, that experience no difficulties when giving birth. Only races with a ddp of 1 and 2 are possible for this dob (hive creatures may even have a dob of 3 or 4: While the reduction of a creature to being a birthing machine may be considered to be an inconvenience by most mammals, other races may consider this to be a great honor).

Newborn children will be aware of their surrounding and will be able to move or at least able to cling to their mother or another person belonging to their group. Birth will have few implications on religion and there are no institutions that care for a becoming mother. There may be some group effort in raising the children. The length of

the birth will be just the moment while the child slips from inside to outside.

2.2 Inconvenience

Birth is something, that will interrupt the day.

While giving birth, the woman will not be able to do anything else. Giving birth does not hurt, nor does it leave the mother helpless afterwards (although a litle time to come to breath may be needed). Most often there will be institutions, guardians or family-ties, that garanty, that the woman is not alone while giving birth, because she will be not as able to defend herself as normally. Birth will play a part in religion and society. Races with a ddp of 1 and 2 and 3 may have this dob (4 is possible in hive cultures). The length of the birth may be close to an hour, from setting in of the inconvenience to when the child is born.

2.3 Giving Bith Hurts

While giving birth, the woman is in pains. These pains are not very great but sill noticable and may lead to the woman crying out loud. The woman will be at least considered to be staggered for a few rounds after the birth. A lot women will not be able to give birth alone, therefore helpers are the rule. Birth will have an inpacnt on society and religion. There is probably something organized to care for the newborn directly after the birth. Races with a ddp of 1, 2, 3 and 4 may have this dob. The length of the birth may be up to five hours, starting with a slight inconvenience, going over to pain until the child is born.

2.4 Giving Birth Hurts a Lot

The pain, a woman experiences while giving birth, may lead to unconsciousness. Most woman will need help. Religions and society are all affected by birth and will have rules for this occasion. Experts will care for mother and child, possibly up to several month afterwards. The woman will at least be considered to be stunned for some rounds after giving birth. Races with a ddp of 1, 3 and 4 may have this dob. The length of birth may vary between half an hour and about 36 hours. Woman having a very long birth or who are ill, may die from exhaustion.

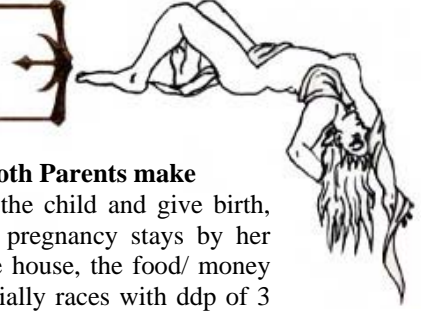
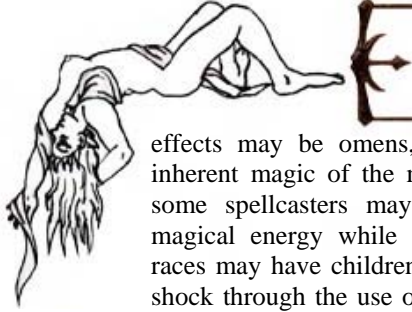
2.5 Giving Birth is Potentially Lethal

The effects are just like the ones described under dob 4, but there is a probabylity above 35% that the woman will die while giving birth or afterwards. Depending on cultural evolution, one race may have dob 3, 4 and 5.

2.6 Giving Birth is always Lethal

Look above (dob 5), but the woman will die after giving birth. Giving birth probably hurts a lot. Only races with a ddp of 3 who close to always give birth to more than one child may have this dob.

Note: Magical effects may accompany a birth. These effects could range from a life-plant, that starts to grow, when the child views the first light, over to the birds that circle around the house when the mother feels the first pains up to the world shattering thunderstorm, that accompanies the birth of a cloud giant. These magical



effects may be omens, or just natural effects by the inherent magic of the mother giving birth. In addition, some spellcasters may not be able to contain their magical energy while giving birth. Some very potent races may have children, that compensate their birthing-shock through the use of magic. Sometimes this may be an advantage, because the infant might help during the birthing proces, most often it will be a real problem, that can be very dangerous to all persons involved. Psionical effects are often turned to the inside during the birth, which could cause trouble for all close to the mother including herself and the child.

Examples:

Human: Elira (dob 4) got her laboring pains. The pains started about 2 hours ago and her husband immediatly send a boy to the midwife. Assa arrives one hour later, knowing, that Elira will need a bit longer. Assa has accompanied Elira through all of the pregnancy and knows, that she will have a hard time. But Assa is well versed in her craft and carries some potent herbs with her. The cries from Elira can be herd two houses away, no wonder with these thin walls. Assa, concerned with Eliras reputations gives her a piece of cloth to chew on, if the pain gets to hard to bear. Eliras husband must stay outdoors, but a the neighbors wifes help Assa deliver the child.

After 10 hours, a little girl lies in the arms of her exhausted but happy mother. She is still smeared with blood but is already searching for her mothers breast.

D'deepiens: Kachkach (dob 2) feels a light throbbing in her back. Having seen the other women in the house delivering their children, she knows, that the birth of her child is not far. She calls for two of her friends in the house and they go together to a silent corner. Some of the children born in the last weeks are still in the house and have to be hushed away.

10 minutes later, the head can be seen. Kachkach is still standing, although the throbbing feels realy annoying and she would like to have a lay down. Her friends help her to stay standing. Half an hour later, her child is crawling around, after it had a first suckle on her breast.

3. Cultural Differences Concerning the Becoming Parents (Cdcp)

In some cultures, the parents and their children form the family, building the base of society. These little families are very mobile and are able to move around. Other societies are build on great families, encompassing at least three generations. These building blocks of society are strong, and able to support themselves better. Both kinds of families have their advantages and disadvantages, but they say nothing about the role of the parents during the pregnancy.

3.1.a Pregnancy is an Effort, both Parents make

While the woman has to carry the child and give birth, the partner responsible for the pregnancy stays by her side, cares for her, cares for the house, the food/ money and will defend his wife. Especially races with ddp of 3 and up are likely to have a similar arrangement. Love, honor or social preasure are probably the reasons behind this. This culture is used to having parental pairs and have probably an institution like marriage based on religion or law, to legitimate the connection and enforce the role of the father.

In some cultures, the parental unit may envompass even more persons, like a second husband or wife, who bring in the money while the first one care for the pregnant woman.

3.1.b Pregnancy is an Effort, that a Family will undertake

The natural father has no part in the pregnancy (apart from the first one). The family cares for the becoming mother. The society is probably matriarchical, because it values the ties of the woman to her family above the ties to the family of the man (if there are any). If there is anything like marriage, it has either religious reasons (e.g. for rituals) or political. Males may lead very subordinate lives, being considered more as a slaves than anything else. This should work with all degrees of ddp.

3.1.c Pregnancy is an Effort undertaken by a Pair

Unlike Cdcp 3.1.a, the father has not to be the partner. This can have several reasons. This culture will see the value of the child and of the matrilinear heritage above the value of sexual truthfulness and blood ties between father and child. The pair will probably be married or their partnership will be sanctified in other ways. To care for the child will probably be a vital part of the agreement behind the partnership. Should work with all degrees of ddp.

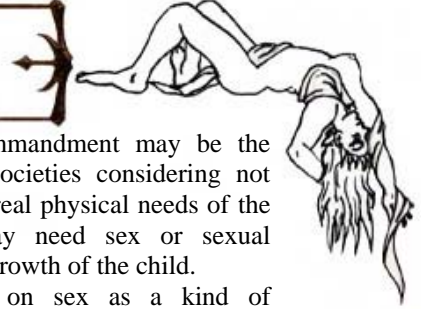
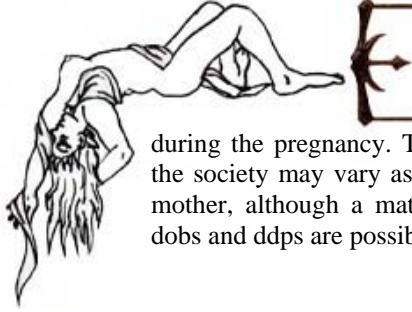
3.1.d Pregnancy is undertaken by the Woman alone

The woman is healthy enough to care for herself and the child. There is no need for any help or at least the society beliefs, that there is no need. Some cultures may have evolved around a strong concept of the survival of the fittest. In such societies, a woman may have a ddp of 3 (or under special circumstances 4), and a dob 3 up to 5. If the woman dies during the pregnancy or birth, she was not fit enough and her blood-line was not intended to survice.

It is possible, that, although the woman is alone during the pregnancy and even during the birthing, that the society has institutions, that care for the child, either when the mother dies, or in any instance, because for example mothers are seen as unfit to educate their children.

3.1.e Pregnancy is undertaken by the Father alone

Some races (like seahorses) will be able to transfer the unborn (child or eggs) from the mother to the father after impregnation. The race will have some bodyly mutations, that the father will be able to hold and nurish the child



during the pregnancy. The place of a pregnant father in the society may vary as widely as the one of a pregnant mother, although a matriarchical society is likely. All dobs and ddps are possible.

3.2.a Woman may have Sex, while they are Pregnant

This culture sees no reason, why a woman should not have sexual intercourse, while she is pregnant. This may or may not include the partner or any other person. This will correlate in some way with the Cdcp 1.

3.2.b Woman may have no Sex, while being Pregnant

Woman are not allowed to have sex while they are pregnant. This may have several reasons:

- The woman is considered unclean during the pregnancy (these cultures will prohibit sex during the menstruation, too). This may be a religious prohibition to protect either mother or child from any real reason (like miscarriage).
- The child is sacred and sex would somehow desecrate it.
- Sex would cause miscarriage, mutations in the child or abortion.
- The body of the woman has changed and sex would be harmful to her.
- A woman can get pregnant several times while still being pregnant and either this could cause confusion or one of the children is endangered or the mother could be harmed through through an additional pregnancy.
- Sex would cause some chemical, physical or magical reaction from either the unborn or the pregnant mother that is unpleasant/ dangerous to the surrounding.
- The society considers pregnant women to be ugly and everyone having sex with a pregnant woman will lose face/ honor/ prestige.
- Religious dogmas state, that no one has to have sex with a pregnant woman (The gods may have decreed this for the security of the woman, the man or the child)

Depending on the cause for the prohibition, the degree of punishment for transgressing the prohibition may be quite severe. The woman may not be punished immediately, because this would harm the child (societies, that consider the child to be desecrated through sex will punish the woman nevertheless immediately). The sexual partner is a likely target for punishment, too, even if it can be divined, that he was seduced. Punishment may vary between exile, drop in status, prison and death.

3.2.c Woman are expected to have sex while being Pregnant

Meanwhile, humanity knows, that unborn children actually do enjoy the sex of their parents, because they participate at the endorphine-high of the mother. Societies with this knowledge may require becoming mothers to have sex as often as they can, to keep the child happy.

Other reasons for such a commandment may be the health of mother and child (societies considering not having sex to be unhealthy) or real physical needs of the child or mother. A race may need sex or sexual intercourse could stimulate the growth of the child.

Magical races could depend on sex as a kind of nourishment. Psionic races may depend on the emotions of the partners orgasms.

3.3.a The Father may be present at the Birth

this strongly depends on other Cdcp-factors. Fathers with no ties to the becoming mother will not be expected to be present at birth. Males from Cdcp 1a and 1c are most likely to participate at the birth. The reason may be, that the birth strongly depends on the participation (males got a special organ/ orifice/ limb, pheromones, touch, magic etc.) or that the society believes, that the bonding between father and child (or even father and mother) will be stronger and more healthy if the father is present. Such societies will have some institutions, that would force the father to be present or that would lend a substitution.

3.3.b The Father may not be present at the Birth

Either the father does not belong to the family (Cdcp 1.b, 1.d), or the birth is a secret or moment strongly belonging to womanhood. The later is widely practiced, either because the father would be in the way or is not interested or (more often) the birth is a kind of female magic.

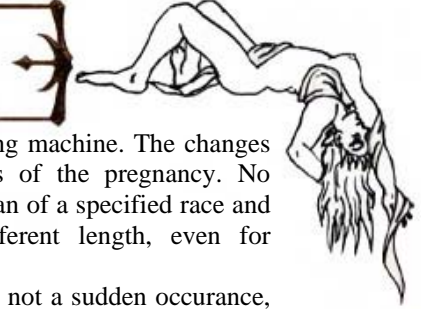
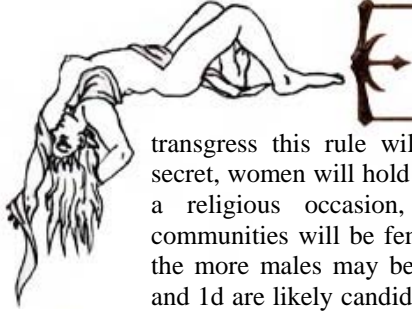
In some races the presence of the father could be dangerous or even lethal to father, mother or child, because of psychological (e.g. the hate of the mother during the pains grows so strong, that she would kill the father), physical (e.g. the smell of the father is so unhealthy, that the newborn would instantly die) or magical/ psionical (the child will not allow anyone close to itself for the first few days, except the mother. It will defend its territory with all its abilities) reasons. Very strict societies will have guardians, who ward of fathers or even take them into custody. The punishment of fathers who participate nonetheless at a birth may be severe (e.g. stoned by the women).

3.4.a The Parents know, what happens at the Birth

All, who are responsible for the pregnancy, birth and care for the child know, that giving birth is a natural process, that is (most often) a consequence of having sex. They know, that the unborn grows inside of the mother and finally comes out of the belly of the mother. If, for some reason or another this is not so for the specified race, all involved know, what really happens (if the pregnancy is a result of going swimming in a special lake, the child will teleport out of the mother or something else even stranger, all will know this truth). This will change the role of males, especially healers, of wise women and of lots of other institutions and situations in live.

3.4.b Male do not know, what happens at the Birth

Male are not allowed to participate at the birth. It is an event, only women may participate. Males, who



transgress this rule will be punished. Because of this secret, women will hold some power over men. If birth is a religious occasion, almost all priests in small communities will be female. The bigger the community, the more males may be priests. Societies with Cdcp 1b and 1d are likely candidates as well as 2b, and 3b. A dob of 5 or 6 is unlikely as well as a ddp of 4. In a less harsh society, males may not know, what happens during pregnancy and birth up until they themselves participate.

3.4.c No one knows, what happens at Birth

Normally, a young woman will learn all about what happens during the pregnancy and the birth. In some societies, it is possible, that the older people keep this secret, until there is no way to hide it from a woman. In other societies only a priest or shaman knows about what happens and keeps this secret through using drugs or magic during the birthing process.

Magical races may lose their memory or be elevated to heaven during the birth where the angels do everything necessary to keep the woman from learning anything about the birth (or this could be the only way, a woman of this race is able to give birth).

Examples:

Human: Elira learned everything there was to know for a young woman. She has already helped a neighbor when she was laboring. Her husband has a good idea, what happened during the birth, because he participated at one for a few minutes, when a younger sister of his was born. His mother died in child-bed, therefore he knows about the dangers. Assa will not allow him in the room, but he may bring her hot water and clean cloth. He and Elira will care for the child, if it survives, maybe with the help of their parents and of their neighbors.

Before they knew, that the child was underway, they had some sex, but stopped it, because their priest told them, that it would hurt the child.

D'deepiens: Kachkach was in the little tree-house during all of the pregnancy. Homosexual love is not prohibited for her people and the evenings are very long. Her parents and the official pregnancy slave will care for the child, although she will help most of the time.

The male of her tribe know, what causes the pregnancy and that this will lead, most of the time, to the birth of a child, but they do not know, how this happens, because they never participate. Kachkach had learned from her parents to keep away from the male, but all knowledge about the pregnancy and birth was withheld from her and she learned it only while living in the house.

4. Stages of Pregnancy

For most mammal races pregnancy means, that the child will grow out of a few cells into a child. During this process of growth, the mother will most often undergo several changes. This could be a slight gain in weight or a

total transmutation into a birthing machine. The changes can be documented in periods of the pregnancy. No period has to happen for a woman of a specified race and each period may have a different length, even for members of the same race.

A change of stage is most often not a sudden occurrence, but a woman will slip slowly over the time of several days from one stage to another (normally. Some races may experience these changes rather fast: weaking up, being in a new stage.)

4.1 Nothing is visible

The woman will detect as being pregnant when magic is used..

It is possible, that she herself does not know, that she is pregnant. Maybe, the menstruation will not come regularly or even come not at all. This would most often be a sure sign for a pregnancy, although there is no reason why the menstruation should not come regularly during the whole pregnancy (even some human woman are reported of never knowing that they were pregnant). Even Midwives will not see or feel that the woman is pregnant.

It could be possible, that the woman will have a miscarriage and never know about the pregnancy.

The unborn child may already have a soul, consciousness or feelings. Gaining these may be part of the union of sperm and ovum, it could happen at a later time or it could be part of a magical ceremony. The soul may even enter the body long after the child was born, during a special communion with the gods.

If the child got a consciousness, spells that affect the mind may work on the child.

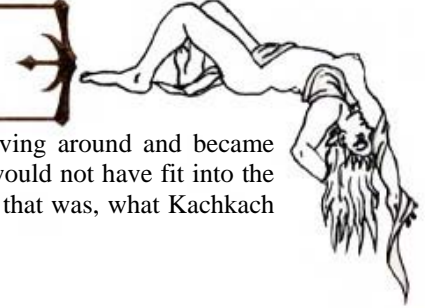
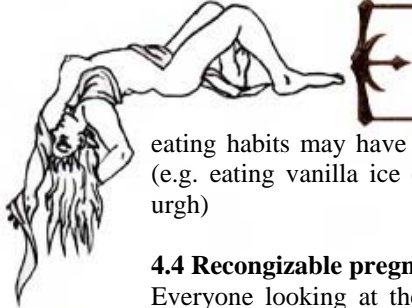
4.2 Small signs can be seen

People with experience with pregnant women will discover small signs about the woman. These signs may be a special glint in the eyes, or redness of the cheeks, a slight green glimmering of the ears or a very silent plopping of the toes. All these signs may be psychological, if the woman knows about her pregnancy or got some empathic feelings regarding her child, or these signs may come from the first changes of the metabolism. Sometimes a midwife will tell a woman, even before the woman herself knows it, that she is pregnant.

Depending on the ddp of the race, this period may last till the end of the pregnancy, for a few days only or happen not at all.

4.3 First Problems or Less Obvious Signs

The pregnancy can be seen by all, who really take a look. A midwife will recognize the signs immediately, and others, without special knowledge can recognize them, if they look for them (e.g. hands have grown, eye color has changed, complexion is different from normal, the woman looks always out of breath). Added to this may come changes to the body, that cause problems, like morning sickness, bad dreams or a limp (the feet are too big). These changes may be psychological or physiological and may or may not be treated with herbs, magic or psionics, without harming the unborn child. The



eating habits may have changed slightly or dramatically (e.g. eating vanilla ice on hamburger or tjam-tjam with urgh)

4.4 Reconizable pregnancy and real problems

Everyone looking at the woman will see under normal circumstances, that she is pregnant. The belly will be enlarged, even the breasts, the hair may have gone thicker and look great. Or the arms have grown to the inside to be able to already hold the child save. If normal nourishment occurred, the woman will have gained weight, except when the children are fed directly from the body of the woman or for example, the woman has grown roots, to nourish herself and the child directly from the soil.

The changes of the body or possibly the mind will effect all of the woman's life, walking may have become a bit harder, eating habits may have changed again (to better or worse), or she may have become touchy. Other people may be careful about her.

Not all ddps will have such a period especially 1 and 2 are unlikely. For ddp1 this may be the beginning of either their greatest power or the decline of power. Backaches may start

4.5 Becoming Heavy

This will be the last stage of the pregnancy. The body will not feel good anymore and a lot of human women will wish, that the pregnancy should be over soon, please, especially when it is hot outside. The mind may stop working completely, except for the vital parts. All the problems from the last stages of pregnancy probably increase or are replaced by totally different ones. A woman in this stage will be most vulnerable and easy prey for any predator. Some races will not get to this ddp, even races with a ddp of 3. On the other side, even woman from races with a ddp of 1 or 2 may experience this and could feel very uncomfortable for a short time. Races with a dob of 1 or 2 are unlikely to get into this stage.

Examples

Human: Elira got her morning sickness rather early, but was through with it after two weeks. A friend of hers started getting sick only in the second month but kept going until the sixth month. Elira was quite happy, that she was spared from this. Her eating habits were not changed much, except that she started to eat lots and lots more, when her seventh month began. But one occurrence happened nonetheless: One night, even the city guard was gone for the guard houses, she woke up and had this sudden urge to eat a big, raw piece of meat. They had no meat at home, therefore she woke up her husband, that he could get her some. He was not very eager to stand up and get the meat. In the end Elira was fast asleep again, before her husband was evendressed.

D'deepiens: Kachkach changed her eating habits dramatically from the first day on. She stopped eating vegetables and started to eat insects. The pregnancy slaves were coming and going all day long, to keep a steady flow of food for the pregnant women. From the

6th month on, she stopped moving around and became even more hungry. Her wrists would not have fit into the mouth of a hungry lion (at last, that was, what Kachkach thought).

5. Effects of Pregnancy

For most creatures, the pregnancy will not go unnoticed, even a race with a ddp of 2 will most often show signs: at least the weight of the woman will increase (although even this does not need to happen).

- Change of Libido

Some woman become increasingly horny during the pregnancy up to raping others. Or they become increasingly less likely to have sex, because they are disgusted by the thought alone or they are missing any inclination to do it. See Cdcp 2.

- Change of Looks

The woman experiences some alterations to her form, skin, abilities or other things visible to the outside. This effect may be pleasant, for woman and beholder alike, like the hair becoming thicker/ more beautiful, or a radiant look with shiny eyes and a catching happiness.

The change may be unpleasant like becoming fat (whole body or part of it), change of coloration (eyes, skin, fur, hair, wrists), change of features (teeth grow or fall out, hair falls out or grows to extremes all over the body, a tail, spikes, horns, fins, gills, scales, increase in size, contortion of the face, stripes all over the body, legs or arms fall off or grow inward, additional breasts, hands, arms, tentacles, psoidopods, legs or eyes grow, the mouth closes or increases in size, the woman becomes ethereal or solid).

The new looks may go away during the pregnancy, after the birth, after suckling the baby or even never. Or they may change again or go away when the next stage during the pregnancy is reached.

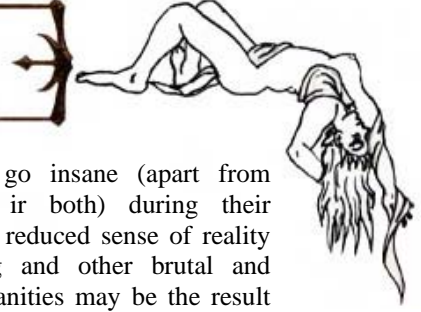
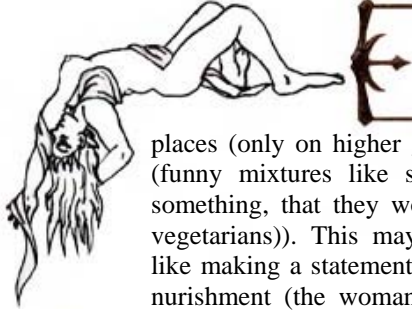
- Depressivity

Depressivity may have many reasons. The woman experiences the situation of her pregnancy as totally hopeless, because her husband left her, she may die during the birth, she is ill, the child is illegal/ illegitim, she does not feel beautiful anymore etc. On the other hand the reason may just be a change of the hormones. Some woman may try to commit suicide (these woman will be treated very harsh by most societies, because they endangered the child.).

Humanoid women make will save vs. DC 10 at the onset of the second half of their pregnancy. If they fail this check, they will have fits of **depressivity** every 1d4th day.

- Different Eating Habits

At some time during the pregnancy, a woman may develop strange eating habits. This may include eating at very unusual times (during the night), eating at unusual



places (only on higher ground) or eating unusual meals (funny mixtures like strawberry pie with mustard, or something, that they would normally not eat (meat for vegetarians)). This may have a psychological reasons, like making a statement about the pregnancy, reasons of nourishment (the woman lacks some vitamins, minerals etc. that her body will get most easily by eating the strange food, either for the unborn, or for the time afterwards, or for herself, because of the transformations her body goes through) or as a way of protection (eating the maggots, that would eat you).

This effect does not have to happen and the time in which it happens may differ widely (even for humans: just when you think it funny, that you never developed strange eating habits, when it hits you in the last month).

- Eating a Lot

To get the nourishment required, a woman may start to eat more than usual. With healthy food, this is not required, even for most humans. Other races may have to eat a lot, to increase weight (maybe because they are too light and have to stay stationary during the pregnancy). Another reason for this special case of different eating habits are depressions and their compensation through food.

- Effects on the Magic a Woman may wield

A female arcane spellcaster or psionic may experience an increase of her abilities, because the additional soul in her body somehow augments her mana/ energy or her connection to her surrounding. On the other hand, she might experience a decline, because the change in her body interferes with the flow of magic/ psionic power. Divine spellcaster may be stripped of their power, because a pregnancy does not belong to the portfolio of their god and while they are pregnant, they implicitly revere another deity. A cleric of a deity of fertility may experience an increase of her abilities. Druids are a special case. Depending on their strictures, they will probably be required to become pregnant once in a while, with no bonus or malus.

- Gaining Weight

Humanoid woman gain in **weight** during their pregnancy, increasing their weight by up to 50%, not only through the weight of the child but through the fat and fluids, too. Roll 15d 4 –10. This is the maximum percentage, the woman's weight will have increased before giving birth. Apply this gain of weight evenly from the second quarter of the pregnancy on.

This is not the same as eating a lot. A woman may gain weight, because her metabolism changes and she is not able to go to the toilette. Most mammals will gain weight from about the middle of the pregnancy on. This will indicate the switch to the stage of pregnancy 2.

The gaining of weight may be slightly (+5% of the original weight) to severe (up to some 1000% for hive creatures)

severe (up to some 1000% for hive creatures)

-Insanity

Woman of some races will go insane (apart from becoming manic, depressive or both) during their pregnancy. This may include a reduced sense of reality but can increase to a raving and other brutal and dangerous insanities. These insanities may be the result of depressivity or a manical period.

- Manic

Most women who are happy about the pregnancy will experience at least a short period, where they feel superior and capable of everything. Especially women with a dop of 1 are very likely to experience this. Sometimes this will go hand in hand with the depressivity and a woman may be manic about something and when she does not succeed will become depressed.

The rules are the same as for depressivity.

- Morning Sickness

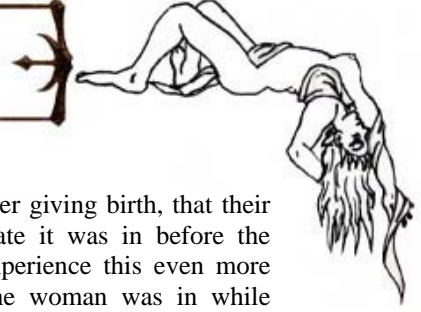
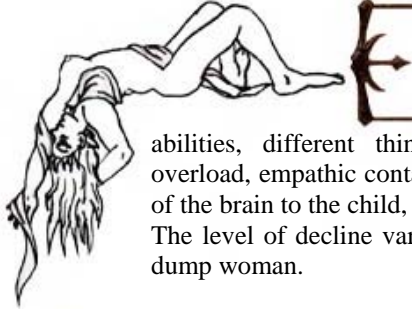
A woman suffering morning sickness has an urge to vomit. This urge may be very strong, so that she will not be able to resist, or it is more that she just not feels well. The morning sickness may last 10 minutes, just after waking up, or it can last for the whole day but starts after eating something. Some women may experience this and are nauseated, others even may be stunned and even others are just dazed. Human woman may get morning sickness between the first and the 7th month the earlier month being the more usual. The period of morning sickness may happen not at all, may last a few day or last over 3 month. This seems to be random so far that fitness, eating or living habits have no influence on this. The same woman may feel severely sick during her first pregnancy and fine during her second (or vice versa). The reaction to the morning sickness, i.e. if a woman may be fatigued after vomiting or not, depends on the overall condition the woman is in.

Checking for Morning Sickness: Humanoids roll d20 vs. a DC of 12 – the number of month of the pregnancy each month. If the woman succeeds by more than 5, no more morning sickness will occur and no roll has to be made the next months. If the check fails, the the woman gets sick in this month, for as long as she does not succeed at a check. If she ever succeeds after becoming sick, she does not have to check again. Roll a d20 for the degree of morning sickness:
 1-10: dazed
 11-16: nauseated
 17-20: stunned

- Reduced Logical Abilities

Some woman experience a decline in mental abilities during their pregnancy. The reason behind this may be the change of hormones, a reduction of blood circulation through the brain, an inward turn of all higher mental

Humanoid women make a charisma check vs. DC 10 at the onset of the 2nd stage of pregnancy. If they fail, they reduce their intelligence by 1 for the duration of the pregnancy.



abilities, different things to think about, emotional overload, empathic contact to the child, loss of some part of the brain to the child, depressions, magical control etc. The level of decline varies widely in will be lower with dump woman.

- Other Effects

Some effects of a pregnancy will include a change of lifestyle, losing and gaining friends, change of self-esteem and the way a woman looks at herself and her environment, a change in the decoration of the living area and a change of equipment. Sometimes the pregnancy may have direct effects on the surrounding: pheromones will cause everyone who has contact to the woman, to be very nice or very angry about her; the child might cause magical, psionical or divine effects. For example a child of a fire-elementalist or fire elementar might cause the mother to suffer constantly from fever or the temperature around the woman may be constantly high or things suddenly combust. A mother of a shapechanging species or of a child that is partly a shapechanger may be forced to shape change once in a while or during the hole pregnancy.

6. Post birth effects

After giving birth, most woman experience additional changes of body and mind.

- Bonding

Most children will cause a bonding with one of the people around during the birth and recognize this person as mother (through scent, looks, voice). This bonding may be both ways. A mother or father may be bound to the child. This could mean, that she would not leave it alone or that the scent will cause milk production.

- Enlarged Breasts/ Nipples

Mammals must suckel their children. The organs to do that are already present long before giving birth (even in males). The hormones or something different during the birth or afterwards may cause the mother to begin the production of milk. The storage of the milk will cause an enlargement of the breasts.

- Different Moods

The changes, that the birthing-process have brought with it, may cause all kinds of different extreme moods, manic and depressive, happy and sad, anger, peacefullness etc. This may come from the new change of hormones, a change of bodyly features or even from the impression to have already shown, that you are a good/ bad mother.

- Body Changes

Human women always learn after giving birth, that their body will not return to the state it was in before the pregnancy. Other races may experience this even more severely. Staying the shape, the woman was in while giving birth, or even becoming a totally different person (physically and mentally). Some races may even consider women, who have given birth, to be a third (fourth?) gender. They may become infertile or even more fertile.

7. Difficulties for Mother and Child During the Pregnancy

- Arcane Magic/ Psionics

What is magic? depending on the way magic is handled, magic will influence the child differently:

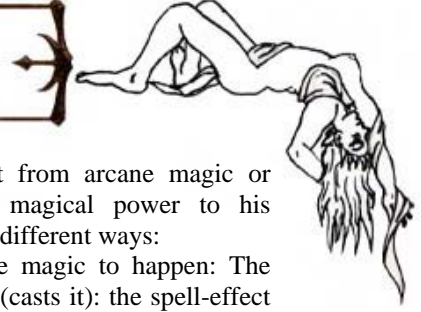
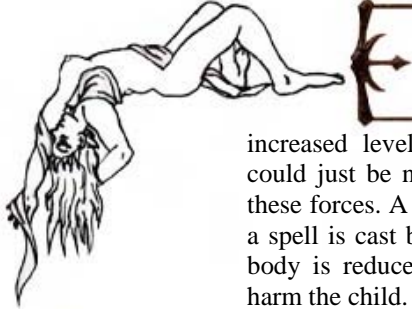
- Magic as an external force, used by the magic user: Magic is something, that surrounds everything. A magic using character manipulates this force through his spells. The force stays outside of the body of the magic user. The only effect on the child could be a directly targeted spell or the strain on the mother when casting a spell.
- Magic as an external force, channaled by the magic user: as above, but the magic user draws

How do spells work, that target one creature, that are cast on the mother:

- both are effected: Because mother and child occupy the same space and share the same defenses (vs. disease at least), they are treated as one being. Makes sense for spells, that affect the body directly (shapechange, pain, death spells)
- noone is effected: The spell descriptor says, that only one person/ creature may be effected. because of the same reasons as above, but because mother and child are two entities, the spell does not work (or because of a special grace)
- one of both: mother and child are two different beings, with totally different lifes and resistances. the spell targets only one of both and this is the one selected by the spell caster.
- one of both (random): one is effected, but who is random, makes sense for mind effecting spells.

this force inside his body, to form and manipulate it and doing the apparent magic when this force leaves the body. Because an external force intrudes on the body, even if invited, the child may mutata severely, gaining an inherent talent, for magic or even becoming a magical creature on the good side. On the other side, the child may mutata to a monster, be stripped of all mental capacity or even its body. The possibilities are endless and depend on the good naturedness of the magic force (and the game master).

- Magic is an inherent force: Magic runs through the veins of a magic user (or even through the veins of everybody). The magic user has either learned to use it or has a talent for it. The actual use or a backlash may cause strange effects upon the child, because of the



increased level of magic in the body. But it could just be natural for the child to withstand these forces. A negative effect may occur when a spell is cast because the level of magic in the body is reduced. The reduction of magic may harm the child.

- Magic is not a force per se, but a use of one's bodily energies in a special way: When using this kind of magic, the casting of the magic will reduce the energy-level in the body, exhausting or even doing harm to the mother. This may harm the child, if the energy level is reduced to much.

- Age of the Mother

The mother's age may play an important role during the pregnancy. Human mothers above 30 that are pregnant for the first time, have a higher percentage chance to carry a baby with the down-syndrome. Miscarriage becomes more probable. On the other side, they have a greater experience and may not do some of the stupid things, younger woman may do.

- Damage to the mother

The unborn mammal will experience all damage caused to the mother via the hormones or a neural connection.

Damage, that brings the mother to zero or less hit points will cause a traumatic shock in the child. the child may die with a 50% chance.
 Damage to the stomach, damage from falls and massive damage will cause the death of the child in 30% of all cases, if the mother does not succeed at a fortitude save vs. DC 20 - (2* the stage of the pregnancy) (this has to be heavily adjusted for different races.)
 If the child survives, there is a chance of 2 in 20, that it will lose two points of its intelligence and charisma

- Diseases

All **diseases**, that a mother experiences, the child will experience, too, but possibly to some lesser effect. The child depends on the resistance of the mother and will not stay completely healthy, if the mother becomes ill. The effects of the illness may be totally different (e.g. a disease, that may cause a fever in the mother may cause loss of braincells in the child). The overall effect of the illness depends on the stage of pregnancy, the health of the mother and the illness itself.

- Different Gravity

According to some sources, a birth in space would be difficult, to say the least (the child will probably not turn around, so that it's head comes out first). During the pregnancy, the effect of gravity upon the mother is quite simple: Reduced gravity will help the woman to withstand the heavyness of her body longer. while increased gravity will increase all difficulties for the woman.

- Divine Magic

Divine magic is very different from arcane magic or psionics. A deity will grant magical power to his follower. This may come in two different ways:

- A prayer causes divine magic to happen: The cleric prays for a spell (casts it): the spell-effect happens out of divine benevolence, without touching the cleric even once. The cleric will not feel anything from the divine might and therefore, the child will not get effected.
- A prayer fills the cleric with divine energy, that he uses for a spell: The body of the cleric is filled with divine energy. A good aligned deity will not overcharge the cleric or fill her with energy not good for her or the child. An evil or chaotic aligned deity may do just that, causing mutations in the child, even filling the child with too much energy, causing the child to become a half-fiend. A good deity may do this too, but only on purpose, for the higher good (that there are not that many half-celestials and half-fiends around shows, that the deities will not do this very often). Considering the nature of deities, a deity might just cause any change it wants in the child.

An additional danger exists for mother and child. If a deity is strictly against pregnancy or children, praying for a spell could cause immediate abortion or the death of either mother or child or of both.

- Drugs/ Alcohol

Every drug consumed by the mother will effect the child. Some drugs will harm the child by damaging the brain or the growth.

An addiction on side of the mother will cause an addiction on side of the child, with most drugs. Newborn children with an addiction are very unhappy indeed. Magical drugs may have positive side effects.

- Health of the Mother

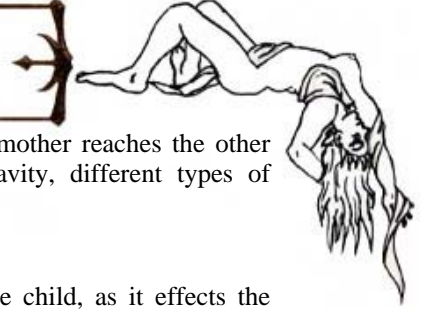
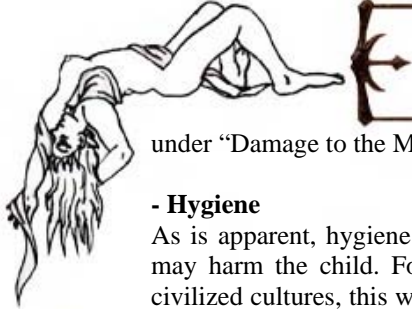
Parents with allergies got a high chance to get children with allergies, too. Woman, who suffer from some illness, may transmit this illness to their children, because the resistance of the children totally depends on the mother's. Psychologically, humanoid male tend to be attracted to woman, they regard as healthy (red lips and cheeks, wide hips (because for these women giving birth will be easier), large breasts (they can nurish their child) and thin (faster runner)). The most direct effect of the health of the mother on the unborn will be the ability to run or defend from predators. In a society, that depends on movement by thought, the most brilliant mind may be the most attractive.

- Heat

Extensive heat to the body of the mother may cause an abortion.

Heat damage is treated as described

The chance for abortion through **heat** is 2 in 20, if the mother does not succeed at a fortitude-save (see "Damage"). The mother must be totally mimerised in heat, that can cause negative effects to her body, for more than 20 minutes.



under "Damage to the Mother".

- Hygiene

As is apparent, hygiene will prevent some diseases, that may harm the child. For humanoids coming from very civilized cultures, this would mean, that the chance to get ill will increase while adventuring.

- Love/ Care

Mothers, who very much care for their children are rewarded with brighter children. These children may re-roll one die when rolling for intelligence, wisdom and charisma.

It is said, that women, who are very happy about being pregnant, will get a bigger belly, than mothers that do not.

- Magical Aging/ Age Reversal

Depending on the way, a person is magically aged, this will effect the child differently. Aging caused by a drain of life-energy would mean, that the child is protected by the mother, who will first die, before the child is effected. This kind of aging may have a side affect, because the nourishment is changed and may become bad. If the aging is an effect of some time-magic, the woman may find herself giving birth really fast. Depending on the speed of the spell, mother and child may starve, because the nourishment is insufficient.

- Mind-Effecting Spells and Psionics, Empathy

Doing things to the mind of a child may cause weird things to the child. Normally, the brain of the child will not be fully evolved. Reading the thoughts or using empathy on the child's brain will not harm the child, because it is a passive use of magic on the mind.

Casting a charm spell may harm the evolution of the brain causing it to stagnate. The spell may even become permanent. Using a compulsion spell may even be deadly, because the child may not be able to follow this compulsion.

A child will have a modification of -10 to any mind-affecting spell, because it's mind is very much open.

- Negative Energy

If the mother is energy-drained, the child might be slain. Normally the mothers body will protect the child and the energy drained will come from the mother. If she receives more negative levels than she got levels her own, the level, that would normally slay her, will be given over to the child. The child receives an immediate saving throw with the modifications of her mother. If the child succeeds the negative level dissipates and both, child and mother are save (this time). If the child does not succeed, it will die. In this case, the mother must succeed at a last save to save the child from becoming a wraith. If she fails, she got 24 hours to find a cleric, who prevents the child from becoming a wraith.

- Planar Travel

According to the official planar topology a planar travel in itself will normally have no effect on either mother or child (except, when the travel is done by using a method, that changes the body (look at shapechange)). Most often,

the effect will occur, when a mother reaches the other plane, because of different gravity, different types of energy and magic.

- Poisons

Normally, poison will effect the child, as it effects the mother. The effect should be halved on the child, because it's ability scores are probably much lower. The child will succeed it's save automatically, when the mother succeeds at her save. The child still gets her own save. In some instances, the game master may allow a child to build a poison resistance.

- Positive Energy

As stated in the some source books, positive energy will cause a creature to heal, even gaining the fast healing ability as long as it is treated with positive energy. But if the energy exceeds double the normal hit-points, the character will explode. A mother will share this excess energy with her child, absorbing all environmental effects to protect her child, first. If the child got some deficiencies, these may be healed by the positive energy, absorbing some of the damage

- Shapechange:

Forced

Some shapechanges are not natural. They are either caused by spell magic or curses (lycanthropes).

Because the spell effects only one person at a time, it strongly depends on, if the child is a person already, if it is changed with the mother.

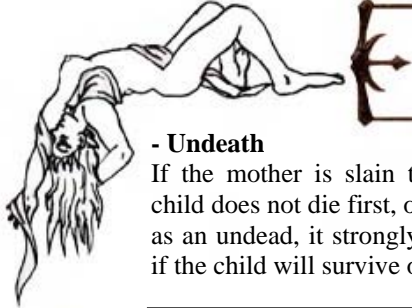
- Shapechange:

Natural

Natural shapechangers do no harm to their child when shapechanging. There may be differences between these shapechangers, because the child may or may not change shape when the mother does. Most natural shapechanger will be able to hide signs of pregnancy while in a changed form. If the shapechanger keeps

any sign of his old form, though (like some Gods keeping their eyes) they will keep the signs of pregnancy, too, or will show signs of pregnancy of the race they turned into.

Unnatural Shapechanges:
As long as the mother is connected to the child via, it is considered to be part of the mother. Therefore, a change into an egg-laying species will sever the link between mother and child, but only after the change. The change back will require more than just the one spell, though. Changing into an ethereal form or any other form of insubstantiality will not harm the child. Lycanthropy, that is transmitted with body-fluids (spittle), will be transmitted immediately to the child. The child will change, whenever the mother changes, to prevent harm from itself. The curse of the child has to be lifted separately. Some old legends tell of lycanthropy, that is caused by dringing the water out of the foorsteps of a lycanthrope. If this is the only way it may be transmitted, the child will not be harmed.



- Undeath

If the mother is slain through negative levels, and the child does not die first, or if the woman is slain and raised as an undead, it strongly depends on the type of undead, if the child will survive or simply die.

Most types of **undead** lose all normal digestive abilities. Because a child of a mammal depends very much on these organs and their ability to produce the food and drink for the unborn, the child will starve, if the mother dies (if it has survived that long). If the type of undead has some kind of digestive tract (like vampires, who are nourished by blood), the child must succeed at a fortitude save vs. DC 16 to survive the change of food. If it does survive, the child will finally die of negative energy damage or levels, drained by their mother and become a special horror, an "unborn death" or something similar.

Unborn children of egg laying races that are effected by negative energy before the shell protects the unborn, may evolve into this, too.



9. Birth

Giving birth is not without risk, neither for the mother, nor for the child. Labor will last for 4d6 hours. Some people believe, that labor will be shorter for the second and every child thereafter. Experience has shown, that this has not to be the case.

When giving birth, both mother and child do have to succeed at a con check vs. DC 2. This DC is set for all standard races. Change the DC for other races. Apply the following modifications.

9.1 Birth Difficulties

There are other difficulties regarding the birth other than the ones described in chapter 2.

How much does the environment differ from what the mother is used to, and how much does it differ from what the child is used to.

If the mother feels uncomfortable in the environmental condition, because it is either too wet, too hot, too cold, the energy level is too low, too dark (for light dependent creatures. That does not include humans) or too light etc. add one to the DC of the survival-check of the child and the mother. If the conditions are hostile (damaging the mother), add two to the DC of both.

Environment, that can be deadly (doing damage more than once) add three to the DC (if it does not kill mother or child anyway).

For creatures from civilized cultures giving birth under unhygienic conditions, add 2, for all others add 1 to both DCs

9.2 Help

Any person, that has at least been present at a birth or does know a little about it adds +1 to the roll.

Any person with the heal-skill with a rank above 4 applying to the same or a very similar race gives a quarter of her heal skill as a bonus if she succeeds at a heal-skill-check vs. DC 15.

Persons with the Profession (midwife) of the same race add half their heal skill as a bonus, if they succeed at a heal-skill-check vs DC 15, otherwise only +2.

9.3 Birth Mortality

If either the mother or the child does not succeed at her skill-check, either one will die (both only, if both fail) within 1 minute per point the check was failed by after the birth.

9.4 Condition of the Mother after Giving Birth

The mother will be fatigued, if she succeeds at the survival check by at least 7. She will feel fine, if she succeeds by at least 14. Otherwise, she will be exhausted.

8. Survival of the Baby

8.1 Miscarriage:

Depending on culture, stress on the mother and racial traits, mammals get a chance of miscarriage. Every time, an effect from chapter 7 occurs, that could harm mother or child, that got no special rules for killing the child or the mother, roll a constitution check vs. DC 6. If you fail, the child is aborted. In addition roll once during the first and second month, if the child is aborted. If you roll a 1 on d20, the child is aborted. Sometimes woman do not even notice, that they are pregnant, if this occurs.

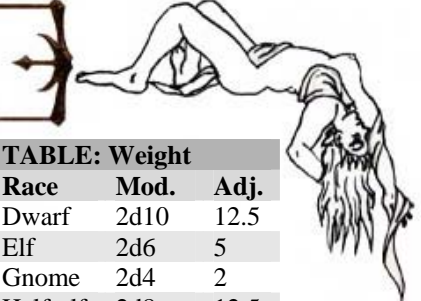
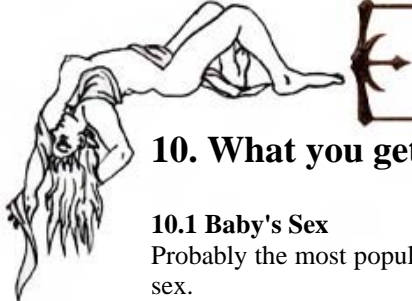
8.2 Sudden Childs Death

This describes several illnesses that can cause an already born child to die. The cause will probably not be known. Sometimes the child suffocates, the heart stops to beat or something else. Roll once with the child's constitution vs. DC 1. If the roll misses, the child dies.

8.3 Surviving the childhood

Children have softer bones, are lighter and if they fall, they normally do not fall from great heights, because they are shorter. All this leads to something, that sometimes is called a blessing, that is, the child does not get hurt as much as mature members of their race. On the other side, because their awareness of their surrounding is not complete yet, they tend to fall and get hurt much more often.

What this leads to? There are no rules to describe the survival of a child during the childhood, that could possibly make any sense.



10. What you get

10.1 Baby's Sex

Probably the most popular topic of a new born child is its sex.

Roll a d20 to determine the gender of the child. Generally the probability of having a female child in peaceful times is slightly greater than a male. Thus a roll below 12 indicates a female child, otherwise a male one. In times of war, the probability reverses.

Note that GMs may wish to adjust this number in their campaigns for the various races. Also, the GM may let the character influence the chance one way or another through magic, divine intervention, etc. or the GM may even decide on a specific gender, because it suits his campaign..

10.2 Ability Scores

This system will give you the attributes that the baby will have once he reaches adulthood (which is usually a few years after puberty). Of course, as a child the baby will show potential or problem areas if stats are high or low; especially in areas of intelligence and wisdom.

To figure out the ability scores, the first step is to average each ability score of the parents which will give you the "genetic" bases. To make the baby a bit different from its parents, a random factor is added to the process. First, add 1d4 to each genetic base and then subtract 1d4 to that number. This means that each of the baby's stats can be up to 3 above or 3 below its parents' average. If the result isn't an integer, there is a 50% chance to round up and a 50% to round down.

Example:

A baby is to be born, but what will his Strength be? His father's Strength is 17 and his mother's Strength is 14. This averages to 15.5 which becomes the genetic base. Before figuring in the random factor, we know that the baby's Strength will fall between 12.5 - 18.5. On the first 1d4, a 3 is rolled and added to the genetic factor giving us a 18.5. On the second 1d4, a 2 is rolled and subtracted from the 18.5 giving us a Strength 16.5. Well decimals are unacceptable so on the percentile roll, a 23% is rolled causing the Strength to be rounded down to 16. The baby's Strength will be 16 when it reaches adulthood. The same process is followed for the remanding attributes. *Note* that the baby's attributes must still obey its race's minimum/maximum limits. For example, no human can be born with more than 18 or less than 3 in any attribute.

10.3 Vital Statistics

Height

To figure out what the baby's adult height will be, the first step is to average the parents height (in inches). Next, add the modifier based on race found on the height table below. Finally, add the adjustment found on the height table if it is a male, subtract the adjustment if it is a female. The result is the baby's adult height in inches.

Weight

To figure out what the baby's adult weight will be, the first step is to average the parents weight. Next, add the modifier based on race found on the weight table below. Finally, add the adjustment found on the weight table if it is a male, subtract the adjustment if it is a female. The result is the baby's adult weight.

TABLE: Weight

Race	Mod.	Adj.
Dwarf	2d10	12.5
Elf	2d6	5
Gnome	2d4	2
Half-elf	2d8	12.5
Halfling	2d4	2
Human	2d20	20

10.4 Alternative Sexist Height & Weight

This system emphasizes the relationship between the sex of the child and the size of the parents. Big men with small wives will have small daughters and strapping sons. Small men with big wives will have large healthy daughters and puny sons. To summarize, this system will have daughter's size favor mothers and son's size favor fathers.

Although this system for figuring out height and weight is good, it is given as an alternative. Unless the GM plans the size of the parents ahead of time, a small mother would have a small daughter and a small father would have a small son. This seems reasonable, but if players are looking for player characters out of the baby, having the baby small might not be a good idea.

To figure out what the baby's adult height will be, the first step is to calculate height in inches as per your RPG rule book. Take the height of the parent that is the same gender as the child and multiply it by 1.5. Take the height of the other parent of the child and multiply it by 1.5. Add those three numbers then divide by 3. The result is the baby's adult height in inches. To summarize:

$$ht = [calc. ht. + (1.5 \times same\ gender\ parent) + (.5 \times other\ parent)] / 3$$

To figure out what the baby's adult weight will be, the first step is to calculate weight in inches as per your RPG rule book. Take the weight of the parent that is the same gender as the child and multiply it by 1.5. Take the weight of the other parent of the child and multiply it by 1.5. Add those three numbers then divide by 3. The result is the baby's adult weight in inches. To summarize:

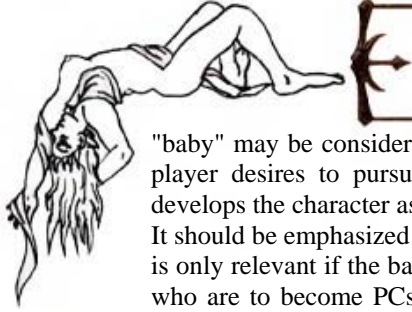
$$wt = [calc. wt. + (1.5 \times same\ gender\ parent) + (.5 \times other\ parent)] / 3$$

10.5 Personality

Sooner or later, the parents will learn that the baby has a distinct personality. The player should roll on a personality table, if available, or the the GM should decide on the personality traits of the child. In case a personality table is available, the GM may wish the player to roll on the table once the baby reaches childhood, reaches puberty, and finally reaches adulthood. Of course, once adulthood is reached, the

TABLE: Height

Race	Mod.	Adj.
Dwarf	1d6	1
Elf	1d6	2.5
Gnome	1d4	1
Half-elf	1d6	1
Halfling	1d8	1
Human	1d10	1



"baby" may be considered a PC rather than a NPC if the player desires to pursue this avenue. Thus, the player develops the character as desired.

It should be emphasized here that role-playing personality is only relevant if the baby is intended as an NPC. Babies who are to become PCs shouldn't roll this so the player may have absolute freedom in creating the character.

10.6 "Daddy's Little Girl" Syndrome

A female child should have a chance of charming her father (wisdom check vs. DC 8 + her Charisma). The charmed father will always think of his daughter as pure and innocent. He will always protect her and blame everybody else for anything that happens to her even if it is obviously her fault.

10.7 Twins or Better

For those GM's who want to add a little spice to the pregnancy, Table 1b gives the chance of more than one child being born based on race. For example, a human has a 1 in 10 chance of having twins while a dwarf has a 1 in 100,000 chance of having twins. This can also be interrupted as 1 in 10 humans having twin sibling while 1 in 100,000 dwarfs have a twin sibling.

These chances are only suggestions and GMs may adjust the table as he sees fit for his campaign.

TABLE 1b: Chance of more than one child

Race	Twin	Trip	Quad	Quint	Six
Human	10	100	1,000	10,000	100,000
Halfling	100	1,000	10,000	100,000	1,000,000
Half-Elf	500	5,000	5,000	50,000	500,000
Elf	1,000	10,000	100,000	1,000,000	n/a
Gnome	10,000	100,000	1,000,000	n/a	n/a
Dwarf	100,000	1,000,000	n/a	n/a	n/a

11. Abnormal Features of the Child

Through genetic heritage, divine, magical or psionical influence, a curse, diseases or other effects, the child may differ from the norm.

Most often this difference is a degeneration or mutation, that influences either the mind or the body. Some of these mutations do have names, like the Down-Syndrome, some do not.

In magical or psionical worlds, the presence or absence of magical or psionical abilities may be such a degeneration. Some mutations are inherited or can be inherited by the children.

Typical non magical mutations/ degenerations:

- Reduced mental capabilities (reduce intelligence and charisma by one to 20 points, can not grow up mentally)
- reduced physical abilities (reduce constitution and/ or strength and/ or dexterity by one to 20 points)
- reduced physical possibilities (loss of one or more senses (blindness/ deafness/ can not smell, loss of touch sense), loss of limbs/ reduced limb

functionality, paralyzes, rapid aging, colour blindness, distorted physical features, glass bones, allergies, reduced resistance to specific diseases)

Non magical mutations/ enhancements:

- increased physical abilities (add immunity to diseases, increased strength, dexterity, constitution (by one to 5))
- increased mental abilities (add one to five to intelligence, wisdom or charisma, special ability with numbers or a special talent for an art form)

magical mutations:

- loss of spell-like, extraordinary or supernatural abilities
- loss of physical traits like wings.
- loss of psionical or magical abilities
- gain of psionical or magical abilities
- increased spell like, extraordinare or supernatural abilities
- immunity to poisons, spells, energy-forms, heat, cold, acid, electricity, etc.

Note: There is a reason, that no tables are given to roll up mutations in a child: The birth of a child is very special for a mother and probably for a player, too. It does not happen often in most campaigns and the GM will probably use the child as a plot-device (there is nothing as intense as a campaign evolving around a mother concerned about her child and what will become of it, especially when you think of the destiny and fate of the child). Therefore we strongly suggest, that the GM spends some time thinking about the child and it's mutations and only apply any, if he thinks it is appropriate and the tone of the campaign allows for it (some players may react to a defect in there child as strong as to the death of their most beloved character).

12. Reasons for Birth-rates/ Population Growth

12.1 length of pregnancy

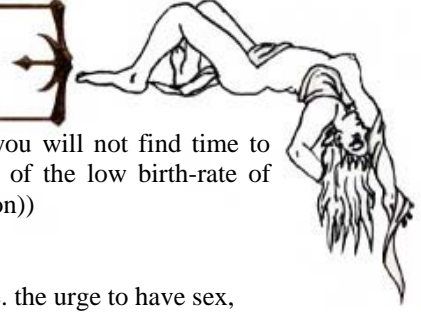
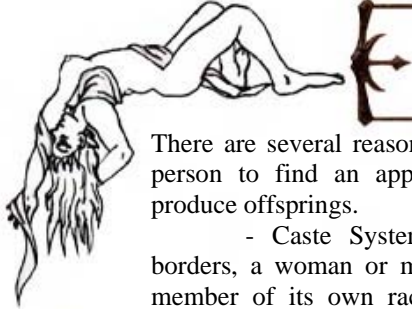
Races with a very long pregnancy will have a lower population growth than races with the same mortality rate and a shorter pregnancy.

12.2 reduced times of fertility

Either men or women of a race may have only a short time per year (or even several years), that they are fertile, either the sperm being infertile or the egg.

12.3 Difficulties to find Partner

(caste systems, gender ambiguity/ not equal number of female and male)



There are several reasons, way it may be difficult for a person to find an appropriate partner of his race to produce offsprings.

- Caste Systems: due to religious or social borders, a woman or man may not have sex with any member of its own race. This can lead to a strongly reduced availability of the corresponding gender and therefore will reduce the birth-rate in one or more castes.

- Gender ambiguity: dwarves on some campaign worlds are not recognizable as male or female, because both genders dress and behave alike. Finding a partner of the opposite gender in such a race becomes very difficult.

- One Gender is underrepresented due to high mortality in one gender, low birth-rate or some other trick of mother nature (e.g. the gender of a person changes sometimes).

12.4 Cultural Inclination towards Children/ Parenthood

If a culture scorns children, because they are noisy or make such a mess, or does not like pregnant woman, because they are not able to work anymore, the birth-rate will drop.

12.5 Cultural Security of Parents

A culture with social or religious protections of the mother/ parents, with a system to feed and care for parents, allows for a higher birth-rate, because the parents do not have to fear poverty or starvation.

12.6 Cultural Security of Children

Are the children secure in a society? If children are sacrificed, maimed, killed or wounded on a regular basis by a society or culture, caring parents are less likely to give their children (although this effect is often reduced through indoctrination)

12.7 Cultural Security of Old People

Because children are a way to secure the survival of the parents when they are not able to care for themselves anymore, some cultures enforce the birth of many children, to care for their parents.

12.8 Length of Life

A race with a long lifespan and an average fertility should, theoretically be more numerous as other races with a shorter life-spans.

12.9 Child Mortality

Hygiene or other influences may cause a high child mortality, that would reduce the reproduction rate.

12.10 Knowledge of good Contraception

Sex is a natural drive for most creatures. If a woman becomes pregnant most of the time after having sex, the race will reproduce fast. But if some kind of contraception or even abortion is known, the people will have more sex and less children.

12.11 Decadence / Lifestyle

If you like your live like it is (i.e. without children), you will not get one. In addition, if you are to much involved


with finding the cosmic truth, you will not find time to get one (this may be the cause of the low birth-rate of elves (this and good contraception))

12.12 Sex Drive

For some races, the sex drive, i.e. the urge to have sex, may be to low to have it on a regular basis. This would cause a reduced birth-rate.

12.13 War/ Plague

These combine a lot of the points above



Chapter 4: Sexuality in Your Campaign

Species Sexualities:

Archons

Archons and other Lawful Good type outsiders have little or no sense of the erotic but have a strong urge to love, generally being supportive, kind, and uplifting. Since physical form matters more than the physical form of those they love, their love is spread equally among all genders, meaning that all Archons are bisexual in a sense.

Bugbears:

Bugbears have the strongest sex drive of any known humanoid species; they usually sublimate this urge in to violent behavior, which is encouraged by their culture. However, attractive bugbears throw this to the winds and either attract large harems of lovers or become prostitutes. They are not picky and are aggressive in sex and gain Adaptive Lover (Humanoids) and Powerful Lover as bonus Sex Tricks.

Centaurs:

Centaurs go through a rutting season in the summer in which all members of the species become focused on sex and become extremely emotional. This often results in spontaneous contests of strength and skill to prove their worth to a prospective mate - Rarely these bouts result in serious injury or death. Centaurs usually are casual about sex and switch partners often, but usually settle down and learn to control their urges - Usually after the eighth or ninth mouth to feed has been born.

Daemons:

Daemons and other Neutral Evil type outsiders are fell, morbid creatures who are incapable of empathy or love for another and view others as tools or toys to manipulate for their own ends. During sex they care only for their own pleasure and will discard a lover (often permanently or fatally) as soon as they are no longer a thrill to screw.

Demons:

Demons and other Chaotic Evil type outsiders are passionate and energetic in their love affairs (which usually end in a bloody fight to the death) and in their sex (which usually results in serious injury to both parties.) The concept of perversion doesn't apply to them, as they have no sexual inhibitions whatsoever - If they enjoy it, they do it. They enjoy imposing themselves on lesser races but rarely return for the child should one be born.

Devils:

Devils and other Lawful Evil type outsiders usually have strict codes regarding sexual practice that they follow to

the letter - Until it is convenient to break them. Although they are supposed to mate only within their own species, frequently they will mate with a mortal and use the child as a pawn in some greater scheme to power. Most of these species can only really enjoy sex in which their partner is helpless and theirs to command, as it titillates their immense desire for power and authority to be used corruptly.

Djinn:

Djinn are freewheeling hedonists who view both genders as equals, are usually bisexual, and are xenophilic, enjoying mating with other species. Djinn do not discard lovers but collect them, relationships growing together in ever more complex ways. Djinn have intuitive knowledge of how to best use their dexterity for pleasure and gain Dexterous Lover as a bonus Sex Trick.

Dragons:

Most dragons, due to their incredible life spans, mate only very rarely, either by choice or by chance. Dragons typically spawn offspring every one or two centuries, laying an egg that will hatch in 24 to 36 months, depending on the subtype of dragon. Generally, dragons have phalluses that are one size category larger than normal, and are capable of comfortable receiving the same.

Dragons, Black:

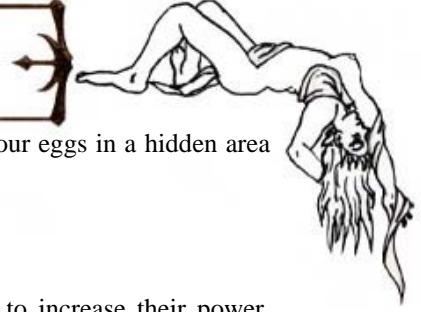
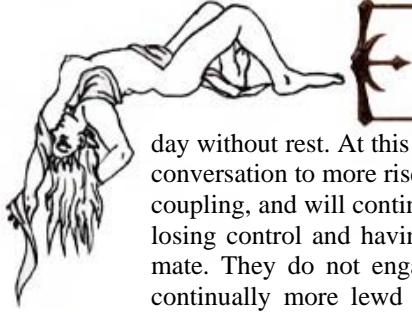
Black dragons' sexual rituals resemble those of crocodiles. Mating takes place during the wet season of the year, when the males search for a female for up to three months. A long, protracted seduction occurs should he find one. After several days of courtship, the female, if willing, succumbs to the male's advances. Those rare cases of half-black-dragons usually occur when a female rejects a male, leaving him desperately frustrated. After mating the male leaves and never helps to raise the young. The female lays up to five eggs, most of which will never hatch, and guards them ferociously until the young can fend for themselves. She then abandons them.

Dragons, Blue:

Blue dragons are dedicated and are the only evil dragons that mate for life. In rare cases, blues will have a non-dragon as a mate but are just as loyal. Love and affection are hard concepts for them, and their relationships are built on respect instead, leading to stable, businesslike relationships. Blue dragons lay one or two eggs and care for their out of a sense of duty, not love. As soon as the young are mature they are driven from the home. Blue dragons are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Dragons, Brass:

Brass dragons love nothing more than a good conversationalist, preferably one that can talk for a full



day without rest. At this point a brass dragon will turn the conversation to more risqué topics, their way of inviting a coupling, and will continue talking for a few hours before losing control and having wild, explosive sex with their mate. They do not engage in foreplay, except for their continually more lewd conversation. Brass dragons are the only dragons known to kiss (or engage in oral sex) in their natural form. Brass dragons are passionate in sex and get Powerful Lover as a bonus Sex Trick.

Dragons, Bronze:

Bronze dragons are not very sexual creatures, but are curious and enjoy new experiences. They do not mate frequently but rarely do so in the same way twice, enjoying fooling with various animal species using their Polymorph Self and Speak With Animals abilities. They do not mate for life, but drift apart slowly until both mates simply lose interest in each other. They don't forget their lovers, however, and remain good friends.

Dragons, Copper:

Copper dragons, as fits their nature, love children. They enjoy nothing more than to play with their offspring and raise them dotingly. Copper dragons join in permanent mated pairs more than any other, and they are the most fertile species. Sex is important to copper dragon couples as both a game and to express love, and they are a very fertile species, so it is no surprise that they have strong family bonds. These ties are so strong that copper dragons will tolerate overlapping territory should the interloper be family. Unlike most dragons, they have no problems with same sex relationships and are homosexual about as often as humans. Copper dragons are passionate in sex and get Powerful Lover as a bonus Sex Trick.

Dragons, Gold:

Gold dragons mate out of love, not lust, as they have strong emotions but very little sex drive. Everything involved from the moment of conception to the time when the hatchling is expelled from the nest is planned out ahead of time by the parents. Gold dragons mate 200 years apart and take up to five years to plan it out, and they lay only a single egg at a time. Gold dragons generally never breed with anything besides a gold dragon, but occasionally they will give themselves to a besotted adventurer as a reward for a service if they are forced to by their honor.

Dragons, Green:

Green dragons are the least family oriented of all dragons, mating on a whim without ever considering the consequences. When a female green is in heat she releases a pheromone that causes all male greens within ten miles to become Lustful and seek her out - If she uses her breath weapon while in heat the range increases to

twenty miles. They lay two to four eggs in a hidden area and abandon them to fate.

Dragons, Red:

Red dragons use sex as a way to increase their power. Their mates are usually other reds, and relationships are formed as a partnership to achieve their individual goals. Offspring are seen as servants created to do their bidding. Sex is a rough, barbaric affair where both genders are aggressive, injuries common, and death not unheard of. Reds will mate with several species of creatures in experiments to find suitable servants, raping the victim and abducting them until they bear young, or kill them outright if the dragon is female. Giving birth to a half dragon usually kills the mother, but if it doesn't the draconic parent will. The children will be dominated in to serving the parent and will be removed as soon as they are no longer useful, but occasionally a child will flee or even attempt to slay their parent.

Dragons, Silver:

Silvers are driven by their emotions, and sex is an expression of love for them. They mate for life, and care not for the species of their mate. They can spend hours engaged in foreplay with their mate, and are very sexual with their lovers. Promiscuous ones enjoy sampling the love of as many different species as they can, and silver dragons have Adaptive Lover (All Categories) as bonus Sex Tricks. Family members keep in touch but roam far, but if one of the parents is not a dragon it's common for several of the hatchlings to stick around the nest longer than usual. Silver dragons treat their mate, regardless of their species, as an equal.

Dragons, White:

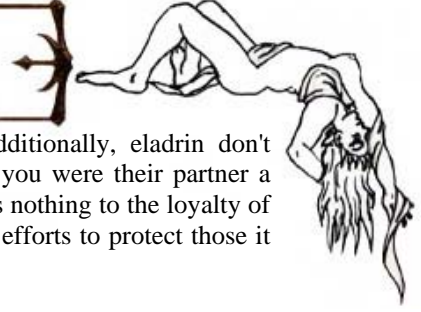
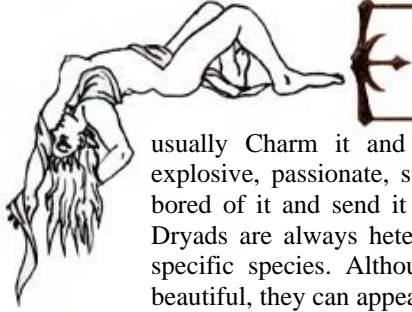
Whites, unlike other dragons, are bestial, and their sexuality reflects this. They go in to heat, which lasts for a week, once a year, and mate with everything they see, gaining Adaptive Lover (all categories) as temporary bonus Sex Tricks. They seek out another white dragon if they can. The female will lay a brood of six to eight eggs, which she will raise alone. Perhaps one or two hatchlings will survive to adulthood, but most will be devoured by a parent or one of the many powerful predators of the north. White dragons are passionate in sex and get Powerful Lover as a bonus Sex Trick.

Driders:

Driders have no sexuality to speak of, and lack sexual organs. Whatever passion they once placed on sex is now placed on hatred of themselves, hatred of the species that cast them out, and hatred of life itself.

Dryad:

Dryads are flighty and flirty, but rarely mate. When they are attracted to a creature (which is extremely rare) they



usually Charm it and spend a year or five making explosive, passionate, sweaty love to it. Then, they get bored of it and send it home, leaving it very confused. Dryads are always heterosexual and are attracted to no specific species. Although they are always exquisitely beautiful, they can appear as any medium sized humanoid - Whichever species they mated with last.

Dwarves, Hill:

Hill dwarves are conservative in their sexual habits and generally remain virginal until marriage and faithful afterwards. However, they have active libidos and love dirty jokes, etchings, and song. As they grow older, they lose more and more of their inhibitions and generally become very dirty old men and women. One important part of the sexual culture of dwarves is homosexuality; since 11 in 12 dwarves are male, homosexuality is an acceptable alternative lifestyle to dwarven instinct and dwarven culture.

Dwarves, Deep:

Deep dwarves have sexuality identical to that of hill dwarves.

Dwarves, Derro:

Derro are fantastically sadistic creatures with an incredibly magic centered sexuality, caring more about their mates magical skill than anything else. No Derro will happily mate with a Derro who cannot use magic - not even another one. Essentially all Derro are sadomasochistic, due to both genetics and culture, and sexually active ones tend to bear many, many scars acquired in their bloody couplings.

Dwarves, Duergar:

Worshipping a deity of constant toil drains all passion and sexuality out of the Duergar. They are incapable of enjoying sex but disgustedly go through it once a year with government appointed mates to "do their duty to Laduguer." Duergar should generally be forbidden from taking the Sexual Prowess skill.

Dwarves, Mountain:

Mountain dwarves have sexuality identical to that of hill dwarves, except that their isolationism prevents them from being attracted to any species other than a mountain dwarf. They suffer a -4 penalty to sex with non-mountain-dwarves and may never take any Adaptive Lover sex tricks.

Efreet:

Efreet are cruel creatures with patriarchal sexuality. They enjoy collecting large harems of sex slaves and raping them until they enjoy it. Few things inspire more hatred in an Efreet than a sex slave, escaped and defiant, does. Efreet are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Eladrin:

Eladrin and other Chaotic Good type outsiders are creatures of passionate, freedom, and emotion. Because of this, they tend to be promiscuous and sexual, reveling

in various sexual practices. Additionally, eladrin don't ever discard a lover - Whether you were their partner a week ago or a decade ago means nothing to the loyalty of an eladrin, who will go to great efforts to protect those it cares about.

Elementals:

Most creatures with the Elemental descriptor have no sexuality of any kind, existing for the mere purpose of existing. New elementals are spontaneously formed from the raw matter of their home plane or through magical rituals.

Elves, High:

Elves are passionate, sexual creatures who place love and art above almost everything else. After reaching puberty, all sub-races go through a long period of self-discovery lasting about twenty-five years in which they explore essentially all sexual kinks and sleep with anyone or anything willing (called the Blooming) but they eventually settle down. Although high elves make love a great deal, they usually do so in normal ways, with perversions being rare. Elves have no taboos against divorce but almost always marry for life. All sub-races of elves have intuitive knowledge of how to best use their dexterity for pleasure and gain Dexterous Lover as a bonus Sex Trick.

It is also worth noting that all elves' ears are about as sexually sensitive as breasts, and a great deal of elven foreplay centers around them. One intimate greeting among elves is rubbing ears.

Elves, Aquatic:

Aquatic elves have sexuality essentially identical to that of wood elves, except, of course, that they are underwater.

Elves, Drow:

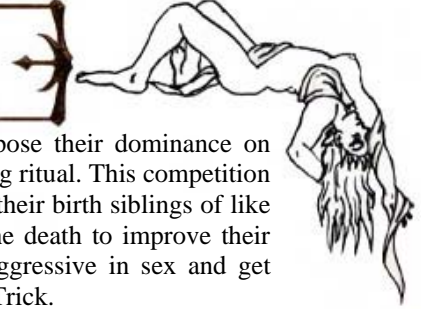
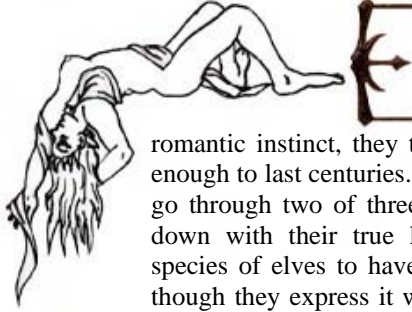
Drow have a matriarchal sexual culture, so much so that their norm for sexuality is bondage and domination of the males by the females. Treating your lover as an equal is considered a gross perversion bordering on blasphemy against Lloth. Lesbianism is common, even encouraged, but active gay males are usually executed. Despite this many males become homosexual emotionally out of a need for any sort of emotional bond in the harsh world of the Drow. Drow have healthy homosexual relationships but heterosexual ones usually collapse under immense societal pressures.

Elves, Gray:

Gray elves contain their Blooming to things within cultural approval, due to the Victorian aspects of their society, and either restrain themselves until marriage or keep their trysts completely secret. Due to the overpowering nature of their Blooming, they usually turn to one of these alternatives almost immediately.

Elves, Wood:

Wood elves are romantics, and enjoy nothing more than seduction and foreplay. They write poetry to their lovers and serenade them with song. Because of their intense



romantic instinct, they tend to have relationships strong enough to last centuries. However, a typical wood elf will go through two of three fifty-year flings before settling down with their true love. Wood elves are the only species of elves to have a taboo against homosexuality, though they express it with pity rather than hate. Gay or lesbian wood elves usually depart for greener pastures.

Elves, Wild:

In most sub-races of elves, the Blooming departs relatively soon, but not in wild elves. The wild rush of sexuality that leaves elves gawking at the world in awe and desire never fades, and it is only after they learn to sublimate it in to other activities - Hunting, dancing, artwork, singing, and general celebration - that they gain self control at all. They celebrate good hunts, good omens, miracles, victories, and every weekend with sex. Only the most restrained of wild elves ever leave the orgy of wild elf life to go adventuring, but even these madden other species with their intense lust. Virtually all wild elves are bisexual but very few are bisexual. Despite their mad sexuality, wild elves have strong, enduring relationships.

Formians:

Formians and other Lawful Neutral type outsiders generally have very little sexuality, viewing it as a distraction to the tenets of order and duty. Those that do have sex tend to only be comfortable mating in situations completely approved by their culture. Formians specifically only have two mating castes - The Queen and her Myrmarchs, who breed once a month in a rather messy ritual to ensure her continued fertility for the coming days.

Gargoyles:

Gargoyles enjoy torturing things. If the most effective method to torture a creature is to rape it horribly, they do so. When they mate with each other, however, they do so passionately and for a long time, taking great pleasure in the act. All Gargoyles are bisexual, and frequently have pygmalionism.

Giants:

While it would seem that Giants are too varied to be classified together, this is not the case. All giants are patriarchal and have a subdued sexuality. They mate in pairs and are virtually never homosexual. Their relationships tend to be extremely enduring and faithful.

Gnolls:

Gnolls have a powerfully matriarchal sexuality and don't have a sexual culture because they don't have any culture. Homosexuality is punished by death except for the alpha female, who can sleep with whoever and whatever she wants. They mate violently and frequently, enjoying imposing themselves on weaker species, often raping victims to death before devouring the corpse.

Gnolls have an explosively intense competition for breeding. It is so fierce that female gnolls have evolved to be all but indistinguishable from males, with a fused labia that resemble a scrotum and a clitoris formed exactly like

a penis, so that they could impose their dominance on other males through the mounting ritual. This competition is so fierce that within hours of their birth siblings of like sex from a litter will fight to the death to improve their odds of breeding. Gnolls are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Gnomes, Rock, Forest, and Svirfneblin:

Gnomes are different from many species in that their two genders are almost identical, in both temperament and ability, and that their birthrates are atrociously low. When two gnomes decide to have a child it will usually take weeks before the woman becomes pregnant. Gnomes have a very explorative sexuality - They look at mates as puzzles to be understood, at courtship as the first time the puzzle is solved, and at married life as the process of watching the puzzle change. They are very open minded towards what other species call perversions, and a gnome couple rarely repeats the same sexual position twice in one year. Homosexuality is extremely rare among gnomes and is viewed with a hesitant tolerance.

Svirfneblin are almost identical, but their Alter Self ability requires that a mated pair have a secret code word that they use to ensure that they are with whom they think they are with, and not a jealous interloper hiding their face.

Gnomes are creative, explorative loves and gain Creative Lover as a bonus Sex Trick.

Goblins:

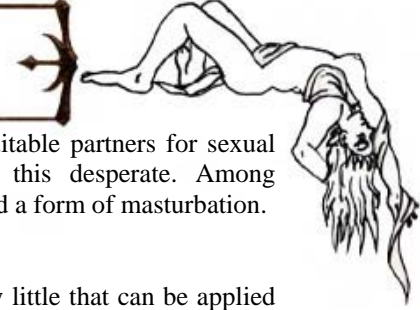
Goblins breed and mate unceasingly. With a short gestation period and frequent ovulation, the reproductive rate of goblins is astonishing. Since males are completely dominant, they mate whenever they want - all of the women in a tribe will be pregnant at any given time. Homosexuality isn't common but is generally ignored. Goblins can bang any goblins beneath them on the pecking order without worry, and as far as straight goblins are concerned it only increases their chances of having children. Lesbians are generally treated the same as straight women. Goblins are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Grimlocks:

Being blind, Grimlocks are not attracted by the shape of a creatures body or what they look like, but rather what they smell and sound like. When they can, they brew fine perfumes to improve their scent and carefully tone their voices by singing. Of course, their aesthetic standards are different from most humanoids, and to them, other humanoids smell horrid and sound like screechy weasels - One of the reasons for their intense xenophobia. Grimlocks are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Guardinals:

Guardinals have little in the way of sexuality, being more concerned with the propagation of justice, truth, and happiness than physical pleasure. In fact, they are incapable of creating children. How they reproduce is something of a mystery, but the most common theory is



that they create new Guardinals from the petitioners of their plane, using secret rituals to call to powers of benevolence higher than the gods. Those who attempt to discover these rituals are usually thrown out of the upper planes on their ear.

Halfings, Lightfoot:

All sub-races of halfings treat both genders equally, like humans and usually spend their adolescence in passionate courtship's that start and end explosively. They usually attempt (and fail) to keep them secret. As they age, they grow less lustful but more passionate. Lightfoots, unlike humans, instinctively mate for life and stick by their mates for good even when they drive each other crazy. All sub-races of halfings have intuitive knowledge of how to best use their dexterity for pleasure and gain Dexterous Lover as a bonus Sex Trick.

Halfings, Tallfellow:

Tallfellows do not form mating pairs - They have no marriage customs. They have cooler emotions than other species, and so while their couplings are less passionate, they deal with break ups very well.

Halfings, Deep:

Deep halfings are sexually identical to lightfoots in many ways, but often have a fetish for gems or for stonework, and are unable to become aroused without their presence. Whether their culture stems from this or this from their culture is not known.

Half-Orcs:

Half orcs have a human's flexibility, but gain the best of their orcish ancestors animal magnetism. Half orcs are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Harpy:

Harpy's take enormous joy in tormenting lesser creatures, but they keep this separate from their sex. They have elaborate mating rituals, which involve very difficult performances, and only the very best male gets to mate. As a result, homosexuality is common among the males but rare among the females.

Hobgoblins:

Hobgoblins are tough and militaristic even in their sex. Sex is meant to be slightly painful for all involved - If you can't take it, they say, you don't deserve it. Additionally, they care little for any sort of aesthetics when choosing a mate - They care only about martial prowess. The most arousing thing a hobgoblin can experience is to be soundly thrashed in a duel by a creature they are capable of desiring.

Homunculus:

Homunculi are constructs, and normally have no sexuality. As a partial extension of their creator, though, they tend to have a sexual outlook not unlike his. Restrained masters form sexless homunculi, and freewheeling ones form lewd, sexual homunculi. If the

creator desires, they may be suitable partners for sexual practice, but few mages are this desperate. Among magical circles this is considered a form of masturbation.

Humans:

In the context of sexuality, very little that can be applied to humans as a species. Some are erotic, some are chaste, some are straight, some are gay, some are conservative, some are perverted. The best and worst of all things sexual are found in humans.

Jann:

Jann are passionate during sex and get Powerful Lover as a bonus Sex Trick.

Kobolds:

Kobolds are matriarchal and have females as the dominant sex. They enjoy inflicting minor pain during sex, and are strongly attracted to sorcerers. Unfortunately for them, kobold sorcerers tend to be asexual and incapable of enjoying sex, and thus eventually wind up obliterating their suitors out of sheer annoyance. Most sorcerer lines don't continue until their latest member concedes the necessity of mating.

Kuo-Toa:

Kuo-Toa don't mate or have a sexuality - The females lay their eggs and the men fertilize them simply because they know they should. Mammal sex is considered an abomination and is one of the reasons they hate surface dwellers.

Lillends:

Lillends take as much satisfaction in the art of love as in any other art and usually have a full 10 ranks of Sexual Prowess in lieu of one Perform skill. They have a universal sexuality and gain Adaptive Lover (All Categories) as bonus Sex Tricks.

Lizardfolk:

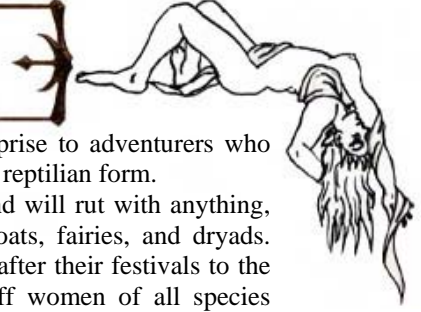
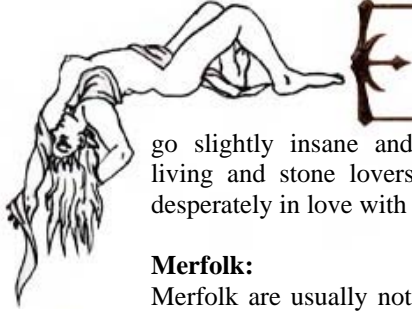
Lizardfolk are asexual except for nights of the full moon, when they turn in to raving sex maniacs and gain Adaptive Lover (All Categories) as bonus sex tricks and ten virtual ranks of Sexual Prowess, as well as the condition Lustful towards all creatures. They do not have relationships, but they rarely have any strong emotions anyway. They lay eggs and raise their children communally.

Locathah:

Locathah do not have a sexuality - They lay eggs and fertilize them regularly, but they derive no satisfaction or pleasure from the act. Babies hatch looking like fish and metamorphose in to their humanoid form over time.

Medusae:

Medusae are interesting creatures. Since only one in every 10,000 or so medusae are male, the only respite for the medusae (which are actually quite sexual) are either lesbianism or xenophilia. They frequently mate with non-medusae while in disguise, and upon their lover's orgasm, turn him to stone for later use. They frequently



go slightly insane and forget the difference between living and stone lovers, and have been known to fall desperately in love with inanimate statues.

Merfolk:

Merfolk are usually not very sexual creatures, but when aroused it's all they think about. They enjoy making love while riding the waves like dolphins or on beaches. They give live birth, like dolphins, despite having fishy scales. Homosexuality is about as common as it is in humans and about as well tolerated. They have little self-control, and will steal away land dwellers that titillate them, taking them to a remote island and refusing to return them before they make love.

Mind Flayers:

Mind Flayers are usually asexual creatures who occasionally spawn tadpoles that transform other humanoids in to Mind Flayers through a process called ceremorphosis. In this process, the host's brain and head are devoured and replaced by the tadpole, which grafts itself on to the stump and mutates the body in to an illithid. Because of this, they have no sexuality. However, a subculture of Mind Flayers find that sensing the sexuality of other species awakens a long sleeping hunger within them that they cannot feed. Members of this subculture force their thralls to mate with each other, or pleasure them themselves, to vicariously experience their emotions and sensations. Other mind flayers view this subculture with the same disgust most humans would have for a group of people who have sex with, say, chickens, or sheep.

Minotaurs:

Minotaurs are sexually aggressive creatures who care greatly about reproducing and get in to explosive fights to prove their worth to a lover, fights that rarely kill but don't end until one competitor stops moving. Both genders will fight over an appealing mate like this. Homosexual minotaurs are generally exiled. Minotaurs are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Nymphs and Satyrs:

Nymphs and Satyrs are yin and yang to each other. While the nymph embodies feminine sexuality - beautiful, graceful, selective, and emotional - the satyr embodies masculine sexuality - riotous, promiscuous, intense, and not picky. Making love to either is an unforgettable experience as they gain a +10 racial bonus to all Sexual Prowess rolls, and are automatically capable of all Sex Tricks.

Nymphs are extremely discriminating, and winning one's love is nigh impossible. Because of this, most couplings with a nymph are, tragically, rapes. However, once a nymph does fall in love, it is forever. A nymph betrayed by her true love will surely waste away - But not before extracting a horrid revenge. When they do mate, they drag it out for hours, and they are so delightful that their lovers become addicted. This gives nymphs great influence. It should be noted that when a nymph couples with a humanoid, her form turns to the species of her

lover - This can be a great surprise to adventurers who discover a nymph of dwarven or reptilian form.

Satyrs are sexually insatiable and will rut with anything, including all humanoids and goats, fairies, and dryads. They are particularly insatiable after their festivals to the god of wine, and will carry off women of all species while in this state, returning them in very befuddled and pleased condition. Their most favored targets are nymphs, however, and they will go to any length in trickery or romance to win one over or mate with one. While they stop short of violent rape, frustrated satyrs are not past stealing upon a nymph in her sleep. Even if they should seduce one, though, a relationship does not last long.

Satyr are incredibly potent and are always Horny, and are instantly ready for action again after orgasm. If they can, they will mate for hours or days at a time. They find the idea of gay men abhorrent and react to revealed gays with a miffed, disgusted demeanor, but, of course, have absolutely no problem with lesbians.

Satyr and nymphs breed true, producing new satyrs or nymphs depending on the gender of the child. Pregnancy is long and dangerous for nymphs, increasing their reluctance to mate.

Ogres:

Ogres have little sex drive, being too dull and aggressive to focus on it, but once every three months females go in to heat and search out males to mate with. Males smelling the pheromones become Lustful and have wild, sweaty sex with the female. Ogres are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Orcs:

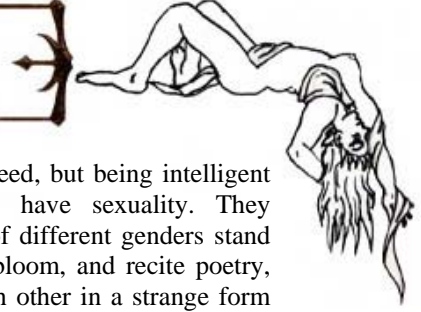
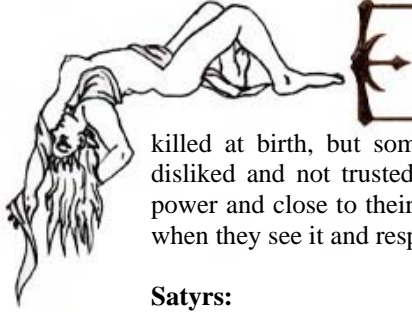
Orcs are Darwinian creatures who care more about achieving immortality through their offspring than anything else. Only strong, charismatic orcs get to mate as other orcs are refused by the best orcs and each other - no orc, not even a weak one, will accept a weak mate. Female orcs have as much say in whom they mate with as the males, reveling in their power to create life, but tend to collect in harems of specific orcs despite this since they are not possessive. Orcs are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Rakshasa:

Rakshasa are evil, malevolent spirits with no shred of love within them. Despite this they do have gender and sexuality, if only, it seems, so that they could experience every aspect of a decadent lifestyle. They enjoy collecting large harems of sex slaves and abusing them fearfully, as well as leaving captives in a sexually suggestive state so as to frazzle their nerves.

Sahuagin:

The sahuagin are asexual, like Kuo-Toa and Locathah. However, sex is an important part of their culture because of the reoccurring mutation in sahuagin called malenti. A Malenti (a sahuagin that is identical in appearance and voice to an aquatic elf) is hatched occasionally when a sahuagin settlement is close to a aquatic elf settlement. Malenti are sterile, and are usually



killed at birth, but some are raised as spies. They are disliked and not trusted by most sahuagin, but those in power and close to their foul gods know and opportunity when they see it and respect Malenti.

Satyrs:

See Nymphs and Satyrs.

Skum:

Skum have the sexuality of beasts with the sex drive of humans. When they have free time, they mate. Homosexuality is rare but tolerated. Skum are aggressive in sex and get Powerful Lover as a bonus Sex Trick.

Slaadi:

The Slaadi are hermaphrodites, and have no sexual tendencies whatsoever, ranging from the deepest chastity to the most explosive nymphomania to the most twisted perversion. What they do have in common is their racial heritage. Once a 'season,' which means different things at different times, the Slaadi return to their primordial spawning grounds to mate and fertilize the egg sacs that they use to implant embryos in other creatures. Occasionally, however, Slaadi implant each other in their mating frenzy. Other creatures that attempt to mate with a Slaad claim, predictably, very unpredictable results.

Sphinx:

Sphinx have enormous sexual drive but deny themselves any sort of sexuality out of fear that it would destroy their intellectual discipline as their minds fight between their bestial nature and their superego. They view any sort of unapproved sexual advance as attempted rape and punish it as such. Despite their societies deep rooted fear of baser urges, secret affairs between males, who have less self control than females, are common. The two lovers often hate each other for their weakness and depravity even as they love each other.

Sprites: Sprites spend less time on actual sex than they do on innuendo, teasing, flirting, and other sexual activities that aren't sex. They are all bisexual and prefer brief, scandalous affairs to healthy relationships. Playful, flirty creatures, they enjoy teasing creatures who cannot catch them by acting easy and then playing hard to get.

Tieflings:

Tieflings adhere to the sexuality of their parent species, be it orc, elf, or human. They do inherit some of the traits of their fiendish ancestry - Devilish ones are only comfortable in a dominant position and enjoy binding their lovers, demonic ones being sexually aggressive, bisexual, and hard to satisfy, and those with daemonic blood having difficulty forming real relationships. Also, they often suffer from sexual exploitation due to prejudice against them, and are typically forced in to prostitution in urban environments. Tieflings have intuitive knowledge of how to best use their dexterity for pleasure and gain Dexterous Lover as a bonus Sex Trick.

Treants:

Treants, being plants, do not breed, but being intelligent and somewhat humanoid, do have sexuality. They express this when two treants of different genders stand near each other, pollinate and bloom, and recite poetry, sing love songs, and praise each other in a strange form of courtship. They fertilize each other and deposit hundreds of trees, most of which are normal trees but one or two of which are treants.

Tritons: Tritons, for reasons no one understands, are the only species besides humans to be truly sexually flexible, although they must face the limitations of their aquatic home. There has been much research in to this phenomenon but no cause has been found.

Troglodytes:

Troglodytes are patriarchal and have harms, where your status in the tribe is based (at least partially) on how many females are in your harem or how large a harem you belong to. Unknown to most, the stench that trogs emit during battle is their sexual pheromone - Trogs often fight to the death over each other's harems, the winner gaining the harem of the loser and impregnating them all in a massive orgy. Because of this Troglodytes associate bloody combat with sex and become aroused by it.

Yuan-Ti:

Yuan-Ti are sensual, sexual creatures, having much of their human roots with the perversion of chaos and the depravity of evil. They enjoy mating and do so frequently, and they all enjoy the company of snakes. However, only Abominations breed true, and others can only breed with humans. They usually keep a stock of breeder slaves around for this purpose.

Vampires:

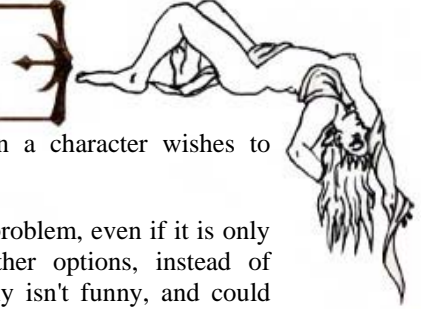
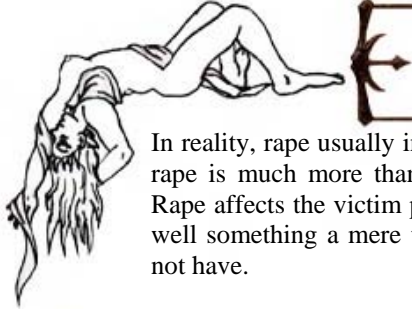
Vampires are filled with their own form of black life, and have a strong sexuality. They center it around their ability to create new vampires through draining blood, and are aroused and pleased by this act. Vampires desire to seduce willing victims for their kiss of undeath, and prefer to do so with romance. They are not incapable of normal coupling, however, and do enjoy it on occasion. Whatever sexuality they had before remains largely unchanged.

Essays and Plots

Essay: What if a Character Rapes a NPC?

(from the original Guide)

This essay was derived from a conversation of the topic on a Internet RPG discussion. The thoughts written here are not necessarily those of any one person. Many points of view went into this essay.



In reality, rape usually involves great physical injury, but rape is much more than the infliction of physical pain. Rape affects the victim psychologically and spiritually as well something a mere wound (no matter how big) does not have.

Is rape nothing more than a different form combat? When one person rapes another, what the rapist is doing is degrading the victim. Even foes that hate each other have at least a grudging respect for each other. If they lose that respect, they run the risk of being killed because they have underestimated their opponent. Rape shows a total lack of respect and decency. Rape is a one way thing that combat is not.

From a Christian perspective, people were made by God to relate to each other with love; it's easy to see that rape is one of the greatest violations of this design specification, considering that sex is, in its natural state, one of the most intimate ways that two people can relate to each other and express their love for one another.

In RPGs, the physical side of things can be changed with the use of spells, potions, etc.; but not the mental and spiritual side. Even if a female character (whether PC or NPC) were to have her virginity restored with magic, there is no way one could consider her to be a virgin any more. After all, virginity is not only physical state but a mental and spiritual one as well. Technically, a male doesn't change physically after having sex as a woman does. Once that innocence and purity has been lost, it cannot be regained. That is why it is so valuable.

In most modern fantasy literature, rape exists but only as a major plot device. However, In ancient fantasy literature, and in historical fact, the situation is more complex. The Greek gods had not-entirely-consensual sex with mortal women quite often, but they usually employed deception rather than brute force; and the result was usually a child with strange powers, rather than a revolt against the god. Until recently, a man who had non-consensual sex with his wife or his female slave would not have been considered a rapist. Victorious armies would "rape and pillage" as the normal behavior for conquering. So if the GM basing his campaign with historical accuracy, than rape as a plot device might be accepted.

However, when rape does appear in an RPG, it is most likely because the GM and/or players are immature. Sure some players like to introduce sex into their campaign, usually humorously. Albeit a lot of people who use sex in RPGs are immature and acting out juvenile fantasies, some players can handle the use of sex in RPGs constructively. However, rape is not humorous nor constructive. Immature players are often treating the topic too casually. Mature players are more familiar with rape and think about it before taking it lightly. The topic should be given some form of respect.

Having rape in an RPG might be a good plot device if used by the mature GM in an adventure. The real trouble

of rape in a RPG arises when a character wishes to indulge in such a horrible act.

Rape is not the way to solve a problem, even if it is only a game. There are always other options, instead of implementing one that definitely isn't funny, and could also disturb the players. Taking this course of action, no matter how chaotic a campaign, is probably not a good idea and the GM might wish to take serious action on the character that performs such an act.

Remember, a player would never think of having a character perform an act of rape on an NPC if the NPC was male. A male NPC would just be beat-up quite easily and rape wouldn't be considered. So why is it that somebody will suggest such a course of action if the NPC is a female? "Because it can be done" is not a good enough reason; nor is "because it will shut her up" a reason.

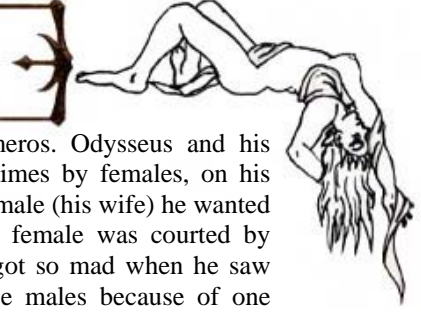
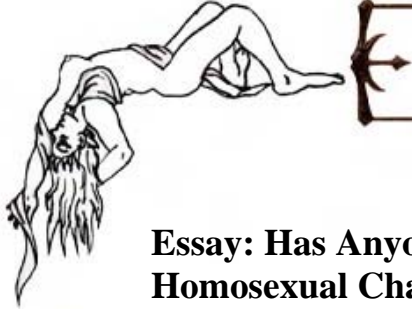
Many gamers play RPG's to escape from the horrors of the real world. Role-playing games are suppose to be fun but abominations like rape ruin the fun. There is little reason to bring that sort of graphic violence into the game; especially from a player-character. Most game sessions are played with enough problem solving that they can be enjoyed perfectly well without the wrong-type of violence.

Also, using such violence in the game sounds as if such a hideous act as rape is being condoned. Without judging the player, the player's reasons for such "role-playing" could be dealt with outside the game session so as not to cause to much trouble.

Remember, rape is a very disturbing, terrifying subject for women. Having such a thing in a RPG, even though it is a game, might keep women from playing the game. Women provide a very wonderful and unique outlook in RPGs and they would be missed.

As a general rule, dragons and swords are not an expected means of death in the real world. Nor does anybody anticipate ever meeting Cthulhu or Tiamat. Death is something that can happen to anyone at any time realistically as well as in the realm of RPGs. But rape is an act of cruelty and unmitigated evil which is also a violation of not only the body but of the mind. It also has a deeply personal affect the real world in that it is a danger that all must face, if not for ourselves, then for our wives, sisters, daughters, and other family and friends. A very real danger that makes most people feel uncomfortable to discuss.

The bottom line is that RPGs are supposed to be fun for everyone playing. For a lot of people, it puts them in a medieval setting where they can be what they want and do what they want. It lets them escape reality for a little while and leave problems behind. How realistic does an RPG need to be? Does it have to mimic the real-world so closely? Don't bring in one of woman's greatest fears into the game. It isn't necessary.



Essay: Has Anyone Played a Homosexual Character?

(from the original Guide)

This essay was derived from a conversation of the topic on a Internet RPG discussion list. The thoughts written here are not necessarily those of any one person. Many points of view went into this essay. Also, the validity of statements made is not known.

"I've never played one, but..."
"We're not gay, not that there's anything wrong with being gay."

The "Army of Lovers" (i.e. exclusively homosexual company of soldiers) was something out of the ancient Greek city-states. There was only one city-state, Thebes, where being gay was a "requirement" if you wished to become a soldier. This was not a strict requirement, but was considered highly advantageous. It was reported to be (by writers in other city states) to be one of the most effective armies at the time. The unit was called the Thebian Sacred Band, and they served under Alexander. They worked in buddy teams: a spear-men and a shield man. They were renowned for their extreme closeness, fierceness, and efficiency in battle (esp. if their lover was killed!)

Note, that in Sparta, all male children were raised up by the state, trained to be soldiers, the menial work was left to the "helotas" (slaves). They had male companionship for most of the time, so that is why their sexual interests were different. In Sparta, homosexuality was accepted, but not like it was in Thebes. Spartans had more of a Roman respect for women.

That's not to say that romantic involvement, or even long-term relationships, weren't common between soldiers in the other city-states. It had a lot to do with the inequality of women, and their place, in ancient Greek society. In ancient Greece, women were considered inferior to men. Not quite (but almost) property. Certainly not something a person would want to spend lots of quality time with. The most common opinion of women was that they were good for one thing - having babies. If a man had to have sex for that, well, that's one of the things a dutiful husband did. But if you wanted a relationship, passionate sex, someone you could talk with afterwards, men were where it was at (although this is a bit exaggerated).

It was common practice in upper-crust Athenian society for young boys to be "taken in" by an older gentleman, who would become the youth's mentor and also lover. This was considered a healthy upbringing.

From what remained of the Greek literature, it is obvious that women were more often that subject of male sexual desire than men. After all, it was a women (Helena) for whom the Spartans fought for a couple of decades with

the Trojans, according to Homeros. Odysseus and his soldiers were tempted several times by females, on his journey to home, and it was a female (his wife) he wanted to return to so badly, and this female was courted by many - noble - males, and he got so mad when he saw this that he wiped out all those males because of one female.

Now, in Rome things were not quite the same. The Romans held a similar low opinion of women. Not quite as low, but it was down there. Women were considered eminently suitable for sex. Discussion, companionship, camaraderie, were all still male-oriented, but women were considered capable of satisfying the purely physical needs. That's not to say that there was anything wrong with having sex with a man. As long as you were on top. Screwing a guy was manly; being screwed was effeminate, shameful. Caesar came under fire several times, not because of his numerous affairs with men, but because he liked to be on the bottom. However, although it is true that women had their strict rule in the society, they were not supposed to mingle in politics, and so on. But those that read "Antigone" from Sophocles will see that they were thought of as domestic animals. Or even worse, women were considered property to be used for the reason of reproduction and personal gain for a family.

Most Romans were very touchy on the issue of homosexuality. If one wanted to be a homosexual, it was all right as long as one was closeted. If one were open, one could pretty much kiss any chance of a political life goodbye! Nero was the Emperor, and could crush his enemies. If he wanted to be a homosexual, it was all right because he had power. Romans believed that men should have women, and the women should be subservient to men. If one wanted to have another man, go ahead, just don't tell anyone!

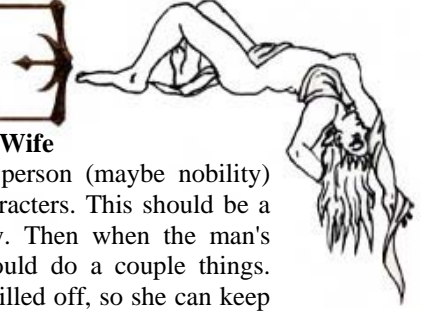
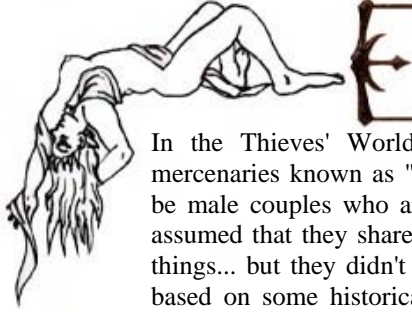
It wasn't brought up in Glory of Rome, but actually Julius Caesar's Tenth Legion had a slight reputation for being Caesar's "favorite" legion.

Both societies were very male oriented, which is why there is little writing about lesbians at the time (though the practice existed).

In a typical European setting, homosexuality would certainly be frowned upon. This does not, of course, mean that there aren't any homosexuals running around - just that they are secretive, repressed, etc.

One can't deny that homosexuality was widespread before the advent of Christianity, but it was considered as an alternative only, not the necessarily the way. In any case, there is no need to make an issue with homosexuality in a campaign, but having various sexual orientations can really make for interesting adventures.

For example, a nobleman's gay lover vanishes or is captured - perhaps to be used against him. So he hires a group of discreet adventures to deal with the situation.



In the Thieves' World books, there are a group of mercenaries known as "Sacred Banders" They appear to be male couples who are excellent fighting teams (it is assumed that they shared the same tents, and did certain things... but they didn't go into it). They are supposedly based on some historical Athenian units, or some such thing.

On one campaign world, which has evolved to cover many continents and cultures, there is a whole spectrum of sexual attitudes. In some cultures, homosexuality is not frowned upon, and is indeed considered to be normal. There is even an island based upon an Aztec legend where there are only women. They are ruled by priestesses who is divinely enabled to brew a potion which will impregnate a woman.

One adventuring party spent a long time travelling with a pirate named Dalin and first mate, Shandar. The two guys were clearly best friends who had been adventuring together for many years. The party was always impressed with how close they were. The group never even suspected the truth.

And now a small excerpt about a strange character:

"Hendrix is an old, ugly, gnome illusionist. He is lawful evil, and his goal is to have sex with as many different people/things as possible. He wants them willing and alive, but he'll take them by force if necessary. He's also fond of guile.

He has a ring of polymorph self and a couple of other trinkets he's acquired along the way. Whenever he starts a new adventure he joins the adventuring party in disguise. Most of the disguises are helped out by his trinkets, but some of them aren't even plausible. Yet, somehow they keep getting accepted, though. Some examples are Dorien Wolfride, a female halfling ranger, Noli of Clan Ironfoots, a male dwarf wizard (he can't cast spells but fakes it), and Honeysuckle Rapevictimson, a male half-orc paladin.

Hendrix is actually doing quite well in his mission. Unfortunately, the other adventurers are rabid heterosexuals, so Hendrix has only attempted hetero seduction. He can't wait to see their faces when he's found out."

Plots for Homosexual Characters (from the original Guide)

The Gay Man and the Jealous Wife

Have some important married person (maybe nobility) fall in love with one of the characters. This should be a "from afar" affection originally. Then when the man's wife finds out about it, she could do a couple things. First, try to have the character killed off, so she can keep her husband. Or, she could try to frame the character as being a succubus (or similar) in disguise, using the theory that her husband *couldn't* be gay, since he married her... hence, the character must be using magic or something. Either way, when the wife first begins this stuff, the character should be unaware of the man's feelings, and be tasked with finding out what the lady has against him (the whole party could be affected too).

A variant of this could be a gay couple, where one falls for the character and the other wants the PC dead

Saying No

A very beautiful woman begins making appearances (could be an adventurer) when the party is in town. Initially, she's just friendly towards the party, then little by little it becomes apparent that she's interested in the homosexual. One option, the party must tell her and convince her she's got no chance with him. The character could tell her, and who knows how she'll react when she finds out. Probably, initial rage or disgust, but up to this point, the party should have been getting the impression that she's really a very nice/important/heroic person. This could lead to further role-playing encounters as the party tries to keep her as a friend.

Land of Fairies, Literally

The party enters a foreign city where homosexual is the norm. The entire party is viewed with disgust (except the gay character, and he is looked down upon for befriending the "straights," said with disgust by all NPCs in the town). A chance for excellent role-playing encounters for all concerned.

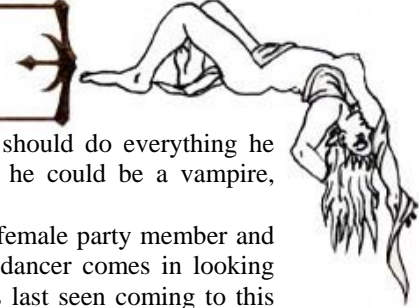
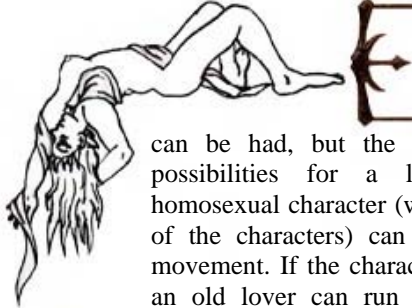
Reverse Rape

The character could be raped by some powerful/important woman. Perhaps a magic-user, who could have some nasty original spells, specifically for torturing the guy. Then it becomes the party's "test of friendship" to hunt the offender down and kill her. One would hope they would do no different if it was a female character who was raped by a man.

Evil of Homosexuality

Have the party enter a city/dominion/area where homosexuality is suddenly being persecuted to the extreme (a la Spanish Inquisition). The local ruler has outlawed it, the church too, all the major powers have decide that it is the root of all evil and the reason their city/dominion is undergoing economic hardship (which is just an excuse to cover the results of their own corruption). Homosexuals are being burned at the stake etc...

The homosexual party member might well feel the need to combat this persecution, and if powerful enough, be the champion of local homosexuals. If he/she is stupid enough to confront the ruling elite, a great chase scene



can be had, but the party should escape. Now the possibilities for a lengthy campaign where the homosexual character (with or without the aid of the rest of the characters) can form an underground resistance movement. If the character isn't that willing to help out, an old lover can run into him/her on the street and threaten to expose them if they don't help (another way would be to have the character watch as an old lover is burnt at the stake, and character should be resolved to help at that sight).

So, the party gets embroiled in all kinds of planning, raids, rescues, waging the battle for the hearts and minds of the public, maybe even an assassination or three if that's how your players are. Meanwhile they are pursued and harassed with increasing strength until the climax. Perhaps one of the city/dominion leaders is a really a homosexual, and the party convinces them to confess in front of the people, who knows?

Adventuring Ideas

(from the original Guide)

The Love Boat

The player characters book passage on a magic-flying luxury cruise ship nicknamed "The Love Boat" for a relaxing time in the clouds. On the ship, the PCs encounter the crew: Captain Stubing, "Gopher," "Doc," Isaac, Julie McCoy. Also, they encounter loads of interesting people and plenty of opportunities to use the rules and stuff that are presented in the guide.

Dog Man Needs A Date

An uncharismatic man hires the PCs to help him attain the affection of a lovely maiden. This allows great opportunity for role-playing, which includes buying new clothes for him, teaching him how to act, etc. Problems could arise if the maiden falls in love with one of the PCs. Also, the maiden could have a large fighter boyfriend who could be really angry.

Twins

A PC seduces a very beautiful, nice, willing person. The following day, the PC meets the twin who is mean, bad, and boring. This could lead to interesting effects.

Paternity Suit

After returning with the spoils of a great adventure, a male character is confronted with a paternity suit from a fair lass who he was promiscuous with only a few months ago.

Vampire & Seduction

The party is on some sort of extended vacation, staying in an inn/bar. A frequent visitor is a tall, dark, suave, charming man dressed in formal evening wear, accompanied by a different woman every time. He comes in every 2nd or 3rd night. He always orders bloody marys and doesn't drink them. He is quite wealthy and very pleasant. There is something almost magnetic about him.

He has fascinating eyes. (GM should do everything he can to make it believable that he could be a vampire, despite the unusual city setting).

Either he charms (seduction) a female party member and takes her away, or a beautiful dancer comes in looking for her missing sister, who was last seen coming to this bar with the tall dark gentleman. She tries to convince a party member to help her look for her sister, being seductive about it. Both are eventually charmed by the Gentleman. In any case, make a party member disappear into this Gentleman's lair.

He has a gothic style house in a nice part of town. There is nothing obviously amiss here. If the party asks around, this guy is a pillar of society, a kind, philanthropic fellow, well respected by his peers. He runs a magic shoppe. He is a mid-level wizard with a head for business, who gave up adventuring to start a business.

His house looks just like a vampire's house might look (black velvet curtains, etc). He has a private sanctuary inn in his basement, the only entrance to which is a rune-encrusted door (trapped or enchanted in any way appropriate to the party). He supposedly has a chapel down there, but really has a large complex, where various vampiric rituals, and all-night parties take place. All of the missing people have been charmed into believing that they have been turned into slave vampires. They will aid their master if at all possible.

The party must break in and forcibly take their companion away from this place. Again, make the evidence somewhat contradictory whether the Gentleman is a vampire or not. Most evidence should say yes, but make some things contradict this.

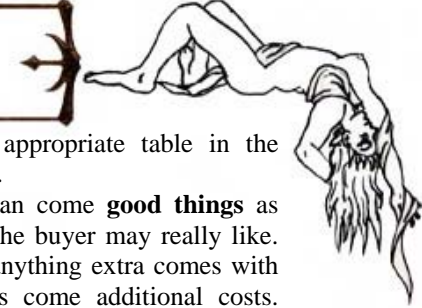
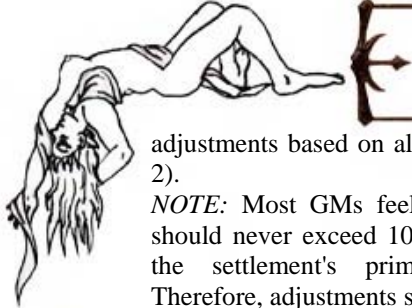
The gentleman has a cursed ring of the vampire, a powerful evil artifact which makes him believe he is a vampire and gives him many of the powers of a vampire, as well as some of the drawbacks. Make him dislike things that cause a vampire harm, but don't make it obvious whether they actually work. Make him have a reflection, but have a dead vampire victim show up, etc. At the end, have the party realize that he is not a vampire at all but rather is a cursed fellow with an intrinsically good nature.

Daily Sexuality in Your Campaign

Getting to Know a Prostitute (*Random Generator*)

Overall Prostitutes

Before getting to know a specific prostitute, the prostitute pool should be known. The GM may make adjustments as she/she deems necessary. (Information on prostitutes working under management can be found in the "The House Of Ill Repute" section.) To decide the number of prostitutes in a given settlement examine Table 1. Make



adjustments based on alignment of the settlement (Table 2).

NOTE: Most GMs feel that the number of prostitutes should never exceed 10% of the total population unless the settlement's primary function is prostitution. Therefore, adjustments should be made accordingly.

Table 1: Number of Prostitutes

Settlement	Population	# of Prostitutes
Thorp	20-80	1d6
Hamlet	81-400	1d10
Village	400-900	1d20
Town	901-5000	1d100
City	5001+	2d100

Table 2: Alignment Adjustment to Number of Prostitutes

Alignment	Number
Lawful	divide by 2
Chaotic	multiply by 2
Good	divide by 2
Evil	multiply by 2

Getting a Feel for the Prostitute

Not all prostitutes are alike. Below are the steps necessary to make a very unique and exciting prostitute.

1. Choose an appropriate **sex** for the prostitute. Randomly, there is an 80% chance of female prostitutes and a 20% chance of male prostitutes.

2. Choose an appropriate **race** in respects to the environment (i.e. area, population, politics, etc).

3. Generate **ability scores** as described in your RPG system. The prostitute's highest ability should probably be constitution.

4. **Height** and **weight** can be generated randomly using Table 3. Take the appropriate base score and add the die roll modifier.

5. Roll on Table 4 three times to get **hair color**, **eye color**, and **complexion**.

6. **Age** can be generated randomly using Table 5. Take the appropriate base age and add the die roll modifier.

7. The various measurements of a women can be generated as follows:

- Roll on Table 6 to get the **Vital Measurement Statistic**.
- To find **bust** size, add the Vital Statistic to the proper Bust modifier (Table 7).
- To find **waist** size, add the Vital Statistic to the proper Waist modifier (Table 7).
- To find **hip** size, add the Bust to the proper Hips adjustment (Table 7). If the woman's height is below 5 feet, then modify bust and hips by -2.

8. The major **measurement of a man** is 1d4+5 inches.

9. With prostitutes can come **bad things**. Roll on Table 9 to decide if anything bad comes with the

prostitute. Then, roll on the appropriate table in the appropriate section of the guide.

10. With prostitutes can come **good things** as well. Namely, specialties that the buyer may really like. Roll on Table 10 to decide if anything extra comes with the prostitute. With specialties come additional costs. Adjustments to cost are shown on this table as well. (Cost is calculated next.)

11. The average cost to hire a prostitute is **1000 SP / number of prostitutes available**. Thus, the average cost for a prostitute in a town with 10 prostitutes is 100 SP each.

Adjustments are made based on **inclination**. Roll on Table 10 to get inclination with adjustments from Table 11 and the charisma bonus of the client. Add the listed percent of the current cost to the current cost to get the new cost. Inclination is just an attitude that the prostitute has towards the prospective client which affects the price. Another adjustment is made based on **specialty**, which was calculated early (Table 9). Add the listed percent of the current cost to the current cost to get the new cost.

The last adjustment is made based on the **race** of the prostitute. Multiple the multiplier from Table 12 to the current cost to get the final cost.

NOTE: This adjustment is mainly for human settlements. An all dwarven settlement would have a higher demand for other creatures than dwarves. Thus, prices for humans would probably be more.

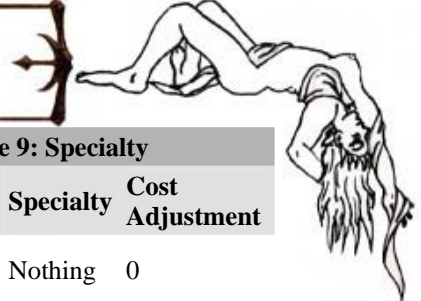
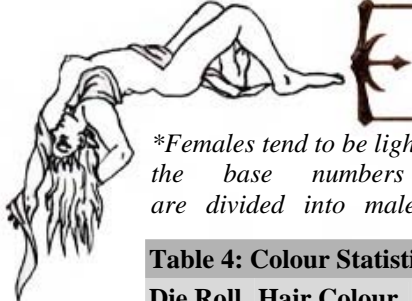
Additional costs can manifest themselves when patronizing a courtesan. A player might have to spend money on a meal (they have to eat too), alcoholic beverages (no doubt), a room (unless you like doing it in an alley), and medical expenses (you give them a disease, you pay for it).

Now, a nice versatile prostitute has been created, but there still is room for improvement. Keep in mind that some prostitutes are thieves (probably high-level) and should have such abilities. Some could even be fighters with weapon specializations in knives and daggers. There could even be cleric prostitutes who worship some evil deity of lust.

The thing to remember is that a GM can use a prostitute as a very important NPC. Prostitutes usually have information (dirt) on everybody who passes through their beds; not to mention pillow talk info that shouldn't have been told. A prostitute is more interesting than the fat tavern keeper with old boring stories. Keep this in mind before throwing out such an encounter.

Table 3: Height and Weight

Race	Height in Inches		Weight in Pounds	
	Base*	Modifier	Base*	Modifier
Dwarf	43 / 41	1d10	130 / 105	4d10
Elf	55 / 50	1d10	90 / 70	3d10
Gnome	38 / 36	1d6	72 / 68	5d4
Half-Elf	60 / 58	2d6	110 / 85	3d12
Halfling	32 / 30	2d8	52 / 48	5d4
Human	60 / 59	2d10	140 / 100	6d10



**Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values. Note that the*

Table 4: Colour Statistics

Die Roll	Hair Colour	Eye Colour	Complexion
01-13	Brunette	Lt. Blue	Dusky Olive
14-26	Blonde	Dk. Green	Bronze
27-34	Auburn	Hazel	Milky White
35-42	Sable	Brown	Ebony
43-50	Crimson	Crimson	Lt. Red
51-58	Silver	Silver	Yellow
59-67	White	Lt. Green	Brown
68-75	Sky Blue	Dk. Blue	Golden
76-83	Lt. Green	Pink	CHOOSE
84-91	Lilac	CHOOSE	CHOOSE
92-99	Iridescent	CHOOSE	CHOOSE
00	Bald	Each Eye Diff.	CHOOSE

modifier will allow for a broad range in each category.

Table 5: Age

Race	Base	Modifier
Dwarf	40	5d6
Elf	100	5d6
Gnome	60	3d12
Half-Elf	15	1d6
Halfling	20	3d4
Human	15	1d4

**Add the Constitution-Bonus to the Vital Statistic*

Table 6: Vital Measurement Statistics

Die Roll	Vital Stat.
01-30	22"
31-50	23"
51-65	24"
66-77	25"
78-82	26"
83-85	27"
86-90	28"
91-94	29"
95-97	30"
98-99	31"
00	31"

Table 7: The Measurements

Charisma*	Bust	Waist	Hips
3	0	5-30"	+6d6"
4-5	5-8"	2-12"	+1d6"
6-8	6-9"	1-4"	0
9-11	7-10"	1-2"	0
12-15	8-11"	0	0
16-17	9-12"	0	-1"
18	10-12"	0	-2"

Table 8: Prostitute Extras

Die Roll	Extra
01-49	Nothing
50-79	Natural Disease
80-89	Magical Disease
90-99	Insanity
00	ROLL TWICE

Table 9: Specialty

Die Roll	Specialty	Cost Adjustment
01-49	Nothing	0
50-69	Massage	+10%
70-79	Anal Sex	+20%
80-89	Oral Sex	+40%
90-97	Bondage	+60%
98-99	Roll Twice	+80%
00	Roll Thrice	+100%

Table 10: Inclination

Die Roll	Inclination	Cost Adjustment
01	Loathe	+100%
02	Hate	+75%
03-04	Dislike	+50%
05-06	Aloof	+25%
07-08	Sympathetic	-30%
09-11	Interested	-40%
12-14	Playful	-50%
15-16	Capacious	-60%
17-18	Fondness	-70%
19	Infatuation	-80%
20	Passionate	-90%

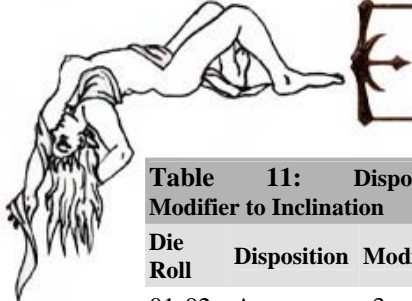


Table 11: Disposition Modifier to Inclination

Die Roll	Disposition	Modifier
01-02	Angry	-3
03-04	Jealous	-2
05-07	Pensive	-1
08-10	Tired	0
11-13	Tender	+1
14-15	Excited	+2
16-17	Ardent	+3
18-19	Erotic	+5
20	Obsessed	+6

Table 12: Racial Multipliers to Cost

Race	Multiply By
Human	1.0
Elven	5.0
Half-Elven	2.5
Dwarven	3.0
Halfling	4.0
Orcish	0.5
Half-Orcish	0.7
Exotic (Other)	8.0

another adjective and gets a 25 Oily Jiggling Hooters. And the roll from step 1 reveals that Orcs created this periodical. Thus, we have Oily Jiggling Hooters of Orcs.

Table 1: Humanoid Creators

Die Roll	Humanoid	Die Roll	Humanoid
2	Bugbear	12	Drow Elf
3	Gully Dwarf	13	Ettin
4	Gnoll	14	Goblin
5	Hag	15	Half-Orc
6	Harpy	16	Human
7	Hill Giant	17	Hobgoblin
8	Kobold	18	Lizard Man
9	Mongrelman	19	Orc
10	Ogre	20	Troglodyte
11	Were-Rat		

Porno Periodicals of Humanoids

Beings of low intelligence have an obsession with smut. They love to purchase and look at pornographic periodicals. Player characters can come across such periodicals in humanoid housing, on a seedy magazine stand, in the possessions of a gross conquered enemy, etc.



These periodicals need a name:

1. Roll 2d10 on a Table 1 to get the race that created the periodical. The writing (if any) in the periodical will be of the preferred language of the race.

2. To get the name of the periodical:

- Roll 1d30 on Table 2 to get an adjective. You may roll more than once if desired.
- Roll 1d20 on Table 3 to get a noun. Thus, a roll of 4 and a roll of 14 would produce

Jiggling Hooters. But this isn't good enough for the old GM, so he rolls for

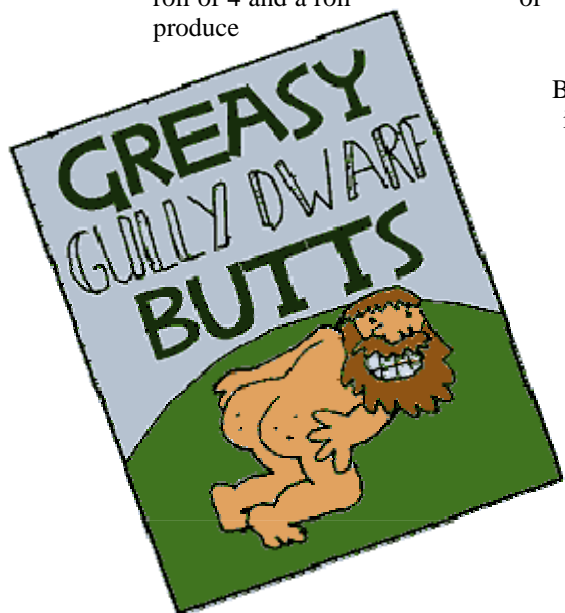
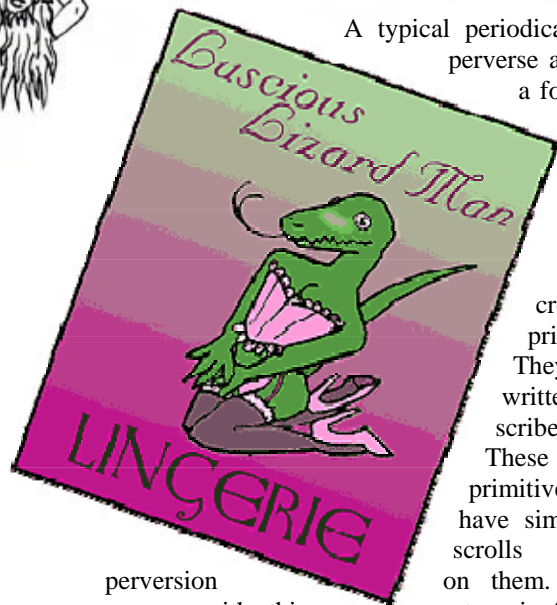
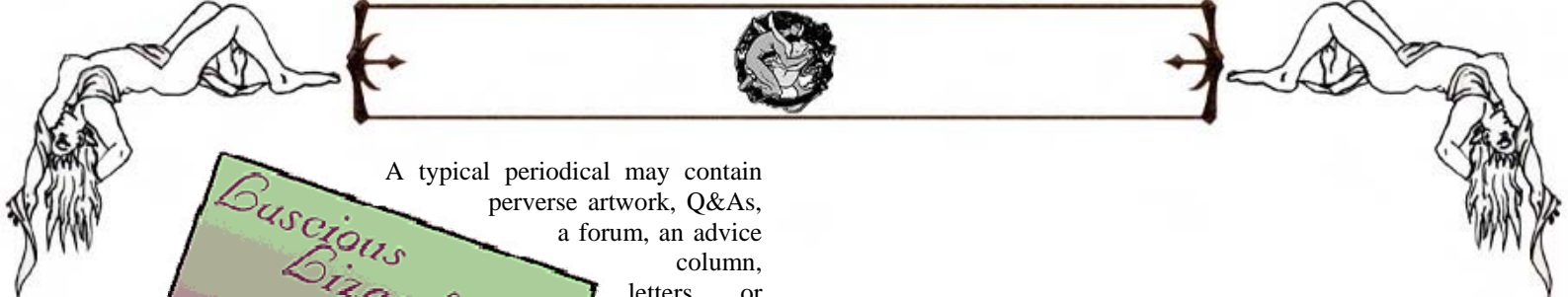


Table 2: Adjectives

Die Roll	Adjective	Die Roll	Adjective
1	Arousing	16	Savory
2	Erotic	17	Slimy
3	Hard	18	Succulent
4	Jiggling	19	Tantalizing
5	Luscious	20	Voluptuous
6	Profuse	21	Delectable
7	Sensual	22	Greasy
8	Stimulating	23	Hors d'oeuvre
9	Swollen	24	Large
10	Titillating	25	Oily
11	Big	26	Scrumptious
12	Fleshy	27	Sticky
13	Hefty	28	Sumptuous
14	Juicy	29	Tender
15	Moist	30	Warted

Table 3: Nouns

Die Roll	Noun	Die Roll	Noun
1	Balls	11	Bolas
2	Butts	12	Caves
3	Clubs	13	Dungeons
4	Holes	14	Hooters
5	Jugs	15	Knockers
6	Lingerie	16	Mounds
7	Pits	17	Rods
8	Staves	18	Strongholds
9	Stuff	19	Swords
10	Wands of Wonder	20	Wankers



A typical periodical may contain perverse artwork, Q&As, a forum, an advice column, letters, or raunchy stories. They are not necessary created on printing presses. They can be handwritten or drawn by scribes or artists. These beings are so primitive they could have simple clumps of scrolls with their

perversion success with this system is for the GM to think. How intelligent are the authors? What resources do they possess? What is believable and realistic? This isn't a detailed system, it is merely guidelines to stimulate creative thought in the GM.



Chapter 5: Prestige Classes

Beguiler

“Drink this and fall madly in love.”

The beguiler is a spellcaster that specializes in brewing potions and philters that alter the mind and emotions of those that drink them. A master of persuasion and mysticism, beguilers often play the role of the mysterious witch doctor that has a brew for everything. Of course, finding the beguiler is often more trouble than it is worth, as she tends to hide herself in nature’s most remote places.

Druids and rangers with their affection for nature are drawn to the beguiler class, often drawing upon it when their desire to meddle in matters grows strong. Some wizards, sorcerers, and clerics have also been known to take up this role, allowing their fascination with chemical alterations of the mind to guide their career. NPC beguilers normally dwell far from settled lands, maintaining an odd laboratory with any number of brews and charms available to those that seek them out. They offer their services without regards for the outcome - it is up to those brave enough to use their methods to deal with the results.

Hit Dice: d6

Class Skills

The beguiler’s class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (nature) (Int), Profession (Wis), Spellcraft (Int), and Wilderness Lore (Wis).

Skill Points at Each Level: 2 + Int modifier.

Requirements

To qualify to become a beguiler, a character must fulfill all the following criteria.

Skills: Alchemy 10 ranks, Spellcraft 5 ranks, Wilderness Lore 5 ranks.

Feats: Brew Potion, Skill Focus (Alchemy).

Alignment: Any nonlawful.

Spellcasting: Must be able to cast 2nd level spells.

Class Features

All of the following are class features of the beguiler prestige class.

Weapon and Armor Proficiency: Beguilers gain no proficiency in any weapon or armor.

Spells per Day: When a new beguiler level is gained, the character gains new spells per day as if she had also gained a level in a spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a beguiler, she must decide to which class she adds the new level for the purposes of determining spells per day.

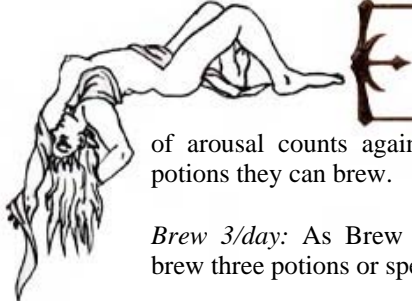
Natural Wiles (Su): A beguiler is an unusual and mystical individual, known to live a life off the beaten path. Those that come to her find it hard to resist her charms. At 1st level, a beguiler can speak persuasively on a single subject once per day per target. Targets who hear and understand the beguiler must make a successful Will save (DC 10 + beguiler level + Cha modifier) or be compelled to believe what the beguiler has said and/or take any action she suggests. This is a mind-affecting ability, and uses to force an action also have a compulsion effect.

Brew 2/day: The beguiler has perfected the art of brewing potions. As such, she can brew two potions or special brews (totaling no more than 1,000 gp market value) in one day instead of one.

Friendship Brew: At 3rd level, the beguiler discovers the natural recipe for a special type of brew. Beguilers often call this a philter of friendship. Those that drink the brew must make a Will save (DC 15) or become friends with the next individual they see as if under the effects of a *charm person* spell. Unlike *charm person*, the friendship brew is permanent, though actions taken by either the drinker or the person they befriend can bring about a natural end to the friendship. Brewing a philter of friendship counts against the beguiler’s daily limit of potions they can brew.

Greater Potion I: The 4th level beguiler can brew potions as if she had access to all the 0- and 1st-level sorcerer/wizard spells, even if they are not normally part of her spell list. She need not have prepared the spell to brew the potion; instead, she must leave one spell slot of the appropriate level open when brewing a potion of a spell not on her list. She must provide the necessary material components or focuses for the spell.

Lust Brew: At 5th level, the beguiler discovers the natural recipe for another special brew. Beguilers often call this a philter of arousal. Those that drink the brew must make a Will save (DC 17) or begin to lust after the next person of the proper gender for their sexual preference that they see. The imbiber will feel an uncontrollable compulsion to engage in sexual acts with that person, as if commanded to do so by a *suggestion* spell. Unlike *suggestion*, the effects of the brew are permanent, though actions taken by the one the imbiber lusts after may cause the sexual attraction to fade naturally. Brewing a philter



of arousal counts against the beguiler's daily limit of potions they can brew.

Brew 3/day: As Brew 2/day, except the beguiler may brew three potions or special brews in one day.

Obsession Brew: At 7th level, the beguiler discovers the natural recipe for a third special brew. Beguilers often call this the philter of dedication. Those that drink the brew must make a Will save (DC 19) or become totally obsessed with the next person of the proper gender for their sexual preference that they see. The obsession is an unhealthy one, causing the target to want nothing more than to possess the person they are smitten with. They desire their friendship, love, and, most importantly, sexual contact. The effects of the brew are permanent, but other mind-altering magic or special counseling can help the target overcome their unhealthy obsession. Brewing a philter of dedication counts against the beguiler's daily limit of potions they can brew. Beguilers often give this brew to those they feel are untrue in their desire for another, or those that deserve to have their needs twisted to teach them a lesson.

Greater Potion II: As greater potion I, except that the beguiler can brew potions as if she had access to all 2nd-level sorcerer/wizard spells.

Brew 4/day: As Brew 2/day, except that the beguiler may brew four potions or special brews in one day.

Eternal Brew: The ultimate of special brews that a beguiler can discover, the eternal brew is often called a philter of true love (or sometimes, in a tongue-in-cheek manner, love potion number nine). Those that drink this brew must make a Will save (DC 21) or fall deeply in love with the next person of the proper gender for their sexual preference that they see. The love effect of the brew is permanent, no matter what sort of abuse or neglect the relationship suffers thereafter. Brewing a philter of true love counts against the beguiler's daily limit of potions they can brew. Beguilers will normally only provide this potion to those they feel are truly deserving of its power.

Controller

"I own you. Mind, body, and soul."

Controllers are psionically gifted individuals that have turned their powers to the task of personal pleasure. They have no qualms about dominating the thoughts and actions of others, twisting their emotions and even their body into a form more pleasing to the controller. For the controller, it is all about power; the consequences of their actions are easily removed.

Psions most often become controllers, as their broad range of psionic powers naturally complement the desire to control the urges of others. Psychic warriors normally do not have the outlook or desire to become controllers, though the occasional psychic warrior will feel the fastest route to victory in battle is to own the will of one's opponent.

NPC controllers often surround themselves with members of the opposite sex, convinced of their power over others. Sometimes a controller will place himself in a position of authority, using a more conventional application of his powers to gain the respect and following of others.

Hit Dice: d4

Class Skills

The controller's class skills (and the key ability for each skill) are Autohypnosis (Wis), Bluff (Cha), Concentration (Con), Innuendo (Wis), Intimidate (Cha), Knowledge (psionics), Knowledge (sex-related), Profession (Wis), Psicraft (Int), Remote View (Int), Sense Motive (Wis), and Sexual Prowess (Cha).

Table: The Beguiler

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers per Day
1 st	+0	+0	+0	+2	Natural wiles	+1 level of existing class
2 nd	+1	+0	+0	+3	Brew 2/day	+1 level of existing class
3 rd	+1	+1	+1	+3	Friendship brew	+1 level of existing class
4 th	+2	+1	+1	+4	Greater potion I	+1 level of existing class
5 th	+2	+1	+1	+4	Lust brew	+1 level of existing class
6 th	+3	+2	+2	+5	Brew 3/day	+1 level of existing class
7 th	+3	+2	+2	+5	Obsession brew	+1 level of existing class
8 th	+4	+2	+2	+6	Greater potion II	+1 level of existing class
9 th	+4	+3	+3	+6	Brew 4/day	+1 level of existing class
10 th	+5	+3	+3	+7	Eternal brew	+1 level of existing class

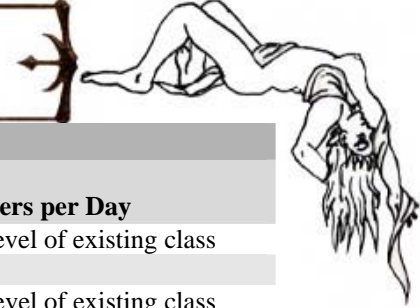
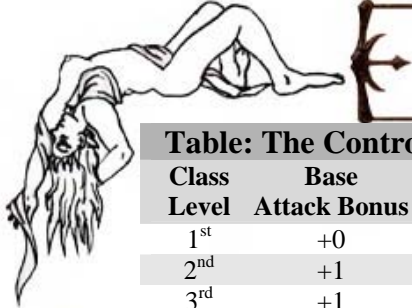


Table: The Controller

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Power Special	Points/Day	Powers per Day
1 st	+0	+0	+0	+2	Mind probe	+3	+1 level of existing class
2 nd	+1	+0	+0	+3	Sense probe	+5	
3 rd	+1	+1	+1	+3	Suggestion	+5	+1 level of existing class
4 th	+2	+1	+1	+4	Emotion	+5	
5 th	+2	+1	+1	+4	Mind Leech	+7	+1 level of existing class
6 th	+3	+2	+2	+5	Sense Leech	+7	+1 level of existing class
7 th	+3	+2	+2	+5	Alter Form	+7	+1 level of existing class
8 th	+4	+2	+2	+6	Lesser control	+9	
9 th	+4	+3	+3	+6	Control	+9	+1 level of existing class
10 th	+5	+3	+3	+7	Greater control	+9	

Skill Points at Each Level: 2 + Int modifier

Requirements

To qualify to become a controller, a character must fulfill all the following criteria.

Manifesting: Ability to manifest two different Telepathy powers, one of which must be 2nd level or higher.

Skills: Bluff 4 ranks, Intimidate 4 ranks, Sense Motive 4 ranks, Sexual Prowess 4 ranks (two of which must be for Break Victim and Corrupt Lover).

Feat: Pleasure Touch

Class Features

All the following are class features of the controller prestige class.

Weapon and Armor Proficiency: Controllers gain no additional proficiency in any weapons or armor.

Powers per Day: At 1st, 3rd, 5th, 6th, 7th, and 9th level gained in the controller class, the character gains new powers per day as if he had also gained a level in a power-manifesting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as additional psionic attack modes), except for an increased effective level of manifesting. If the character had more than one power-manifesting class before becoming a controller, he must decide to which class he adds the new level for purposes of determining powers per day.

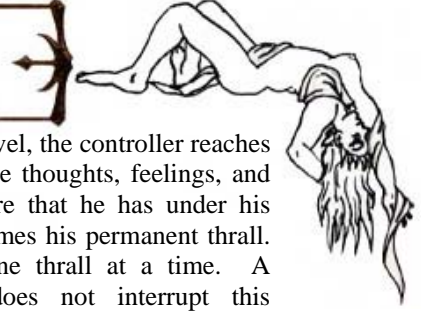
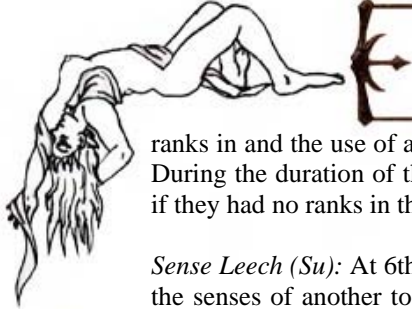
Mind Probe (Su): At 1st level, the controller learns how to read the surface thoughts and memories of others. This is a supernatural, mind-affecting ability that targets a single living creature within 100 feet. The target is allowed a Will save (DC 17) to avoid the effects (a successful Will save does not allow the intended victim to detect the attempt). A mind probe is a standard action and lasts as long as the controller concentrates; concentration does not provoke attacks of opportunity. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Sense Probe (Su): At 2nd level, the controller's ability to probe the mind of living creatures deepens, allowing him to experience the sensations of others. The controller can use this ability to experience a single sensation of the target at a time or to experience an emotion the target is currently experiencing. This is a supernatural, mind-affecting ability that targets a single living creature within 100 feet. The target is allowed a Will save (DC 17) to avoid the effects (a successful Will save does not allow the intended victim to detect the attempt). A sense probe is a standard action and lasts as long as the controller concentrates; concentration does not provoke attacks of opportunity. The controller may switch senses or emotions each round without the need for an additional use of sense probe. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Suggestion (Su): At 3rd level, the controller learns how to control and influence the actions of a living creature of size Large or smaller three times per day. This is a supernatural, mind-affecting ability. A controller can suggest a course of action (limited to a sentence or two). A target within 100 feet must succeed at a Will save (DC 17) to resist the effect. The effect lasts until the target has accomplished what it was asked to do or after 6 hours, whichever occurs first. It is otherwise identical to the *suggestion* spell.

Emotion (Su): At 4th level, the controller's grasp on the senses and emotions of others tightens. Three times per day, the controller can implant an emotion in the minds of another living creature within 100 feet. This is a supernatural, mind-affecting ability with a compulsion effect, and the target is entitled to a Will save (DC 18) to avoid the effects. The effects remain for a day, though they can be dispelled. This ability otherwise functions identically to the *emotion* spell.

Mind Leech (Su): At 5th level, the controller learns how to drawn on the memories of another. Once per day the controller can leech the ranks a victim of his mind probe has in a single skill, adding them to his own (if any) as effective skill ranks for 10 minutes per level. A controller can use this ability to gain ranks in a skill he does not have any in, gaining the ability to use that skill trained instead of untrained, or the controller can gain



ranks in and the use of a skill he is normally barred from. During the duration of this ability, the target functions as if they had no ranks in the affected skill.

Sense Leech (Su): At 6th level, the controller can draw on the senses of another to sharpen his own. Once per day the controller gains a +5 bonus to his Balance, Listen, and Spot skills by leeching off of the senses of a victim of his sense probe ability. Bonuses to his skills gained in this manner last for 10 minutes per level. During the duration of this ability, the target has a -5 penalty to their Balance, Listen, and Spot skills.

Alter Form (Su): At 7th level, the controller's growing mastery over the mind allows him to use it to reshape the bodies of others. Twice per day the controller can change the physical form of a victim of his mind probe or sense probe abilities. The amount of changes he can make are equivalent to those that can be made with an alter self spell, though each specific change requires a new use of the power. For example, a controller wishing to make a target's eyes blue and increase the size of their chest would need one use of the ability to change the eye color and another to change the chest size. Targets are allowed a Fortitude save (DC 18) to resist the alterations. Alterations made by this ability are permanent and not illusory like those made with alter self.

Lesser Control (Su): At 8th level, the controller begins to combine his mental mastery into a more cohesive unit. This is a supernatural, mind-affecting ability with a compulsion effect that can target any living creature within 100 feet. Targets of lesser control perceive the controller as someone they are strongly attracted to (if of the gender of the controller's sexual preference) or as a good close friend (if of the opposite gender of the controller's sexual preference). Targets are entitled to a Will save (DC 18) to resist the charm. Lesser control lasts until the controller dismisses the effects, though it can be permanently broken by a successful *dispel magic* against caster level 17, and actions that provide additional saves under the spell *charm person* do so for lesser control as well. A controller can only have a single creature under the effects of lesser control at a time.

Control (Su): At 9th level, the controller strengthens his grasp over the minds of others. This is a supernatural, mind-affecting ability with a compulsion effect that can target any living creature within 100 feet. Targets of control fall under the sway of the controller, affected as if under the spell *dominate person*. Targets are entitled to a Will save (DC 18) to resist the domination. A controller can target a creature he already has under the lesser control ability, and though that creature still gets a Will save to resist the deeper control, that save has a -5 penalty. Should they fail their save, the control ability supercedes the lesser control ability. Control lasts until the controller dismisses the effects, though it can be permanently broken by a successful *dispel magic* against caster level 18. A controller can only have a single creature under the effects of control at a time.

Greater Control (Su): At 10th level, the controller reaches the pinnacle of mastery over the thoughts, feelings, and actions of others. Any creature that he has under his control power (see above) becomes his permanent thrall. A controller can only have one thrall at a time. A *protection from evil* spell does not interrupt this influence, but it can be permanently broken by a successful *dispel magic* against caster level 19. Promoting a creature from control to greater control supercedes the control ability. Controllers normally reserve this power for sex slaves that they have become very fond of.

Chaste Virgin

"Abstinence is godliness!"

The chaste virgin is the antithesis of all that is erotic and perverse in the multiverse. Dedicated to purity of all things, the chaste virgin denies herself the pleasures of the flesh in order to grow closer to the god she worships. Often the chaste virgin is the spoil-sport of the group, inflicting her beliefs on others and seeing to it that those under her watchful eye are unable to enjoy those side-trips to the brothels.

Clerics and druids often become chaste virgins, dedicating themselves to an all-consuming relationship with the force they hold as their patron. Rangers are less likely to take the virginal path, but it is not unheard of to find communities of chaste virgin rangers and fighters. Rogues and bards are not well suited to this class, preferring to live in the world of the flesh, not of the spirit.

NPC chaste virgins occupy many roles in society. Often religious orders will be full of them, serving to keep the faithful dedicated on the task of enlightenment. Families often employ chaste virgins to watch over their children when they reach the dawn of their sexual interest.

Hit Dice: d6

Class Skills

The chaste virgin's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Str), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Requirements

To qualify to become a chaste virgin, a character must fulfill all the following criteria.

Skills: Intimidate 4 ranks, Sense Motive 4 ranks.

Feats: Divine Virginity, Iron Will.

Spellcasting: Ability to cast divine spells

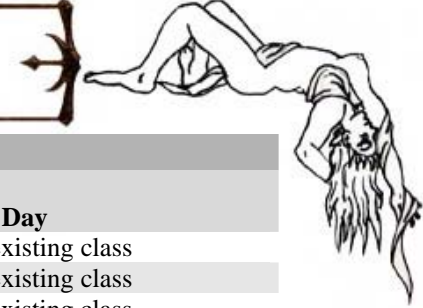
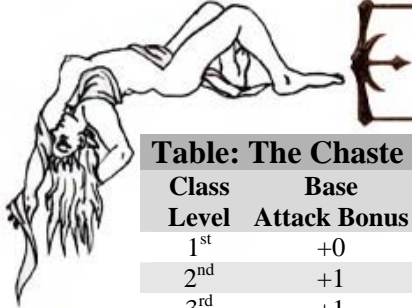


Table: The Chaste Virgin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers per Day
1 st	+0	+2	+0	+2	Iron celibacy	+1 level of existing class
2 nd	+1	+3	+0	+3	Prudishness	+1 level of existing class
3 rd	+1	+3	+1	+3	Prestige domain	+1 level of existing class
4 th	+2	+4	+1	+4	Purity of mind	+1 level of existing class
5 th	+2	+4	+1	+4	Slow to climax	+1 level of existing class
6 th	+3	+5	+2	+5	Purity of body	+1 level of existing class
7 th	+3	+5	+2	+5	Prestige domain	+1 level of existing class
8 th	+4	+6	+2	+6	Coitus interruptus	+1 level of existing class
9 th	+4	+6	+3	+6	Influential celibacy	+1 level of existing class
10 th	+5	+7	+3	+7	Transcend arousal	+1 level of existing class

Special: Character must be virginal and have no ranks in Sexual Prowess of Knowledge (sex) skills.

stimulation. Should she find herself faced in such a damning situation, she gains a +5 bonus to any Will saves to resist such effects, and she gains Will saves against those effects that have normally have none.

Class Features

All the following are class features of the chaste virgin prestige class.

Weapon and Armor Proficiency: A chaste virgin gains no additional proficiencies in any weapon or armor.

Spells per Day: When a new chaste virgin level is gained, the character gains new spells per day as if she had also gained a level in a divine spellcasting class she belonged to before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, hit points beyond those she receives from the prestige class, and so on), except for an increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming a chaste virgin, she must decide to which class she adds the new level for the purposes of determining spells per day.

Iron Celibacy: At 1st level, the chaste virgin gains the bonus feat Iron Celibacy regardless of whether she meets the prerequisites.

Prudishness (Ex): At 2nd level, the chaste virgin's distaste for the erotic grows to near-fanatical levels. She receives a +10 bonus to Sense Motive checks to determine any sexual intent, including opposed skill checks against Bluff attempts to seduce her.

Prestige Domain: At 3rd level, and again at 7th level, the chaste virgin gains access to a prestige domain of her choice. She can choose between the Innocence and Purity domains, gaining whichever one she does not choose at 3rd level when she advances to 7th level.

Purity of Mind (Ex): At 4th level, the chaste virgin's self control becomes awe-inspiring. She can function normally even when excited or aroused, suffering no penalties to her skill checks.

Slow to Climax (Ex): At 5th level, the chaste virgin becomes more resistant to the process of sexual

Purity of Body (Ex): At 6th level, the chaste virgin's fanatical shunning of erotica gives her even greater self control. She has a +2 bonus against all mind-affecting and compulsion affects regardless of whether they relate to sex or not.

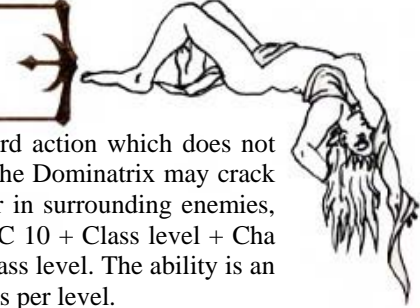
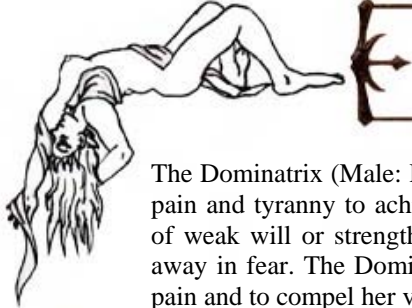
Coitus Interruptus (Su): At 8th level, the chaste virgin turns her efforts into enlightening others to the joys of abstinence. Twice per day she can make a touch attack against a sexually excited individual or a couple engaged in sex. Success negates their arousal, returning them to a normal state with no current interest in continuing their sexual contact.

Influential Celibacy (Su): At 9th level, the chaste virgin becomes an example to others who wish to live up to her iron-clad standards. Twice per day she can make a touch attack against another person. Success grants them the effects of having the Iron Celibacy feat for the remainder of the day. Those unwilling can attempt a Reflex save (DC 17) to avoid the effects.

Transcend Arousal: At 10th level, the chaste virgin's dedication to shunning all things carnal reaches the ultimate stage of enlightenment. She shed her gender, becoming effectively "sexless" (though she retains the cosmetic signs of her previous gender). She can no longer be aroused through sexual contact and is incapable of engaging in sex or orgasming. She is immune to spells and abilities that rely on ones sex drive to be effective. Her type changes to outsider, which means (among other things) that she is no longer affected by spells the specifically target humanoids, such as *charm person*, but she can be hedged out by a *magic circle* spell against her alignment. Additionally, she gains damage reduction 5/+1.

Dominatrix

"Feel the pain.....and submit."



The Dominatrix (Male: Dominator) is a warrior who uses pain and tyranny to achieve her on ends. In battle, those of weak will or strength bow down to her might or run away in fear. The Dominatrix can use her whip to cause pain and to compel her victims to obey her every whim.

Fighters are the usual candidates for this prestige class, although the more Lawful Clerics or rangers might also reap the benefits. Fallen Paladins, ex-barbarians, bards and rogues who become Dominators are not unknown.

The Dominatrix could be a slave-master, a cruel general, fiendish warrior or a servant of a tyrannical Deity.

Hit die: d10

Class Skills: As Fighter + Intimidation, bluff, Use rope 2+Int Mod/level

Requirements:

Base attack bonus: +5

Feats: Whip proficiency, Skill focus (Intimidation), Weapon focus (Whip), Leather or studded armor proficiency

Skills: Sexual technique 8 ranks, Intimidation 4 ranks, Use rope 4 ranks, Craft (leatherworking) 4 ranks, Ride 4 ranks, Perform 2 ranks

Alignment: Lawful Evil, Lawful Neutral, Neutral Evil

Manoeuvres: Forceful lover, Sadism, Overwhelming force, Talk dirty

Abilities:

BAB: As fighter

Saves: As Cleric

Lv. Abilities Gained

1. Commanding whip 1/ day, wound
2. Close combat, Leadership +1
3. Whip of fear 1/day, Commanding whip 2/ day
4. Suggestive whip 1/day
5. Leadership +2, Commanding whip 3/ day
6. Whip of fear 2/day
7. Commanding whip 4/ day, Suggestive whip 2/day
8. Leadership +3, Greater commanding whip 1/day
9. Whip of fear 3/day, Commanding whip 5/ day
10. Dominating whip 1/day

Commanding whip (Ex) : The Dominatrix is especially good at getting her way when using her whip. The use of this ability must be announced before a normal attack roll, if the Dominatrix hits, the victim is affected as with the Command spell unless they make a Will save (DC 11 + Cha mod). The Dominatrix must speak the command.

Wound (Ex): As the Lasher ability

Close combat (Ex): As the Lasher ability

Whip of fear (Ex): As a standard action which does not draw an attack of opportunity, the Dominatrix may crack her whip around to induce Fear in surrounding enemies, who must make a Will save (DC 10 + Class level + Cha Mod) or flee for 2 rounds per class level. The ability is an area effect which has a 10' radius per level.

Suggestive whip (Ex): As Commanding whip, except the Victim must make a Will save of DC 13 + Cha Mod or be affected as Suggestion. The Dominatrix must speak the suggestion. The duration is 1 hour per class level or until completed, whichever is shorter.

Greater commanding whip (Ex): As Commanding whip, except the Victim must make a Will save of DC 15 + Cha Mod or be affected as Greater Command. The Dominatrix must speak the command. This lasts one round per Class level.

Dominating whip: As Commanding whip, except the Victim must make a Will save of DC 19 + Cha Mod or be affected as Dominate Monster. The duration is 1 day per class level.

Leadership bonus: The Dominatrix receives a bonus to Leadership based on the table.

The Hour

"We're going to do something you've never even imagined."

Hit die: d4

Skills: As Wizard + Bluff, Sense motive and Diplomacy 2+Int Mod/level

Requirements:

Feats: Spell Focus (Enchantment), Kiss spell, Still spell

Skills: Sexual technique 8 ranks, Bluff 4 ranks

Spellcasting: Able to cast 5 Arcane spells from the school of Enchantment, one of which must be of 3rd level or higher

Manoeuvres: Sexual Combination, Dextrous Lover, Wild Lover, Anal stimulation, Masturbation Specialization, Oral Sex Focus

Special: Must be female

Abilities:

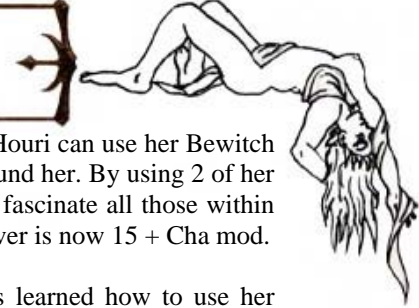
BAB: as wiz

saves: as wiz

spells: +1 level of existing class every level

Lv. Abilities Gained

1. Sex trick, Bewitch
2. +1 Save Vs. Disease
3. Sex trick, Improved Kiss
4. +2 Save Vs. Disease



5. Sex trick, Enamor
6. +3 Save Vs. Disease
7. Sex trick, Lust
8. +4 Save Vs. Disease
9. Sex trick, Desire
10. +5 Save Vs. Disease

The Houri is a Nymph of paradise, voluptuous and sensual. She was most likely born in poverty amongst the seedier members of society, living in misery and destitution but dreaming of a better future. With hope comes power, and unlike others she will not stoop to a life of thievery and scavenging, instead using her intelligence and charm to lead a life of magic. Her spells of enchantment are used to augment her skills of charm and seduction.

She is often despised by others as a whore or corrupt individual who leads a life of debauchery, although others view her as the most alluring of fantasies.

The Houri is often found in the poorer parts of the city, looking for those who could rescue her out of the way of life she so detests. It is said that to spend a night with a Houri is pure ecstasy, and each kiss a new experience.

Save vs. Disease (Ex): Due to her somewhat seedy lifestyle, the Houri receives a bonus to fortitude saving throws against disease, starting from +1 and increasing by one every odd level. This bonus applies to all diseases, including magical afflictions such as Mummy rot or Lycanthropy.

Sex trick: The Houri receives a bonus sex trick, although the rank requirements must still be met.

Bewitch (Sp): Once per day per level, the Houri can use her alluring charms to captivate any male creature who can conceivably be attracted to her. This is treated as a gaze attack, if the victim looks into the Houri's eyes, he must make a Will save (DC 13 + Cha Mod) or be fascinated as the Hypnotic pattern spell. A kiss does not count as a threatening action. The range is 10' per class level.

Improved kiss (Su): When using a spell augmented by the Kiss Spell feat, the Houri may add metamagic feats by making the kiss longer and more passionate (always on the lips, and always male victims). Every full extra round spent on kissing the victim adds one to the spell level for the purposes of adding extra metamagic feats, which may be added spontaneously when using this ability (Even if spells are prepared as wizard). For example, if a Houri wanted empower her Vampiric touch kiss, she would spend an extra two rounds kissing the victim. The spell will take effect when the Houri stops the kiss. This kind of kiss is difficult to perform in combat, so only Helpless or willing targets (such as those that are fascinated) can usually be affected. This has been known to be used in conjunction with Bewitch to cast an empowered Delayed blast fireball to spectacular effect.

Enamor (Sp): At 5th level, the Houri can use her Bewitch power to fascinate all males around her. By using 2 of her daily Bewitch abilities, she can fascinate all those within 5' per class level. The DC however is now 15 + Cha mod.

Lust: At 7th level, a Houri has learned how to use her charms to drive men mad with lust. This is treated as a Gaze attack, any man meeting her eyes must make a Will save (DC 15 + Cha Mod) or be affected by a potion of love. The victim will try to gain the sexual favor of the Houri, but if married or Chaste may make another saving throw. The victim will not do anything against his nature.

Dark Desires (Sp): At 9th level, a Houri can use her allure to great effect, three times per day, she may make a gaze attack on a male victim, who must make a Will save (DC 17 + Cha Mod) or become completely obsessed with her. In game terms, the Victim will stop at nothing to gain her sexual favor and love, becoming Chaotic Evil for those that stand in his way. He will not be so infatuated as to stop eating or so foolhardy to the point of being suicidal, but the Houri is his first priority. While this does not give the Houri any actual control over the victim, she gains a +4 circumstance bonus on all Cha based checks to influence him.

Pimp

"Sex is my business, and business is good!"

The pimp considers himself a typical businessman - the fact that his business is the buying and selling of sex makes no difference to him. The pimp is a master of prostitutes, peddling them to both the high class and commoners. Sometimes a pimp was himself a prostitute before rising to power, though often those that never were are the most crafty, and violent, of them all.

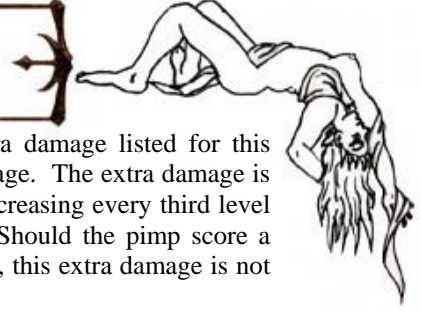
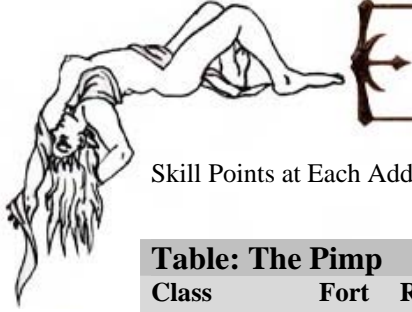
Bards and rogues are drawn to the pimp because of the class's need for interpersonal skills and the opportunity to exploit the position for great personal wealth. Other classes are not as often drawn to becoming pimps, though any individual that desires personal power over others, regardless of individual class, can easily undertake the path of the pimp.

NPC pimps normally run the brothels and smaller prostitution rings in established settlements. Pimps found outside of the city are usually there due to legal pressures or acts of rivals.

Hit Dice: d6.

Class Skills

The pimp's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (any) (Int), Profession (Wis), Sexual Prowess (Cha), and Sense Motive (Wis).



Skill Points at Each Additional Level: 6 + Int modifier.

Table: The Pimp

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+2	Sexual favor
2 nd	+1	+0	+2	+3	Bitch slap +1d6
3 rd	+1	+1	+2	+3	Minions
4 th	+2	+1	+2	+4	Sexual favor
5 th	+2	+1	+3	+4	Bitch slap +2d6
6 th	+3	+2	+3	+5	Resource access
7 th	+3	+2	+4	+5	Sexual favor
8 th	+4	+2	+4	+6	Bitch Slap +3d6
9 th	+4	+3	+4	+6	Exceptional minions
10 th	+5	+3	+5	+7	Sexual favor

Requirements

To qualify to become a pimp, a character must fulfill all the following requirements.

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Gather Information 4 ranks, Sexual Prowess 4 ranks, Sense Motive 6 ranks.

Feats: Leadership.

Class Features

All the following are features of the pimp prestige class.

Weapon and Armor Proficiency: Pimps are proficient with all simple weapons. In addition, they are proficient with the greatclub, hand crossbow, rapier, sap, and shortsword. They are proficient with light armor.

Sexual Favor (Ex): The occupation of a pimp brings him in contact with all sorts of individuals. Sometimes he renders services for nobles, the wealthy, or otherwise prestigious individuals. In exchange for keeping such services unknown, the pimp often accumulates favors he can call in when needed. At 1st, 4th, 7th, and 10th levels, the pimp gains the ability to call in a single favor. By using this favor, the pimp can call upon contacts and resources that most don't have. This allows the pimp to gain important information without going through the time and trouble of a Gather Information check, or to requisition resources without paying for them.

To successfully call in a favor, the pimp makes a special Charisma check, adding his level to the roll. The DM sets the check's DC. Simple favors normally have a DC of 10, while expensive or illegal favors could have a DC of 20 or higher. The pimp cannot take 10 or take 20 on this check, nor can he make multiple attempts at the same (or virtually the same) favor. Truly extreme favors, such as kidnapping the emperor's daughter, are generally impossible. Such tasks should be the basis of an adventure, not a single die roll.

Bitch Slap (Ex): The pimp is especially skilled at landing humiliating or intimidating blows without seriously wounding the target of his anger. Whenever the pimp

deals subdual damage, the extra damage listed for this ability is added to the total damage. The extra damage is +1d6 starting at 2nd level and increasing every third level thereafter (5th and 8th levels). Should the pimp score a critical hit with a subdual attack, this extra damage is not multiplied.

Minions (Ex): Beginning at 3rd level, a pimp can add his pimp levels to his leadership score. A pimp's cohorts and followers will always be prostitutes, though they may be of any class.

Resource Access (Ex): Beginning at 6th level, the pimp has made enough contacts and is entrenched enough in his occupation that he has access to an array of resources. Once per game session, the pimp may make a Diplomacy check to use those resources during the game session.

The value of the resources gained equals the pimp's level times the result of the Diplomacy check times 20. Thus, a 6th-level pimp who rolled a 17 would gain (6 x 17 x 20) 2040 gp worth of resources. These resources can take virtually any form the pimp chooses (within reason), and are his to do with as he pleases - he may keep them, use them, give them away, or sell them as he sees fit.

The resources arrive in the pimp's possession 1d6 hours after he makes the check. Note that these resources must be reasonably (though not necessarily commonly) available when and where he chooses to make the check.

Exceptional Minions (Ex): Beginning at 9th level, the level limit of the pimp's cohorts is increased by 5, even if this brings their level above his.

Ravager

"Come on over, baby, I ain't picky!"

The ravager loves sex, plain and simple. Sex with anything. It does not matter the species. Hell, they will even hump corpses and inanimate objects! All that matters is that they are getting some, and getting some *now!*

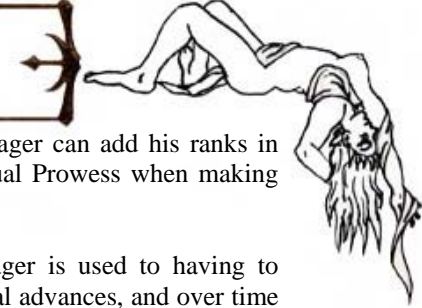
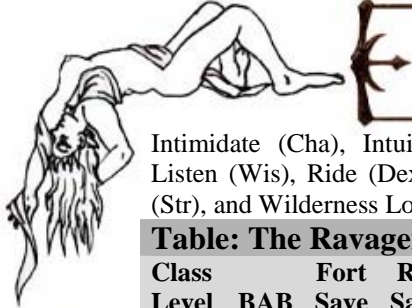
Barbarians make the best ravagers, as all ravagers have a certain wildness and lack of control about them. In fact, most other classes find the typical activities and the total lack of selectiveness a ravager exhibits to be abhorrent.

NPC ravagers normally live on the fringes of society, launching raids into settled regions to satisfy their urges. The most common appearance of a ravager is chasing some poor maiden until she cannot resist any longer.

Hit Dice: d10.

Class Skills

The ravager's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha),



Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Ride (Dex), Sexual Prowess (Cha), Swim (Str), and Wilderness Lore (Wis).

Table: The Ravager

Class	Fort	Ref	Will	
Level	BAB	Save	Save	Special
1 st	+1	+2	+0	+0 Sexual rage
2 nd	+2	+3	+0	+0 Negative energy resistance
3 rd	+3	+3	+1	+1 Forceful sexuality
4 th	+4	+4	+1	+1 Increased speed +10
5 th	+5	+4	+1	+1 Sexual rage
6 th	+6	+5	+2	+2 Increased speed +10
7 th	+7	+5	+2	+2 Improved grapple
8 th	+8	+6	+2	+2 Increased speed +10
9 th	+9	+6	+3	+3 Expert overrunner
10 th	+10	+7	+3	+3 Sexual rage; no longer winded after rage

Skill Points at Each Level: 4 + Int modifier.

Requirements

To qualify to become a ravager, the character must fulfill the following criteria.

Base Attack Bonus: +5.

Skills: Intimidate 8 ranks, Sexual Prowess 8 ranks (of which three ranks must be for Adaptive Lover, Pleasure Victim, and Transcend Sexuality).

Special: You must have the Rage class ability.

Class Features

All the following are features of the ravager prestige class.

Weapon and Armor Proficiency: The ravager gains no additional weapon or armor proficiency.

Sexual Rage (Ex): A ravager can use their natural ability to fly into a screaming bloody frenzy to their benefit while having sex. During sex, a raging ravager gains a +4 bonus to all Sexual Prowess checks and a +2 moral bonus to Will saves, but their Sexual Threshold is reduced by 2 (limit 1). Sexual rage is otherwise identical to the barbarian's rage ability. In addition, a ravager's sexual rage ability stacks with his previous rage ability, granting him one additional use of his rage ability per day at 1st, 5th, and 10th levels. Raging, whether inside or outside of sex, counts against the daily total of rages.

Negative Energy Resistance (Ex): Ravagers gain a +5 inherent bonus to saves to resist negative levels. In addition, a ravager whose negative levels are equal to his character levels does not die, he only passes out until the first opportunity to save against a negative level occurs; should he fail all of his saves, he dies. A ravager develops this natural resistance from his necrophilia - he has considerably greater contact with undead.

Forceful Sexuality (Ex): A ravager can add his ranks in Intimidate to his ranks of Sexual Prowess when making Sexual Prowess checks.

Increased Speed (Ex): A ravager is used to having to chase down targets of his sexual advances, and over time he becomes better at it. At 4th, 6th, and 8th levels his speed increases by 10.

Improved Grapple (Ex): If the ravager hits with an unarmed strike, he deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. Great for grabbing fleeing wenches!

Expert Overrunner (Ex): A ravager is skilled at overrunning larger creatures (as you usually need to knock them down before you can get it on with them). They gain a +5 bonus to their trip attempt when trying to overrun.

Seductress

"Sex is my weapon."

The seductress (male: seducer) has learned that sex can be a powerful force of persuasion when used the right way. A seductress will stop at nothing to get what she wants, manipulating the emotions and desires of the rich and powerful along the way. Others may revel in sex for pure pleasure, but the seductress is all business when it comes to this.

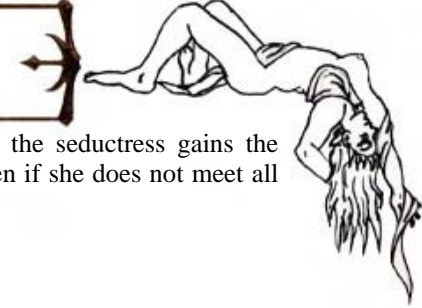
Rogues and bards are naturally drawn to the occupation of the seductress, taking advantage of their broad range of skills and personal magnetism to wear away the inhibitions of others. Certain cleric of sex deities may feel a strong kinship to this class as well. Fighters, paladins, rangers, and monks have attitudes directly opposed to the seductress, making it rare to see any members of those classes among its ranks.

NPC seductresses can often be found where the rich and lonely are. A new romance or a wild fling by a noble usually is a sign that a seductress is operating in the area. Seductresses look unkindly on others of their profession - no one likes competition.

Hit Dice: d6

Class Skills

The seductress's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Craft (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Innuendo (Wis), Knowledge (sex) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Sexual Prowess (Cha), Spot (Wis), Tumble (Dex), and Use Rope (Dex).



Skill Points at Each Level: 6 + Int modifier.

Requirements

To qualify to become a seductress, a character must fulfill all the following criteria.

Skills: Bluff 7 ranks, Diplomacy 4 ranks, Innuendo 5 ranks, Sexual Prowess 4 ranks.

Feats: Sexappeal

Class Features

All of the following are class features of the seductress prestige class.

Weapon and Armor Proficiency: Seductresses are proficient with simple weapons and light armor.

Seduction (Ex): Seductresses excel at using their natural endowments to get their way with others. As their prowess increases, they become increasingly harder to resist and increasingly more proficient at “getting the job done.” At 1st, 5th, and 9th levels, the seductress gains a bonus to her Bluff, Innuendo, Sexual Prowess, and Use Rope skills. The number listed is added to all skill checks used for the following: Bluff - seduction; Innuendo - sexual innuendo; Sexual Prowess - actively engaging in sex; Use Rope - binding others for sexual or post-sexual means.

Sneak Attack: This is exactly like the rogue ability of the same name. The extra damage dealt increases by +1d6 every other level (2nd, 4th, 6th, 8th, and 10th). If the seductress gets a sneak attack modifier from another source (such as rogue levels), the bonuses to the damage stack. Seductresses often use this if the ultimate goal of their seduction is murder.

Sexual Predator (Ex): At 3rd level the seductress learns how to truly use sex as a weapon, subtly inflicting pain on others so that they do not feel it until the act is complete. When making Sexual Prowess checks, any time the seductress rolls above the DC, the difference between her roll and the DC is dealt to her sexual partner as subdual damage.

Table: The Seductress

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Seduction +5
2 nd	+1	+3	+0	+3	Sneak attack +1d6
3 rd	+1	+3	+1	+3	Sexual predator
4 th	+2	+4	+1	+4	Sneak attack +2d6
5 th	+2	+4	+1	+4	Seduction +10
6 th	+3	+5	+2	+5	Sneak attack +3d6
7 th	+3	+5	+2	+5	Body to die for
8 th	+4	+6	+2	+6	Sneak attack +4d6
9 th	+4	+6	+3	+6	Seduction +15
10 th	+5	+7	+3	+7	Sneak attack +5d6

Body to Die For: At 7th level the seductress gains the bonus feat Body to Die For even if she does not meet all the prerequisites.

Tantric Master

"Oh....I can last a little bit longer"

The use of Ki is not limited only to combat and mobility, there are those who would seek harmony between body and spirit through other means. Tantric masters are individuals who endeavour to become beings of perfection through the application of tantric lore and sheer willpower to lovemaking. By using Ki and internal energies, the Tantric master can prolong his and his partner's sexual performance and pleasure.

Most Tantric masters are Monks who have devoted themselves to a more mystical way of training and improving themselves, but anyone who learns to channel Ki and use tantric lore can eventually qualify.

The majority of Tantric masters are wanderers who travel the lands, teaching others of his arts and practising them himself. Evil Tantric masters are rare, but tend to be cruel lovers who could care little for their partner's pleasure.

Hit die: d8

Class Skills

The Tantric master's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Swim (Str), and Tumble (Dex).

Skills: 4 + Int Mod/level

Requirements:

Base will save: +5

Base Fort save: +5

Feats: Endurance, improved unarmed strike, stunning fist
Skills: Sexual prowess 10 ranks, Concentration 10 ranks, Sense motive 5 ranks

Techniques: Dextrous lover, Fast recovery, Powerful lover, Spiritual lover, Tantric lore, Afterglow, Intuitive lover, Paralyzing pleasure, Forceful lover

Special: Must have had sex with a partner for over an hour

Student of Perfection (Ex): Tantric masters are Monks, although they meditate on alternative methods of achieving physical and spiritual enlightenment. As such, a Tantric master gains the unarmed attack bonus, unarmed damage, AC bonus, and unarmored speed as if he were a monk of whose level equalled his monk level +

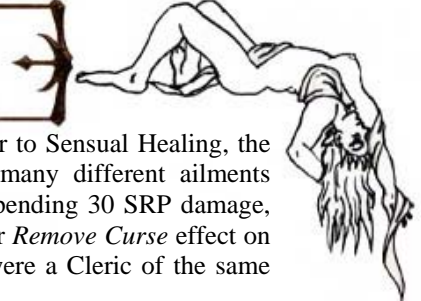
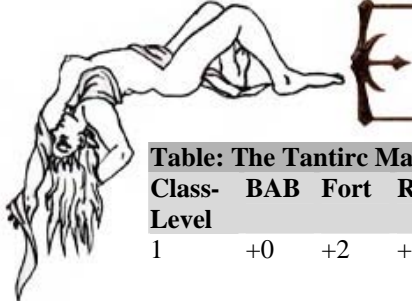


Table: The Tantric Master

Class- Level	BAB	Fort	Ref	Will	Special
1	+0	+2	+0	+2	Bonus technique, Student of perfection, Glamorous ward
2	+1	+3	+0	+3	Delightful touch
3	+2	+3	+1	+3	Bonus technique, Sexual Disease immunity
4	+3	+4	+1	+4	Sensual healing
5	+3	+4	+1	+4	Bonus technique, Sexual organ improvement
6	+4	+5	+2	+5	Sexual Purification
7	+5	+5	+2	+5	Bonus technique, Improved Tantric lore
8	+6	+6	+2	+6	Orgasmic Stroke
9	+6	+6	+3	+6	Bonus technique , Control fertility
10	+7	+7	+3	+7	Perfect body

Tantric master level. Those who manage to meet the requirements for this class who are not Monks gain these abilities as if a Monk equal to only their Tantric master level.

Bonus technique: The Tantric master receives a bonus technique

Glamorous Ward (Su): The Tantric Master fights best when fighting with no armor, and adds his Charisma modifier to his AC as a Deflection bonus when he or she is wearing as little clothing as possible. This represents the Tantric Masters aura of solipsistic confidence.

In order to receive this bonus, the Tantric Master must be wearing no armor, no cloak, cape, or mantle, no robe, no vest, vestment, or shirt, no belt, and no boots. If one type of item is worn, the bonus is halved (round down).

Delightful touch (Ex): As a Monk uses Ki and Pressure points to Stun his foes, the Tantric master can use the same principles to induce pleasure. Once per day per level, a Tantric master can make a Pleasure touch against a victim (but no more than once per round). This is a melee attack that ignores natural armor bonuses and causes 2d6 points of SRP damage. The use must be announced before any attack rolls are made, and if all attacks in a round miss, the Pleasure touch is wasted.

Sexual Disease immunity (Ex): Through his sexual practices and his use of Ki, the Tantric master becomes immune to all sexually transmitted diseases, magical and mundane.

Sensual healing (Su): While having sex, the Tantric master may use his sexual energies to cure himself or his partner of wounds. Every 5 SRP damage converted can cure 1 hit point. The healing occurs at the rate of 1 hit point per round.

Sexual Purification (Su): Similar to Sensual Healing, the Tantric master can now cure many different ailments using his sexual energies. By spending 30 SRP damage, he may use a *Remove Disease* or *Remove Curse* effect on his partner, cast as though he were a Cleric of the same level.

Sexual organ improvement (Ex): The Tantric master has harnessed his Sexual energies and Ki so well that his Sexual organ improves by one size sub category (Larger member for males, females may choose to shrink their orifices by one size sub at will). Females also gain an orifice tolerance increase of one size sub category.

Improved Tantric lore (Ex): The Saving throw bonus improves to +4, which supersedes the Tantric lore Bonus technique.

Orgasmic Stroke (Ex): At 8th level, the Tantric master has such mastery of Ki and Pressure points he can bring someone to Orgasm with a mere touch. Once per day, he may make a Touch attack which if successful, forces the recipient to make a Will saving throw (DC 10 + Class level + Wis Modifier). If this save is failed, then the victim's SRPs are reduced immediately to 0, and Orgasm occurs automatically.

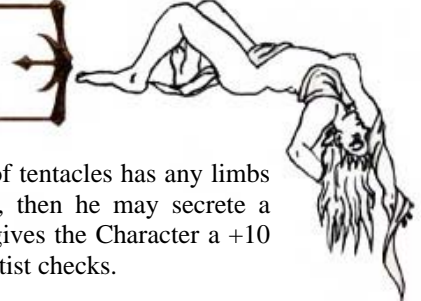
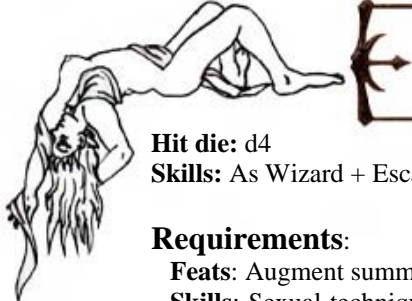
Control fertility (Su): At 9th level the Tantric master has such control over his bodily functions that he can suppress the production and release of his reproductive cells (sperm for males, Eggs for females). The Tantric master must spend a day in meditation to initiate this, and until he Meditates again to resume his reproductive processes, he cannot cause pregnancy (or become pregnant if female).

Perfect Body (Su): At 10th level, the Tantric Master has reached the pinnacle of sexual excellence. He/she gains a +4 Inherent bonus to Charisma and the Monk ability Timeless Body. Additionally, he/she can control the size of their sexual organs or orifices, altering them as a Standard Action once per round. Their size can be anywhere from three size sub categories smaller to three size sub categories larger than normal, and all orifice tolerance levels increase by six. Most importantly, the Tantric Master has full control over his or her SRP levels and can alter their pleasure levels at will, allowing them to enjoy sex indefinitely without ejaculating or to start climaxing at the very beginning of sex and not stop until the end.

Multiclass note: Monks may freely multi-class as Tantric masters.

Tentacle master

"Look, no hands..."



Hit die: d4

Skills: As Wizard + Escape artist 2 + Int Mod/level

Requirements:

Feats: Augment summoning, Extend spell

Skills: Sexual technique 4 ranks, Escape artist 4 ranks, Knowledge (The planes) 4 ranks, Intimidate 2 ranks

Spellcasting: Must be able to cast spells of 3rd level or higher, including 3 spells with the [Summoning] descriptor

Sex tricks: Any

Alignment: Chaotic evil, Chaotic neutral or Neutral evil

Special: Must have had peaceful contact with another Tentacle master, Tentacled monster or Recondite.

Abilities

BAB: As wizard

Save: As Bard

Spellcasting: +1 level of existing class/Level

Lv. Abilities

- 1. Summon tentacled monster
- 2. Tentacles I
- 3. Apply tricks, Sex trick
- 4. Tentacles II
- 5. Slimy, Sex trick
- 6. Tentacles III
- 7. Regeneration, Sex trick
- 8. Tentacles IV
- 9. Summon Recondite
- 10. Tentacles V

Summon Tentacled monster (Su): Whenever the Character casts a Summon Monster spell, a tentacled version of the monster is summoned instead. If the creature would normally be a Fiendish or Celestial creature, the Tentacled template replaces that template.

Apply tricks: The Tentacle master may learn any sex trick, even if he does not meet the Ability score requirements. The tricks may only be used if he changes ability scores (with spells or items) or when using his Tentacles ability.

Sex trick: The Tentacle master receives a bonus sex trick, although the rank requirements must still be met.

Slimy body (Ex): If the Master of tentacles has any limbs or extremities in tentacle form, then he may secrete a slippery ooze from them. This gives the Character a +10 circumstance bonus to Escape artist checks.

Regeneration (Ex): Emulating many slimy and disgusting creatures, the Master of tentacles can now regenerate at the rate of 1 per round (Normal damage from fire and cold).

Summon recondite (Sp): Associating with the most vile of perverted creatures, the Tentacle master may summon a Recondite once per day.

Tentacles I (Su): At 2nd level, the Tentacle master gains the ability to sprout a number of tentacles from his body once per day per two levels. He may grow up to one tentacle per caster level. This acts as an Evard's Black Tentacles spell cast at the Tentacle master's level, except for the following:

The ability is treated as a Transmutation effect.

The AC of the Tentacles is +4 Natural armor, +3 Dex and -1 for size (large).

Strength scores of 19, Dexterity scores of 17 and Constitution scores of 17 (Does not affect hit points or Saves).

The Tentacle master has full control over the tentacles.

There is no area effect, but the tentacles can reach 10' from the Tentacle master.

They may be dismissed at any time by the Tentacle master.

They can attack creatures of any size.

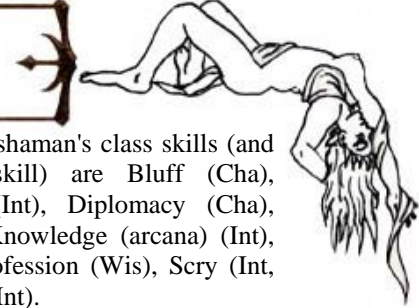
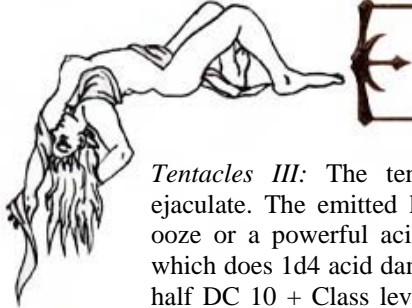
For the purposes of filling orifices, the Tentacles may change size at will.

As the Tentacle master gains levels, the tentacles gain new abilities:

Tentacles II: The tentacles grow suckers, sticky warts and nubs which give a +2 Circumstance bonus to their grapple checks. The Tentacle master may now change any limb or extremity (including the tongue, tail and penis) into a tentacle. These do not count against the number of tentacles available by level. If any of these are cut off or destroyed, the limb or extremity reappears unharmed. If arms are in tentacle form, the Tentacle master cannot cast any spell with a somatic component, if legs are in tentacle form, movement is halved.

Table: Transgender Shaman

Level	BAB	Fort	Ref	Will	Special	Spells
1	+0	+2	+0	+0	Hermaphrodite I	+1 per level of existing class
2	+1	+3	+0	+0	Channel opposite energy	+1 per level of existing class
3	+2	+3	+1	+1	Greater understanding	+1 per level of existing class
4	+3	+4	+1	+1	Opposite descriptor	+1 per level of existing class
5	+3	+4	+1	+1	Energy substitution	+1 per level of existing class
6	+4	+5	+2	+2	Hermaphrodite II	+1 per level of existing class
7	+5	+5	+2	+2	Opposite Domain	+1 per level of existing class
8	+6	+6	+2	+2	Spontaneous substitution	+1 per level of existing class
9	+6	+6	+3	+3		+1 per level of existing class
10	+7	+7	+3	+3	Hermaphrodite III	+1 per level of existing class



Tentacles III: The tentacles grow heads which can ejaculate. The emitted liquid can either be the slippery ooze or a powerful acid which is treated as a 60' line which does 1d4 acid damage per class level (Reflex Save half DC 10 + Class level + Con Modifier). This can be used only once per day per class level, and a maximum of once per 1d4 rounds.

Tentacles IV: The damage of the Tentacles increases to 1d8 and they are now considered to have 21 strength, Dexterity 19 and Constitution 19. Reach increases to 15'.

Tentacles V: The tentacles can now ejaculate in a spectacular manner, spurting in a large 60' cone doing 1d6 damage per class level (Reflex Save half DC 10 + Class level + Con Modifier). This supersedes the Tentacles III ability, and all number of uses and time between uses still count, although the line may still be used if wished.

Transgender Shaman

"I'm flattered, but there's something you should know about me...."

No side is stronger, no element supreme, no gender greater. In order to attain true understanding and power, both sides of the coin must be viewed, both arguments heard. In duality there is power, by combining the advantages of each side or element, harmony can be achieved.

In some tribal or primitive cultures, some shamans choose to become members of the opposite sex, wearing their clothes and observing their rituals in order to improve the potency and versatility of their magic, even being treated by other members of the tribe as the gender they have become.

Some eastern cultures will have similar practices, as the priests hope to attain harmony through balancing forces known to them as the Yin and Yang.

Most Transgender shamans come from the ranks of Clerics and Druids, although anyone who can cast divine spells will eventually qualify. Paladin Transgender shamans are unheard of though, due to the questioning of their alignment.

Transgender shamans are usually found as well respected members of a tribe or temple, who are sought by others for their advice which is given from different perspectives.

Hit die: d6

Class Skills: The Transgender shaman's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Requirements:

Skills: Bluff 2 ranks, Disguise 2 ranks, Knowledge (Religion) 4 ranks and Sexual prowess 4 ranks

Spellcasting: Able to cast 2nd level Divine spells

Techniques: Transcend Sexuality

Class Features

Hermaphrodite I (Ex): As the Transgender shaman advances in level, physical and mental changes will occur, resulting in traits normally found in the opposite sex. At first level, a Transgender shaman will acquire a change in voice, becoming deeper if female and higher if male. In either case, the voice will be recognizable as neither male nor female. The character gains a +2 bonus on mimicry checks to impersonate the opposite sex.

The Transgender shaman will also start to grow sexual organs of the opposite gender, a male Transgender shaman gains a vagina behind his testes which is two sub-size categories smaller than the average for his race. A female Transgender shaman will start to grow a penis above her vagina which is two sub-size categories than average. They are neither sexually nor reproductively functional.

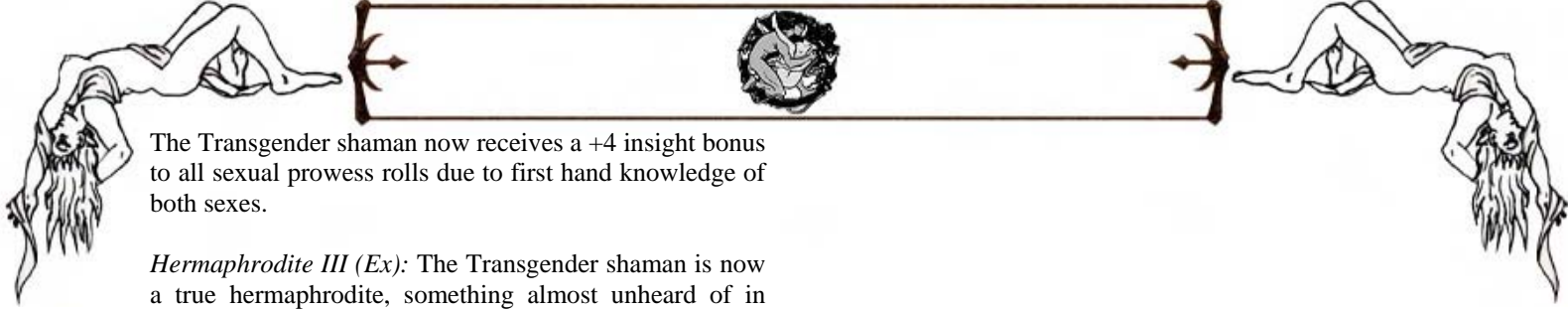
Any Extraordinary, supernatural, spell or spell-like ability which affects only the opposite sex will now affect the Transgender shaman, although if a Save is allowed, one is made at a +4 bonus. The good side to this is that the any spell or power useable by the Transgender shaman which only affects one sex will now work on both, but with a +4 to saves for the victim of the wrong sex.

Due to first hand knowledge of both sexes, a Transgender shaman now receives a +2 insight bonus to all sexual prowess rolls.

Hermaphrodite II (Ex): The physical changes become even more prominent, males will gain enlarged breasts and hips, while females will gain facial hair. The Transgender shaman gains a +2 bonus to disguise checks when impersonating the opposite sex.

The sexual organs expand by one more sub-size category, and are now sexually functional.

The saving throw bonus for extraordinary, supernatural, spell or spell-like abilities which only affect only the opposite sex is now only +2. Any spell or power useable by the Transgender shaman which only affects one sex will now work on the opposite but with a +2 bonus to the victim's save.



The Transgender shaman now receives a +4 insight bonus to all sexual prowess rolls due to first hand knowledge of both sexes.

Hermaphrodite III (Ex): The Transgender shaman is now a true hermaphrodite, something almost unheard of in nature, looking neither wholly female nor male, but treated by all onlookers as the gender they are attracted to. The sexual organs now become fully functional reproductively. The Transgender shaman is now affected by any extraordinary, supernatural, spell or spell-like abilities as both sexes. Any spell or power useable by the Transgender shaman which only affects one sex will now work on the opposite with no penalty.

The Transgender shaman now receives a +6 insight bonus to all sexual prowess rolls due to first hand knowledge of both sexes.

Channel opposite energy (Su): The Transgender shaman can now channel energy in the opposite fashion to what he did before i.e. a good cleric who takes this class can now rebuke/command undead and channel negative energy and vice versa for evil clerics. The act of channelling will not change the alignment of the character, but the reason of use may.

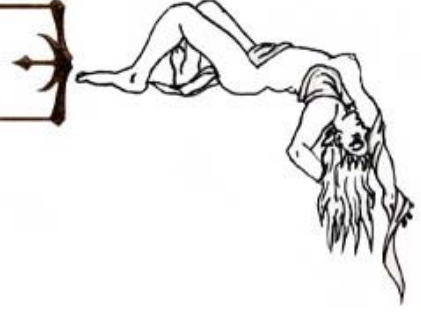
Greater understanding (Su): By tapping into their first hand knowledge of the opposite sex, the Transgender shaman can cast any spell with the [charm] or [compulsion] descriptor at +1 caster level and +1 DC against them.

Opposite descriptor (Su): The Transgender shaman may now cast spells from his or her spell list which are normally restricted by alignment, such as spells with the Good, Evil, Chaos and Law descriptors. The act of casting the spells does not change the Transgender shaman's alignment, but the application of the spells may.

Opposite Domain (Su): Complementing their powers, the Transgender shaman receives a bonus domain which is opposite in philosophy to one of their existing domains. This domain is bestowed even if the Transgender shaman's deity does not grant it, and casting spells from the domain will not incur the deity's wrath or displeasure. If an opposite domain does not exist or the character was not a cleric, work with the DM to come up with an appropriate choice.

Energy substitution: The Transgender shaman gains the Energy substitution metamagic feat for free even if the prerequisites are met.

Spontaneous substitution (Su): The Transgender shaman can spontaneously cast any spell prepared that has an energy type as if it was prepared with the Energy substitution feat. The Transgender shaman chooses the new energy type upon casting the spell, which takes no longer than usual.



Chapter 6: Magic and Psionics

Spell Lists

Bard

0 level (Cantrip)

- Arousal
- Know Sexual Preferences
- Mordenkainen's Lubrication
- Sexual Attraction
- Sexual Disgust
- Tweak/ Goose
- Undetectable Sexual Preference
- Wet Dream

1st level

- Annihilator's Penis of Power
- Change Sexual Alignment
- Change Sexual Preference
- Charm Man I
- Davenet's Seduction
- Divine Sexual Experience
- Divine Sexual Orientation
- Ecstasy
- Fascination
- Flash
- Hide Sexual Orientation
- Playmate
- Rut

2nd level

- Layla's Good Morning
- Luwain's Everlasting Hard-On
- Sexify
- Sleep Theft
- Touch of Talopea

3rd level

- Charm Man II
- Intensify Sensation
- Prowess
- Sacremon's Emperor's New Clothes
- Sava's Candlelight Dinner
- Sexual Nerd

4th level

- Angel's Negation
- Become Phantasmal Lover
- Iruna's Roulette
- Layla's Morning After
- Layla's Seductive Impersonation

5th level

- Charm Man III
- Layla's Beautification
- Lovesickness
- Sex Slave

Cleric

0 level (Orison)

- Detect Pregnancy
- Divine Erotic Interest
- Excessive Indulgence
- Prevent Nausea
- Minor Call for a Midwife
- Restore Potency

1st level

- Baltasar's Impediment
- Cause Nausea
- Change Secual Alignment
- Detect Veneral Disease
- Divine Sexual Experience
- Lactation
- Playmate

2nd level

- Assist in Labor and Birth
- Call for a Midwife
- Chastity
- Minor Repair Virginity
- Protection From Intoxication
- Sava's Candlelight Dinner
- Suckle
- Touch of Talopea

3rd level

- Potency
- Protection from Disease
- Sasha's Uncontrollable Continuous Orgasm

4th level

- Children's Sanctuary
- Fertility
- Kal'Bruneyeah's Chastity Belt
- Spirit of Desire

5th level

- Chastity Guaridan
- Blessing of Sharress
- Infertility
- Lesser Planar Lover
- Major Repair Virginity

7th level

- Irner's Polaroidic Pregnancy
- Planar Lover

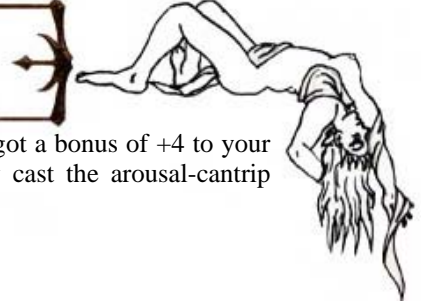
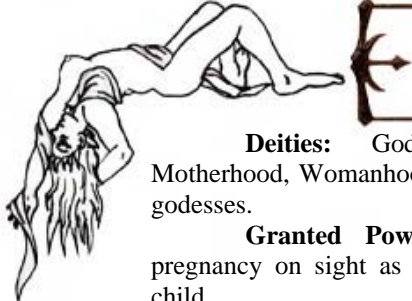
8th level

- Sava's Temple of Love
- Yemelat's Orgiastic Frency

9th level

- Greater Planar Lover

Midwifery Domain (Mdw):



Deities: Gods/ Goddesses of Fertility, Motherhood, Womanhood and Health, Earth and Moon goddesses.

Granted Power: You are able to detect pregnancy on sight as well as the state of the unborn child.

Midwifery Domain Spells

- 1 Assist Labor and Birth / Painless Birth
- 2 Suckle
- 3 Transference
- 4 Fertility
- 5 Major Repair Virginity
- 6 Irner's Polaroidic Pregnancy
- 7 Impregnate
- 8 Healing of Innocence
- 9 Miracle of Fertility

Seduction Domain (Sed):

Deities: Gods/ Goddesses of Fertility, Seduction, Lust, Power, Domination, Sex, Love and Beauty.

Granted Power: You gain the lustful smite power: your touch or attack does cause a person touched to make an arousal check vs. DC 10 + your charisma-bonus twice per day. In addition, you may cast Know Sexual Preferences three times per day as a free action.

Seduction Domain Spells

- 1 Davenet's Seduction
- 2 Dance of Charm
- 3 Sava's Candlelight Dinner
- 4 Become Phantasmal Lover
- 5. Layla's Beautification
- 6 Rie's Dance of Seduction (from Relics & Rituals)
- 7 Layla's Seductive Shapechange
- 8 Sava's Temple of Love
- 9 Greater Aspect of the Deity

Sexual Domination Domain (Sdo):

Deities: Gods / Goddesses of Sex, Power, Lust, Pain and Domination

Granted Power: You may cast the Slap and Tweak/ Goose Cantrips two times per day each.

Sexual Domination Domain Spells

- 1 Charm Man I
- 2 Ilruna's Exercise
- 3 Obsession
- 4 Lovesickness
- 5 Sex Slave
- 6 Sex Change
- 7 Charm Man III
- 8 Power Word, Castrate
- 9 Dominate Monster

Sex Domain (Sex):

Deities: Gods / Goddesses of Lust, Sex, Fertility, Power, Domination, Seduction and Beauty.

Granted Power: You got a bonus of +4 to your sexual arousal checks and may cast the arousal-cantrip twice per day.

Sex Domain Spells

- 1 Skank
- 2 Pornographic Glamer
- 3 Luwain's Everlasting Hard-On
- 4 Layla's Seductive Impersonation
- 5 Lust
- 6 Prismatic Dildo
- 7 Yematat's Orgiastic Frency
- 8 Mass Lust
- 9 Gaze of Nereids

Druid

0 level (Orison)

- Detect Pregnancy
- Prevent Nausea
- Minor Call for a Midwife

1st level

- Baltasar's Impediment
- Change Secual Alignment
- Detect Veneral Disease
- Divine Sexual Experience
- Lactation

2nd lvel

- Call for a Midwife
- Suckle

3rd level

- Sasha's Uncontrollable Continuous Orgasm

4th level

- Children's Sanctuary
- Fertility
- Kal'Bruneyeah's Chastity Belt
- Rose Armor

5th level

- Infertility

6th level

- Wall of Roses

Paladin

1st

- Resist Self

2nd lvel

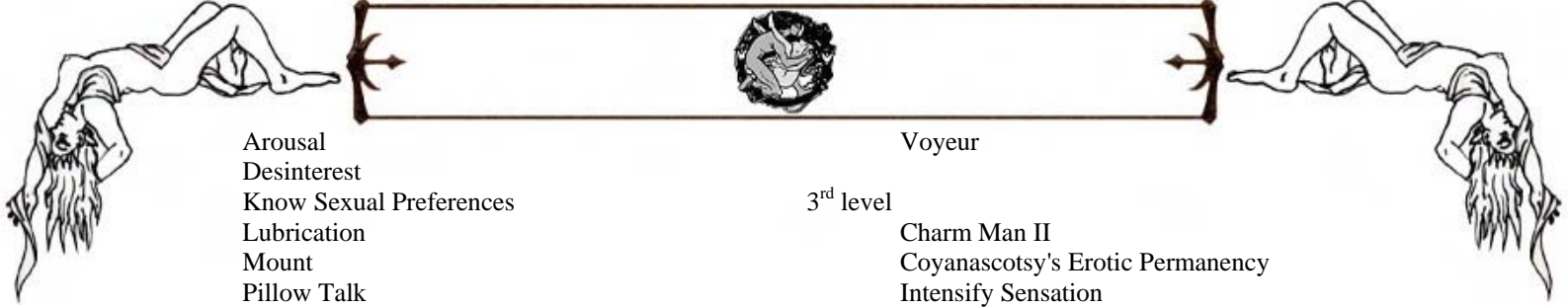
- Chastity
- Protection From Intoxication

4th level

- Kal'Bruneyeah's Chastity Belt

Sorcerer/ Wizard

0 level (Orison)



Arousal
 Desinterest
 Know Sexual Preferences
 Lubrication
 Mount
 Pillow Talk
 Prevent Nausea
 Slap
 Sexual Attraction
 Sexual Disgust
 Sterility
 Tweak/ Goose
 Undetectable Sexual Preference
 Wet Dream

Voyeur
 3rd level
 Charm Man II
 Coyanascotsy's Erotic Permanency
 Intensify Sensation
 Our Tiny Brother
 Luwain's Everlasting Hard-On
 Obsession
 Prowess
 Sacremon's Emperor's New Clothes
 Seduction III
 Sexual Nerd
 Tranquility
 Transplanar Fertility

1st level

Animal Magnetism
 Annihilator's Penis of Power
 Cause Nausea
 Change Sexuel Alignment
 Change Sexuel Preference
 Charm Man I
 Davenet's Seduction
 Dire Chastity
 Divine Sexuel Orientation
 Ecstasy
 Fascination
 Flash
 Freudian Thoughts
 Hide Sexual Orientation
 Masturbation
 Playmate
 PMS
 Resist Self
 Rut
 Reverse Sexual Orientation
 Revulsion
 Indifference
 Seduce Undead
 Seduction I
 Skank

4th level

Angel's Negation
 Become Phantasmal Lover
 Bitch Slap
 Chains's of Lust
 Ilruna's Roulette
 Kal'Bruneyeah's Chastity Belt
 Laeral's Disrobement
 Layla's Morning After
 Layla's Seductive Impersonation
 MacFaileas' Virtuous Ward
 Sasha's Uncontrollable Continuous Orgasm
 Seduction IV
 Speedy Gestation-Variation
 Succubus's Passion
 Strip
 Transference

2nd level

Chastity
 Constant Orgasm
 Heterophobia
 Homophobia
 Impotence
 Induced Pleasure
 Jealousy
 Layla's Good Morning
 Neville's Wandering Hand
 Pornographic Glamer
 Promiscuity
 Protection From Intoxication
 Sava's Candlelight Dinner
 Seduction II
 Sexify
 Sleep Theft
 Touch of Talopea
 Transfer Charm
 Transplanar Eroticism

5th level

Blessing of the Goddess
 Charm Man III
 Chastity Guaridan
 Embarrassing Fetish
 Ilruna's Impotence
 Layla's Beautification
 Layla's Uglification
 Lovesickness
 Mass Lust
 Reverse Gender Orientation
 Rose Armor
 Seduction V
 Sex Slave
 Theft of the Unborn

6th level

Bliss
 Conjure Succubus/ Incubus
 Corrupt Foetus
 Inner's Polaroidic Pregnancy
 Prismatic Dildo
 Sex Change
 Seduction VI
 Spirit of Desire
 Wall of Roses

7th level



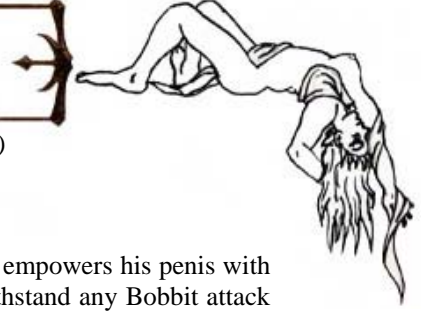
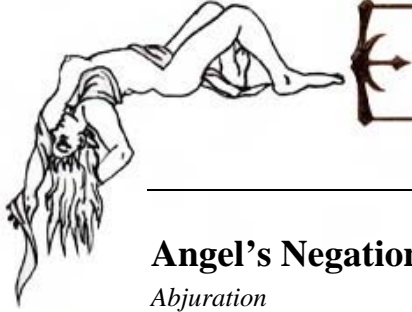
Charm Man IV
Impregnate
Layla's Seductive Shapechange
Mass Ecstasy
Nymph's Beauty
Seduction VII

8th level

Gaze Of The Nereid
Mass Lust
Power Word, Castrate
Sava's Temple of Love
Seduction VIII

9th level

Charm Man V
Eternal Tormant
Heartbrakter
Linked Shapechange
Summon Cissaldan



Spells

Angel's Negation

Abjuration

Level: Brd 4, Src/ Wiz 4

Components: S

Casting Time: 1 action

Range: touch

Target: 1 person

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell instantly negates the obsessive-compulsive behaviour caused by a seducer, and renders the recipient immune to the magical charms and sex magic of that seducer.

Animal Magnetism

Transmutation

Level: Src/ Wiz 3

Range: Short (25 feet + 5 feet per level)

Components: V, S

Casting time: 1 action

Area of Effect: One living creature/Special

Duration: 1 day/caster level

Save: None

Spell Resistance: Yes

The subject of spells becomes sexually extremely attractive, equally to all living creatures of opposite sex (includes animals and those inclined to like the same gender). Creatures, which come close to a subject of this spell must succeed at a will save vs DC 13 plus spells target's charisma bonus (a negative modifier will reduce the DC). Those who fail the save become obsessively inclined to have sex with the subject and treat the subject as a sexual object, who is around primarily for the purpose to please them. If subject of the spell gives in to these admirers, they act as if they were charmed by her, but keep begging for more all the time. The charm will only last till the spells duration ends. Animals tend to react to a female subject as they would to a 'bitch in heat' and males will be regarded as welcome mate (if a female animal in in heat, or is always able to have sex). Keep in mind that most animals are unlikely to actually 'rape' females, but might do it accidentally .

Annihilator's Penis of Power

Transmutation

Level: Brd 1, Src/ Wiz 1

Components: V, S

Casting Time: 1 round

Range: 18 feet or less (usually much less for many spell casters)

Target: You (male)

Duration: 1 minute per level (D)

Saving Throw: Special

Spell Resistance: No

With this spell the caster (male) empowers his penis with a steel-hard covering able to withstand any Bobbit attack or penis-puncturing device. Also, it is powerful enough to rupture most chastity belts, magic ones get a save at -4. It is also a benefit for those who suffer impotence, and has been rumored to assist in preventing sexually- transmitted diseases and pre-mature ejaculation! A spell to truly share with friends! Don't ask what the somatic gestures are. The only drawback of the spell is, that all stimulations to the penis will cause half the arousal-check modifications.

Arousal

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Src/ Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 10 min +1 min/ level

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

This spell creates a state of extreme horniness in the affected creature, including both biological and physiological effects, although said horniness is not directed towards anyone or anything in particular. The material component for this spell is a sprig of mistletoe. The character is considered to be horny, as described by the sexual condition.

Assist Labor & Birth

Conjuration (Healing),

Level: Clr 2, Mdw 1

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: 1 laboring creature

Duration: 10 minutes per level

Saving Throw: None

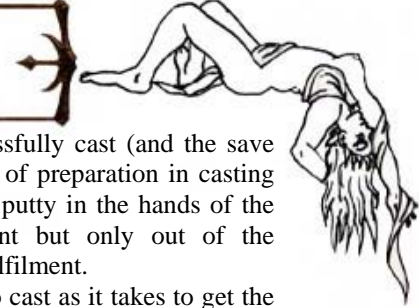
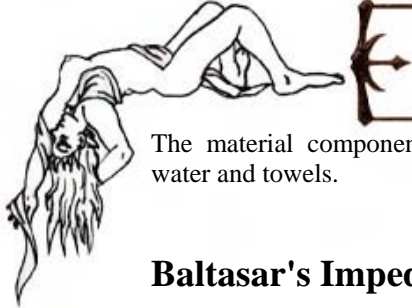
Spell Resistance: Yes (harmless)

This spell has multiple functions to assist the mother in labor and birth:

- Epidural - Produces a numbing of the lower back and pelvis to reduce stress on the mother during labor.
- Push - Assists mother in pushing the child out. Will cut the time of labor by 1d4 hours.
- Turn Baby - Will position the child correctly during labor for proper birth.

Each of the functions may be used as long as the spell lasts, but only on one person.

The caster may have several Assist Labor & Birth spells cast to assist more than one laboring creature.



The material components of this spell are boiling hot water and towels.

Baltasar's Impediment

Transmutation

Level: Clr 1, Drd 1

Components: V, S, M, DF

Casting Time: 1 round

Range: Touch

Target: 1 mammal

Duration: Special

Saving Throw: None

Spell Resistance: Yes

This spell enables the caster to prevent a female from becoming pregnant. Essentially, it impedes a fertilized ovum from implanting in the uterus. The casting of Baltasar's Impediment is not necessarily an evil act; however, the GM should pay particular attention to the alignment of the caster as well as the social & political (esp. religious) atmosphere. For example, a lawful good cleric casting this spell on a teenager without the permission of her parents, church, etc. should be prepared for the wrath of his deity. A cleric who worships a fertility god can not cast this spell.

A neutral evil cleric, nephew of the king, might repeatedly cast this spell on the queen in a secret attempt to usurp the throne. A neutral good cleric might cast this spell on all the maidens of the keep before its fall to the orc siege -- although he cannot spare them from the horrors to come, at least he can prevent the bastardization that might result.

The material components are a drop of blood from the target's last menstrual period (or an ounce of her blood, from anywhere, that has been mixed with dust and dried in a silver chalice) and the priest's holy symbol. The priest invokes the name of his deity, touching his holy symbol to the blood. The prepared blood will detect as evil and magical, but not as poison. The woman must then consume it, usually mixing it with wine or some other fluid. The spell remains in effect until the first day of the woman's next menstrual period, or a successful Dispel Magic is cast upon her.

Become Phantasmal Lover

Illusion (Glamer)

Level: Brd 4, Sed 4, Src/ Wiz 4

Components: V, S, M

Casting Time: special

Range: 5 yards per level

Target: 1 creature

Duration: Until the next morning (D)

Saving Throw: Will Negates

Spell Resistance: None

When this spell is cast, the wizard causes his features to shift in the mind of his victim to conform to those of an individual that the victim considers to be the ultimate

lover. Once the spell is successfully cast (and the save varies according to the amount of preparation in casting the spell), the recipient will be putty in the hands of the caster, not out of enchantment but only out of the recipient's own sense of wish-fulfilment.

This spell takes as much time to cast as it takes to get the recipient drunk. The more thoroughly tanked the recipient gets, the higher will be the save-DC:

had a serving of alcohol	+1
Slightly intoxicated	+2
Moderately intoxicated	+4
Greatly intoxicated	+8

Once cast, the spell will go on doing it's magic, even when the recipient sobers up.

The material component of this spell is large quantities of alcohol, which must be passed through the gullet of the recipient.

Blessing of the Goddess

(by Muse of Fire)

Conjurations [Creation]

Level: Src/ Wiz 5

Components: V, S

Casting Time: 1 round

Range: touch

Target: 1 creature

Duration: till the following dawn

Saving Throw: Will negates

Spell Resistance: Yes

This spell enables the caster to grant any beings fondest and most pleasurable wish. Neither the spellcaster nor the recipient has any control over the spells effects as they come form the depths of the recipients subconscious. If the spell recipient does not want to be effected, she or he must make a successful will save.

Unfortunately this spell's effects only last until the following dawn, never seem so wonderful in retrospect, and seem to have little lasting impact on the recipients life. For example, a serving maid might masquerade as an exotic princess for one night at the annual ball, but in the morning the prince turns out to be a lout, all her fabulous garments have been misplaced, she still has to go back to her old job, and her debut is quickly forgotten among the cities social circles and her common friends.

Bliss

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 6

Components: V, S

Casting Time: 1 action

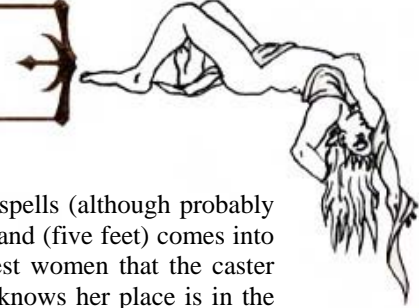
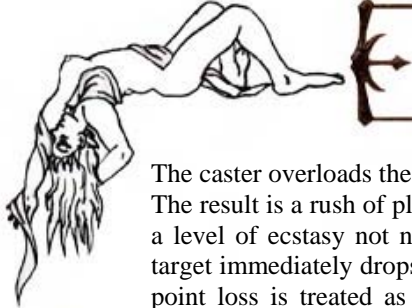
Range: Medium (100 ft. + 10 ft./lv)

Target: 1 creature

Duration: Instantaneous

Saving Throw: see text

Spell resistance: Yes



The caster overloads the target creature's pleasure centers. The result is a rush of pleasure unmitigated by the senses; a level of ecstasy not normally physically possible. The target immediately drops and is at zero hit points. The hit point loss is treated as subdual damage. The subject is locked in a post-blissful state and is unable to act for a time. The minds of most creatures are not trained to resist pleasure as they are able to resist pain therefore the subject's Will saving throw is made at -2. If save is successful the subject takes 5d6 point of subdual damage and is limited to a partial action on its next turn. In this instance, the target does not suffer any of the lasting effects listed below. The caster may instead choose to deliver this power as a melee touch attack in which case the subject is not allowed a save vs. the initial effect.

On the second and subsequent rounds the subject may make a Con roll to act. The initial DC is 20 + the caster's Cha mod. This DC drops by 1 each round until the subject eventually regains its senses. The subject is helpless during this time. The subdual damage may be healed normally. After recovering, the subject must succeed at a Will save or become obsessed with experiencing this effect again. The subject will take any reasonable and not obviously self-destructive action to have this kind of effect used on him again. If the subject does not experience this or similar effect again for 1 day/caster level then this effect ends. If the subject experiences the Bliss-spell or a similar effect again during this time then he must make an additional Will save each time to recover from the obsession effect. If the subject makes a Will save, but is still under the duration of a previous failed save, the obsession effect continues, except that a natural "20" on a save will negate failures for the previous week. If the subject fails 3 Will saves within a single week, or five saves total or rolls a natural "1" on any single save then the subject becomes physically and emotionally addicted to this effect. Once addicted the subject must experience this kind of ecstasy regularly or lose 1 point from each of his mental stats per week and 1 point from each of his physical stats per three weeks that he goes without. Experiencing the effect again at this point will restore lost stat points from the previous week only, additional points lost can not be regained until the addiction is broken. Addiction to Bliss may be cured only with Greater Restoration, Miracle and Wish and may be suspended by spells, that suppress desire, lust or ecstasy. The initial mental obsession phase may be cured by those effects plus Restoration, Limited Wish and by different conditioning.

Bitch Slap

Evocation (Force)

Level: Src/ Wiz 4

Components: V, S, M

Casting Time: 1 round

Range: 10 yards per level

Target: 1 female

Duration: special (D)

Saving Throw: Will Negates

Spell Resistance: None

A version of the Bybig's Hand spells (although probably not from Bybig). A quasi-real hand (five feet) comes into existence and smacks the nearest women that the caster commands it to. If the woman knows her place is in the kitchen, the hand only does 1 point of damage as a reminder. However if the woman has complained, whined or not been to the kitchen in three days, the hand instantly grows to the size of a Titan hand (25 feet) and knocks the woman into the nearest kitchen (be it 10 feet or 10000 miles) and forces her to cook a three course meal. If she continuously refuses, the hand will inflict damage on her until she submits (GM's decision on damage per hit).

The hand has as many hit points as the caster in full health and has an Armor Class of 20.

The material component of the spell is a leather glove.

Call for a Midwife

Transmutation

Level: Clr 2, Src/ Wiz 2

Range: 1 Mile

As Lesser Call for Midwife but with increased range.

Cause Nausea

Necromancy

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 1 round per level (D)

Saving Throw: Will negates

Spell Resistance: Yes

The victim of the spell becomes nauseated, i.e. the victim is unable to attack, cast spells, concentrate on spells or do anything else requiring attention (core rulebook II, p. 85). Herbs, spells and substances, that would prevent or lessen nausea caused by pregnancy, will reduce this effect or end it.

Chains of Lust

(by Muse of Fire)

Necromancy

Level: Src/ Wiz 4

Components: V, S, M

Casting Time: 1 action

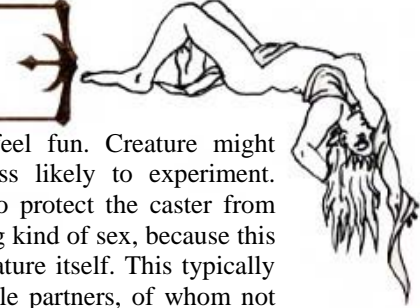
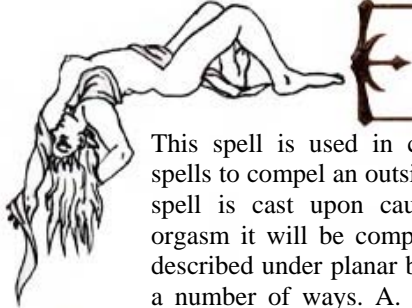
Range: 10 yards

Target: 1 creature

Duration: 1 minute per level

Saving Throw: Fortitude halves

Spell Resistance: Yes



This spell is used in conjunction with planar binding spells to compel an outsider into service. If the person the spell is cast upon causes the summoned outsider to orgasm it will be compelled to perform one service, as described under planar binding. This could be played out a number of ways. A. The recipient of the spell could seduce the outsider. B. The recipient of the spell could (if the ambient reality allows) rape the outsider and bring them to orgasm. c. The outsider could be offered a number of nubile lovers (evil outsiders will delight in unwilling offerings) of hit dice/level equal to the outsiders hit dice/ level, and if he accepts the offering then he is bound.

Alternatively, an outsider who has come to the Prime material plane by another methods or for other reasons, including having been summoned by an opponent, could be bound into service with this spell by seduction (or rape if the reality allows.) (Yes, I know what you sick fucks want to do to that lush young aasimar. Yum.)

Note: if the person casting the spell is not also the recipient then the recipient or recipients must have equal hit dice/levels to the being or beings being bound. (say that five times fast.)

Change Sexual Alignment

Enchantment [Compulsion]

Level: Brd 1, Src/ Wiz 1, Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Personal

Target: Personal/Special

Duration: 10 min + 5 min/ level

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

This spell is very similar to Sanctuary and can only be used in a defensive way or if the partner(s) agree. The caster creates a field around himself. Any creature his is having sexual intercourse with must succeed at a will-save, or temporary alter his sexual preferences. Ten rounds after casting the spell, the caster must begin with the intercourse, or the magic dissipates, although the caster may cast the spell while having sex. This spell can not be used to seduce another creature. Simply put, a creature who failes the will save breaks temporary with his normal sexual habits to suit the wishes and ideas of good sex of the spellcaster. For example, the spell could cause a demon to act caringly and nice to the caster, if he likes his sex this way. Note, that this is is not actually a change of alignment. The spell does not change, what the creature thinks about having sex in general and especially at the time of casting. Even if a evil creature raping the caster fails it's save and wants to have 'It' in more 'Lawful Good way' afterwards, it will still rape you etc. It would just treat the caster in a better way while doing it (this would spare the caster extra urting, humiliation, scarring, or perhaps a forced pregnancy). The creature will not change it's opinions concerning homosexuality or any behaviour like it, it only changes the creature's opinion

about what it thinks would feel fun. Creature might however, become more or less likely to experiment. Affected creatures even tend to protect the caster from others, who would try the wrong kind of sex, because this would steal the fun for the creature itself. This typically applies only in cases of multiple partners, of whom not all succeeded at their save.

Afterwards a creature will consider it's momentary possibly unusual behaviour a pleasant whim of the moment. This spell is also very good for colouring a more regular love-life. Stories tell of stronger version of this spell, which even affect most magic resistant and strong willed creatures, but the secret of these spells is known only to the most powerful sex magicians. More common variation of this spell, which allow transferring the effect to others creatures are said to exist, too. The caster can share the effect of this spell with his familiar, even if the contact is broken.

Change Sexual Preference

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Src/ Wiz 1

Components: V, S

Casting Time: 1 action

Range: 120 yards

Target: one person

Duration: special

Saving Throw: Will Negates

Spell Resistance: Yes

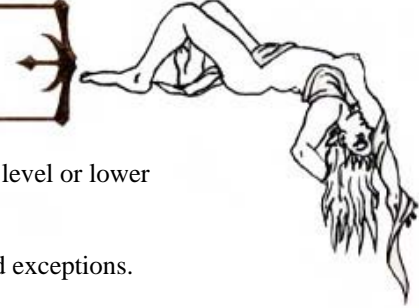
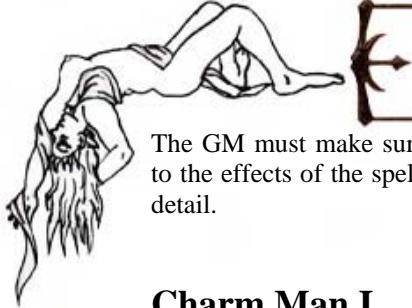
This spell affects any single person it is cast upon. The term person includes any bipedal human, demihuman, or humanoid of man-size or smaller, such as dwarves, elves, gnolls, halflings, kobolds, and others.

If the subject of the spell receives damage from the caster's group in the same round the spell is cast, an additional bonus of +1 per hit point of damage received is added to the victim's save.

If the spell recipient fails his save, his sexual preference is changed to the opposite. Thus a man who liked women would now prefer other men.

The duration of the spell is a function of the charmed person's Intelligence and is tied to the save. The spell may be broken if a successful save is rolled, and this save is checked on a periodic basis, according to the creature's Intelligence (see following table).

Intelligence Score	Time Between Checks
3 or less	3 months
4 to 6	2 months
7 to 9	1 month
10 to 12	3 weeks
13 to 14	2 weeks
15 to 16	1 week
17	3 days
18	2 days
19 or more	1 day



The GM must make sure that the spell recipient adheres to the effects of the spell, but it isn't necessary to go into detail.

Charm Man I

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sdo 1, Src/ Wiz 1

Components: V, S

Casting Time: 1 action

Range: 16 feet radius

Target: 1d4+4 men of 3 HD/ level or lower

Duration: 10 minutes per 4 levels

Saving Throw: see below

Spell Resistance: Yes

The spell affects victims the same as a charm person spell. If there is a leader with a group of men, he may dispel the charm if he succeeds either in a diplomacy or intimidation check vs. a DC equalling 15 plus the casters level + the casters charisma. If the spell is not dispelled by a leader, each man within the area of effect must attempt a will save. A successful save negates the effect of the spell for that man only. If there are more men within range than a maximum number who can be affected, the spell is directed against the lower-level men first. The spell won't work on any man who has taken damage from any other action of the same spellcaster during the current encounter.

Charm Man II

Enchantment (Charm) [Mind-Affecting]

Level: Brd 3, Src/ Wiz 3

Target: 1d6+6 men of 4 HD/ level or lower

Duration: 10 minutes per 3 levels

See Charm Man I with the stated exceptions.

Charm Man III

Enchantment (Charm) [Mind-Affecting]

Level: Brd 5, Src/ Wiz 5

Target: 1d8+8 men of 5 HD/ level or lower

Duration: 10 minutes per 2 levels

See Charm Man I with the stated exceptions.

Charm Man IV

Enchantment (Charm) [Mind-Affecting]

Level: Sdo7, Src/ Wiz 7

Target: 1d10+10 men of 6 HD/ level or lower

Duration: 10 minutes per level

See Charm Man I with the stated exceptions.

Charm Man V

Enchantment (Charm) [Mind-Affecting]

Level: Src/ Wiz 9

Target: 1d12+12 men of 8 HD/ level or lower

Duration: 15 minutes per level

See Charm Man I with the stated exceptions.

Chastity

Enchantment (Compulsion) [Mind-Affecting]

Level: Cleric 1, Pal 1, Src/ Wiz 2

Components: S, M

Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 10 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

This spell compels the affected creature to abstain completely from any and all forms of sexual activity, including looking appreciatively but with sexual undertones, going to whatever lengths necessary to avoid anything which might lead to lust. This will give a bonus to all saves vs. any activity or spell, that involves sex of +2 plus one per three levels. The material component of this spell is a small silver key.

Chastity Guardian

Abjuration

Level: Clr 5, Src/ Wiz 5

Components: V, S

Casting Time: 1 action

Range: 5 ft

Target: 1 unmarried virgin

Duration: Until Married

Saving Throw: None

Spell Resistance: Special

This spell is quite popular amongst noblemen who are worried about their daughter's virtue. If an attempt at rape is made, each round the rape is sustained, the rapist must succeed at a fort save or take 1d4 points of dex and con damage per round. If the virginity of the target is taken by the rapist, he/she/it must succeed at a fortitude save or be rendered incapable of sexual stimulation for 1d8 months. If the act was consensual, then the partners must succeed at a will save or be rendered unconscious for 1d12 hours, and the father/guardian of the target is alerted of the act and location. The spell wears off the instant the target is married.

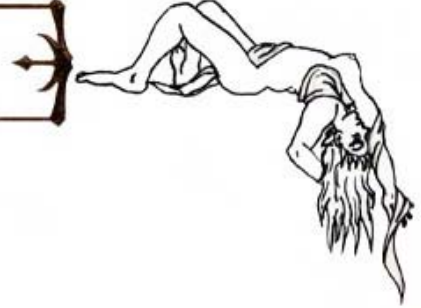
Children's Sanctuary

Abjuration

Level: Clr 4, Dru 4

Components: V, S

Casting Time: 1 action



Range: Medium (100 ft+10 ft/level)
Target: 30 creatures+1/level (see text)
Duration: 24 hours or Special (see text)
Saving Throw: Will (harmless)
Spell Resistance: No

This spell has originally been used as a way to protect children in times of wars, or on long and dangerous travels.

Very similar to the sanctuary spell, Children's Sanctuary is meant to protect those too weak to take care of themselves, usually meaning children under 15, who have no character levels. Sometimes, this spell may be used to protect older persons with no character levels, usually simpletons. In addition, for every 30 children one guardian may be appointed to join within the effects of this warding. Unlike the 'children', guardians may cast spells or attack enemies without destroying protection, but only to protect children protected by the spell's effect from harm. Should such a guardian take more actions than needed for the protection of the children, the spell will end for her, but not for anybody else. In addition, the spell will also end in the case, that the guardian kills somebody while protecting the children. This spell lasts for 24 hours + 24 hours for each temporary negative level any one of the guardians is willing to take (these sacrifices can come from multiple guardians as needed). Negative levels are regained by resting one day for each negative level or by normal restorative magic.

The Children's Sanctuary effect is similar to the spell sanctuary from PHB.

Constant Orgasm

Evocation

Level: Src/ Wiz 2
Components: S
Casting Time: 1 action
Range: touch
Target: 1 creature
Duration: 1 minute + one round per level (D)
Saving Throw: halves
Spell Resistance: Yes

This spell causes the recipient to begin to orgasm, repeatedly, and with great enjoyment, until the subject's body is no longer capable of sustaining orgasm. The duration is based on level, but medically speaking, it could end when the body collapses from exhaustion, or (for males) when the body can produce no more seminal fluid. The GM may wish to add possible negative modifiers for combat, movement, etc. because of the victim's excited state. A successful save results in a single orgasm of normal duration.

Conjure Succubus/ Incubus

Conjuration (Calling)

Level: Src/ Wiz 5
Components: V, S

Casting Time: 1 hour
Range: touch
Target: 1 summoned creature
Duration: special (D)
Saving Throw: none
Spell Resistance: Yes

This spell enables the caster to summon a succubus or incubus which is subject to perform the caster's sexual bidding (not combat). The spirit remains until dismissed. A succubus is able to draw energy from its sexual partners by luring them into some act of passion, or by simply planting a kiss on the victim. This inflicts one negative level.

The caster of receives a will save (DC 18) to avoid this negative level, as well as the save to remove any negative level taken, due to the magic of this spell. Anyone else involved in passionate act with this succubus is not granted a save to avoid the negative level.

This spell serves few purposes except as a sexual perversion of the mage. This spell is always popular amongst Necromancers, who say, that it is worth the risk..

Contraception

Abjuration

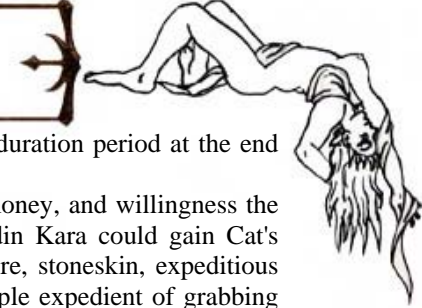
Level: Brd 0. Src/ Wiz 0
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: 1 living creature
Duration: 10 min +1 min/ level
Saving Throw: Fortitude Negates
Spell Resistance: Yes (harmless)

An alternative to the Sterility Cantrip for GMs that don't like 100% protection. This cantrip significantly decreases the probability of fertilization following coitus. This cantrip is cast after sexual activity. In some cases this may not be lawful, and in some may not be considered Good. The cantrip is also not entirely perfect, offering only 95% certainty, according to the following tab

Roll %	Result
01-95	no fertilization
96	no fertilization anyway
97	one zygote
98	two zygotes (possibly identical)
99	1d6 zygotes
00	both partners pregnant (magic gone awry)

Because the cantrip got to be cast directly after the sexual activity, the caster got only one try to prevent a fertilization with this cantrip.

The material component for this spell is a red cape or a red riding hood.



Corrupt Foetus

Necromancy

Level: Mdw 5, Src/ Wiz 6

Components: V, S, M

Casting Time: 1 round

Range: Touch

Target: One pregnant creature

Duration: Permanent

Saving Throw: Fort. (see text)

Spell Resistance: Yes

This particularly nasty spell alters the genetic code of a growing foetus inside the mother's womb, making the child mutated and corrupt. When the mother gives birth to the corrupted child, she will take 3d6 damage (and will probably take permanent mental damage once she sees the...thing...that came out of her body). If the victim succeeds with a Fortitude save when the spell is cast, however, the child will "only" be born with reduced constitution (-1d6 CON). The material component for this spell is a drop of blood from a succubus/incubus.

Coyanascotsy's Erotic Permanency

(by Muse of Fire)

Necromancy

Level: Src/ Wiz 3

Components: V, S, M

Casting Time: 1 night

Range: touch

Target: 1 creature

Duration: instantaneous

Saving Throw: None

Spell Resistance: Yes

Unlike permanency this spell can only be cast upon a person, and is usually only usable on enchantments. (Bulls strength, Cats grace, Resist Element, Stoneskin, etc.) It may be stacked. The caster and recipient must abstain from sex for five days per spell level, then must have sex while chanting the Erotic Permanency spell. The sex must be sufficiently fulfilling for both caster and recipient to orgasm four times, and after each series of orgasms the spell to be made permanent must be cast within a minute of the caster's orgasm. (Note: at least two orgasms, one from each partner, are required for each casting of the spell to be made permanent, and the seed must mingle.) If the casting wizard is also the recipient of the spell then a partner is still required.

The mingled seed is often consumed in bursts of (harmless) silver flame.

If the sex craft ritual is completed before sunrise the sheets and seed will be consumed in a burst of silver flame which engulfs the recipient. (Usually an intense enough experience to evoke yet another orgasm.) Henceforth the recipient of this spell gains the benefits of the second spell (or all second spells if the spell has been cast multiple times) every time they experience orgasm with the assistance of a second being. Every additional

orgasm tacks on an additional duration period at the end of the duration.

With sufficient time, energy, money, and willingness the voluptuous swashbuckler paladin Kara could gain Cat's Grace, Bull's Strength, resist fire, stoneskin, expeditious retreat, and True Strike by simple expedient of grabbing the nearest willing humanoid (preferably me, but I'd enjoy watching her with her student the purple-haired elf-kin bard Runeyeah or, gods forgive me, her equally sexy and almost identical sister).

The material components for this spell are silk or velvet sheets embroidered with specific mystic diagrams valuing at least 200GP's per level of spell to be made permanent. The caster will need a sexual partner to cast this spell and both partners must have 4 orgasms during the night, each accompanied by four times of casting the spell to be made permanent. The sheets, spells, and orgasmic secretions are consumed in the casting, the sexual partner is not. Note: the seed must mingle, even if lesbian/gay sex is involved. No sexual metamagic feat may be used to enhance this spell.

Davenet's Seduction

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Sed 1, Src/ Wiz 1

Components: V, S, M

Casting Time: 1 hour

Range: special

Target: 1 person

Duration: Permanent or until dispelled

Saving Throw: see below

Spell Resistance: Yes

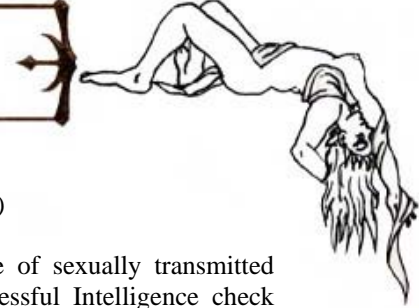
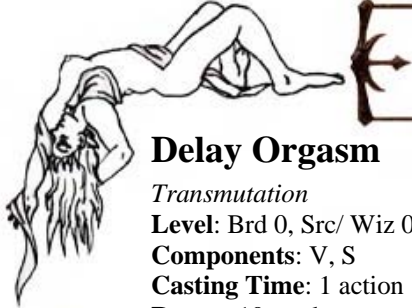
The spellcaster may affect one individual of the opposite sexual orientation to become enamored with the spellcaster and willingly subject to all of his/her commands. That the victim has been seduced (magically or otherwise) will be readily apparent to those who make a successful wisdom check vs. DC 8. In order to cast the spell, the spellcaster must extract a personal item of the victim's, and then cast the spell onto the item in solitude. When the item is given back to the victim and recognized, the spell is complete.

While under the enchantment, the victim will take as gospel everything the spellcaster says, and will strive to protect and defend the spellcaster at all times. If the spell is broken by another magic or by the will of the enchanter, however, the victim will remember everything and know that magic was involved.

If the victim is forced to do something suicidal, the spell ends.

If the victim is forced to do something against his deepest convictions, the victim is entitled to a second saving throw.

Friends may influence the victim by succeeding in opposed diplomacy-skill-checks against the caster.



Delay Orgasm

Transmutation

Level: Brd 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: 1 minute per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

This cantrip delays any orgasm by 1 minute per level of the caster. Thus, if the save to prevent an orgasm indicates one, it doesn't go into effect until +1 round/level.

Desinterest

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 0

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 10 min +1 min/ level

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

Disinterest completely snuffs out any lust the recipient might be feeling. The material component for this spell is a sprig of mistletoe.

Detect Pregnancy

Divination

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 1 round/level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell enables the priest to detect pregnancy in any creature. The caster will also know the day of conception, stage of pregnancy, estimated day of birth, and gender of child. He may touch one creature per round. Marsupial, who are able to get slightly pregnant, will cause the caster to be confused for one round.

Detect Venereal Disease

Divination

Level: Clr 1, Drd 1

Components: S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: Special

Saving Throw: None

Spell Resistance: No (harmless)

This spell detects the presence of sexually transmitted diseases in a creature. A successful Intelligence check reveals the nature and symptoms of, but not the cure for, any detected diseases. The material component is the caster's holy symbol.

Dire Chastity

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 day/level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

Characters who are "protected" by this spell suffer a wracking burst of negative energy whenever they engage in sexual intercourse. Unwilling subjects may make a Will save to resist the spell, but will suffer the spell's damage normally if the save is failed and they elect to have sex anyway. Dire chastity delivers 1d6 points of damage +1 point per caster level (maximum +10) to a living creature for each full act of sex engaged in. Some of the more sexually active undead (such as vampires) have been known to use this spell upon themselves, as they are healed by the negative energy rather than harmed.

Material Component: An masterwork iron lock and key. The key must be kept by the caster for the spell's duration, or it will automatically end.

Divine Romantic Interest

(by Muse of Fire)

Divination

Level: Clr 0

Components: S

Casting time: 1 round

Range: Touch

Target: Creature touched.

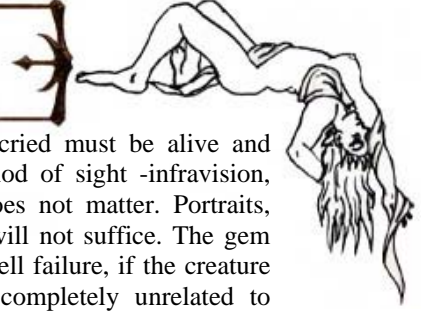
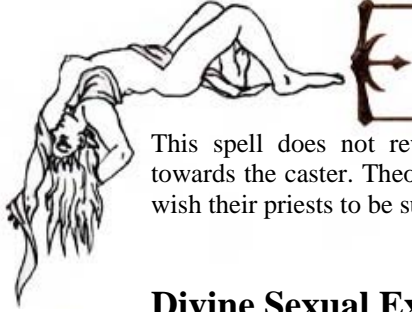
Duration: 1 minute per level

Saving throw: special.

Spell Resistance: No

This spell enables the priest to divine the existence of unspoken love, crushes, romantic interests, and purely lustful attractions that will be sustained beyond the moment.

If the caster knowingly or subconsciously resists the spell they may make a will save. If they succeed the caster will learn of the presence of the infatuation, but not its target. (You know she has a crush, but not who it's on.)



This spell does not reveal the existence of affections towards the caster. Theologians believe that gods of love wish their priests to be surprised by unexpected romance.

Divine Sexual Experience

Divination

Level: Brd 1, Clr 1, Drd 1

Components: V, S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: Special

Saving Throw: None

Spell Resistance: Yes (harmless)

Casting of this spell involves taking a clear vessel of water and releasing a drop of ink into it. The percentage of the water undarkened by the diffused ink indicates the purity score of one person specified by the caster, who may not be further away than 10 yard. Although not absolutely certain, any score under 50% probably indicates loss of virginity, and with the exception of the rarest of heroes and deities, the score will be between 25% (casual interaction with others) and 90% (extreme debauchery). More specific information may be revealed at the GM's discretion.

Divine Sexual Orientation

Divination

Level: Brd 1, Src/ Wiz 1

Components: S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell reveals the hetero- or homo-sexuality of a given creature of a species with two genders. The material component is a clear, colorless gem, which changes colors as follows:

	red	totally heterosexual	
	orange	strongly heterosexual	
	yellow	bisexual leaning	towards
hetero-	green	50/50 bisexual	
	blue	bisexual leaning	towards
homo-	violet	strongly homosexual	
	ultraviolet	totally homosexual	

* Sage's note: This is simply the Kinsey scale of sexuality.

In normal daylight, of course, ultraviolet will not show clearly, and will appear to anyone without infravision as

lavender. The creature being scried must be alive and visible to the caster. The method of sight -infravision, scrying, clairvoyance, etc. - does not matter. Portraits, illusions, or statues, however, will not suffice. The gem will remain white, indicating spell failure, if the creature is asexual, its attractions are completely unrelated to gender, or is magically protected.

Ecstasy

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Src/ Wiz 1

Components: V, S

Casting Time: 1 action

Range: 5 yards

Target: 1 person

Duration: 1 minute + one minute per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

The gestures of the caster, along with his erotic incantations causes the person to go into an enjoyable, screaming, orgasmic, erotic fit. The term person includes any bipedal human, demihuman, or humanoid of giant-size or smaller, such as dwarves, elves, gnolls, halflings, kobolds, and others.

The person receives a will-save to avoid the effect. If the person fails the save, he/she loses all dexterity bonuses to armor class. Also, he/she cannot move from his/her current location, although he will be able to defend with a modification of -2 to everything and is not considered to be helpless. He/she cannot cast spells, attack, use items, etc, except in defense. Basically, the character is caught up in a real pleasurable experience and can't function properly.

Embarrassing Fetish

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 5

Components: V, S, M

Casting Time: 1 round

Range: 10 yards

Target: 1 creature

Duration: Permanent (D)

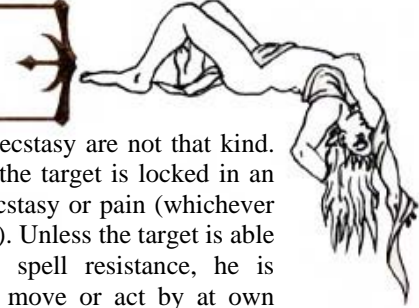
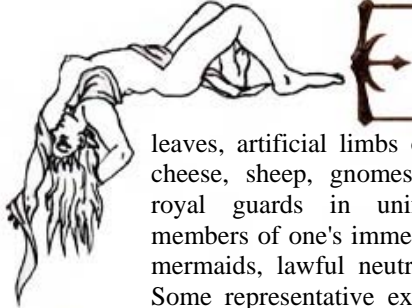
Saving Throw: special

Spell Resistance: Yes

Sage's note: this spell leaves much room for creative spellcasting, but is also very restricted and narrowly defined. Please read with care.

With this spell, the caster can instil in one intelligent creature an erotic fascination with a single kind of object, behaviour (such that the sight, smell, sound, etc.). A sample of that designated kind of object or behaviour arouses the subject uncontrollably, and such that erotic pleasure or orgasm is impossible without the presence of the fetish object or behaviour.

Some representative examples of fetish objects are red hair, spiked heels, whips, jewelled short swords, oak



leaves, artificial limbs or amputees, green tunics, tuna, cheese, sheep, gnomes, gnolls, red dragons' tongues, royal guards in uniform, children, octogenarians, members of one's immediate family, psionics, rangers, mermaids, lawful neutrals, and Red Wizards of Thay. Some representative examples of fetish behaviours are having small insects and snails crawl all over one's body, inflicting pain on another person, inflicting pain on oneself, being strangled, strangling another person, being bound, binding another person, being charmed or commanded, staging one's own mock execution, and innkeepers' daughters pouring beer down one's chest.

This spell is extremely versatile and may be made as detailed and kinky as desired. Extremely detailed or nearly impossible fetishes, however, may occur so rarely or be so beyond the capacity of the subject to locate or bring about that the spell has little effect on the subject's life than to create enormous sexual frustration. Danger, pride, and personal cost are not, however, enough to dissuade the subject from the fetish once it has been made available.

This spell cannot create a fetish for an individual person or object ("Carolyn Greycloak" or "the Great Ruby of al-Ghasar," for example). Nor can it, without the aid of another spell, create homosexual desires in a heterosexual, or vice versa.

There is no save per se against the fetish. Rather, upon discovering the fetish, the subject, if strenuously disapproving, is allowed a will-save. A successful check leaves the subject humiliated but thereafter free from the fetish. A new will-save may be attempted once per day, but since fetishes gain strength over time, the check suffers a cumulative penalty of -1 per day. A will save of 20 is always successful.

A character who became victim to the embarrassing fetish spell receives a bonus to all saves against seduction, that cause lust, arousal or compel to have sex of +2 if the fetish is not present. Likewise, the character receives a saving throw modification of -2 in the stated situations, if the fetish is present.

The material component of this spell is a sample, highly representative object of the fetish, or an enactment of the fetish behaviour on the part of the spellcaster.

Eternal Torment

Transmutation

Level: Ecs 9, Src/ Wiz 9

Components: V

Casting Time: 1 action

Range: Touch

Target: 1 Creature touched

Duration: Permanent

Saving Throw: None, see text

Spell Resistance: Yes, see text

Those versed in arts of ultimate ecstatic experiences and sensations beyond scope of mortals, have devised this feared spell to deal with their enemies. While the more common way for most powerful wizards is to send their enemies into imprisonment, or perhaps lock them in a state

of stasis, masters in the arts of ecstasy are not that kind. By casting of Eternal Torment the target is locked in an endless state of all-devouring ecstasy or pain (whichever the caster prefers at the moment). Unless the target is able to resist this magic with his spell resistance, he is rendered completely unable to move or act by at own will, making him helpless. In addition targets that are not immune to subdual damage are reduced to 1 HP, permanently, out of constant strain to body and mind (subdual damage). If not somehow taken care of (or in case, that the subject of the spell is an intelligent undead without any needs, or some is an otherwise untiring creature), the subject of this spell tends to perish in a short time through lack of nourishment and sleep. This spell works on any creature, that that is able to feel pleasure or pain, since it's effects of primal pleasure or pain seem to be universal to anything with mind or any ability to feel.

This spell is permanent, until the target is destroyed. Death will not end the torture of a victim of this spell, unless a divine power takes mercy on such poor souls. The soul of the victim will be tortured eternally. Only spells of Greater Restoration, Miracle, Wish, or a new casting of this spell with the reverse effect (pain on a victim tortured by pleasure) can remove the effect. Even so, the victim of either version must succeed at a Will save against the spell again (no spell resistance will help him), or suffer a -4 morale penalty to all actions, through constant nagging of the need to return into the absolute state of blissful torment, or constant shaking memory of absolute hellish pain. This effect can be cured by the casting of spell which cures insanity, that is at least fourth level or higher, or with a Miracle or Wish spell, or with some magical brainwashing technique. In addition, if the freed victim faces the caster of this spell within the following 12 hours, after failing being freed, he falls under the Monstrous Thrall of a the caster, unless a successful new will save at the spell's DC succeeds. If the caster is present while the victim is freed, both saves are made at a -4 penalty. Although in effect similar to Monstrous Thrall, this is not same effect, and it is cured with the same methods, that cure priorly mentioned morale penalty.

Target's full true name must be known to caster in order to utilize this spell, unless from domain of divane, in which case priest's link with her deity allows her to bypass such measures.

Excessive Indulgence

(by Muse of Fire)

Chamr

Level: Clr 0

Components: V, S, M, DF

Casting Time: 1 action

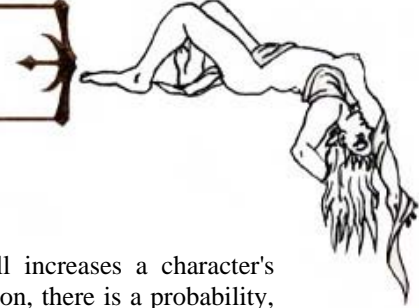
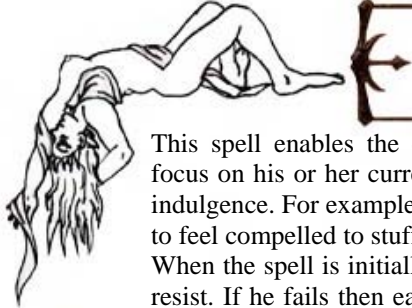
Range: touch

Target: 1 living creature

Duration: 1 round per level

Saving Throw: Will Negated

Spell Resistance: Yes



This spell enables the caster to cause its recipients to focus on his or her current activities to the point of over indulgence. For example, it causes someone who is eating to feel compelled to stuff himself silly.

When the spell is initially cast the target gets a chance to resist. If he fails then each round the target must make a will save to do anything other than indulge himself. If the target is attacked this is instantly negated. All spot, listen, and sense motive checks while obsessed are made at -4.

The material components are the casters holy symbol and three fresh flower petals. (Note, as the petals must be fresh they do not come with in a spell component pouch.)

Fascination

Enchantment (Charm) [Mind-Affecting]

Level: Brd 1, Src/ Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 12 yards

Target: 1 person

Duration: 10 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

The affected person will be unable to do anything at all except follow the caster wherever she/he goes, unable to take his/her eyes off her/him. If attacked, the affected will try to beat off any opponents, including his own comrades, in a berserk fury (+ to attack, -1 to AC) in order to continue moving towards the mage. If the person casting the spell show any signs of hostility to the affected person, the spell is ended immediately

Fertility

Transmutation

Level: Clr 4, Drd 4, Mdw 4

Components: V, S, M, DF

Casting Time: 10 min + 10 min/ target

Range: 10 yards/ level

Target: 1 creature per three levels

Duration: special

Saving Throw: Fortitude Negates

Spell Resistance: Yes (harmless)

This spell enables the caster to increase the fertility of the target. The target may be either male or female. The fertility of a character may be calculated as follows (as per The Complete Guide to Unlawful Carnal Knowledge). Fertility = base chance + constitution-bonus. If both participants are "fertile" at time of copulation, pregnancy results.

Race	Base Chance
Dwarf	22%
Elf	13%
Gnome	20%
Half-Elf	54%

Halfling 50%

Human 77%

Successful casting of this spell increases a character's fertility by 5d6 points. In addition, there is a probability, equal to the level of the caster (1% per level), that successful conception will result in multiple births (roll 1d20: 1-17 twins, 18-19 triplets, 20 quadruplets). Multiple castings of this spell on the same individual (while the first is still in effect) automatically fail, as does casting on a pregnant person. This effect lasts through the target's next copulation; thereafter, the target's fertility returns to normal. Fertility can also be countered magically by spells such as Dispel Magic, Infertility, or Wish.

Note: Fertility cannot counter the effects of Infertility, but if the target is already under the effect of the former, he/she receives a +1 bonus to save.

This spell may also be cast upon animals (e.g., horses). The GM may choose the animal's initial fertility based on type and quality of animal.

This spell can affect up to 1 creature for every 3 levels of the caster. Clerics who worship gods of death or destruction can not cast Fertility.

The material component is a seed from any plant (the seed is not damaged).

Note: While the need for this spell might seem a bit questionable upon initial reading, it works well as a plot aid:

Flash

Illusion (Pattern)

Level: Brd 1, Src/ Wiz 1

Components: V, S

Casting Time: 1 action

Range: 12 yards

Target: 1 creature per level

Duration: 1 round per level

Saving Throw: Will Negates

Spell Resistance: Yes

In casting this spell, the mage must expose a body part (knee, thigh, shoulder, or something more sensitive, as the caster desires) and call out something appropriate. It will only affect members of the opposite sex or homosexuals. It will cause all creatures affected to be stunned by the incredible attractiveness of the body part they have just seen exposed.

Freudian Thoughts

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 1

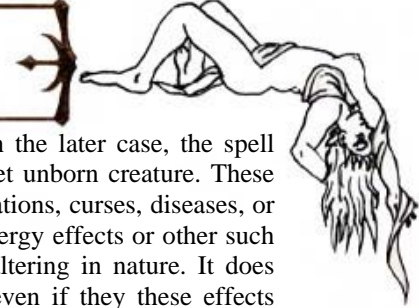
Components: V, M, DF

Casting Time: 1 action

Range: Within hearing range of the subject

Target: 1 person

Duration: 10 minutes per level (D)



Saving Throw: Will Negates
Spell Resistance: Yes

Sage's Note: This is a great role-playing vehicle for some players if their characters get this spell cast on them. It could be real fun having a pervert for a character.

A person subject to this spell begins consciously and subconsciously to interpret everything in sexual terms. For example, the subject would perceive a sword attack not only as melee but also as an attempted rape by a male, and would experience eating a taco as... well, you get the idea.

The material component is a small piece of a couch, divine focus is the caster's holy symbol, and the verbal component is a lewd innuendo.

Gaze Of The Nereid

Conjuration (Summoning)

Level: Sex 9, Src/ Wiz 8

Components: S

Casting Time: 1 action

Range: 60 yards

Target: 1 creature

Duration: Instantaneous

Saving Throw: yes

Spell Resistance: Yes

One person, on whom the eyes of the caster fall after completing this spell must succeed in a will-save with a penalty of -2, or drown instantly. If he/she doesn't drown, he/she finds total ecstasy for one minute per level of the caster and is effectively paralyzed

Greater Planar Lover

(by Muse of Fire)

Level: Clr 9

See Planar Lover

Healing of Innocent

Conjuration (Healing)

Level: Mdw 8

Components: V, S, Focus

Casting Time: 1 minute

Range: short, 25 ft+5ft/level

Target: 30 creatures+1/level max, see text

Duration: Instantous

Saving Throw: No (harmless)

Spell Resistance: Yes

The name of this spell hides the true meaning behind a bit poetic, since it's targets are those as yet unborn, and those children less than 2 years old (in human years, this may vary depending on racial ages), not any confusing and deluding idea of innocense. This spell combines effects of Heal and Greater Restoration. In addition, the spell might remove negative alterations on yet unborn, these spells

would normally not remove. In the later case, the spell must be targeted at only one yet unborn creature. These negative alterations can be mutations, curses, diseases, or magical alterations, negative energy effects or other such effects harmful or negatively altering in nature. It does not remove beneficial effects, even if they these effects are weird. The definition of beneficial and negative effects depends strongly on the religion of the mother..

Target's of this spell must be touching each others, i.e. in case of the unborn, their 'mothers' will have to touch each other.

Heartbraker

Necromancy

Level: Src/ Wiz 9

Components: V, S

Casting Time: 1 action

Range: 6 feet

Target: 1 creature

Duration: Permanent

Saving Throw: Fortitude Negates

Spell Resistance: Yes

This spell induces a sudden heart attack in its recipient. A fortitude save is allowed. If the save is failed, the creature makes a constitution check vs. DC 12. If the check fails, the creature dies. If the creature survives, he/she will be totally incapacitated for 1d6+6 game weeks. He/she will also permanently lose one point of Strength and one point of Constitution, and will have a 5% chance of a future heart attack every time he/she ever is required to make a Constitution check. Note that this spell does require its victim to have a heart, so not all creatures can be affected (i.e. golems, undead, slime, etc).

Heterophobia

Enchantment (Mind-Affecting)

Level: Src/ Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 20 yards

Target: 1 person

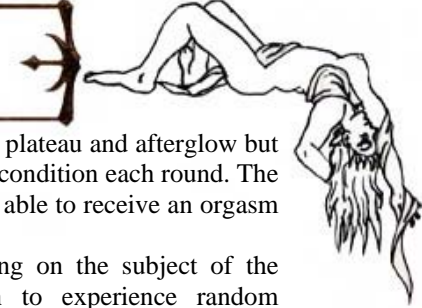
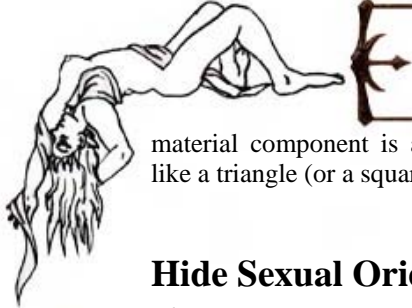
Duration: 10 minutes + 1 round per level

Saving Throw: Will Negates

Spell Resistance: Yes

Heterophobia causes a person, regardless of orientation, to become angry and nauseous at the concept or sight of any person or behavior which might be construed as heterosexual. The subject will attempt to evade and avoid any such thing and, if evasion proves impossible, be hostile and even violent. The subject can be considered to be shaken, except when it is unable to evade, when it becomes enraged, when it gets a bonus of +1 to attack and damage and a modification of -1 on everything else.

Heterosexuals affected by this spell will be constantly ill at ease, suffering a -1 modification on all rolls. The



material component is a lump of moldy cheese shaped like a triangle (or a square, for the converse).

Hide Sexual Orientation

Abjuration

Level: Brd 1, Src/ Wiz 1

Components: S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

Hide Sexual Orientation conceals sexual orientation from magical or psionic detection for 24 hours

Homophobia

Enchantment (Mind-Affecting)

Level: Src/ Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 20 yards

Target: 1 person

Duration: 10 minutes + 1 round per level

Saving Throw: Will Negates

Spell Resistance: Yes

Homophobia causes a person, regardless of orientation, to become angry and nauseous at the concept or sight of any person or behavior which might be construed as homosexual. The subject will attempt to evade and avoid any such thing and, if evasion proves impossible, be hostile and even violent. The subject can be considered to be shaken, except when it is unable to evade, when it becomes enraged, when it gets a bonus of +1 to attack and damage and a modification of -1 on everything else. Homosexuals affected by this spell will be constantly ill at ease, suffering a modification of -1 on all rolls. The material component is a lump of moldy cheese shaped like a triangle (or a square, for the converse).

Ilruna's Roulette

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 4, Src/ Wiz 4

Components: V, S, M

Casting Time: 1 hour

Range: the same plane

Target: 1 person

Duration: 10 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

Ilruna's Roulette will cause the subject of the spell to experience different conditions of arousal determined by the caster. The caster is able to create the following

conditions: excitement, arousal, plateau and afterglow but not orgasm. He may switch the condition each round. The subject of the spell will only be able to receive an orgasm when the spell ends.

If the caster stops concentrating on the subject of the spell, the subject will begin to experience random conditions each minute. Consult the following table:

Roll	Condition of Arousal
1	Excitement
2	Arousal
3	Plateau
4	Afterglow

A character receiving this treatment will be exhausted afterwards and in some cases repeated casting of Ilruna's Roulette will result in insanity.

The material component for this spell is some item worth at least 10 gp that belonged to the subject of the spell for more than a year.

Ilruna's Exercise

Enchantment (Mind-Affecting)

Level: Sdo 2, Src/ Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 10 yards per level

Target: 1 person

Duration: 1 round

Saving Throw: Will Negates

Spell Resistance: Yes

Ilruna's Exercise will cause 1d4 points of lethal damage per two levels up to a maximum of 5d4. In addition, it will cause the subject to make an immediate arousal-check vs. DC 10 + the level of the caster +1 per each time the person of the spell was subject to this spell to avoid becoming horny.

Material component is a piece of rope.

Ilruna's Impotence

Transmutation

Level: Src/ Wiz 5

Components: V, S

Casting Time: 1 round

Range: sex

Target: one creature

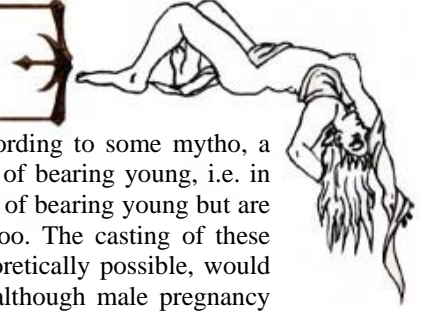
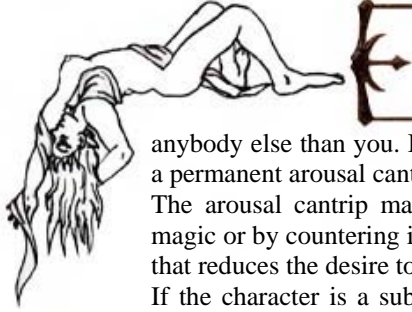
Duration: Permanent

Saving Throw: No

Spell Resistance: Yes

This spell allows you to change the libido of a person, that you have brought to an orgasm. You must cast the spell before you and the other person start with having sex. The sex has to start not more than one minute after casting the spell.

The libido of the effected creature is in that way changed, that the creature will not be able to have an orgasm with



anybody else than you. In addition, the character is under a permanent arousal cantrip.

The arousal cantrip may be canceled by casting dispel magic or by countering it with a spell of level two and up, that reduces the desire to have sex.

If the character is a subject of another arousing spell or effect, the arousal cantrip is restarted in addition. This will happen as long as the other part of the spell is not dispelled.

A character in a constant state of arousal will either lose all sexual desire after two weeks (30%) or go insane (70%). The character has to succeed at a will-save vs. the DC of the spell to forego this effects, every second week. He will become frustrated after having sex with other persons, because he is unable to orgasm.

The other part of the spell may only be dispelled by a remove curse spell of level 12 or higher after having no sex for more than one year. High level dispelling magic, as well as wish and miracle will end the effect as well.

Impotence

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 5 yards

Target: 1 creature

Duration: 10 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

This spell enables the spell caster to render one creature, himself or otherwise, impotent (incapable of sexual intercourse). The material component is a bucket of cold water. The incantation consists of a specific personality (such as "Baba Yaga") who might be unappealing to the creature. The save is actually a check on the disgust the personality generates in the creature. If the creature finds the person repulsive, he fails the save.

Optional Effect: During the period of impotence, the creature will attack at -2 and make morale and saves at -2. Wisdom, Constitution, and Charisma scores will be lowered by 1 point each for the duration of the spell. Also, during this time the creature will feel downright miserable.

Impregnate

Conjuration (Creation)

Level: Mdw 7, Src/ Wiz 7

Components: V, S, M

Casting Time: 1 round

Range: touch

Target: 1 female

Duration: special

Saving Throw: Fortitude Negates

Spell Resistance: Yes

This spell creates life and, according to some myth, a new soul, in a creature capable of bearing young, i.e. in creatures, that would be capable of bearing young but are not due to illness, magic etc, too. The casting of these spells upon a male, though theoretically possible, would produce unpredictable effects, although male pregnancy is not impossible. Casting this spell on an undead is rumored to result in the gruesome death of both undead and caster. This spell is highly controversial both for Good and for Lawful creatures. The material component for this spell is an arrowhead dipped in rabbit's blood.

Indifference

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 10 minutes + 10 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

Indifference eliminates any negative thoughts or feelings the recipient may have and replaces them with utter indifference. The material component of this spell is a fly.

Induced Pleasure

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 2

Range: Touch/see text

Components: S

Duration: 10 minutes + 1 minute/level (see text)

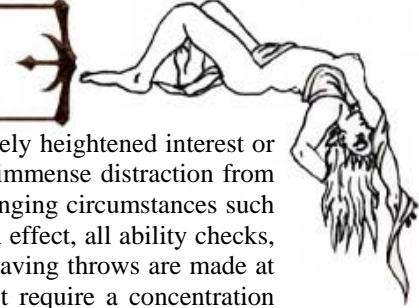
Casting Time: 1 action

Area of Effect: Creature touched

Saving Throw: Will Negates, see text

Spell Resistance: Yes

While this spell does not have any healing or curative powers, it makes the subject individual shudder and twist in ecstasy. If used in combat, the victim must make successful will save in order to keep functioning and fighting. Failure to save indicates a penalty of -4 on all attack rolls that round, and any spells being cast are disrupted. The insidious effects of this power occur when it is used in conjunction with a spell, that causes pain. By using the two powers interchangeably, dependent upon the victim's actions, the victim can be conditioned to perform certain acts instead of other acts they would normally perform. For each week of being subjected to this treatment (receives it 2/ day or more until passes out), they must make a will save, with a penalty equal to the number of weeks of "treatment" (i.e., 3 weeks of treatment = penalty of -3) or have their actions in particular scenarios predetermined by their conditioning. Only one area of behavior may be affected per victim. Depending upon the behavior modification, there is a



chance (DM's discretion) for an alignment change by the victim. After 5 minutes+fort save a month of time the pleasure is so overwhelming that the victim passes out for 1d10 minutes. However, if caster continues partially concentrating and keeps touching victim all the time the pleasure lasts for indefinable time (in combat, grappal must be maintained), also, if caster hangs around, not touching the 'victim', but is fully concentrating, the effect may also last as long as the caster desires. However the victim receives a new will-save, after passing out and each time she passes out again.

Infertility

Transmutation

Level: Clr 5, Drd 5

Components: V, S, M, DF

Casting Time: 10 min + 10 min/ target

Range: 10 yards/ level

Target: 1 creature per 5 levels

Duration: special

Saving Throw: Fortitude Negates

Spell Resistance: Yes (harmless)

Infertility destroys the target's ovaries/testes and automatically results in a failed attempt at conception (assuming that the target did not save versus spells). The target remains infertile until a successful Dispel Magic is cast upon him/her followed immediately by Regenerate (the former dispels the magic, the latter repairs the physical damage).

Note: Fertility cannot counter the effects of Infertility, but if the target is already under the effect of the former, he/she receives a +1 bonus to save.

This spell may also be cast upon animals (e.g., horses). The GM may choose the animal's initial fertility based on type and quality of animal.

This spell can affect up to 1 creature for every 5 levels of the caster. Clerics who worship fertility or creation gods can not cast Infertility.

The ashes from a handful of seeds are required as material components (the ashes disappear during casting).

Intensify Sensation

(by Muse of Fire)

Charm

Level: Brd 3, Src/ Wiz 3

Components: V, S

Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 1 minute per level

Saving Throw: Will halves

Spell Resistance: Yes

This spell enables the castern to intensify sensations in herself and others. Any physical or emotional sensations can be heightened to an unbelievable heights through the application of this spell, often disconnecting the recipient

from reality, creating an extremely heightened interest or emotion, and proving to be an immense distraction from dealing with fast paced and changing circumstances such as combat. While this spell is in effect, all ability checks, attack rolls, damage rolls, and saving throws are made at a -2 penalty, and all spells cast require a concentration check (DC 10+save modifier). All normal concentration checks are doubled in difficulty. Likewise if pleasurable means are used to distract. (e.g. If you've have your sensations intensified and are trying to cast a fireball, and I throw a dagger at you for 4 damage, instead of the normal concentration check you must check vs. 10+4+4+3(the level of the spell) is 21 instead of 17.)

Although normally employed in pleasurable situations this spell can be used to heighten pain as well. All damage dealt to the caster deals an additional 50% in subdual damage which vanishes when the spell expires.

'Irnar's Polaroidic Pregnancy

Trasmutation

Level: Clr 7, Mdw 6, Src/ Wiz 6

Components: V, S, DF

Casting Time: 1 round

Range: Touch

Target: 1 pregnant creature

Duration: permanent

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell will speed up the pregnancy of a woman from 9 stages to 9 hours (1 hour for each stage left until birth). The pregnant woman must make a system shock when its time to give birth. Success indicates that the birth is successful, failure indicates that the child dies and the woman suffers a permanent -1 reduction to constitution.

'Irnar is still researching, but the priestesses of the Mother Goddess are doing their damndest to hunt him down and destroy his research, it is a violation if their creed, although they are hampered by some priest of Healing, who can see the healing possibilities in 'Irnar's spells

Jealousy

Enchantment (Mind-Affecting)

Level: Src/ Wiz 2

Components: V, S

Casting Time: 1 action

Range: 6 feet

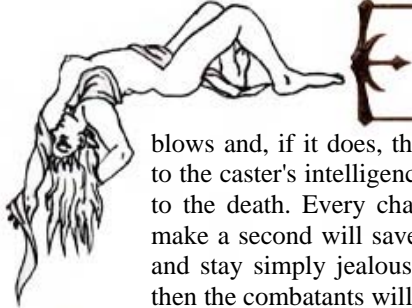
Target: 1 to 6 persons

Duration: 20 minutes + 10 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

The affected people will become jealous of each other to the extent that they will ignore the caster or any other source of danger present and quarrel amongst themselves, except when someone not belonging to the affected group attacks the group. There is a chance equal to the caster's intelligence-bonus in d20 of such an argument leading to



blows and, if it does, there is an additional chance equal to the caster's intelligence-bonus in d20 of the fight being to the death. Every character effected by the spell may make a second will save to fend off the deathly jealousy and stay simply jealous. If the fight is not to the death, then the combatants will come out of the spell when hit.

Kal'Bruneayah's Chastity Belt

(by *Muse of Fire*)

Transmutation

Level: Clr 4, Drd 4, Src/ Wiz 4

Components: V, S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: 1 minute per level

Saving Throw: Fortitude halves

Spell Resistance: Yes

This 4th level spell enchants a snakeskin belt to prevent pregnancy so that for the first times (1 once per five class-levels of the caster) it is opened by any save the woman wearing it all organic life forms within 30' radius (save for the belt wearer) are lifted into the air by whirlwinds and held there (spinning nauseatingly around) for 3d6 minutes unless released by the (former) belt wearer. A reflex save at +5 difficulty is required to escape this, but missile attacks against those so held are impossible save from giant hurled boulders, and any attempting to attack those so held must also succeed at reflex save (DC normal +5) or be hurled away.

The former belt wearer is given the benefits of the Fly spell to make her escape.

(Source: Awen'te's (my) guide to the T'Kanya of the Eastern Shaar.)

Know Sexual Preference

Divination

Level: Brd 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 yards

Target: 1 creature per 2 rounds

Duration: 1 round per level

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

This cantrip enables the caster to read the aura of a creature. The caster must remain stationary and concentrate on the subject for two full rounds. A creature is allowed a save vs. spell and, if successful, the caster learns nothing about the particular creature from the casting. Certain magical devices negate this cantrip.

Lactation

Transmutation,

Level: Clr 1, Drd 1

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 female creature

Duration: Special

Saving Throw: Fortitude halves

Spell Resistance: Yes (harmless)

Lactation, unsurprisingly, causes the subject to begin producing breast milk. This milk is of the highest nutritive value. A save results in a single discharge of colostrum. This will stun the victim for 1d4 rounds. This spell got no effect on males, although some rumors speak of a version, that works for males, too

Laeral's Disrobement

(by *Muse of Fire*; *Source: The seven sisters.*)

Evocation

Level: Src/ Wiz 4

Components: V, S, M

Casting Time: 20 minutes

Range: Personal

Target: The Character

Duration: 1 day per level

Laeral's Disrobement stores a spell within a garment to be released when that garment is ripped or torn. (Nasty surprise waiting when you rip the "helpless" virgin's bodice open and she's surrounded by a Fire Shield, ne?)

Material components are one cloth garment and one hundred GP worth of powdered sapphire.

Layla's Beautification

Transmutation

Level: Brd 5, Sed 5, Src/ Wiz 5

Components: V, S

Casting Time: 1 round

Range: touch

Target: 1 person

Duration: 1 day per level (D)

Saving Throw: none

Spell Resistance: Yes

This spell increases the recipient's charisma in regard to seduction, performances and sex by 20 to a maximum of 40.

Layla's Good Morning

Enchantment (Charm) [Mind-Affecting]

Level: Bard 2, Src/ Wiz 1

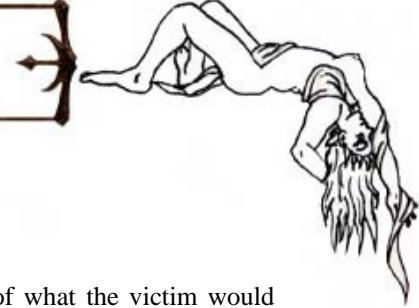
Components: S

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: Instantaneous



Saving Throw: None
Spell Resistance: Yes

This spell wakes up a normally sleeping creature and causes it to be favourably disposed toward the caster for 10 to 60 minutes. It also removes any natural hangovers.

Layla's Morning After

Transmutation

Level: Brd 4, Src/ Wiz 4

Components: S

Casting Time: 1 action

Range: touch

Target: 1 person

Duration: Permanent (D)

Saving Throw: Will Negates

Spell Resistance: Yes

This spell causes a sleeping being to forget up to one turn of action, per level of the caster (the caster may make the window of forgetfulness shorter, if he wishes), that occurred just before he fell asleep. The caster may remove the forgetfulness at will.

Layla's Seductive Impersonation

Transmutation

Level: Brd 4, Sex 4, Src/ Wiz 4

Components: V, S

Casting Time: 1 round

Range: touch

Target: 1 person

Duration: 1 day per level (D)

Saving Throw: None

Spell Resistance: Yes

This spell allows the caster to change his form to that of another seductive being for an extended period of time. He retains all of his own abilities, and gains all of the natural abilities though none of the magical abilities of the creature chosen. There is no danger of identity loss as with a Polymorph. The types of beings that may be impersonated are as follows: dryad, succubus, nereid, sirine, medusa, mermaid, sylph, unicorn, vampire, foxwoman. Other similar beings may be allowed at the discretion of the GM, as the spell works by allowing similar types of creatures to become similar types of creatures, rather than the specific forms being locked into the spell.

The caster may change his gender with this spell.

Layla's Seductive Shapechange

Transmutation

Level: Sed 7, Src/ Wiz 7

Components: V, S

Casting Time: 1 action

Range: 10 yards per level

Target: one or more persons

Duration: Permanent (D)

Saving Throw: special

Spell Resistance: Yes

This spell discerns the nature of what the victim would consider most sexually and physically attractive. The spell will make a number of attempts to uncover this information equal to the level of the caster, or until the information is procured. Each attempt takes one round, and the victim receives a will-save against each attempt. Regardless of whether or not he makes his save, he will under no circumstances notice this aspect of the spell.

This information will be relayed to the caster, who may then opt to activate the second half of the spell, which is to shapechange into the form the information would dictate. If the caster does not, he may apply the unused attempts against someone else, or give up the spell. If the caster does, the new form is assumed until the caster wishes to end it.

Example: Layla wishes to infiltrate a party using this spell. She casts against the Dirdan the fighter first, and he fails his save on her second attempt. She finds he prefers dirty half-orc women -- a really distasteful idea. Since she is seventeenth level, she has fifteen more attempts to direct against the rest of the party. On attempt seven, she finds that Alex the mage would really like a six-foot tall snow elf who was wearing black leather. Layla finds this more acceptable, forgoes her remaining eight attempts, and shapechanges into a snow elf. The spell makes her clothing into black leather (without destroying or altering any of its previous properties) and makes her staff into a bull whip.

After three weeks, she gets bored of Alex, and ends the spell, changing back to her normal self.

Layla's Uglification

Transmutation

Level: Src/ Wiz 5

Components: V, S

Casting Time: 1 round

Range: touch

Target: 1 person

Duration: 1 day per level (D)

Saving Throw: Fortitude Negates

Spell Resistance: Yes

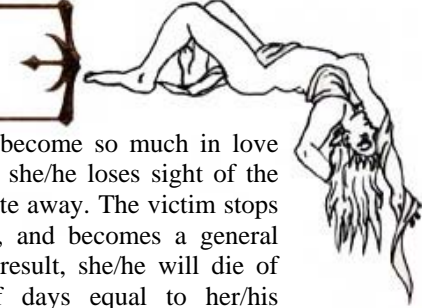
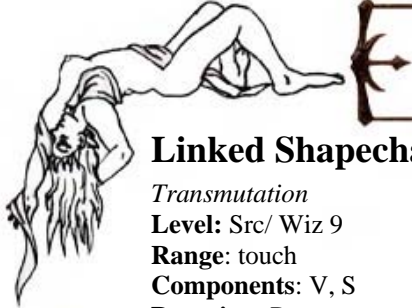
Layla's Uglification, subtracts 20 from the victim's Charisma to a minimum ability score of 3.

Lesser planar lover

(by Muse of Fire)

Level: Clr 5

See Planar Lover



Linked Shapechange

Transmutation

Level: Src/ Wiz 9

Range: touch

Components: V, S

Duration: Permanent or until sorcerer will it to end

Casting Time: 1 action, change itself is a free action

Area of Effect: one living creature

Save: None

Spell Resistance: Yes

With this spell the caster is able to 'steal' the form of another creature. The caster turns into a complete copy of said creature with all abilities, skills and memories, supernatural abilities and character levels included. The caster own memories fade to the background, motivations, skills and powers are retained, however. While the spell is in effect the character and the subject of the spell are linked with a very powerful fate-link. Suicide or suicidal actions are impossible, unless both agree on such. Damage taken by one, and certain spell effects (Temporal stasis) are transferred through this link to the other person. The caster knows where the subject of the spell is and can contact it any time through other spells or powers. The subject on the other hand does not know, where the caster is or what she is doing but tends to vaguely feel strong physical and mental effects. This can be very disturbing. Spellcasters, who use this spell frequently tend to get insane, because they lose their own identity and do experience far too often emotions, that are not their own. Otherwise, the spell does not normally cause ill effects, but if the other creature is to alien or more powerful (+5 levels) than the caster, the character's mentality can experience changes in motivations and alignment. When character regains her own form all skills and abilities of the other being are lost, but the caster might retain some memories. The caster is able to use other spells or abilities to shape change without ending this spell, while Linked Shapechange is still in effect. The spell can be dispelled with a Miracle, or Mord's Disjunction, but regular Wishes must beat the casters spell DC.

This spell is the worst kind of soul-rape. Casting it on an unwilling creature is consider to be an evil act. The caster must keep the subject of the spell alive or the spell-effect ends immediately, even if all other negative effects are not experienced.

Lovesickness

Enchantment (Charm) [Mind-Affecting]

Level: Brd 5, Sdo 4, Src/ Wiz 5

Components: V, S

Casting Time: 1 round

Range: 6 feet

Target: 1 person

Duration: special (D)

Saving Throw: Will Negates

Spell Resistance: Yes

This spell makes its recipient become so much in love with the caster that as soon as she/he loses sight of the caster, the victim begins to waste away. The victim stops eating food, turns to drinking, and becomes a general wreck, fighting at a -5. As a result, she/he will die of malnutrition in a number of days equal to her/his Constitution score plus 10, and there is a 2 in d20 chance of her/him committing suicide. What's more, if the mage tells her/him to go away, she/he is compelled to do so. This unpleasant condition may wear off as a charm person, but otherwise must be treated by cure disease.

Lubrication

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 1 foot

Area: 10" * 3" (rumor has it that Mordenkainen needed this large amount of coverage)

Duration: 10 minutes per level (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

This cantrip covers an organic surface with a slippery layer of a greasy nature.

Lust

(by: Jacob Driscoll; source: PS3e.com)

Enchantment (Compulsion) [Mind-Affecting]

Level: Sex 5, Sor/Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 minute/level

Save effects Will negates

Spell resistance: Yes

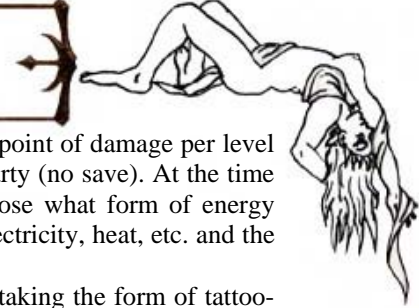
This spell uses the reproductive urges inherent in any creature, and causes them to go haywire.

A creature affected by this spell suddenly wants to mate with the first thing they see (often the mage, but not always), and will advance upon them.

Their mind clouded with hormones, they don't exactly think straight. They leave themselves open for hits (-4 AC), will not be detracted from their target (move towards the first thing of similar type they see until the duration expires). They become easy to sway (-4 to their Will saves), especially by their target (the thing they're moving toward gets an additional +4 bonus to checks involving Charisma).

This lust is suicidal in nature. The target will do anything to embrace and mate with the first thing of it's type it sees, often resulting in it walking off of cliffs, impaling itself on weapons, and generally being a nuisance.

Material Component: This spell takes a bit of powdered pheromone, to be thrown at the target



Luwain's Everlasting Hard-On

Transmutation

Level: Brd 2, Src/ Wiz 3

Components: V

Casting Time: 1 round

Range: touch

Target: 1 creature

Duration: 2 hours

Saving Throw: None

Spell Resistance: No

Description: The spell-song insures the creature touched (usually the bard caster) can engage in continuous intercourse for 2 hours! Naturally, the partner can't take a whole 2 hours, so here's how it works.

Take the character's Constitution and add the applying bonuses from the wild-thing rules: Strength, Dexterity, partner's Charisma. the lowest bonus may be replaced by the bard's level if desired. The total is how long the first intercourse will take. During each and every intercourse, Four checks are to be done (with 1d20), and when one fails the bard loses 1d6 hit points (instead of stopping). There's a cumulative -1 to the check with every check done.

Example: Starting at 27, Luwain can make love for 27 minutes to start, then start again with a score of $27-4=23$, and make love for 23 more minutes with checking only the last check of $23-3=20$ (a 20 on the check loses 1d6 hp). Now, Luwain can continue with a score of 19 for 19 minutes, checking against 19, 18, 17 and 16, and so on...

MacFaileas' Virtuous Ward

Abjuration

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: One creature

Duration: Until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Similar to the glyph of warding spell, this spell was designed to provide parallel defense for a person's body. The mouth, eyes, and other openings of a character's flesh can be warded, ensuring that such cannot normally be forced open by an undesired party, nor can things such as poisons or truth serums be forcefully administered. This power of MacFaileas' virtuous ward is similar to an arcane lock spell in that it would require a wizard four levels higher than the caster or a successful dispel magic spell to bypass the ward.

Additionally, should someone manage to force something past the ward, either by magic or exceptional physical strength (DC 25), the ward is destroyed with a intensive release of magical power. This blast does not cause any injury to the recipient of the virtuous ward spell, but does

cause 1d8 points of damage +1 point of damage per level of the caster to the offending party (no save). At the time of casting, the caster must choose what form of energy will be released (cold, death, electricity, heat, etc. and the spell becomes one of that type).

The ward is quite easy to spot, taking the form of tattoo-like runes encircling the protected area of the recipient's body. There is no limit to the number of MacFaileas' virtuous wards that can be placed on a single character, save that only one ward may protect any single opening.

Material Component: A silver needle, colored inks, and at least 100 gp worth of powdered diamond.

Major Repair Virginit

Conjuration (Healing)

Level: Clr 5, Mdw 5

Components: S, M

Casting Time: 20 minutes

Range: Touch

Target: 1 female creature

Duration: Permanent (until the obvious happens)

Saving Throw: Will halves (special)

Spell Resistance: Yes (harmless)

This spell returns the subject to a state of physical and mental virginit. If the subject makes the save, then all sexual skills, knowledge, and techniques are retained; if the save is failed, all knowledge and skills are lost except those known before having lost virginit. A female will grow an intact hymen, and any physical or medical damage caused by sex or childbirth will be eradicated. The subject will legitimately be considered a virgin for all religious purposes as well as for attracting unicorns

Mass Ecstasy

Transmutation

Level: Src/ Wiz 7

Components: V, S

Casting Time: 1 action

Range: 25+5 feet/level

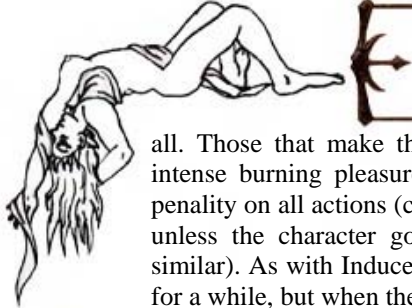
Spell Area: 10-foot cube per level

Duration: 1 hour /level (D)

Saving Throw: Fort halves, see text

Spell Resistance: Yes

This spell causes the effected creatures to go into an enjoyable, screaming, absolute, maybe orgasmic, semi-erotic fit, in totally consumating ecstasy. Delusively similar to the ecstasy spell, mass ecstasy attacks creatures in deeper and more diverse manner. The creatures receive a fortitude-save to avoid the effect partially. If creature fails the save, she loses all dexterity-bonuses to armor class. Also, she cannot move from her current location, although she will be able to defend herself with a modification of -6 to all rolls. She is not considered to be helpless. She cannot cast spells, attack, use items, etc, except in defense. Basically, the creature is caught up in a real pleasurable experience and can't function hardly at



all. Those that make their save, are still wrecked with intense burning pleasure, but may act, but at -6 moral penalty on all actions (concentration checks to cast spells unless the character got Still mind/ Slippery Mind or similar). As with Induce Pleasure subjects might pass out for a while, but when they regain their senses, the torment of the ecstasy continues (no new save). This magic is very addictive (see induce pleasure, with greater effect, however). Targets might become addicted to this effect after even the first time. Those who made their save are not subject to passing out, and unlikely to get addicted.

Mass Lust

(by: Jacob Driscoll; source: PS3e.com)

Enchantment (Compulsion) [Mind-Affecting]

Level: Sex 8, Sor/Wiz 8

Component(s): V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./lv)

Spell Area: 20-foot cube per level

Duration: 1 hour/level

Save effects: Will negates

Spell resistance: Yes

This spell is a version of the Lust spell that inspires reproductive urges in a span of creatures. It is a key ingredient in many ritual orgies, as the target of the victim's lust is the first person it sees who is of the same type -- often others affected by the spell. This can distract entire armies for hours while they drop whatever they do to satisfy their urges.

This spell is also more potent than the original Lust, inflicting double the penalties to the victim, and imparting double the bonuses to those who are their targets.

Mass Lust affects all in the area of the spell, as long as the maximum HD of creatures affected is less than or equal to double the HD of the caster.

Masturbation

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 1

Components: S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: 1 minute per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

This spell causes the horniness of Arousal with the added irresistible urge to masturbate with any and all external sexual organs. This spell functions like a combination of an Arousal cantrip with a command to "masturbate!" If no appendages are free for this purpose, the subject will rub the sexual organs against any nearby functional object. The material component is two pieces of cloth, rubbed quickly against one another.

Minor Call for a Midwife

Transmutation

Level: Clr 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 30 yards

Target: 1 midwife

Duration: instantaneous

Saving Throw: None

Spell Resistance: None (harmless)

This spell will summon the nearest midwife. The midwife will get the summons. She is under no obligation to respond to the summons, but very few midwives will ignore it unless unfortunate circumstances prevail.

Minor Repair Virginty

Conjuration (Healing)

Level: Clr 2

Saving Throw: None

(see Major Repair Virginty)

This spell returns the subject to a state of physical virginty. A female will grow an intact hymen, and any physical or medical damage caused by sex or childbirth will be eradicated. The subject will legitimately be considered a virgin for all religious purposes except for the the mental state (i.e. unicorns will not respond to this chracter)-

Miracle of Fertility

Conjuration

Level: Mdw 9

Components: V, S, Divine Focus

Casting Time: 1 day

Range: Personal, see text

Target: see text

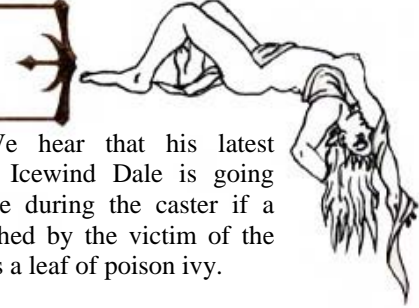
Duration: Instantaneous

Saving Throw: No (harmless)

Spell Resistance: No

"There was a village of elves, long lived, once happy people, but sadly knowing their kind would be doomed to die, since no new elves had been born for long years, after the community had been cursed with infertility by the evil demigod Gormoth.

Lyanne, a human priestess of a fertility goddess took pity on them and prayed to her goddess for a way to help these people. The goddess heard her prayers and send her amongst the elves. She walked among the elven folk and miraculously the elven women realized they all head been blessed with a child. A bit fearfully they waited the time of birthing, although that Lyanne had told them, there would be nothing to worry about. And indeed they all



gave birth with amazing ease to healthy elven boys and girls, whose features were similar to their own.

Years later they joyously noticed, they had been double blessed. Curse of infertility did not seem to bother their children, once more they felt joy."

This very powerful spell may be used to impregnate all women of a whole community. All woman in the community, that had sex to become pregnant and did not get pregnant by their last attempt will become pregnant immediately. These woman must be of age, meaning, their natural age must permit them to give birth. They do not have to be fertile. This spell will not lift a curse or remove a disease the women may suffer from, but it will make them pregnant.

All children born through this impregnation will be healthy, will not suffer from any disease and are immune to all curses their mothers may suffer from

Mount

Conjuration (Calling)

Level: Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 yards

Target: 1 mount

Duration: ½ hour per level

Saving Throw: None

Spell Resistance: None

By means of this cantrip, the caster conjures a very attractive person of the opposite sex to serve him/her. The person serves willingly and well, but at the expiration of the cantrip duration it disappears, returning to its own place. The mount does not come with any gear or clothes. The mount can't do anything but perform basic sexual acts.

This cantrip was created by conjurer apprentices to practice their art. It is only a cantrip because the conjured being, only serves one purpose (a fun purpose, but not a practical purpose).

Neville's Wandering Hand

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 20 yards

Target: 1 person

Duration: 1 minute per level

Saving Throw: Will Negates

Spell Resistance: Yes

Neville's Wandering Hand is named not after its inventor, but its first victim: Neville, high priest of Torm, who suddenly found himself unable to keep from groping and otherwise feeling up the young nubile acolyte he was

initiating into the order. (We hear that his latest missionary assignment to the Icewind Dale is going nicely.) The caster may decide during the casting if a specific person should be touched by the victim of the spell. The material component is a leaf of poison ivy.

Nymph's Beauty

(by Muse of Fire)

Transmutation

Level: Src/ Wiz 7

Components: V, S

Casting Time: 1 round

Range: special

Target: 1 creature

Duration: 2 minutes

Saving Throw: Fortitude halves

Spell Resistance: Yes

This spell grants the caster the beauty of a nymph and it's included dangers. The caster's charisma increases by 8 pts.

Blinding Beauty: If the caster does not suppress their presence, the psychological impact of their beauty will cause all viewers to go blind, their eyes forever after filled with an image of the caster, unless they succeed at a will save, DC 15. This effects all humanoids within 60 feet.

Unearthly beauty: If the caster focuses and refines the force of their presence, all humanoid viewers who look directly at her must make a will save, DC 17, or the intensity will stop their heart. Alternatively they must save DC 20 or the intensity will overwhelm them, and their brain will shut off for 4d6 rounds. (AKA, they will faint and cannot be roused for up to four minutes.)

Casters using this spell gain +2 animal empathy, even if they do not normally have that ability.

In order to unleash Unearthly Beauty the caster must disrobe.

The drawback to this spell is that the material component is the tear of a nymph, which is placed on the tongue at the beginning of the casting, and disappears at the completion. The casters holy symbol is also required.

Obsession

Enchantment (Compulsion) [Mind-Affecting]

Level: Sdo 3, Src/ Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: touch

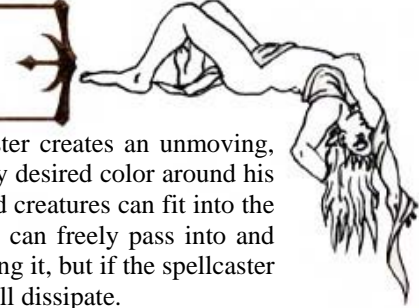
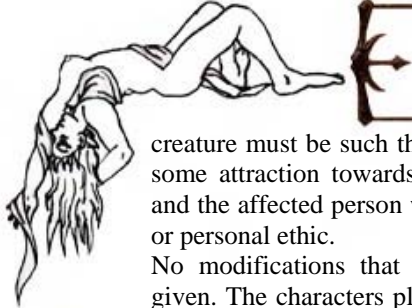
Target: 1 person

Duration: 10 minutes + 1 minute per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

A person under the effect of Obsession is overwhelmed by the erotic desire for some animate creature chosen by the spellcaster. A "crush" does not begin to describe the effect, the character is truly in love with the creature. The



creature must be such that the affected person might feel some attraction towards it under normal circumstances, and the affected person will not act contrary to alignment or personal ethic.

No modifications that would effect the character, are given. The characters player should play his character as if he was deeply in love.

The material component is a crushed walnut.

Orgiastic Storm

Abjuration

Level: Ecstasy 9

Components: V, S, M

Casting Time: See text

Range: Personal

Effect: 500 ft. radius energy blast with a 10 ft radius sfe zone at the center

Duration: Until Married

Saving Throw: Reflex Halves

Spell Resistance: No

This spell creates an enormous, thunderous explosion masked by blinding white light centered around the caster. The caster must begin casting the spell at the beginning of an act of passion, specifically at the moment of penetration. Whether they are penetrating or being penetrated doesn't matter. Upon the moment of orgasm, the caster shouts out the final verbal component, and the spell is cast. All who are more than 10 feet and within 500 feet of the caster are affected by the resulting explosion, which can be seen from across the horizon. All those within the area of effect take 20d6 points of Force damage, save for half. Additionally, all those within 2,500 ft. who could see the blast must make a Fortitude save or be permanently blinded.

The use of any magic aside from this spell during its casting prevents the spell from being cast. No magical means of enhancing sexual ability or inducing orgasm can be used to speed the casting time of the spell. It is by it's very nature unreliable.

Additionally, the caster takes 2d10 points of temporary Wisdom damage from the sheer pleasure of the orgasm, Will save for half.

Material Components: A pound of stardust worth 10,000 GP, sprinkled across the bodies of the caster and his or her partner.

Our Tiny Brothel

Evocation [Force]

Level: Src/ Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: touch

Area: 15 foot diameter sphere

Duration: 5 hours + 1 hour per level

Saving Throw: None

Spell Resistance: Yes

When this spell is cast, the caster creates an unmoving, opaque, sound-proof field of any desired color around his person. Up to 7 other man-sized creatures can fit into the field with its creator, and these can freely pass into and out of the brothel without harming it, but if the spellcaster removes himself from it, the spell dissipate.

The temperature inside the hut is a cool 60 degrees Fahrenheit, if the exterior temperature is between 0 and 100 degrees. An exterior temperature below 0 and above 100 lowers or raises, respectively, the interior temperature on a 1 degree-for-1 degree basis. The tiny brothel also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it. The interior of the hut is a hemisphere; the spellcaster can illuminate it dimly upon command, or extinguish the light as desired. The floor of the hut is soft and springy. Nice big cushy pillows are also in the brothel. The spellcaster can cause the brothel play soft romantic music upon command. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the brothel is dispelled, the hair of a prostitute, and a feather (duck feathers work best).

Painless Birth

Necromancy

Level: Mdw 1

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One pregnant creature

Duration: 1d4 hours

Saving Throw: None

Spell Resistance: Yes

Casting this spell on a pregnant subject while she is giving birth will suppress the pain normally experienced during childbirth. It is usually the first spell learned by midwives who are skilled in magic.

(Note: Damage from giving birth, if any, still occurs. The victim just doesn't feel the pain until the duration runs out.)

Pillow Talk

Illusion (Glamer)

Level: Src/ Wiz 0

Components: V, S

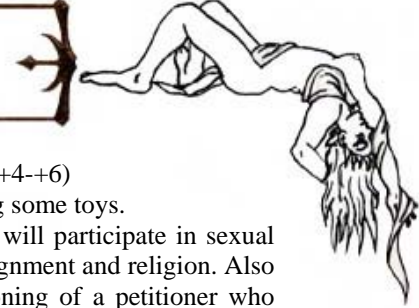
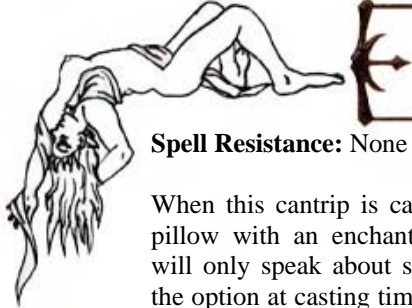
Casting Time: 1 action

Range: 10 feet

Target: 1 pillow

Duration: 10 minutes per level (D)

Saving Throw: None



Spell Resistance: None

When this cantrip is cast, the caster imbues the chosen pillow with an enchanted mouth. The mouthed pillow will only speak about sexual topics. The spellcaster has the option at casting time to decide the level of vargarity. The level varies from perverse smut to intellectual discussions on sexual techniques.

Planar Lover

(by Muse of Fire)

Conjuration (Calling)

Level: Clr 7

Components: V, S

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels) (see text)

Target: One elemental or outsider of up to 8 HD

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

These are just like the Planar Ally spells, wherein an extraplanar creature who serves your god/goddess/philosophy performs one task for you in exchange for a favor or the gift of a magic item. The difference is that, instead of a magic item, the planar makes love to the summoner to seal the pact.

When evil people use this spell to summon evil outsiders they may instead make an offering of rape victims equal to 1HD/level per level of creature/creatures summoned. If these victims are all both nubile (charisma 12 or better, or clearly physically attractive despite their charisma, DM's discretion) and virgins the summoned being will provide two boons, or will double the amount of time they spend on an open-ended task.

Playmate

(by Muse of Fire)

Necromancy

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 hour

Range: 10 yards

Target: 1 summoned creature

Duration: 1 night

This spell summons a sexually compatible Outsider, usually a Petitioner of the goddess of lust for 1/hour per level. (Petitioners are dead people devoted to a specific god. They have no memory of mortal life--this is paradise, why let anything that nasty get in the way? Especially if your husband languishes in Carceri?) She will not participate in combat.

Level 1-3= Wallflower with a lustful soul, -2 charisma mod. (But she's still spent the last hundred years or so in a realm of orgies and revels, Sensual arts skill 5+caster level. Or something similar for a different religion.)

Level 4-6 normal charisma.

Level 7-9 hot babe. (+2 cha)

Level 10-up legendary beauty. (+4-+6)

Level 13 on up: she brings along some toys.

While these will not fight they will participate in sexual activities appropriate to their alignment and religion. Also no deity will allow the summoning of a petitioner who would not enjoy such an action.

The clerical version only summons petitioners of allied deities, where as the wizard version (which includes an appropriate prayer to direct the summoning) can go anywhere (though directing it at unfamiliar deities won't necessarily get you the answer you want.)

Every deity will send a different kind of petitioner. The type of action the playmate will participate in depends strongly on the deity (e.g. a petitioner of a deity of pain will only participate in sexual acts, that will cause pain).

The material component is an appropriate offering of 1 GP value.

Final note: when a neutral person summons an evil playmate there is a 1% chance that a succubus/erinyess arrives. This jumps to 5%, 10% or even automatic when a good person casts. Hey, free souls!

[Tanelin's notes: I like the spell Playmate on the whole, but I think it would work out better as at least a second level spell, if not 3rd, but that's my opinion--as with any spell, item, or rule, tweak it to your needs before incorporating it into your campaign world]

PMS

Necromancy

Level: Src/ Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: 1 minute per level

Saving Throw: Fortitude halves

Spell Resistance: Yes

PMS causes the subject to experience an unceasing, agonizing, dull throbbing pain throughout the groin and lower abdomen, as though all the muscles in that area were clenched like a vise. Attack and all saves are treated as if the subject was one level lower, and Constitution and Charisma are reduced by 1 for the duration of the spell. A successful save results in a nagging headache reducing Constitution and Charisma by 1 for the duration of the spell.

Pornographic Glamer

Illusion (Glamer)

Level: Sex 2, Src/ Wiz 2

Components: V, S, M

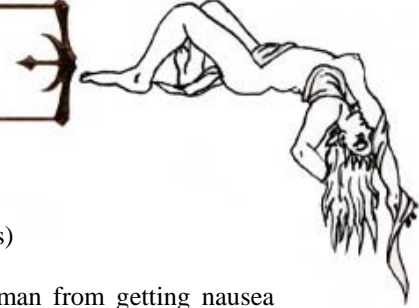
Casting Time: 1 action

Range: 10 yards

Area: 10' x 10' vertical square

Duration: 1 minute per level (D)

Saving Throw: Will Negates



Spell Resistance: Yes

This spell creates a very convincing, erotic illusion with the additional effect of an Arousal cantrip, that will not affect anybody who would ordinarily not be sexually excited by engaging in the behavior or by the objects or people being viewed. The illusion includes visual and auditory effects only.

The material component of this spell is a slightly burned candlewick.

Potency

Transmutation

Level: Clr 3

Components: V, M

Casting Time: 2 minutes

Range: 8 ft

Target: 1 creature

Duration: 2 hours

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell temporarily cures impotency/infertility, granting the target a 90% chance of impregnating their partner or impregnation. However, the sudden burst of energy is such a shock to the system that one point of constitution is permanently lost.

Power Word, Castrate

Conjuration (Creation)

Level: Sdo 8, Src/ Wiz 8

Components: V

Casting Time: 1 action

Range: Close (25 ft + 5 ft/ 2 levels)

Area: Creatures with up to 200 total hit points within a 15 ft.-radius sphere.

Duration: Permanent

Saving Throw: None

Spell Resistance: Yes

When this spell is cast, one or more male creatures of any type within the spell range and area of effect are castrated. The power word castrates one creature with 60 hit points, or it castrates two or more creatures with 10 or fewer hit points, up to a maximum of 120 hit points. The option to attack a single creature, or multiple creatures, must be stated along with the spell range and area of effect center. The current hit points of the creatures are used.

Prevent Nausea

Conjuration (Healing)

Level: Clr 0, Drd 0

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 living creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: Yes (harmless)

This spell will prevent the woman from getting nausea for the duration of the spell.

Prismatic Dildo

Conjuration (Summoning)

Level: Sex 6, Src/ Wiz 6

Components: V

Casting Time: 1 action

Range: 60 yards

Target: 1 person

Duration: 3 minutes per level

Saving Throw: Will Negates

Spell Resistance: Yes

This spell allows the caster to conjure up an opaque object within some orifice of a creature within range, providing the creature with seven different sexual stimuli. Any creature with Constitution under 6 or fewer than 4 Hit Dice is immediately overcome by the sensation and falls orgasming and unconscious for 20 to 40 minutes. Any attempt to remove the dildo only lodges it further, and increases the duration by 2 minutes. The seven colors of the shimmering cylinder function as follows:

Color	Order	Effect	Negated By
Red	1st	Pornographic Illusions	Disbelief, True Seeing
Orange	2nd	Arousal Cantrip	Disinterest
Yellow	3rd	Expansion/Contraction	Hold Person
Green	4th	Enigmatic Enema	Transmute Water to Dust
Blue	5th	Ben-Wa Rotation	Chill Touch
Indigo	6 th	Vibration	Irritation
Violet	7th	Lubrication	Dispel Magic

Each color must be removed in order to negate the dildo before the end of its natural duration. The spellcaster also may dispel the dildo at will. It is rumored that other variations of the Prismatic Dildo exist, both in their effects and their negations.

Promiscuity

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 2

Components: S, M

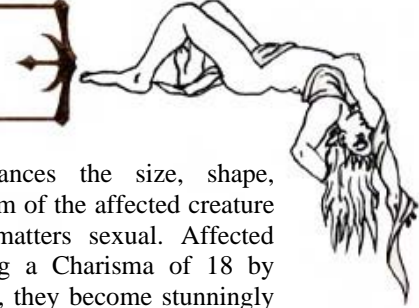
Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 10 minutes per level (D)

Saving Throw: Will Negates



Spell Resistance: Yes

Promiscuity compels the subjects to attempt to engage in their most preferred sexual activities as much and as quickly as possible. All saving throws of the subject of promiscuity receive a modification of -2. The material component of this spell is a small silver key.

Protection From Disease

Abjuration

Level: Clr 3

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: 1 creature

Duration: 10 min/ level

Saving Throw: None

Spell Resistance: Yes (harmless)

By means of this spell, the caster bestows total invulnerability to disease. The creature can't contract, become a carrier, or pass on any disease he/she may already have. This spell doesn't cure disease it merely prevents its transfer.

When a person is subject to this spell, a glowing light appears on the subject's palm. This is to assure the person has this protection on. Therefore, a person he/she can't say "Let's have sex, I have the protection on."

The material component of this spell is a scoop of mold (a generic form of penicillin).

Protection From Intoxication

Abjuration

Level: Clr 2, Pal 2, Src/ Wiz 2

Components: V, S

Casting Time: 1 action

Range: 20 yards

Target: 1 person

Duration: 1 hour per level

Saving Throw: None (harmless)

Spell Resistance: Yes (harmless)

This spell causes the recipient to be immune to the effects of any kind of alcohol as well as magic, that would cause intoxication.

Prowess

Transmutation

Level: Brd 3, Src/ Wiz 3

Components: S, M

Casting Time: 1 round

Range: touch

Target: 1 person

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: Yes

This spell impressively enhances the size, shape, technique, stamina, and eroticism of the affected creature with respect to organs and matters sexual. Affected creatures are treated as having a Charisma of 18 by anyone they cruise or flirt with, they become stunningly well-endowed, and they are capable of engaging in extremely hot sex without rest. All saves to keep going are automatically successful.

The material component is a leaf of mint.

Resist Self

Enchantment (Compulsion)

Level: Pal 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

Range: Self

Target: Self

Duration: 10 min /level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell prevents the caster from giving in to an uncontrollable urge to shop, spend money, overeat, give in to his lusts, drink too much, attack dragons in berserk rage, do stupid things in name of love/ friendship/ bravery or say things the caster knows he will regret later and can make a will save at +4 to ward them off. This holds true even if a will-save is not normally allowed. If a character suffers from a particular bad obsessive/ compulsive behaviour, protection is not automatic, but the character can make save vs. DC 18. This spell also grants some protection against suggestions and seductions of any kind (including spells). The character makes his will save at +4 as well. A failed will save means that the character is now safe from his urges. This even helps if the character are charmed (not dominated), but does not free the character automatically, if the situation wouldn't normally allow for immediate freedom or a new save. Upon casting the spell, the caster must move his arms in a pleading gesture, signifying his desire to ward off his compulsion.

Restore Potency

(by Muse of Fire)

Conjuration (Healing)

Level: Clr 0

Components: V, S, M

Casting Time: 1 action

Range: 10 yard ray

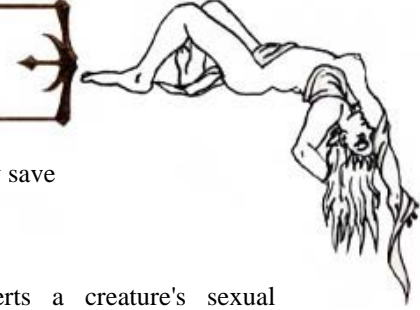
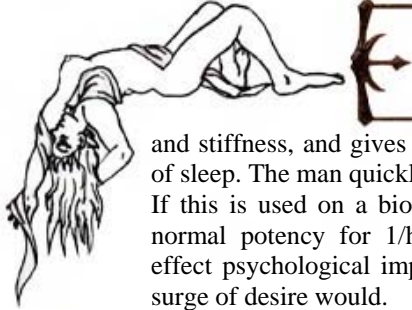
Target: 1 creature

Duration: special

Saving Throw: reflex negates

Spell Resistance: Yes

This spell restores a man to full potency, allowing for a second complete series of orgasms. It removes soreness



and stiffness, and gives as much fresh energy as an hour of sleep. The man quickly becomes erect.

If this is used on a biologically impotent man he gains normal potency for 1/hour per caster level. It doesn't effect psychological impotency any more than a normal surge of desire would.

When the "for women" version is cast (minor alteration in the casting) her soreness and stiffness is eased and she gains fresh energy, the first of which could be done just as effectively with Cure Minor Wounds."

Special effect: A white mote flies to the target.

Reverse Gender Orientation

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 5

Components: V, S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: Permanent

Saving Throw: none

Spell Resistance: Yes

Under the influence of this spell, the subject experiences trans-sexuality, the unshakable conviction that he/she is, despite all biological evidence, of the opposite gender than the true one. The subject cannot disbelieve or be persuaded otherwise, and will immediately adapt hair, clothing, manners, speech, behaviours, etc., accordingly. Notice that males will behave in a feminine rather than an effeminate manner, and similarly for females; the subject has no desire to parody. If the subject's species has more than two genders, the resulting gender orientation is GM's choice. If the species has only one gender, the subject is unaffected.

Like Embarrassing Fetish and Reverse Sexual Orientation, this spell has no save per se. Upon first consciously realizing that one's self-identification as male or female has changed, if the subject strenuously objects, the subject is allowed a will-save. A successful will-save leaves the subject confused but no longer trans-sexual. A new will-save may be made each day, but at a cumulative penalty of -1 per day. A save of 20 always succeeds.

Notice that gender orientation and sexual orientation are different concepts, and that this spell alone will not change orientation. However, the subject will claim a different orientation based on the differently perceived gender. Thus a straight female will consider herself a male who is attracted to men, and therefore a gay man; likewise a lesbian will consider herself a man attracted to women, and hence a straight man.

Reverse Sexual Orientation

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: Permanent with daily save

Saving Throw: special

Spell Resistance: Yes

This spell temporarily converts a creature's sexual orientation from hetero- to homo-sexual, or vice versa. A bisexual who favors one gender will now favor the other, and a bisexual equally disposed towards both genders will be unaffected. Asexual creatures or creatures of species with more than two genders will be affected, if at all, by GM's discretion.

There is no save per se against this spell. Rather, upon first experiencing sexual attraction in the altered way, or upon first questioning one's unexpected lack of accustomed sexual attraction, the subject, if strenuously disapproving, is allowed a Constitution check vs DC 15. A successful Constitution check will experience a strong but repressive erotic attraction towards a single individual for 1 round/level of the spellcaster, after which the effects permanently vanish. A new Constitution check may be made once per day, but with a cumulative penalty of -1 per day. A check of 20 always succeeds in this case.

The material component is a concave lump of clay which the caster re-molds into a convex lump.

Revulsion

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 10 minutes + 10 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

Successful casting of the Revulsion spell leaves the recipient disgusted to the point of nausea at any prospect of engaging in sexual activities of any kind, no matter how minor. The material component of this spell is a leech or the eye of a tuna.

Rose Armor

Conjuration (Creation)

Level: Drd4, (Domain)4, Sor/Wiz 5

Components: V, M

Casting Time: 1 action

Range: Personal

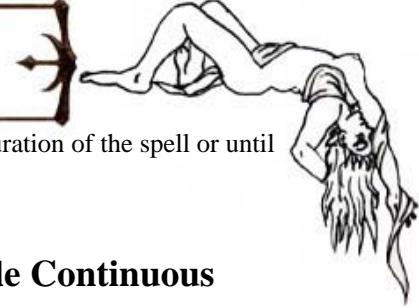
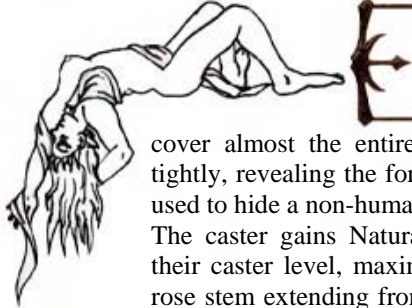
Target: Self

Duration: 10 minutes/level or until discharged

Saving Throw: See text

Spell Resistance: Yes (harmless)

Upon the casting of this spell, a web of amazingly durable and tough rose vines, spotted with roses where ever the caster desires, springs in to being around the caster, with all of the thorns facing outward. These vines



cover almost the entire body of the caster but hug it tightly, revealing the form of the caster - thus, it can't be used to hide a non-humanoid form.

The caster gains Natural Armor equal to three fourths their caster level, maximum +15, and a Claw attack (A rose stem extending from the wrist) that does 2d4 points of damage for a Medium size caster and has a reach of 10 feet. Larger creatures do more or less as explained in the Large Weapons table in the DMG. Additionally, the first time any creature sees the caster, they must make a Will save or be dazed for one round.

In order to cast the spell, the character must be indecent - I.E., they must be naked. Rings, jewelry, and hats may be worn during this transformation.

Material Components: A handful of fresh cut rose petals worth 10 gp that are consumed in the casting.

items remain invisible for the duration of the spell or until dispelled.

Sasha's Uncontrollable Continuous Orgasm

Alteration

Level: Cle 3, Dru 3, Src/ Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: 1 female during orgasm

Duration: Special (see text)

Saving Throw: Fort (special)

Spell Resistance: No

This spell is cast at the moment a female creature enters orgasm, causing it to continue far beyond what is the norm. Each minute the spell is in effect, the target must make a fortitude roll or lose 2 temporary points of wisdom. The spell ends when the target's wisdom drops to 0 or lower, and she passes out for a minimum of 12 hours.

Targets with high constitution and wisdom bonuses have been known to suffer (?) for days before finally passing out.

Rut

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Src/ Wiz 1

Components: V

Casting Time: 1 action

Range: 5 yards per two levels

Target: 1 male mammal

Duration: 1 hour per level (D)

Saving Throw: None

Spell Resistance: Yes

When this spell is cast, the recipient gains a condition of sexual excitement and productive activity. This reflects in the recipient as a gain a +2 modifier for every three levels of the mage to dexterity with respect to having sex. Thus, this spell won't effect any other aspects of dexterity; only sex. Also due to his hyper state, the recipient gains a +1 to hit. Furthermore, two points of intelligence and one point of wisdom is lost; and one point of charisma is gained. These bonuses end when the spell ends.

Sava's Candlelight Dinner

Conjuration (Creation)

Level: Brd 3, Clr 2, Sed 3, Sor/Wiz 2

Components: V, M

Casting Time: 1 round

Range: 0

Area: one room of max. 40 square yards

Duration: 1 night

Saving Throw: special

Spell Resistance: None

The caster sanctifies an area and dedicates it to the god(dess) of Love, Lust, Sex etc.

All food and drink in the area becomes finely and enchantingly flavored, the light becomes softer, the room warm and eyes are alight. A mild and romantic scent lies over everything.

For every candle present, three additional candles are summoned.

Everyone entering the room is subjected to the effect of an arousal cantrip, each round he stays in the room. Everyone staying in the room must succeed at a will-save each round to keep up hostile thoughts.

The material components are a good meal.

Sacremon's Emperor's New Clothes

Illusion (Glamer)

Level: Brd 3, Src/ Wiz 3

Components: V, S

Casting Time: 1 action

Range: 5 yards per level

Target: 1 person

Duration: 1 minute per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes (harmless)

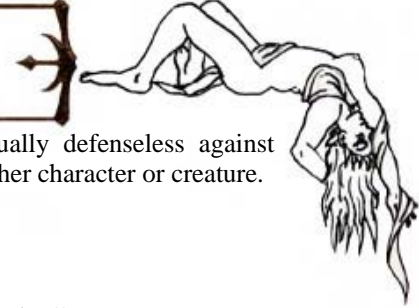
This spell, devised by the gnome illusionist Sacremon primarily as a good prank spell, causes all of the target's clothing and bodily possessions to become invisible, but not the target itself. The target sees his or her clothes as they normally are. Swords in scabbards are considered bodily possessions, but not if in hand. Any clothes put on after the spell is cast do not become invisible. Invisible

Sava's Temple of Love

Conjuration (Creation)

Level: Clr 8, Sed 8, Sor/Wiz 8

Components: V, S, M



Casting Time: 1 round
Range: 0
Area: one house
Duration: 1 day
Saving Throw: special
Spell Resistance: None

One house becomes a temple of love. Every room within the house is under the effect of Sava's Candlelight Dinner. In addition, the area is protected by Protection from Evil, and everyone in the temple receives a spell resistance of 25 vs. all other enchantments and charms as well as vs. magic related to sex. No spell or supernatural ability related to seduction or sex will work in this temple. If somebody is to be seduced in this temple, it got to be done the oldfashioned way.

No creature not invited may enter the house without succeeding in a will-save vs. a DC equalling 10 + the spell level + the ability-score-bonus of the caster + one per person in the house.

The house is the material component and will not be consumed.

Seduce Undead

Necromancy

Level: Src/ Wiz 1
Components: V, S, M
Casting Time: 1 action
Range: 10 yards
Target: 1 creature + 1 undead per 2 levels above 9th caster-level
Duration: 24 hours
Saving Throw: None
Spell Resistance: Yes

This spell creates a standing order with one (or more) undead to engage in sexual behavior of the caster's choice with the caster. The undead will make no effort to harm the caster, although disease from a zombie's touch or mummy rot, for example, may (un)naturally occur. Each orgasm achieved by the caster causes 1d6 damage to the undead. The material component is a drop of semen mixed with menstrual blood.

Seduction I

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 1
Components: V, S
Casting Time: 1 action
Range: 6 feet
Target: 1 person (with max. 4 HD)
Duration: 1 minute per level (D)
Saving Throw: None
Spell Resistance: Yes

This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the

caster, leaving the victim virtually defenseless against attacks from the caster or any other character or creature.

Seduction II

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 2
Target: 1 person (with max. 6 HD)

Seduction III

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 3
Target: 1 person (with max. 8 HD)

Seduction IV

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 4
Target: 1 person (with max. 10 HD)

Seduction V

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 5
Target: 1 person (with max. 12 HD)

Seduction VI

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 6
Target: 1 person (with max. 14 HD)

Seduction VII

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 7
Target: 1 person (with max. 16 HD)

Seduction VIII

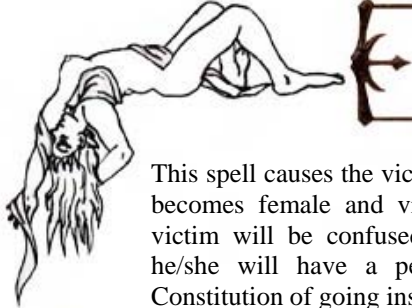
Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 8
Target: 1 person (with max. 18 HD)

Sex Change

Transmutation

Level: Sdo 6, Src/ Wiz 6
Components: V, S, M
Casting Time: 1 round
Range: 5 yards/ level
Target: 1 creature
Duration: Permanent
Saving Throw: Fortitude Negates
Spell Resistance: Yes



This spell causes the victim's sex to change. Thus, a male becomes female and visa-versa. After the change, the victim will be confused for 10 to 100 minutes. Also, he/she will have a percent chance equal to his/her Constitution of going insane because of the trauma.

The GM must make sure the victim of the spell acts in the manner appropriate to the sex. If not, then the spell doesn't really seem powerful.

The material component for this spell is either a skirt or a trouser.

Sex Slave

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 5, Sdo 5, Src/ Wiz 5

Components: SM

Casting Time: 1 round

Range: 10 yards

Target: 1 person

Duration: 1 day per level

Saving Throw: Will Negates

Spell Resistance: Yes

This very powerful spell reduces a living, intelligent person into a lascivious, nymphomaniac sex slave whose only interest is bringing the caster to orgasm after creative orgasm. Once the spell has transpired, the former slave remembers everything that has happened, both the humiliation and the joy and pleasure it brought with it. However, the subject while enslaved will not only not object but will enthusiastically agree with every sexual suggestion made short of death. This spell is unequivocally evil.

Each day, the subject is entitled to a new save.

The material component for the spell is a piece of a whip.

Sexify

Transmutation

Level: Brd 2, Src/ Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: touch

Target: 1 person

Duration: special (D)

Saving Throw: None

Spell Resistance: Yes

The recipient of this spell undergoes a transformation in appearance to become more sexually attractive to members of the opposite gender no matter what the recipient's initial charisma. Looks, smell, smoothness, and even taste of the outer skin are all effected. The recipient's charisma is effected as follows:

Caster Level	Charisma	Duration
01	14	10 minutes
02	15	20 minutes

03	16	30 minutes
04	17	1 hour
05	18	2 hours
06	19	4 hours
07	20	8 hours
08	21	16 hours
09	22	1 day
10	23	2 days
11	24	4 days
12	25	8 days
13	26	16 days
14	27	32 days
15	28	64 days
16	29	128 days
17+	30	256 days

This transmutation is in regards to first impressions and sexual activities only.

Note that if two mages cast the spell on a person simultaneously, then their levels may be added together to effect a stronger magic. Further, this spell has the effect of negating any curse magic which degrades the recipient's natural beauty. It does not stack with any other magic, that enhances the charisma of the character

The material component of this spell is a cosmetic and perfume kit prepared by a alchemist (DC 25).

Sexual Attraction

Illusion (Glamer)

Level: Brd 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 feet

Target: 1 person

Duration: 30 minutes / level

Saving Throw: None

Spell Resistance: None

This cantrip causes the recipient to gain a +1 modifier for every three levels of the mage to charisma with respect to having sex. Thus, this spell won't effect any other aspects of charisma; only sex. Most mages cast the cantrip on his/her partner, so the partner is more desirable thus making it easier for the mage to perform.

Sexual Disgust

Illusion (Glamer)

Level: Brd 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

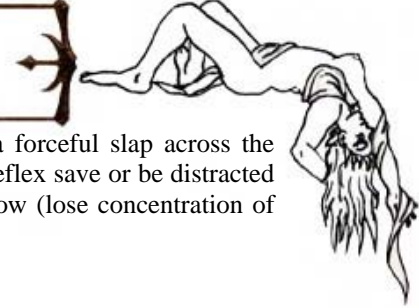
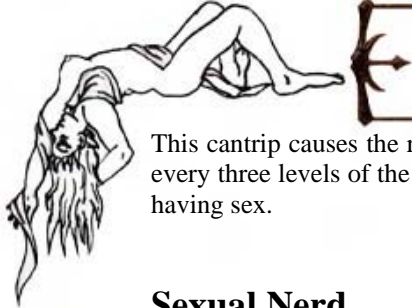
Range: 10 feet

Target: 1 person

Duration: 30 minutes / level

Saving Throw: None

Spell Resistance: None



This cantrip causes the recipient to gain a -1 modifier for every three levels of the mage to charisma with respect to having sex.

The victim of this spell feels a forceful slap across the cheek. Creatures must make a reflex save or be distracted for one action, dazed by the blow (lose concentration of spells, etc.).

Sexual Nerd

Transmutation

Level: Brd 3, Src/ Wiz 3

Components: S, M

Casting Time: 1 round

Range: touch

Target: 1 person

Duration: 24 hours (D)

Saving Throw: None

Spell Resistance: Yes

Sexual Nerd makes the subject flirt like a clod, dance like an orc, and seduce like a used-chariot salesman. The subject will experience appropriate withering, shrinking, and sagging, and will be unable to achieve erection or lubrication. Affected creatures are treated as having a Charisma of 3 by anyone they cruise or flirt with. Orgasm is either impossible or else premature and highly unsatisfying. All saves to keep on going fail automatically.

The material component is a leaf of tobacco.

Skank

Enchantment (Compulsion) [Mind-Affecting]

Level: Sex 1, Src/ Wiz 1

Components: V, S

Casting Time: 1 action

Range: touch

Target: 1 creature

Duration: 5 minutes per level (D)

Saving Throw: Will Negates

Spell Resistance: Yes

This spell turns an innocent, sweet person into a wild and crazy nymphomaniac. The affected person will be struck by the nymphomania insanity for the duration of the spell.

This spell is very popular with apprentices at school who like to cast it on snauhty, preppy girls.

Slap

Evocation

Level: Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 feet

Target: 1 person

Duration: Instantaneous

Saving Throw: Reflex Negates

Spell Resistance: Yes

Sleep Theft

Necromancy

Level: Src/ Wiz 2

Components: S

Casting Time: 1 action

Range: touch

Target: 1 person

Duration: special

Saving Throw: Fortitude Negates

Spell Resistance: Yes

This spell allows the caster to steal sleeping time from their sexual partner. The caster makes love with a person, and once that person's climaxes he/she falls asleep for one hour per caster level, to a maximum of 12 hours. The caster is refreshed just as if she had slept for that length of time and may even memorize spells.

Speedy Gestation-Variation

Transmutation, Necromancy

Level: Src/ Wiz 4

Range: Touch

Components: S

Duration: Permanent

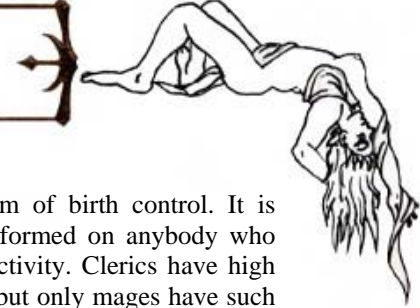
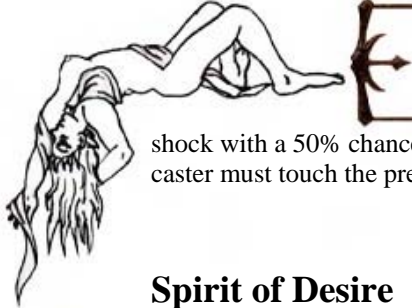
Casting Time: 1 round

Area of Effect: One living creature

Save: None

Spell Resistance: Yes

This spell reduces the duration of pregnancy and labor to 1/10th of normal duration, with no ill effects to the bearer or infant. This duration is even further reduced ever at 5th level after the 5th. Spell casters of level 11 are able to reduce the duration to 1/15th of the normal duration, on 15th level to 1/20th of th normal and on 20th level to 1/50th of the normal duration. The caster can reduce the duration even further by a factor of 10 to 1/100th or even 1/500th, but this is physically dangerous and will be consider to be an act of evil (or at least to be chaotic). This will accually not hurt the child, but the mother will be in danger, because the magic protects child, not her. In such a case the mother receives a will save. If this save is successful, the spell fails, otherwise, she receives a second save. She has to succeed at this fortitude save with a modification of -6 (SR does not apply here), to avoid loosing as many hit points, as caster has levels. In addition, she will take one point of ability score damage to constitution per level of the caster over 10th. If the damage proves lethal, she may be saved by applying healing magic, which would stop the internal bleeding. If she fails another fortitude save against a DC equalling the damage taken, she will suffer half of the ability-damage permanently and experience a terrible and traumatic



shock with a 50% chance of insanity for the woman. The caster must touch the pregnant target for one round.

Spirit of Desire

Necromancy [Evil]

Level: Clr 4, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One or more people or corpses touched

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

This spell removes all the lustful thoughts, sexual desires, and erotic memories from a person and binds them to unlife with bits of that person's soul as a spirit of desire. If cast upon a living creature, that person receives a Will save to resist the spell's effects. Otherwise, they gain Iron Celibacy as a bonus feat and are affected as if by a permanent impotence spell. If cast upon dead bodies, no saving throw or spell resistance check need to be made. If a corpse is effected by this spell, and then subject to raise dead (or some other means of returning it to life), the character will still be affected as if he failed the save against this spell when he was alive.

Regardless of whether spirit of desire is cast upon the living or the dead, you can't create more HD of undead than you have caster levels with a single casting of spirit of desire.

The undead you create remain under your control indefinitely. No matter how many times you use this spell, however, you can control only 2 HD worth of undead creatures per caster level. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled (you choose which creatures are released). If you are a cleric, any undead you might command by virtue of your power to command or rebuke undead do not count toward the limit.

See Chapter 8: Monsters for details on the spirit of desire.

Material Component: This spell requires some object that might stir the desires of the recipient (or would have should the target be a corpse) as well as a black onyx gem worth at least 150 gp (which, if the spell is cast upon a corpse, is places into the eye socket or mouth) for each target. The magic of the spell turns the gems into worthless, burned-out shells.

Sterility

Transmutation

Level: Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 feet

Target: 1 person

Duration: 30 minutes/ level

Saving Throw: None

Spell Resistance: None

This cantrip is the mages' form of birth control. It is 100% accurate and can be performed on anybody who consents to it prior to sexual activity. Clerics have high level spells to accomplish this, but only mages have such a simplistic form of birth control. While this cantrip is working, the subject will detect to all magic as being sterile.

Strip

Enchantment (Compulsion) [Mind-Affecting]

Level: Src/ Wiz 4

Components: V

Casting Time: 1 action

Range: 5 yards per level

Target: 1 person

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

This spell causes one person to take off all of his armour, clothing, weapons, jewelery, etc. as quickly as possible. [inspired by Tomas from the Unbearable Lightness of Being novel]

Succubus' Passion

Necromancy

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Personal

Target: You

Duration: 1 minute/level

Saving Throw: Fortitude negates (see text)

Spell Resistance: Yes

This spell channels negative energy through the caster's body, allowing the caster to drain energy from a victim through sexual contact. The caster's embrace inflicts one negative level; the victim must succeed at a Wisdom check (DC 15) to even notice the loss. The fortitude save to remove the negative level, which may be made after twenty-four hours has past, uses the spell DC of the caster. If the save succeeds, the negative level is negated. If it fails, the negative level goes away, but one of the victim's character levels is permanently drained. Unlike an actual succubus' ability, succubus' passion will not work by simply planting a kiss on the victim.

Suckle

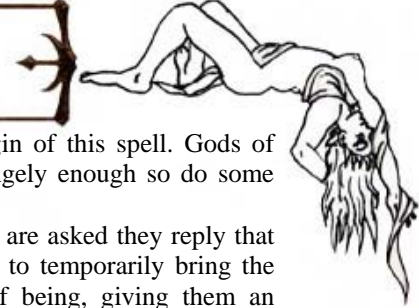
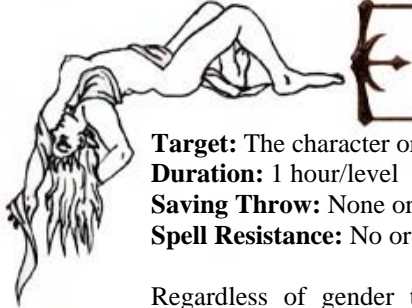
Transmutation

Level: Clr 2, Drd 2, Mdw 2

Components: V, S, DF

Casting Time: 1 action

Range: Personal or touch



Target: The character or creature touched.
Duration: 1 hour/level
Saving Throw: None or Fort negates (harmless)
Spell Resistance: No or Yes (harmless)

Regardless of gender the target's breasts enlarge and produce milk for the duration of the spell. The milk is magical in nature and will provide sustenance for 1 day for up to 1 medium-sized creature/2 levels. Double this number for smaller creatures, half for larger.

Summon Cissaldan

Conjuration (Calling)

Level: Src/ Wiz 9

Components: V, S

Casting Time: 1 round

Range: 30 yards

Target: one summoned creature

Duration: special

Saving Throw: None

Spell Resistance: Yes

(As in Harlan Ellison's short "How's the Night Life On Cissalda?")

The casting of this spell will cause an interdimensional connection between the world of the spell caster and the alternate world of the Cissaldans. The utterance of this spell attracts one Cissaldan which will come through the connection and attack whomever the spell caster directs the spell against.

The recipient has an immediate desire to "do a disgusting thing with a disgusting thing" and will fall upon the Cissaldan with much vigor. The recipient will not be able to do or say anything else since his or her complete concentration is centered on the Cissaldan. The two will continue to copulate until the recipient dies of starvation. There is no known way of separating someone (or something since the Cissaldans do not discriminate in any way) from a Cissaldan until the recipient dies. After the death of the spell recipient, the Cissaldan will return to the world from which it came.

Cissaldans are described as having two penises, two vaginas, and are physically "disgusting" to look at. They, however, love to make love so to speak, and can physically adapt to any sexual physiology.

Suspend Preference:

(by Muse of Fire)

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 1, Src/ Wiz 1

Components: V, S

Casting Time: 1 action

Range: touch

Area of Effect: 10 feet radius circle

Duration: 2 hours per level

Saving Throw: Will negates

Spell Resistance: Yes

Sources disagree as to the origin of this spell. Gods of love and lust grant it, but strangely enough so do some gods of magic.

If certain followers of the latter are asked they reply that the their gods created the spell to temporarily bring the recipient into a higher state of being, giving them an advanced capacity to love.

This spell temporarily alters the subjects psychology so that they are romantically and sexually compatible with any intelligent being. This does not create attraction or compel responsiveness. It does allow women to become aroused by or infatuated with women, high elves to appreciate the beauty of lowly humans, and Xenophobic Hilsfarens to develop crushes on orckin of the same sex they might admire were they human hilsfarens of the opposite sex.

You get the idea? Besides dealing with homophobia and Xenophobia, ecstasy mages get the most use out of this spell. For example, Lini: "Look, I can help a lot in this battle, but I'm out of energy. We need an orgy to gather my power."

Kara's angles. "Well sure, but we left all the men back in Sousail. How are we going to find any in the middle of Muel Draehnahr?"

Lini: "If your willing I can, er, suspend that problem."

Instant five girl orgy, with three girls who are normally straight and one who never took her bisexual tendencies beyond the realm of fantasy.

Theft of the Unborn

Transmutation

Level: Mdw 4, Src/ Wiz 5

Components: V, S, F

Casting Time: 1 round

Range: Touch

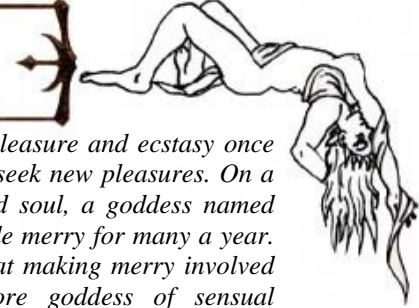
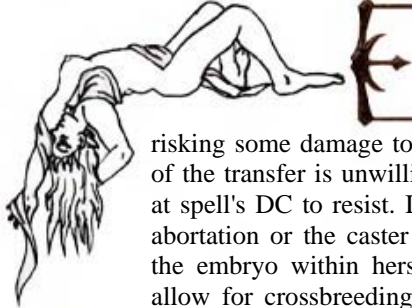
Target: Pregnant creature touched

Duration: Permanent

Saving Throw: Fort negates

Spell Resistance: Yes

For many years this spell has been used for both good and evil purposes. The spell removes an unborn child from the womb or another such place and places it within another creature, which need not be the caster of this spell. The subject of this spell can make fortitude save to resist this attempt. If successful, she feels a moment of pain, but nothing more. If the save is not succesful, the spell's power draws her unborn child from within her causing 3d6 points of subdual damage, through the shock. If the subdual damage surpasses er actual hit points, she passes out. Otherwise this damage is not harmful, although the psychological effects may be devastating. The unborn baby can be in any state of devolopment, when this spell is cast. Instead of transferring the baby to another creature, the caster can choose to use this as method of abotatation. If the caster chooses to transfer the unborn to another creature, the subject of this second part of the spell must make a successful constitution check against DC 12. If this check fails, the subject of the transfer also suffers 3d6 points of subdual damage, also



risking some damage to child (3 in 20 change). If target of the transfer is unwilling, she also receives a will save at spell's DC to resist. If successful, this either causes an abortion or the caster (if possible) can choose to take the embryo within herself instead. This spell does not allow for crossbreeding. Also, though this spell doesn't not If a person is already pregnant, transferring might be possible, depending on a species. Other magical means might be able to overcome these limits, however. Use of this spell on an unwilling subject is considered to be an evil act.

This spell has been used by evil cults to steal the children for their dark sacrifices. It has been used to steal the true heir from Queen Thesslia's womb. But there has been as many honest uses of this spell. Despite the spell's grim name, and partially dark reputation, it was originally used for a very specific purpose. In times of great wars this spell was granted by powers of fertility, to the end, that the children of pregnant women who were killed, could still be born. It has also been used to make certain that a child wouldn't be subject to certain specific curses ("Those born to..."), or negative alterations their mother is suffering from.

Focus: Blessed holy symbol of fertility god/goddess, which must be placed upon both subjects, each in turn.

Touch of Talopea

(by Muse of Fire)

Necromancy

Level: Clr 2, Brd 2, Src/ Wiz 2

Components: S

Casting Time: 1 action

Range: 10 yards

Target: 1 creature per 5 levels

Duration: 1 rounds per level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows the target to feel what the caster is feeling. The wizardly version was created by the wizardess Amoretta the Dancer, to please her insanely lucky husband Thorn the mottled ranger. Amoretta would perform exotic dances for her husband, pleasuring herself as she went, and Thorn would feel the sensations as if they were his own. Very few copies of this spell exist.

The goddess Talopea uses it in similar ways.

Well, this spell has a fairly obvious but unintended secondary use. If used in combat the target takes one point of subdual damage for every point of real or subdual damage you take. Alternately, some more strange individuals like to cast it on all the enemy spellcasters, then hold back somewhere and pleasure themselves, laughing as the rival mages try to focus on their battle magic while trembling on the edge of orgasm. :-) Spellcasters so targeted must make concentration checks opposed by the casters Sexual prowess check to cast their spells. The difficulty increases by one each time they loose the contest and grow more aroused.

It is said that one goddess of pleasure and ecstasy once traveled far from her realm to seek new pleasures. On a distant plain she met a kindred soul, a goddess named Talopea, and together they made merry for many a year. (You don't need to imagine what making merry involved as Talopea is the Mage Lore goddess of sensual pleasure.)

This spell was created by Christine Morgan in a silly, sexy story called "Battle of the Sexpots" which can be found on her sight, which I believe is Vecna@Eskimo.com . I've never seen game statistics for it, and if they do exist they're in GURPS.) This is one of the many pleasurable spells Talopea taught this goddess.

Tranquility

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 living creature

Duration: 1 minute/level

Saving Throw: Will negates

Spell Resistance: Yes

The target is suffused with a sense of well-being, happiness, calm, and general warm bunny feelings. This negates magical fear and other emotional effects. Note that victims of a Fear spell and similar effects still get a save even when Tranquility would be beneficial because their fearful state makes them resistant to some manipulation. Although there is no dominating compulsion component to this power, targets are taken out of a combative state of mind and may be more amenable to talk to. If a Diplomacy check has gone badly, for instance, this power may allow a retry where none would have been possible. The caster gains +4 to all such attempts to manipulate (bluff, diplomacy, but not intimidation). If the spell is used to break another's concentration apply a modifier of -6 instead of -3 because the spell is specifically designed to make the target briefly loose track of what it was doing. Barbarians who fail their save may immediately be brought out of battle rage. If used on a creature in combat it drops out of combat mode briefly and must immediately reroll its initiative; it is considered flat-footed until its next action.

Transfer Charm

Transmutation

Level: Src/ Wiz 2

Components: V, S

Casting Time: 1 action

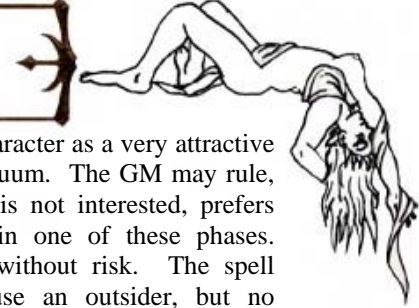
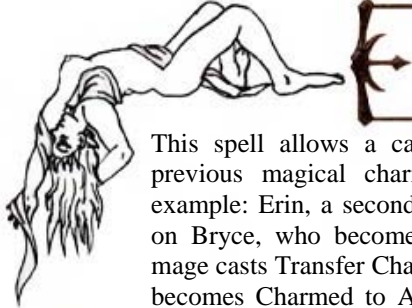
Range: 10 feet

Target: 1 person

Duration: as for the spell transferred

Saving Throw: None

Spell Resistance: Yes



This spell allows a caster of higher level to subvert previous magical charms to his own purposes. For example: Erin, a second level mage casts Charm Person on Bryce, who becomes charmed. Anna, a third level mage casts Transfer Charm onto Bryce, whereupon Bryce becomes Charmed to Anna. However, Deneira, another third level mage, cannot Transfer the charm to herself, as she is not higher level than Anna.

Transference

Transmutation

Level: Mdw 3, Src/ Wiz 4

Range: touch, Very close

Component: S

Duration: Permanent

Casting Time: 1 action, Special

Area of Effect: One living creature

Save: None/ of fort save if not willing

Spell Resistance: Yes

By casting this spell, the caster can make creatures pregnant with the embryo of someone else, if caster would be normally able to breed with a creature of that race (the gender of the creature is irrelevant and the caster can use other magic to make this possible). The caster must have sex with some other person, that is able to become pregnant by the caster or could impregnate the caster (this spell will even work, if the caster changes his sex before or after the character cast the spell. The caster can impregnate one creature he got sex with in the next 3 days per level. He need not impregnate the first person. The subject of the spell has to be able to give birth to a living child and receives a fortitude save to avoid becoming pregnant. It can be racially very different however, which makes this spell especially valuable for crossbreeding. The pregnancy starts to show only after final recipient is chosen, but of course there might be nasty spell around, which hits the recipient immediately to state. The Caster can also choose to be one of the parents, although that is not typically the purpose of this spell.

Transplanar Eroticism

Illusion (Glamer)

Level: Src/ Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Personell

Target: 1 extraplanar creature

Duration: 5 minutes per level

Saving Throw: No

Spell Resistance: No

You become sexually attractive to an extra planar creature of your choice. The illusion will not give the impression, that you are an outsider, but only that you are sexually attractive to one. This means, that the average outsider of this type and gender (that you specified during

the casting) will think of the character as a very attractive and sexually interesting individual. The GM may rule, that any encountered outsider is not interested, prefers other stimulations or is just in one of these phases. Transplanar Eroticism is not without risk. The spell grants the possibility to arouse an outsider, but no protection or ability to withstand sex with one. This spell will not work, with outsiders that do not have any gender (like slaadi). The material component is a piece of the plane, the outsider stems from (easy with the elemental planes, harder with others).

Transplanar Fertility

Transmutation

Level: Src/ Wiz 3

Components: V, S, M

Casting Time: 1 round

Range: touch

Target: 1 person

Duration: 1/2 hour per level/ special

Saving Throw: Fortitude Negates

Spell Resistance: Yes

The caster changes one creature's fertility into one compatible with that of one outsider. This will not grant any protection and arouses neither the subject of the spell nor the outsider. The type of outsider must be specified during the casting. The spell duration normally is 1/2 hour per level of the caster, but if a woman is impregnated with the help of this spell, she will not be harmed in any way by her child for the duration of her pregnancy (but not during the birth).

The material components are one item from person the spell is cast on, that belonged to the person for at least one year.

Tweak/ Goose

Evocation

Level: Brd 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 feet

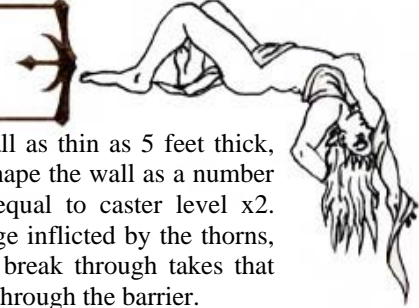
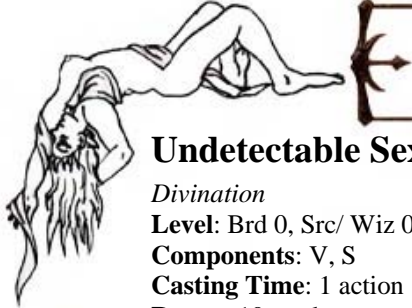
Target: 1 person

Duration: Instantaneous

Saving Throw: Special

Spell Resistance: Yes

This cantrip causes the victim to feel the sensation of being "tweaked" or "goosed" as if by an unseen forefinger and thumb. The portion of the body being tweaked must be seen by the caster and be uncovered by armor. Victim's got to succeed at a concentration-check vs. DC 10 to avoid losing concentration for one round. Losing concentration would result in losing spells to be cast in the round and a penalty of -1 on all checks. The caster must make a tweaking motion with his hand in order to affect the spell.



Undetectable Sexual Preference

Divination

Level: Brd 0, Src/ Wiz 0

Components: V, S

Casting Time: 1 action

Range: 10 yards

Target: 1 creature

Duration: 24 hours

Saving Throw: None

Spell Resistance: Yes (harmless)

This Cantrip conceals the sexual preference of a creature for 24 hours - even from a know sexual preference cantrip.

Voyeur

Transmutation

Level: Src/ Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: 20 feet

Target: 1 person

Duration: 2 rounds per level (D)

Saving Throw: None

Spell Resistance: Yes

A voyeur is a person who derives sexual gratification from observing the sex organs especially in secret. Thus, this spell allows the caster to see through a person's clothing and examine sexual organs. Of course the gratification part must be achieved solely by the caster. The material component of the spell is a small piece of cloth and a small piece of glass.

Wall of Roses

Conjuration (Creation)

Level: Drd 6, Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: Wall of thorny rosebushes, up to one 10-ft. cube/level (S)

Duration: 10 minutes/level (D)

Saving Throw: See text

Spell Resistance: See text

The wall of roses spell creates a barrier of very tough, tangled rosebushes bearing needle-sharp thorns as long as a person's finger. Any creature forced in to or attempting to move through the wall takes 25 points of damage per round of movement, minus 1 point for each point of the creature's AC. Dexterity bonuses to AC and dodge bonuses do not count for this calculation. (Creatures with an Armor Class of 25 or higher take no damage from contact with the wall.)

The character can make the wall as thin as 5 feet thick, which allows the character to shape the wall as a number of 10-by-10-by-5-foot blocks equal to caster level x2. This has no effect on the damage inflicted by the thorns, but any creature attempting to break through takes that much less time to force its way through the barrier.

Creatures can force their way slowly through the wall. To make any progress, a creature must succeed at a Strength check (DC 20). A successful creature moves a number of feet equal to its Strength check result minus 19, so a creature who rolled 24 on its Strength check could move 5 feet in a round. Of course, moving or attempting to move through the thorns incurs damage as described above. A creature trapped in the thorns can choose to remain motionless in order to avoid taking any more damage.

Any creature within the area of the spell when it is cast takes damage as if it had moved into the wall and is caught inside. In order to escape, it must attempt to push its way free, or it can wait until the spell ends.

The roses on one side of the wall of roses give off an enchanting scent that always seems to come from deeper and deeper in the brush. Those within 100 feet of the wall and on the side giving off the scent must make a Will Save at the spells DC each round or move at their normal speed towards and in to the wall, taking damage from the roses as normal. This save can be rerolled each round. Upon reaching the middle of the hedge, the smell suddenly seems to come from the side, leaving weak willed victims wandering through the hedge until they're torn apart by the thorns.

A wall of thorns can be carefully breached by slow work with edged weapons. Chopping away at the wall creates a safe passage 1 foot deep for every 10 minutes of work. Normal fire cannot harm the barrier, but magical fire burns away the barrier in 10 minutes.

Wet Dream

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 0, Src/ Wiz 0

Components: V, M

Casting Time: 1 round

Range: special

Target: 1 person

Duration: Special

Saving Throw: Will Negates

Spell Resistance: Yes

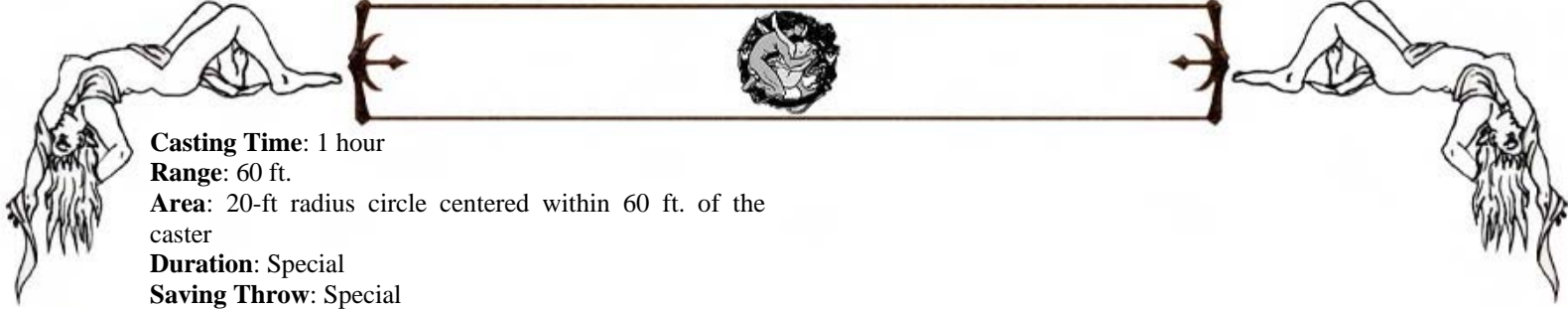
This cantrip consists of a whispered word to another individual, who will not hear or understand the word, and who will experience a dream erotic enough to produce an orgasm the next time that person falls asleep. The material component is a feather tinged with blood.

Yemelat's Orgiastic Frenzy

Enchantment (Compulsion) [Mind-Affecting]

Level: Sex 7, Clr 8

Components: V, M



Casting Time: 1 hour

Range: 60 ft.

Area: 20-ft radius circle centered within 60 ft. of the caster

Duration: Special

Saving Throw: Special

Spell Resistance: No

Yemelat, whose archbishopric is among the most coveted of all the dioceses of Lord Priapus, is most famous for his Orgiastic Frenzy spell, first put to shockingly great effect at a Special High Council of the priests of Helm, Torm, and Tyr. This spell compels those within its range to engage in sexual activities with wild abandon with anyone else within the zone. Those within may individually make a will save with a modification of -5 to stave off the effects, but must save again if they touch anyone or anything in the zone, including their own bodies, until they escape the zone or until everyone falls unconscious within the zone. The material component is a peeled grape.

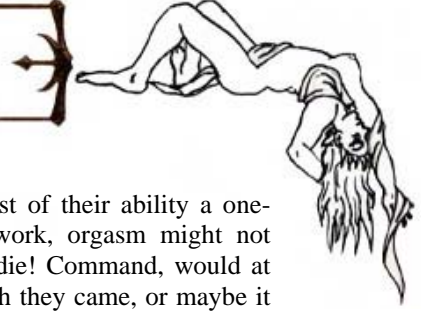
Additional Cleric Orisons:

Burp - causes the infant to pass gas.

Create Cheerios and Milk - creates a healthy portion of cereal w/ milk.

Gallager's Food to Mush - transfers food to edible mush for infants.

Turn Toddler - keeps a whinny kid at bay.



New Takes on Old Spells

Inventive spellcasters try to use their spells in many different ways. The following suggestions show you possible uses of old spells, with regard to our theme.

AlterSelf:

The spellcaster can use this spell to alter his form to up to ½ his body weight. He may use it to make his cock or her breasts larger, mold oneself in the general form that another person would find pleasing, or add a tentacle or second cock or an extra long tongue — the possibilities are pretty much endless for someone with a little imagination

Animal Shapes:

The caster assumes the form of a natural animal, for all the bestiality fans out there.

Animate objects:

Nominally an attack spell, this can be used to turn a simple ivory dildo into a frenzied, self-directing vibrator!

Animate rope:

Often used by those with a special liking for bondage, a rope that does its own hog-tie!

Arcane Eye:

Used by those voyeurs amongst the arcane spellcasters.

Arcane lock:

Preferred by husbands and fathers, to make those chastity belts. Others prefer to naje thoser manacles really hard to escape from.

Cat's Grace:

This will add to the casters' dexterity, with the obvious effects on his skills as sexual partner.

Change Self:

This is much like the alter self spell, though it is only an illusion, therefore if you give yourself a tentacle, it would be for looks only but could not actually touch anyone. This would be better used when trying to pass yourself off as something your not, i.e, if the person you are lusting after has a thing for elves, then you can make yourself appear as an elf and this gives you a +10 modifier to your disguise roll to fool her.

Charm monster, person, or animal:

Any seduction attempt automatically succeeds as the victim will perceive your words and intentions in the most favorable way, unless it is something that is against their nature (i.e. a guy seducing a dyed-in-the-wool lesbian), in which case the spellcaster must win an opposed charisma check.

Clairaudiance/clairvoyance:

Another voyeuristic spell Arcane spellcasters seem to have a lot of them

Command:

The victim will obey to the best of their ability a one-word command. Strip would work, orgasm might not actually work, but as with the die! Command, would at least cause them to act as though they came, or maybe it would make them frantically masturbate until they did come or the spell ended (dm's call) .

Command Plants:

This spell can be used to either entangle a victim with vines and hold them down like the animate rope spell, or have the plants "attack" and pleasure/ rape the victim. The commanded plants have a base pleasure skill check equal to half the spellcaster's level. Since its an eighth level druid spell, the caster would have to be at least 15th level, which would be a pleasure check skill of 8 (rounded up).

Control Plants:

This is a lower-level version of the above spell and can be used to make vines entangle a victim and/or pleasure them. The plants will have pleasure check equal to +1 bonus for every three levels of spell casting ability.

Control Undead:

We don't know why you would want to, but maybe if you were of high enough level, you could use to control a vampire and make them your sex slave for the duration of the spell and a really dry, hard bone may even hold some pleasure for the lonely necromancer.

Daze:

This cantrip befuddles the mind of the victim and prevents them from resisting for one round any pleasure check you make against them (i.e., they cannot make a save roll to avoid the affects of a successful pleasure check against them).

Demand:

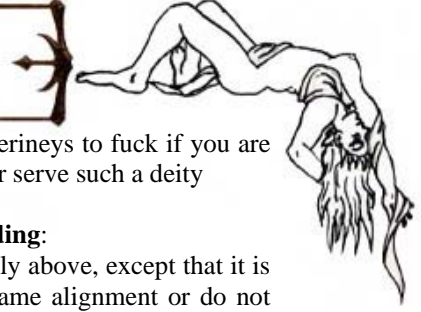
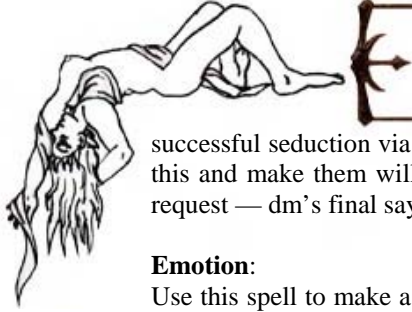
The spell caster sends a Suggestion of less than 25 words to any creature she knows and the creature will try and do fullfill it to its best ability (see suggestion spell). This can be used, for instance, to send a command to the queen of a neighboring kingdom to start masturbating right in front of her councilors, even when the spellcaster is no where near the scene.

Detect Thoughts:

Often used to read surface thoughts, maybe to find out what the victim's turn ons are or if they are "in the mood." Sometimes helpful while having sex to improve the control of the pleasure centers.

Dominate Animal/Monster/Person:

These spells turn the victim into your complete sex slave for the duration. They will obey your very command as long as they can understand it, but they will actively resist, getting the initial save roll and an additional one for every action demanded that goes against their nature, so making that lesbian suck your dick will allow for a save roll, as well as when you tell her to fuck you. A



successful seduction via a charm person spell may negate this and make them willing participants in whatever you request — dm's final say.

Emotion:

Use this spell to make a victim feel lustful or in love, but it only lasts as long as the caster concentrates.

Endurance:

Adds a bonuses to the caster's save rolls to continue fucking for an extended lengths of time, may also raise th pleasure threshold.

Enlarge.

The caster can use this spell to make himself bigger, but can not be used to increase the size of a specific body part. It could be used to make the caster go from one size category to another (depending on their level and starting size), which may have effects on the size of their dick.

Evard's Black Tentacles:

Do we really need to go into this one? The tentacles get one rank in pleasure skill per level of the caster.

Eyebite:

Eyebite can be used like a charm monster spell

Feeble mind:

This spell is used in conjunction with a charm spell, and can turn the victim into a brainless bimbo. Often used by those who don't require any intelligence from their sex slaves.

Geas/lesser Geas:

Here's a fun one — the victim has to complete a task you set out for them. Lesser Geas got a save, the geas spell does not. Things like "you cannot wear clothing or refuse any sexual advances until you have fucked one hundred different creatures" or something like this line would be appropriate. This is a great spell for those with an MC bent.

Greater command:

Greater Command works just like the command spell, but affects an additional victim per level of the caster. A 10th level cleric could walk into a nunnery and command 10 of the inniates to "fuck!" though whether they would fuck him or each other would depend on each individuals' inclination and opportunity.

Guards and wards:

Any victim who wanders into the 5' square foot warded area must make a save or fall victim agains a suggestion spell, which may be to fuck the next person they see, strip because the suddenly feel very hot and the only way to relieve it is to masturbate, etc. See suggestion spell.

Grease:

Creates the instant lubrication, good for all them sloppy needs.

Greater and lesser Planer Ally:

Used to summon a succubus or erineys to fuck if you are of an evil or chaotic alignment or serve such a deity

Greater and lesser Planer Binding:

See Greater and lesser Planar Ally above, except that it is used when you are not of the same alignment or do not serve the same deity as the summoned creatures.

Hypnotism:

Another one for the MC crowd. Mix this spell with a seduction attempt for almost guaranteed success, or use it to mold an inclination ("Kira, you like sucking my cock"). The way the spell is written, it moves the targets' attitude two steps more friendly towards you. This will give you a better chance of them doing it. Even when the spell ends, their attitude towards you remains the same in regards to the command. So if Devis hypnotizes the haughty young daughter of a baron who is "Indifferent" towards him into blowing him, she will respond to his request as if she were "helpful". Once the spell ends, she goes back to being snobbily indifferent, but any request by Devis for her to suck him off would be met by a very helpful response.

Insanity:

This spell is used to inflict one of the sexual insanities or a sexual disadvantages (nymphomania, necrophillia, etc)

Invisibility:

Another one for the voyeurs amongst the arcane fellows. Girl's Locker room, anyone?

Knock:

Will open those pesky chasity belts.

Mass Suggestion:

Do you want to start an orgy? Plant a mass suggestion in a crowded room that there is a major prize for the person who strips and fucks the most people that night.

Modify Memory:

Often used to make a victim forget that she was impregnated with a demon seed (gasp!, shocking), or implant a false memory. For example, Devis rolls a critical failure on a pleasure check and mortifies his lover and humiliates himself. He quickly casts modify memory and rewrites his lovers recollection of the event to make it seem like a critical success instead and the greatest orgasm of her life.

Open/close:

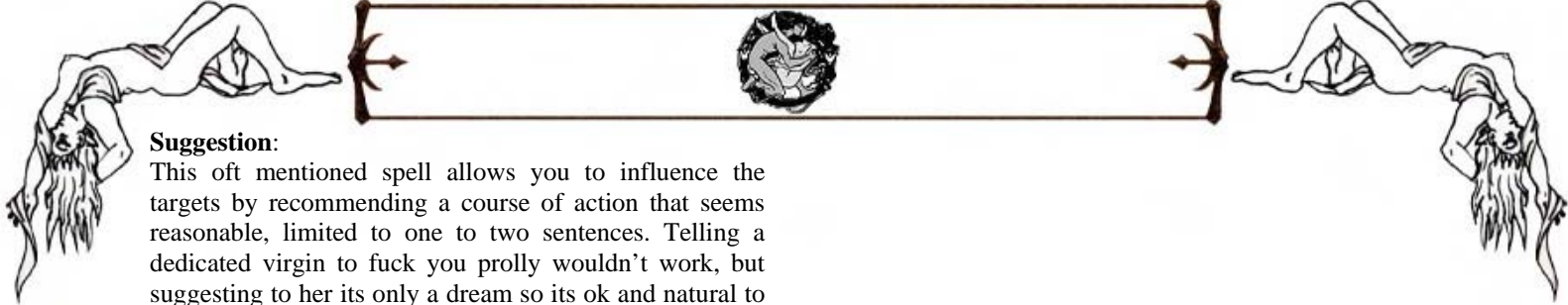
Use this handy cantrip to untie the laces on a busty serving wenches tight bodice.

Polymorph other:

Permanently alter the form of your victim—transform them into your ultimate dream lover.

Polymorph self:

Much like Polymorph other above, in respect to oneself and not permanent.

**Suggestion:**

This oft mentioned spell allows you to influence the targets by recommending a course of action that seems reasonable, limited to one to two sentences. Telling a dedicated virgin to fuck you prolly wouldn't work, but suggesting to her its only a dream so its ok and natural to have thoughts and do things like this and she's not actually doing anything would work. So would telling her your dick is a lollypop (but don't bite).

Telekinesis:

This spell creates an invisible dildo of force, one that can be used under cloths, too

Unseen servant:

The ultimate in masturbation (if you can call it masturbation), it can be used to suck a cock or pussy for as many hours as levels of the caster, or until dismissed. Or use it to tirelessly fuck a captive chained in place.

Orgiastic Rituals

Using the energy, that is set free during an orgy, a caster can increase the potency of his spells.

Per each time, someone participating at the ritual sex orgasms, the leader of the ritual receives one bonus level to his spell casting. These bonus levels can be split between the different aspects of the spell that is to be cast. Range, number of targets, area, duration, damage dice etc. are all treatet as separate categories for the spell and require each one bonus level to be raised by one: e.g.: the caster wants to cast an enhanced fireball to show off his orgasm with great fireworks. He receives 10 extra levels. He uses seven levels to increase the range by 280 feet and (because he is already 7th level) the damage dice by three (to make it brighter, as he says).

The following restrictions are placed upon orgiastic rituals:

- The spell-casting begins, when the caster becomes aroused and only orgasms from this moment on are counted.
- the orgy must have been started with the intent to enhance a spellcasting.
- The spellcaster must be selected before the orgy.
- The spell is cast, when the spellcaster orgasms.
- Only orgsasms received through normal means (i.e. those, that are not forced upon a person by magic, drugs or psionics) will add the levels.

To cast the spell, the spellcaster must succeed at a concentration-skill-check vs. DC 15 + spell level.

To direct an orgiastic ritual, no special abilities got to be learned, although the aroused casting feat becomes handy during the casting.



List of Psionic Powers

Psion

0 level (Talent)

Contraception

Know Sexual Preference

1st level

Enhance Fertility

Willy's Partial Expansion

2nd level

Empathic Link

Induce Pleasure

Induced Pleasure

3rd level

Tranquility

6th level

Bliss

8th level

Rapture Link

Psychic Warrior

0 level (Talent)

Contraception

Know Sexual Preference

1st level

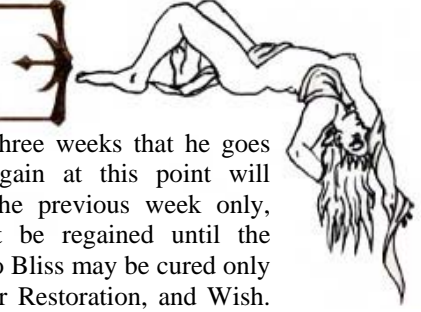
Enhance Fertility

Willy's Partial Expansion

2nd level

Empathic Link

Induced Pleasure



SEXUAL PSIONIC POWERS

Bliss

Telepathy (Cha) [Mind-Affecting]

Level: Psion 6

Power Chain: Induce Pleasure

Display: Me

Manifestation Time: 1 Action

Range: Medium (100 ft. + 10 ft./Level)

Target: 1 living creature

Duration: Instantaneous

Saving Throw: See text

Power Resistance: Yes

Power Points: 11

You telepathically overload the target creature's pleasure centers. The result is a rush of pleasure unmitigated by the senses; a level of ecstasy not normally physically possible. The target immediately drops and is at zero hit points and loses all actions for one round. Hit point loss is treated as subdual damage. The subject is locked in a post-blissful state and is unable to act for a time. The minds of most creatures are not trained to resist pleasure as they are pain so the subject's Will saving throw is made at -2. If this save is made the subject takes 5d6 of subdual damage (which may be enough to zero the target anyway) and is limited to a partial action on its next initiative, but does not suffer any of the lasting effects listed below. You may instead choose to deliver this power as a melee touch attack in which case the subject is not allowed a save vs. the initial effect.

On the second and subsequent rounds the subject may make a Con roll to act. The initial DC is 20 + your Cha mod. This DC drops by 1 each round until the subject eventually regains his senses. The subject is helpless during this time and is considered flat-footed and does not get any Dex mod to AC. The subdual damage may be healed normally.

After recovery the subject must make a Will save or become obsessed with experiencing this effect again. The subject will take any reasonable and not obviously self-destructive action to have this power manifest on him again. If the subject does not experience this power again for 1 day/manifest level then this effect ends. If the subject experiences Bliss again during this time then he must make an additional Will save each time to recover from the obsession effect. If the subject makes a Will save, but is still under the duration of a previous failed save then the obsession effect continues, except that a natural "20" on a save will negate failures for the previous week. If the subject fails 3 Will saves within a single week, or five saves total or rolls a natural "1" on any single save then the subject becomes physically and emotionally addicted to this power. Once addicted the subject must experience Bliss regularly or lose 1 point from each of his mental stats per week and 1 point from

each of his physical stats per three weeks that he goes without. Experiencing Bliss again at this point will restore lost stat points from the previous week only, additional points lost can not be regained until the addiction is broken. Addiction to Bliss may be cured only with Psychic Chiurgery, Greater Restoration, and Wish. The initial mental obsession phase may be cured by those effects plus Restoration, Lesser Wish, Aura Alteration, Suggestion, and a properly applied Aversion.

Contraception

Psychometabolism (Str)

Level: Psion 0/ Psychic Warrior 0

Display: Au

Manifestation Time: 1 action

Range: touch

Target: one female

Duration: Instantaneous

Saving Throw: None

Power Resistance: Yes

Power Points: 1

With this devotion a psionicist can prevent pregnancy in any female (including herself). This power should be used after sexual activity. In some cases this may not be lawful, and in some it may not be considered good. This devotion offers only 95% certainty according to the following table:

Roll	Result
0 – 95	no fertilization
96	one zygote
97	two zygotes
98	very ugly mutant child
99	incredible ugly mutant child
00	a beautiful, powerful mutant (get out Gamma World rules)

Empathic Link

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2/ Psychic Warrior 2

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft. + 5 ft/ 2 levels)

Target: you and one living creature per 5 levels

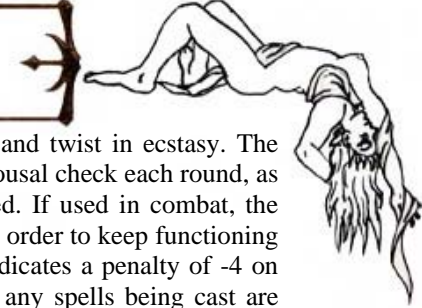
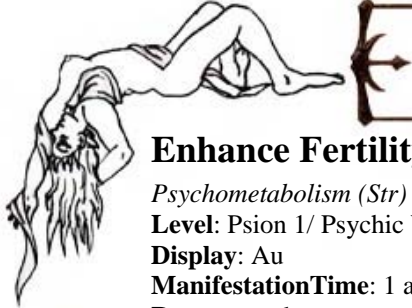
Duration: 10 minutes per level

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

You and another creature are linked in a way, that you feel the emotions of this creature and the creature feels your emotions. Every time one of you has to make an arousal check the other will do, too. Only half of lethal or subdual damage is transferred via the link.



Enhance Fertility

Psychometabolism (Str)

Level: Psion 1/ Psychic Warrior 1

Display: Au

Manifestation Time: 1 action

Range: touch

Target: one female

Duration: 5 minutes per level

Saving Throw: None

Power Resistance: Yes

Power Points: 1

With this devotion a psionicist can enhance the chance of pregnancy in any female (include herself). This power should be used before the sexual activity. For each PP spend, there will be a chance of pregnancy of 10% up to a maximum chance of 90%. The psionicist must maintain this power during all the intercourse time.

Induce Pleasure

Telepathy (Cha) [Mind-Affecting]

Level: Psion 2

Power Chain: Base Power

Display: Me

Manifestation Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 living creature.

Duration: Instantaneous

Saving Throw: See text

Power Resistance: Yes

Power Points: 3

You telepathically stimulate the pleasure center of the subject's brain causing a disorienting jolt of extreme pleasure. This is distracting and somewhat exhausting and causes 3d6 of subdual damage. The brains of most living creatures are not trained to automatically resist pleasure as they do pain; only Psions, Psychic Warriors, Monks with Still Mind, Rogues with Slippery Mind, and Barbarians who are currently enraged are allowed a Will save for half damage. Affected targets may not even perceive this as an attack.

Induced Pleasure

Telepathy (Cha) (Mind-Affecting)

Level: Psion 2/ Psychic Warrior 2

Display: Au

Manifestation Time: 1 action

Range: Long (50 ft + 10 ft/ level)

Target: 1 living creature

Duration: concentration, up to 20 rounds

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 3

This is the opposite power of Inflict Pain. While no good comes from it (no healing or curative effects), it makes

the subject individual shudder and twist in ecstasy. The subject will have to make an arousal check each round, as long as the power is maintained. If used in combat, the victim must make a will save in order to keep functioning and fighting. Failure to save indicates a penalty of -4 on all attack rolls that round, and any spells being cast are disrupted.

The insidious effects of this power occur when it is used in conjunction with Inflict Pain. By using the two powers interchangeably, dependent upon the victim's actions, the victim can be conditioned to perform certain acts instead of other acts they would normally perform.

For each week of being subjected to this treatment, they must make a wisdom check, with a penalty equal to the number of weeks of "treatment" (i.e., 3 weeks of treatment = penalty of -3) or have their actions in particular scenarios predetermined by their conditioning. Only one area of behavior may be affected per victim. Depending upon the behavior modification, there is a chance (GM's discretion) for an alignment change by the victim.

Know Sexual Preference

Clairsentience (Wis)

Level: Psion 0/ Psychic Warrior 0

Display: Vi

Manifestation Time: 1 action

Range: 20 yards

Target: self

Duration: concentration, up to 1 minute per level (D)

Saving Throw: None

Power Resistance: No

Power Points: 1

This power enables the psionicist to read the sexual preference in the aura of a creature. Aura Sight reads sexual preference and experience. Aura Alteration can fool both reads.

Rapture Link

Telepathy (Cha) [Compulsion, Mind-Affecting]

Level: Psion 8

Power Chain: Induce Pleasure

Display: Me

Manifestation Time: 3 rounds

Range: Touch

Target: One living creature

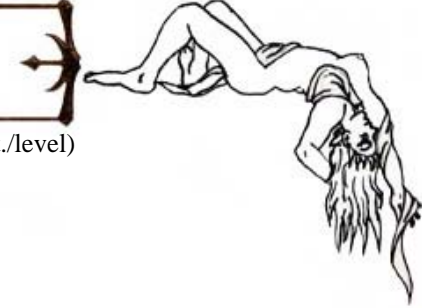
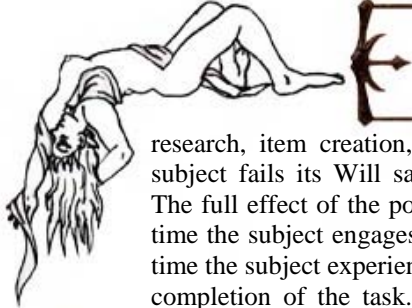
Duration: Instantaneous

Saving Throw: Will Negates

Power Resistance: Yes

Power Points: 15, XP cost

You create a mental crosswiring of the target creature's pleasure centers such that extreme physical, emotional, and spiritual pleasure are elicited by one specific action or group of actions. Actions which can be so linked include combat vs. a certain specific type of foe, completion of a specific task such as a contract assassination, protection a particular person or area, spell



research, item creation, craft skills, and similar. If the subject fails its Will save then the change takes place. The full effect of the power is not realized until the next time the subject engages in the specified activity. At that time the subject experiences a growing elation as he nears completion of the task. Upon successful completion of the task the subject experiences a sensation which may be likened to physical bliss, emotional euphoria, and a spiritual epiphany, but which fully transcends these terms; it is pleasure at a level mortal beings can not normally experience. Thereafter comes an emotional "crash" and a period of depression until the subject can experience this sensation again. The intensity of the sensation is also proportional to the degree of success; producing a masterwork sword will induce a higher state of bliss than doing average work, completing an assassination in a masterful way will likewise produce a more intense and prolonged state of rapture. At this point the specified activity becomes the target's one overriding obsession and an unbeatable addiction with success being its own reward. The subject receives a +2 focus bonus on all rolls relating to the object of its Rapture Link. This increases by +1 per level the subject remains under this power to a maximum of +5. With each level gain the subject must purchase at least one rank in all skills appropriate for the given activity. When available feat slots will also be spent to be better able to perform the given activity. If prevented from engaging in the activity associated with its Rapture Link the subject experiences dysphoria, malaise, and depression. The subject loses 1 point from each mental stat per week, and 1 point from each physical stat per three weeks that it can not pursue rapture. A Fortitude save is allowed to delay each point of stat loss. If the subject can again engage in the specified activity then stat deterioration stops and if the subject completes the task then all stat points lost this way are restored. The effects of this power may only be removed with Psychic Chiurgery, Greater Restoration, and Wish. Rapture Link may also be manifest in such a way as to remove this condition in others. Aura Alteration allows the subject to reroll its Will Save (once). Note that the subject of a Rapture Link will vigorously resist all attempts to remove this state. Before the Rapture Link has been activated it can be removed by the effects listed above plus Lesser Wish, Restoration, and a properly applied Suggestion or Aversion. If he knows of the Rapture Link and the activity which has been specified the subject may simply opt to never engage in that activity again to prevent the power from becoming fully activated. In different areas the Telepaths capable of manifesting this power call it by a variety of names: Focus Passion, Polarization, Pleasure Thrall, etc.
XP cost: 2000

Tranquility

Telepathy (Cha) [Mind-Affecting]

Level: Psion 3

Power Chain: Induce Pleasure

Display: Me

Manifestation Time: 1 Action

Range: Medium (100 ft. + 10 ft./level)

Target: 1 living creature

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: Yes

Power Points: 5

The target is suffused with a sense of well-being, happiness, calm, and general warm bunny feelings. This negates magical fear and other emotional effects. Note that victims of a Fear spell and similar effects still get a save even when Tranquility would be beneficial because their fearful state makes them resistant to manipulation. Although there is no compulsion component to this power, targets are taken out of a combative state of mind and may be more amenable to talk. If a Diplomacy check has gone badly, for instance, this power may allow a retry where none would have been possible.

If manifest to break another's concentration apply a modifier of -6 instead of -3 because the power is specifically designed to make the target briefly lose track of what it was doing.

Barbarians who fail their save may immediately be brought out of battle rage. If manifest on a creature in combat it drops out of combat mode briefly and must immediately reroll its initiative; it is considered flat-footed until its next action.

Willy's Partial Expansion

Psychometabolism (Str)

Level: Psion 1/ Psychic Warrior 1

Display: OI

Manifestation Time: 1 action

Range: Personal

Target: You

Duration: 5 minutes per level

Power Points: 1

This specialized form of Expansion was created by Willy Kawallo to increase the size of his preferred body part. The rules for size increase are the same as in Expansion. Although this power was invented for this one purpose, it can be used to expand any part of the body (one arm, the head, one leg etc.).

Other useful powers

Control Object

Animal Affinity

Astral Construct

Affinity Field

Attraction

Call Weaponry

Concussion

Combat Precognition

Detect Thoughts

Empathic Transfer

Empathy

False Sensory Input



Graft Weapon
Grease
Recall (Agony) Lust
Sense Linc
etc.

Combat Modes

ID Ecstasy

Attack mode (Cha)

Display: Me

Manifestation Time: 1 action

Range: Close (25 ft + 5 ft / 2 levels)

Duration: Instantaneous

Saving Throw: Will negates

Power Resistance: No

Ability Damage: 1d3 Con

Power Points: 3

You stimulate the Id of your victim in such a ecstatic way, that the shivering causes 1d3 points of temporary Constitution damage as well as forcing an arousal check. Nonpsionic buffers apply against this attack mode. Id Ecstasy uses the same Psionic Combat DC Modifiers as Id Insinuation.

Chapter 7: Magic Items Mom Wouldn't Approve Of

Table X-1: Armor and Shield Special Abilities

Special Ability	Market Price Modifier
<i>Cleanly</i>	+1 bonus
<i>Revealing</i>	+1 bonus
<i>Locked</i>	+2 bonus

Table X-2: Specific Armor and Shields

Special Ability	Market Price
<i>Battlemaid's leathers</i>	25,250 gp
Chainmail bikini	50 gp

Table X-3: Weapon Abilities

Special Ability	Market Price Modifier
<i>Castration</i>	+4 bonus
<i>Raping</i>	+3 bonus

Table X-4: Specific Weapons

Special Ability	Market Price
<i>Dagger or circumcision</i>	,302 gp

Table X-5: Rings

Ring	Market Price
<i>Dominatrix's cockring</i>	36,500 gp
<i>Fertility</i>	36,000 gp
<i>Inertility</i>	40,000 gp
<i>Protection down there</i>	8,000 gp
<i>Prowess</i>	2,000 gp

Table X-6: Rods

Ring	Market Price
<i>Pillows</i>	10,000 gp
<i>Vibration</i>	38,500 gp

Table X-7: Staffs

Special Ability	Market Price Modifier
<i>Tentacular</i>	x2 standard

Table X-8: Wand Abilities

Special Ability	Market Price Modifier
<i>Phallic</i>	x4 standard

Table X-7: Wondrous Items

Item	Market Price
<i>Belt of rapid gestation</i>	66,000 gp
<i>Bodice of transvestitism</i>	3,000 gp

<i>Earrings of androgyny</i>	24,000 gp
<i>Everfull baby bottle</i>	30,000 gp
<i>Figurine of wondrous power (alabaster manikin)</i>	13,500 gp
<i>Goggles of voyeurism</i>	8,000 gp
<i>Goggles of wishful sight</i>	8,000 gp
<i>Hourglass of parietals</i>	112,000 gp
<i>Ladies' glass ball</i>	12,250 gp
<i>Lens of sexual revelation</i>	7,000 gp
<i>Lipstick of the houri</i>	3,500 gp
<i>Locket of love</i>	240,000 gp
<i>Marishar's miraculous bathhouse</i>	255,000 gp
<i>Necklace of prophylactic beads</i>	1,500 gp
<i>Periap of Androgyny</i>	20,000 gp
<i>Periap of otherworldly dalliance</i>	20,000 gp
<i>Periap of proof against pregnancy</i>	90,000 gp
<i>Periap of sexual aid</i>	4,875 gp
<i>Sheet of useful toys</i>	6,000 gp
<i>Strap-on of astounding</i>	24,000 gp
<i>Teeny-weeny bikini</i>	12,000 gp
<i>Underwear of modesty</i>	2,000 gp
<i>Underwear of virginity</i>	4,000 gp
<i>Whirlpool stone</i>	25,000 gp

Table X-8: Specific Cursed Items

Special Ability	Market Price
<i>Frictionless sheets</i>	5,250 gp
<i>Helm of horniness</i>	5,000 gp

Armor

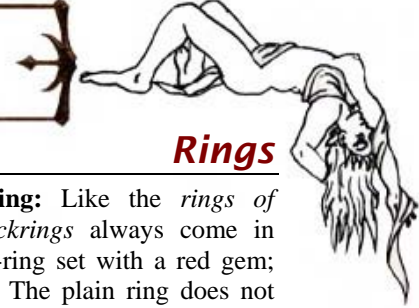
Cleanly: This suit of armor has a fine cloth lining that absorbs all forms of waste, sweat, blood, etc. from its wearer, always remaining fresh and clean. Even nicks and scratches on the outside fade after a few days.
Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *mending*, *prestidigitation*; *Market Price:* +1 bonus.

Locked: A shield or suit of armor with this enchantment is difficult to break or take from its wearer by force. It has a +5 enchantment bonus to its hardness, and anyone trying to remove the armor must make a Strength check (DC 28).

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *arcane lock*; *Market Price:* +2 bonus.

Revealing: This suit of armor is similar to those with the glamered special ability, save that rather than assuming the appearance of a common set of clothing, the armor appears to shrink to reveal more and more of the wearer's body. While the armor retains all of its properties (including weight), it can be shrunk to uncover as much or as little skin as is desired by its possessor. Needless to say, this type of armor can be quite distracting to those of the opposite (or preferred) sex.

Caster Level: 8th; *Prerequisites:* Craft Magic Arms and Armor, *shrink item*; *Market Price:* +1 bonus.



Specific Armors

Battlemaid's Leathers: This extremely supple and finely crafted +3 *light fortified leather armor* is only made for females. In addition to being self cleaning and self mending, it supports the wearer's torso while hugging like a wet shirt, leaving little to the viewer's imagination. The Body to Die For feat can be used while wearing *battlemaid's leathers*.

Caster Level: 14th; *Prerequisites:* Craft Magic Arms and Armor, *alter self*, *limited wish* or *miracle*, *prestidigitation*; *Market Price:* 25,250 gp; *Cost to Create:* 12,625 gp + 1,010 XP.

Chainmail Bikini: This provocatively cut, fur-lined chainmail loincloth (and bodice for females) makes distracting one's opponents a breeze. Speed while wearing the chainmail bikini is 30 feet for Medium-size creatures, or 20 feet for Small. The armor has an arcane spell failure chance of 0%, no maximum Dexterity bonus, and no armor check penalty. It is considered no armor and weighs 10 pounds.

Caster Level: -; *Prerequisites:* -; *Market Price:* 50 gp.

Weapons

Castration: Feared by men as much (if not more so) than its cousin enchantment the *vorpal*, a castration weapon has the power to emasculate those it strikes. Upon a successful critical hit, the weapon severs the opponent's penis (if it has one) from its body. Certain creatures, such as most undead, are not affected by this loss. The DM may have to make a judgement call about this sword's effect. A castration weapon must be a slashing weapon.

Caster Level: 16th; *Prerequisites:* Craft Magic Arms and Armor, *keen edge*, *disintegrate*; *Market Price:* +4 bonus.

Raping: When a weapon of this sort scores a successful critical hit, it is masked by a powerful illusion in the form of a living phallus, as it pumps magically created semen into the wound. This inflicts 2d4 temporary Constitution and Dexterity damage to the victim, as well as causing nausea if a successful Fortitude save (DC 14) is not made. A raping weapon must be a piercing weapon.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *impregnate*, *major image*; *Market Price:* +3 bonus.

Specific Weapons

Dagger of Circumcision: This slender blade, used in certain rites of childhood, acts as a +2 dagger in the hands of any circumcised male. Otherwise it is simply a masterwork weapon.

Caster Level: 6th; *Prerequisites:* Craft Magic Arms and Armor, *bless*; *Market Price:* 4,302 gp; *Cost to Create:* 2,151 gp + 172 XP.

Rings

Dominatrix's Cockring: Like the *rings of friend shield*, *dominatrix's cockrings* always come in pairs. One is an elegant finger-ring set with a red gem; the other is a plain gold band. The plain ring does not function until placed upon an aroused male's erection. When in place, the second ring keeps the male aroused until it is removed, and this cannot be done by anything less than a *limited wish*, *wish*, or *miracle* spell. The male can advance to orgasm, but will never enter afterglow or become fatigued from sex.

The wearer of the first ring has complete control over the male's sexual organ, allowing the wearer of the second ring to take 20 or gain a +10 circumstance bonus on arousal checks during sex. This control also allows the male to use the Multiple Orgasm rule from How Sex Works portion of this supplement for a number of orgasms equal to three plus his Constitution bonus. However, the control ring can also alter the temperature of the male's organ to anywhere from 0°F to 120°F, with resulting damage and fatigue.

Caster Level: 10th; *Prerequisites:* Forge Ring, creator must have 5 ranks of the Sexual Prowess skill, *chill metal*, *heat metal*; *Market Price:* 36,500 gp.

Fertility: When worn, this bright platinum ring engraved with inspiring images of a lush countryside affects the possessor as if the fertility spell had been cast upon them. Additionally, female mammals are not subject to their menstrual cycles. It will have no effect upon a wearer who is already pregnant.

Caster Level: 5th; *Prerequisites:* Forge Ring, fertility; *Market Price:* 40,000 gp.

Infertility: When worn, this dull iron ring engraved with bleak images of a barren land ensures that the possessor is totally incapable of either impregnating another or becoming pregnant themselves.

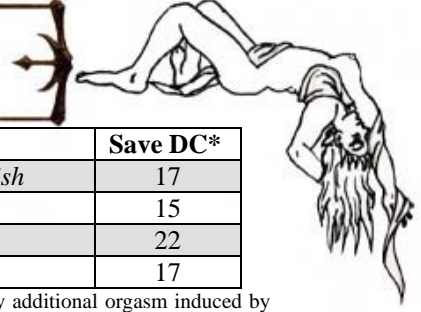
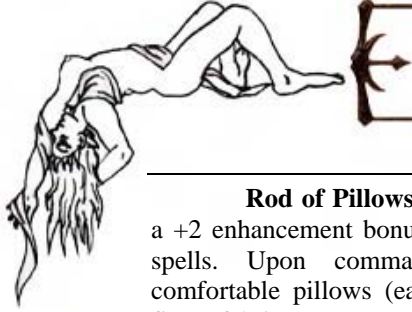
Caster Level: 6th; *Prerequisites:* Forge Ring, strike barren (found in Necromancy - Beyond the Grave by Mongoose Publishing); *Market Price:* 36,000 gp.

Protection Down There: This ring prevents its wearer from becoming pregnant or causing pregnancy in others, and provides a continual +5 bonus to Fortitude saves to resist contracting any sexual diseases.

Caster Level: 9th; *Prerequisites:* Forge Ring, *impotence*, *remove disease*; *Market Price:* 8,000 gp.

Prowess: This ring offers a continual magical enhancement to the wearer's sexual characteristics and organs. It provides the wearer a +10 competence bonus to Sexual Prowess checks.

Caster Level: 5th; *Prerequisites:* Forge Ring, creator must have 5 ranks of the Sexual Prowess skill; *Market Price:* 2,000 gp.



Rods

Rod of Pillows: The possessor of this rod gains a +2 enhancement bonus to the DC of any of her *sleep* spells. Upon command, the rod produces soft, comfortable pillows (each up to 1 foot square) of the finest fabrics. Once per day, the rod can create an entire bed, piled high with soft cushions of all shapes and sizes, that lasts for 8 hours.

Caster Level: 5th; *Prerequisites:* Craft rod, *major creation*; *Market Price:* 10,000 gp.

Rod Of Vibration: This short rod (a mere 18 inches long) is crafted of smooth, polished steel and feels warm to the touch. Upon command, the rod animates, becoming slightly soft, and begins to shake. The rod can vibrate in three different modes: Pleasant provides no benefit, though the rod can move indefinitely at this level. The rod can be set at forceful three times per day, for a duration of up to 10 rounds each time. This setting provides a +2 circumstance bonus to Sexual Prowess checks that involve insertion of the rod in some orifice. Lastly, once per day, the rod can be set to violent, allowing it to attack the user's foe as a Tiny animated object (see page 17 of the *Monster Manual*).

Caster Level: 9th; *Prerequisites:* Craft rod, *animate objects*; *Market Price:* 38,500 gp.

Staves

While not a type of staff, the following special ability may be added to any other wand during or after creation.

Tentacular: Upon command the tentacular staff sprouts a number of lengthy, sinuous tentacles which lash out in search of sexual secretions and negative emotional energy. Each orgasm endured by the staff returns one charge to the staff. A fully charged tentacular staff cannot sprout tentacles until at least one charge is used. As the tentacles are slender and fairly weak (Str 4), they can only be used easily on willing, sleeping, unconscious, or magically *held* victims.

Caster Level: 15th; *Prerequisites:* Craft Staff, creator must have the Rape of Power feat; *Market Price:* x2 standard.

Wands

While not a type of wand, the following special ability may be added to any other wand during or after creation.

Phallic: When used as a masturbatory aid to bring a female to orgasm, this arcane power returns one charge to the wand by absorbing sexual secretions and the accompanying emotional energy. Phallic wands, like their usual counterparts, cannot hold more than 50 charges of spells, and fully charged wands can cause some odd effects to those who continue to use them as sex toys.

"Charges"	Effect	Save DC*
55	<i>Embarrassing fetish</i>	17
60	Nymphomania	15
75	<i>Sympathy</i>	22
100	Retributive strike	17

*The save DC increases by +1 for every additional orgasm induced by the use of the wand.

Embarrassing Fetish: When the wand reaches 55 "total" charges, any female brought to orgasm by its use as a phallus must make a Will save or become so attached to the wand as to be considered under the effects of an *embarrassing fetish* spell. A new save must be made every time the wand produces another orgasm.

Nymphomania: At 60 "total" charges, the wand induces in those to whom it provides orgasmic release a nymphomaniacal urge to engage in sex as often as possible unless a successful Will save is made. A new save must be made every time the wand produces another orgasm.

Sympathy: Upon reaching 75 "total" charges, the sexual power built up in the *phallic wand* is so great that any who have been using it in its sexual capacity must make a Will save or be affected by a *sympathy* spell in regards to the wand.

Retributive Strike: When the wand's "total" charges reach 100, its energies are too great to contain any longer, and it explodes in a retributive strike, as described under the *staff of power* in the Core Rulebook II (p. 205).

Caster Level: 7th; *Prerequisites:* Craft Wand, creator must have Aroused Casting feat; *Market Price:* x4 standard.

Wondrous Items

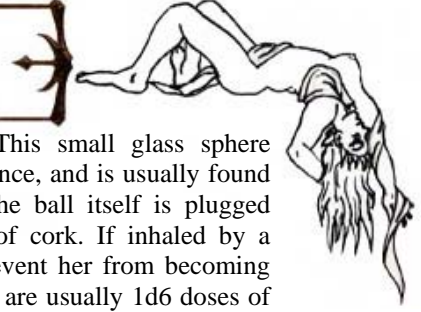
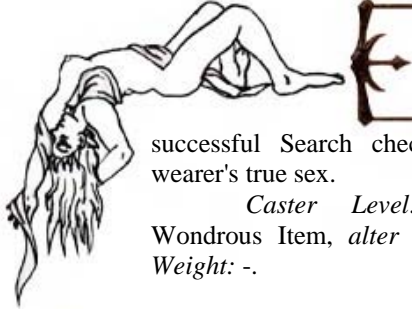
Belt of Rapid Gestation: This slim belt is made of green silk and gold, and is set with coral. It shortens the time a female wearer is pregnant (as well as the length of any labor) to one-tenth what it would normally take. The magic of this belt has no adverse affect on the development of the baby.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *Irnar's polaroidic pregnancy*; *Market Price:* 66,000 gp; *Weight:* 1 lb.

Bodice of Transvestitism: Any male wearing this embroidered silken garment appears to be a female of the same race with identical stats. In order to see through this disguise, a character must make a successful spot check (DC 20), though females gain a +5 competence bonus to this check.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *change self*; *Market Price:* 3,000 gp; *Weight:* 1 lb.

Earrings of Androgyny: These plain gold stud earrings make it extremely difficult for anyone to discern the sex of the wearer, even if naked. It requires a



successful Search check (DC 30) to determine the wearer's true sex.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *alter self*; *Market Price:* 24,000 gp; *Weight:* -.

Everful Baby Bottle: This glass bottle with stoppered top is always full of milk. The milk always fresh and warm, and is most nutritious. The bottle usually produces either goat or cow milk, though any mammal holding the bottle can command it to produce their own species of milk.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *create food and water*; *Market Price:* 30,000 gp; *Weight:* 2 lb.

Figurine of Wondrous Power: The following is an addition to the figures listed on page 216 of the *DMG*.

Alabaster Manikin: When animated, this magical construct appears to be a lovely, naked member of the same race and opposite (or preferred) sex as the owner. The figurine serves happily and well (though it has no skills, save for knowledge of basic sexual acts). It may be used no more than four times per week for up to 12 hours total.

Caster Level: 11th; *Prerequisites:* Craft Wondrous Item, *animate objects*; *Market Price:* 13,500 gp; *Weight:* -.

Goggles of Voyeurism: The lenses of this item are made of finely cut crystal. When worn over the eyes, they allow the wearer to see everyone around them as though their clothing were invisible. Both lenses must be worn for the magic to be effective.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *voyeur*; *Market Price:* 8,000 gp; *Weight:* -.

Goggles of Wishful Sight: The lenses of this item are made of slightly amber-tinted crystal. When placed over the eyes of the wearer, they make everyone appear to be much more sexually attractive than they really are. This provides all members of the appropriate sex (dependant upon the wearer's orientation) a +5 circumstance bonus to Bluff (seduction) and Sexual Prowess checks against the goggles' wearer. Both lenses must be worn for the magic to be effective.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *pornographic glamour*; *Market Price:* 8,000 gp; *Weight:* -.

Hourglass of Parietals: This crystal hourglass set in iron chased with silver enforces sexual segregation. Its owner determines how long it takes for the sands to run out, but once this happens, all males and females within the building housing the hourglass must make a Will save (DC 16) or move to different rooms. Those affected will wish to stay away from the opposite sex for the next 8 hours or until they leave the building.

Caster Level: 14th; *Prerequisites:* Craft Wondrous Item, *lesser geas*; *Market Price:* 112,000 gp; *Weight:* 2 lb.

Ladies' Glass Ball: This small glass sphere contains a swirling green substance, and is usually found hanging from a light chain. The ball itself is plugged from the bottom with a plug of cork. If inhaled by a female, this green mist will prevent her from becoming pregnant for 1d4 months. There are usually 1d6 doses of the gas held within the *glass ball*.

If, however, the gas is breathed by a male it causes 1d4 points of temporary Constitution damage. He must then make an hourly Fortitude save (DC 14) for each point of Constitution lost, failure resulting in the permanent loss of one hit point. Additionally, he will begin to grow hair at an accelerated rate (1d4 inches per day) and his voice will become very feminine.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *Baltasar's impediment*; *Market Price:* 12,250 gp; *Weight:* -.

Lens of Sexual Revelation: This circular prism allows its user to notice the sexual orientations of those viewed through it. It requires a full round action to concentrate upon a subject and bring their sexual aura into focus. During this time, the subject is allowed a Scry check (DC 18) to sense that they are under the user's intrusive scrutiny.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *divine sexual orientation*; *Market Price:* 7,000 gp; *Weight:* -.

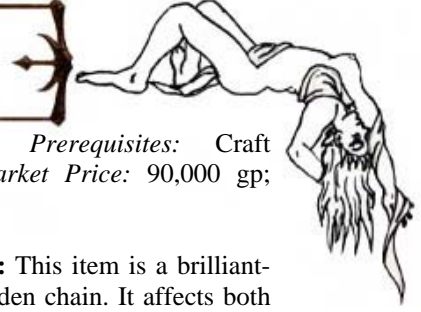
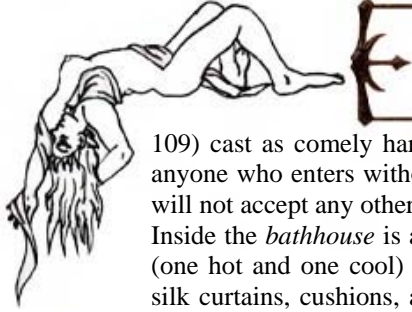
Lipstick of the Houri: This slightly waxy, bright red makeup is infused with great arcane power. Application of the lipstick provides the wearer with the ability to use the Transmitting Kiss metamagic feat for one spell. Each *lipstick* contains 5d6 applications, which will last 1 hour or until the wearer's kiss delivers a spell.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have the Transmitting Kiss feat; *Market Price:* 3,500 gp; *Weight:* -.

Locket of Love: This small, hinged locket adapts itself to its owner, causing the picture held within to appear as the wearer's ideal lover. While worn, the locket causes all characters of the opposite (or preferred) sex who come within 15 feet of the wearer to become charmed (as by the *charm person* spell, Will save, DC 18). Victims will actually become enamored with the locket's wearer if they are of a similar race or kind. The charm lasts 1d3 days (though it can be reestablished by another failed save if the victim once more comes within 15 feet of the wearer).

Caster Level: 15th; *Prerequisites:* Craft Wondrous Item, *mass charm*; *Market Price:* 240,000 gp; *Weight:* -.

Marishar's Miraculous Bathhouse: When activated, this small marble cube grows to form a Romanesque bathhouse 60 feet square and 20 feet high, with pillars and erotic bas relief decorating the walls. The single entrance is but 5 feet wide, and guarded by a bolted brass door (hardness 5, 30 hp, Break DC 25) which will open at the owner's command. Additionally, two iron golems (hp 99 each; see *Monster Manual* page



109) cast as comely harem guards stand ready to attack anyone who enters without the owner's permission. They will not accept any other orders.

Inside the *bathhouse* is a single room, set with two pools (one hot and one cool) and several marble slabs. Gauzy silk curtains, cushions, and tapestries decorate the place, all embroidered with the owner's symbol (if he possesses one). Several swans (white if the master is good/neutral, black if evil) swim calmly on the cool pool. In the bath house are 2d6 extremely beautiful beings of the same race and opposite gender as the owner. While they appear life-like, these beings are in fact magical constructs. They are happy to please and are considered to have 10 ranks of the Sexual Prowess skill. Upon command of the owner, the companions can switch to any gender or species.

Inside the bath house, it is always comfortably warm, and there is always food (as long as you like grapes and dates) and fresh water. None of this, nor any of the *bathhouse's* constructs can leave the building, as they turn to dust if forced to do so.

Caster Level: 16th; *Prerequisites:* Craft Wondrous Item, *cloudkill, geas/quest, Leomund's secure shelter, limited wish, polymorph any object*; *Market Price:* 255,000 gp; *Weight:* 5 lb.

Necklace of Prophylactic Beads: A necklace of this sort appears to be a normal piece of low-value jewelry until it is placed about the character's neck. The *necklace of prophylactic beads* contains 2d6 detachable spheres, each one of which functions as a *contraception* spell.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *contraception*; *Market Price:* 1,500 gp; *Weight:* -.

Periapt of Androgyny: This item is a smooth, polished green stone on a light chain. The periapt makes it impossible for anyone to determine the sex of its possessor, even if the wearer is otherwise naked.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *alter self*; *Market Price:* 20,000 gp; *Weight:* -.

Periapt of Otherworldly Dalliance: This pale, off-white jewel on a golden chain grants its wearer complete immunity to diseases, paralyzation, level-draining, and any other harmful effect that would otherwise be suffered while engaging in sexual intercourse. Additionally any outsider must make a Will save (DC 28) before they may even attempt to wrest the periapt from its wearer. The periapt's magic does not protect the wearer from hostilities of any kind (combat, traps, environmental effects, etc.).

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *negative energy protection, protection from evil, resist elements*; *Market Price:* 20,000 gp; *Weight:* -.

Periapt of Proof Against Pregnancy: The wearer of this pink gem shot through with red streaks hanging on a delicate silver chain can neither become pregnant, nor cause pregnancy in another.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *infertility*; *Market Price:* 90,000 gp; *Weight:* -.

Periapt of Sexual Aid: This item is a brilliant-cut white gem on a delicate golden chain. It affects both its wearer and his or her partner while they engage in sexual intercourse. The male partner is magically restricted from having an orgasm (and will be stuck in the over-stimulated phase) until the female partner experiences her first orgasm. The *periapt* increases the DC to resist orgasm of the female partner by +5. Should both partners be wearing *periapts of sexual aid*, the effects do not stack.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, creator must have 5 ranks in Sexual Prowess, *delay orgasm*; *Market Price:* 4,875 gp; *Weight:* -.

Sheet Of Useful Toys: This appears to a normal sheet, but a character who covers herself up with it notes that it is adorned with small cloth patches of various shapes. Anyone under the sheet can recognize the patches for what they become and remove them. Removing a patch causes it to become an actual item, as indicated below. A newly created sheet of useful toys always has two of the following patches:

- massage oil
- riding crop
- blindfold
- body paint
- edible underwear (one male, one female)

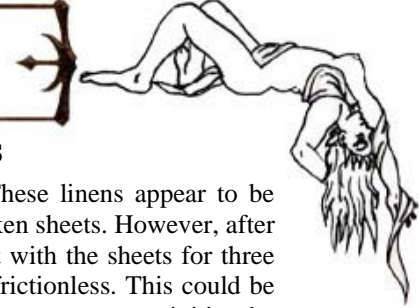
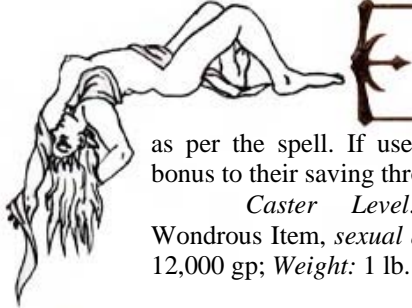
In addition, the sheet has 4d4 other sexual toys, as determined by the DM. Once removed, items cannot be replaced.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *fabricate*; *Market Price:* 6,000 gp; *Weight:* 1 lb.

Strap-On of Astounding: This is a 12 inch long, though very life-like, artificial penis. When this *strap-on* is worn by a male, the penis' size and grandeur causes all fellow men who see it to become shaken and all women who view it to be stunned, unless they make a successful Will save (DC 13). When worn by a woman, the *strap-on* causes men to become nauseated rather than shaken, and the DC of Will save becomes 15. Descriptions of the conditions caused by the strap-on of astounding are found in the *DMG*, pages 84-85.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *sexify*; *Market Price:* 24,000 gp; *Weight:* 1 lb.

Teeny-Weeny Bikini: This bathing suit appears to be a well made, full body garment. When worn, however, it shrinks upon command to reveal more and more of the wearer's body. It will never reveal more than the wearer desires, but when it gets smaller than a modest one-piece it has distracting effects upon characters normally attracted to the wearer's sex. A failed Will save (DC 11) will cause such characters to become *hypnotized*.



as per the spell. If used in combat, victims gain a +2 bonus to their saving throws.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *sexual attraction*, *reduce*; *Market Price:* 12,000 gp; *Weight:* 1 lb.

Underwear of Modesty: These undergarments are pale, luminescent white, often adorned with gold or silver embroidery. They are always clean, dry, and warm - in fact, they are impossible to dirty without magical aid. This power ensures that the wearer can go for quite some time without worry for her freshness. Additionally, should anyone take a peek at the panties while they are being worn, that character must make a Fortitude save (DC 10) or be dazzled by the resulting flash of blinding light.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *flare*, *prestidigitation*; *Market Price:* 2,000 gp; *Weight:* -.

Underwear Of Virginity: These undergarments are pale, luminescent pink, often adorned with gold or silver embroidery. They absorb all forms of waste, sweat, blood, etc. from its wearer, always remaining fresh and clean. In addition, anyone trying to remove the underwear from the wearer must make a Strength check (DC 28) to succeed.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *arcane lock*, *prestidigitation*; *Market Price:* 4,000 gp; *Weight:* -.

Whirlpool Stone: This item appears to be a fist-sized blue green semiprecious stone covered in arcane runes. When placed in a body of water no bigger than 1,000 cubic feet, the stone releases jets of air bubbles which cause the water to swirl turbulently. Additional commands cause the stone to heat or cool the water (anywhere from 40° F to 90° F).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *gust of wind*, *prestidigitation*; *Market Price:* 25,000 gp; *Weight:* -.

Specific Cursed Items

Frictionless Sheets: These linens appear to be well made, though mundane silken sheets. However, after any living creature is in contact with the sheets for three minutes, they become entirely frictionless. This could be quite embarrassing, should any strenuous activities be going on at the time the sheets' curse takes effect. In this case a Reflex save (DC 30) each round will allow the creature to remain in place. The frictionless effect fades after 2d4 rounds once the sheets are no longer in contact with living matter.

Caster Level: 7th; *Prerequisites:* Craft Wondrous Item, *grease*; *Market Price:* 10,500 gp; *Weight:* 1 lb.

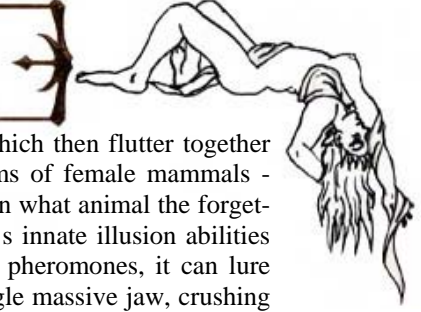
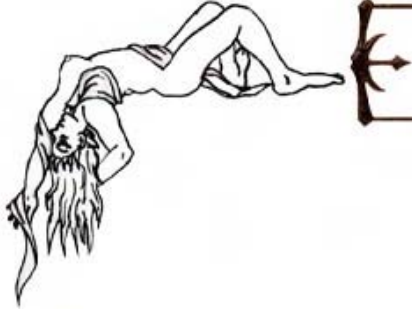
Helm of Horniness: This appears to be a typical metal helmet of the sort worn with any medium or heavy armor. When placed upon the head, however, its curse immediately takes effect (Will save negates, DC 15). The wearer becomes a nymphomaniacal sex fiend, finding themselves in a state of constant arousal. The wearer wants to have sex, lots of it, and enjoys this state of mind. Only a *wish* or a *miracle* can restore former attitudes, and the affected individual does not make any attempt to return to the former way of life. (in fact, she views the prospect with horror and avoids it in any way possible.) Note that this is a one-use item: once a *helm of horniness* has functioned, it loses all magical properties.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *sex slave*; *Market Price:* 5,000 gp; *Weight:* 3 lb.

Cursed Items

Drawbacks: These are in addition to the cursed item drawbacks listed on page 232 of the *DUNGEON MASTER'S Guide*, and can be used when 100: DM's Choice is rolled.

- Character is afflicted with a permanent *embarrassing fetish*.
- Character is affected *Sacremon's emperor's new clothes* when item is held or worn.
- Character is struck sterile.
- Masturbation by owner causes 1d10 points of subdual damage and severe scaring to genital region.
- Masturbation by owner causes character to go blind.
- Masturbation by owner causes character to grow hair on palms.



Chapter 8: Monster

Demon, Succubus

As per the entry for "Succubus" on page 41 of Core Rulebook III, except:

Skills: Bluff +11, Concentration +7, Disguise +11, Escape Artist +7, Hide +7, Knowledge (any one) +9, Listen +10, Move Silently +7, Ride +7, Search +9, Sexual Prowess +11 (6 tricks), Spot +10

Feats: Body to Die For, Sexappeal

Devil, Erinyes

As per the entry for "Erinyes" on page 49 of Core Rulebook III, except:

Skills: Bluff +8, Concentration +8, Disguise +10, Escape Artist +8, Hide +7, Listen +10, Move Silently +7, Search +9, Sexual Prowess +8 (3 tricks), Spot +10

Feats: Dodge, Sexappeal

Forget-Me-Not

Huge Plant

Hit Dice: 4d8+8 (26 hp)

Initiative: -4 (Dex)

Speed: 0 ft.

AC: 4 (-2 Size, -4 Dex)

Attacks: Bite +8

Damage: Bite 4d6+7

Face/Reach: 20 ft. by 20 ft. / 10 ft.

Special Attacks: Petal lures

Special Qualities: Camouflage, electricity immunity, cold and sonic resistance 20, blindsight, pheromones

Saves: Fort +6, Ref -3, Will +1

Abilities: Str 20, Dex 1, Con 15, Int 5, Wis 10, Cha 12

Climate/Terrain: Any land and underground

CR:

Treasure: None

Alignment: Always Neutral

Advancement: 9-18 HD (Large); 19-27 HD (Huge)

A forget-me-not bush is a dangerous predator indeed, but only to unwary prey - Any warrior worth his sword can slay one, if he isn't fooled by its lures.

A forget-me-not bush appears as an enormous patch of rose bushes with one common root structure, a massive mobile maw hidden in the leaves. They hunt by releasing

the petals from their flowers, which then flutter together like butterflies in to simulacrums of female mammals - The specific mammal depends on what animal the forget-me-not seeks for prey. Using its innate illusion abilities as well as its arousal-inducing pheromones, it can lure its prey within reach of its single massive jaw, crushing the life from its prey in a single bite.

Combat

A forget-me-not is a vulnerable target in combat, but it rarely attacks humans any way - More commonly it must defend itself from desperate grazers, and its defenses are quite adequate for that.

Petal Lures (Su): A forget-me-not can release its petals from its body and cause them to congeal in to an illusionary simulacrum of a female mammal, as though by a Major Image spell. Any male of the same species as the illusion who sees this lure must make a Will save (DC 13) or become Aroused and Horny. The lure will then bring the victim to the reach of the forget-me-not, where it will be devoured. The lure can travel up to four miles from the host and the forget-me-not can see through its eyes.

Blindsight (Ex): Forget-me-nots have no visual organs, but can ascertain all foes within 30 feet of their body or their petal lures using sound, scent, and vibration.

Camouflage (Ex): Since a forget-me-not looks like a normal plant when it is at rest, it takes a successful Spot check (DC 20) to notice before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of spot to notice the plant.

Pheromones (Ex): A forget-me-not emits powerful pheromones, forcing all mammals within 30 feet of its body to make a Will save (DC 13) or become Aroused and Horny. Those who step within its facing in to the rose bush cluster must make a Will save (DC 13) or be affected as though by a Masturbation spell.

Rose Golem

Medium-Size Construct

Hit Dice: 8d10 (45 hp)

Initiative: +0

Speed: 30 ft. (can't run)

AC: 20 (+10 Natural)

Attacks: 2 slams +9

Damage: Slam 2d6+3

Face/Reach: 5 ft. by 5 ft. / 5 ft.

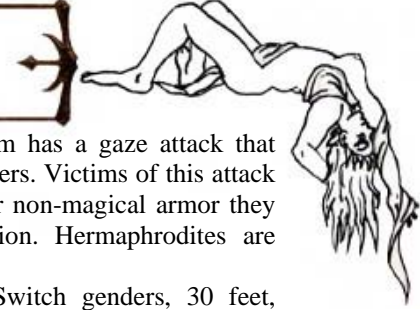
Special Attacks: Lustful Frenzy, Gender Abilities

Special Qualities: Construct, magic immunity, damage reduction 15/+1

Saves: Fort +2, Ref +2, Will +2

Abilities: Str 17, Dex 11, Con -, Int -, Wis 11, Cha 1

Skills: Sexual Prowess +10



Climate/Terrain: Any land and underground

CR:

Treasure: None

Alignment: Always Neutral

Advancement: 9-18 HD (Large); 19-27 HD (Huge)

The rose golem is a variant of the flesh golem used for pleasure by its creators. It usually appears as a well preserved, seemingly alive cadaver of great allure, whatever gender it may be, its flesh draped with rose vines and flowers that grow from its head, shoulders, and arms, like a mantle or cloak.

It's skin is flushed and living, and it smells faintly of the sex act. The golem wears whatever its creator desires, usually a fairly exotic and revealing outfit that the creator finds erotic. It has no possessions and carries no weapons. It cannot speak except for a few whines, groans, and hoarse cries, and it walks with a smooth, eerily liquid gait.

The rose Golem is enchanted with an innate sense of sexuality, and is capable of great skill when used as a love doll.

Combat

Rose golems are fast and dangerous in combat, their allure leaving their enemies off balance. Their life-like appearance can fool their foes in to thinking that they are not true golems, tricking their opponents in to wasting time with magical attacks. Any rose golem backed up by a skilled eromancer is a vicious opponent.

Lustful Frenzy (Ex): The elemental spirit that animates a rose golem is an erotic one, not a violent one, and it is not meant for combat. Because of this, when a rose golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes in to a depraved frenzy. The uncontrolled golem ceases all attacks and attempts to rape the nearest creature of the opposite sex, searching out new victims when the old ones lose their appeal or die of exhaustion. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). It takes one minute of rest by the golem to rest the golem's frenzy chance to 0%.

Gender Abilities (Su): Depending on the gender of the body used in the creation of the rose golem, a rose golem will have one of four powers that can be useful in or out of combat.

Male: The thorns on the rose golem's hands are considered to have a limited version of the Raping weapon enchantment, doing half as much ability damage as normal on a critical hit.

Female: The rose golem has a gaze attack that arouses the target.

-Arousing Gaze (Su): Affected as by Arousal cantrip, 30 feet, Will Save (DC 14).-

Hermaphrodite: The rose golem has a gaze attack that causes the target to switch genders. Victims of this attack can no longer proficiently wear non-magical armor they wore before their transformation. Hermaphrodites are rendered neuter, and vice versa.

-Gender-Shifting Gaze (Su): Switch genders, 30 feet, Will Save (DC 14).-

Neuter: The rose golem's Slam attack instantly and painfully neuters or spays the target on a critical hit, or on any attack against a helpless target. The target is Nauseated with pain for one round after this.

Magic Immunity (Ex): Rose golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. Any spell designed to snuff sexual interest will affect them as a slow spell for 2d6 rounds. Any spell with the Erotic spell descriptor gives them a number of temporary hit points and an Enhancement bonus to their strength equal to the level of the spell, and cancel any slow effect on the rose golem. These enhancement bonuses don't stack. A fire-based effect will cut their natural armor in half for 2d6 rounds. Any spell designed to snuff sexual interest will affect them as a slow spell for 2d6 rounds.

Construction

The body of a rose golem must come from a single well-preserved body of a humanoid species, although certain outsiders or aberrations could also be used. During the ritual of animation the body must have rose seeds planted about the head, shoulders, and arms.

The golem costs 45,000 gp to create, which includes 450 gp for construction of the body. Properly preserving the body from death while raising the rose bushes to maturity requires both a Gentle Repose spell or a Craft (Embalming) check (DC 16) and a Plant Growth spell or a Profession (Gardener) check (DC 13.)

The creator must be 13th level and able to cast arcane spells. Completing the ritual drains 900 XP from the creator and requires eagles splendor, geas/quest, limited wish, polymorph any object, and sex slave.

Recondite

Huge Outsider (Chaotic)

Hit Dice: 17d8+68 (144 hp)

Initiative: +5

Speed: fly 40 ft. (good)

AC: 24 (+11 Natural, +5 Dex, -2 Size)

Attacks: 6 Slams +22 Melee

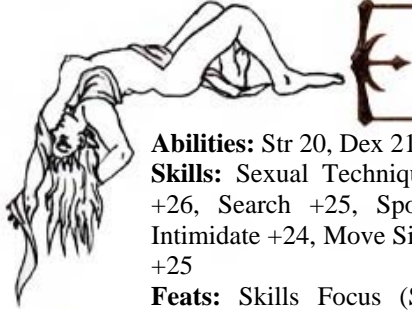
Damage: Slam 1d4+5

Face/Reach: 10 ft. by 10 ft. / 20 ft.

Special Attacks: Improved Grab, Mass Grapple, Coital energy Drain, Coital Assimilation, Psionics

Special Qualities: DR 20/+2, SR 25, Tactile Telepathy, fixed shape, archetypical shape

Saves: Fort +14, Ref +15, Will +13



Abilities: Str 20, Dex 21, Con 18, Int 19, Wis 16, Cha 17
Skills: Sexual Technique +30, Diplomacy +26, Listen +26, Search +25, Spot +26, Hide +20, Bluff +24, Intimidate +24, Move Silently +26, Knowledge (any two) +25

Feats: Skills Focus (Sexual Technique), Skill focus (Diplomacy), Alertness, Dodge, Mobility

Climate/Terrain: Any land or underground
Organization: Solitary, cluster (2-4), or thicket (5-12)
Challenge Rating:
Treasure: None
Alignment: Always Chaotic Neutral
Advancement: 18-22 HD (Huge); 23-28 HD (Gargantuan); 29+ HD (Colossal)

Recondite (also called Mystique) are unnatural tentacled creatures from far off realms of dream. They force themselves on others to further their mysterious causes.

Recondite appear as spheres 10 feet in diameter made of thick, sinuous, curling tentacles that are anywhere from an inch to a foot across. Within this shell is an inner form called an epicenter that is the true body of the Recondite. The epicenter has no true form, and often appears as an extremely attractive member of the species it is currently being viewed by. However, the epicenter can appear as anything - something attractive, like a nymph, to something horrid, like a gibbering moulder, to something odd, like a chair.

The causes of the recondite are mysterious, and unknown to lesser creatures, but for some reason they are advanced by the use of depraved rituals of defilement and rape on physical creatures many species and genders. These rituals leave them twisted perversions of their former selves and slaves to the will of the recondite.

The recondite do not speak a language, but communicate through a vast net of their tactile telepathy. Their webs fill their home dimension like vines and allow any given recondite to contact any other given recondite within minutes.

Combat

In combat, a recondite will attempt to snatch one victim and use their psionic powers to shift back to their home place and use their Coital Assimilation on the victim. Because of this, it is almost impossible to defeat a recondite as they almost never remain in place long enough to be a victim of any attack. If prevented from leaving by a dimensional anchor spell, they use their Rainbow Pattern ability to distract as many attackers as they can and Energy Drain the rest, snatching up as many as they can for later use. If somehow prevented from all of these, they grapple to kill.

Improved Grab: In order to use this ability a recondite must hit an enemy of up to Large size with one of their Slam attacks.

Mass Grapple: For every successful Slam attack against a target in a round, a recondite gains a +1 circumstance bonus to their grapple checks against that target in that round.

Coital Energy Drain: Upon successfully doing SRP damage to a target that the recondite is penetrating, a recondite may inflict a number of negative levels upon the target equal to half the SRP inflicted, rounded down. The Fortitude save to remove these negative levels is 21. A recondite will not, as a rule, inflict more negative levels than the target has levels, seeking only to reduce the target to an easily manageable opponent.

Coital Assimilation: By, in conjunction with at least three other recondite, bringing a victim to orgasm at least five times within one hour and reducing the victim to 1st level using their Coital Energy Drain, may apply the Recondite Pawn template to the victim if applicable.

Psionics: So far I'm thinking Plane Shift, Dimension Door, Hypnosis, and a form of Rainbow Pattern. No direct damage effects, and probably a few things that allow them to inflict pleasure.

Tactile Telepathy: A recondite can telepathically communicate with any creature that has a language that it is touching.

Fixed Shape: Recondite cannot polymorph themselves, shapechange themselves, or be changed in shape by others.

Archetypical Shape: No other creatures can polymorph or shapechange themselves (or anyone else) in to a recondite's shape, or anything approximating it.

Skirtseeker

Fine Aberration (Earth)

Hit Dice: 1/8 d8 (1 hp)

Initiative: +6 (Dex)

Speed: 5 ft.

AC: 28 (+8 size, +6 Dex, +4 natural)

Attacks: Bite +14 melee

Damage: Bite 1d2

Face/Reach: 1/2 ft. by 1/2 ft./0 ft.

Special Attacks: Color spray

Special Qualities: Blindsight, scent (women only), acid resistance 20, induce wantonness, sexy aura, virginal rebuff

Saves: Fort +0, Ref +6, Will +2

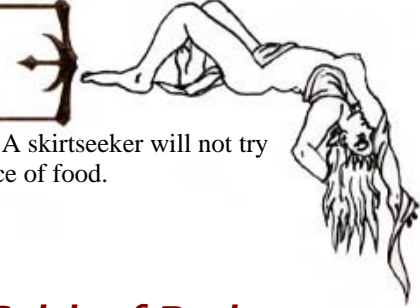
Abilities: Str 1, Dex 22, Con 11, Int 12, Wis 10, Cha 14

Skills: Hide +16, Jump +26, Spot +2

Feats: Weapon Finesse (bite)

Climate/Terrain: Cold and temperate hill, mountains, and underground

Organization: Cluster (2-5) or swarm (5-20)



Challenge Rating: 1/4
Treasure: Gems only
Alignment: Usually neutral
Advancement: 1/4 - 1/2 HD (Fine); 1 HD (Diminutive)

In their dormant state, skirtseeker appear to be ordinary, colored stones. However, they are quite sentient, mobile, and always in search of cloth and female pheromones to consume. The skirtseekers' usual mode of operation is to secretly attach themselves to some unsuspecting woman's skirt, and turn her into a sex-crazed wanton before moving on to their next meal.

After attaching to a woman's garment (usually her dress or trousers, though they have been known to latch onto a bodice now and then) the skirtseekers slowly begin to consume the cloth, causing it to become more and more risqué, while they themselves become more and more jewel-like. During this time, their presence also begins to affect the woman's sense of desire, filling her to the point of bursting with lust.

It takes only a few days for a cluster of skirtseekers to reduce a woolen dress to a thong, and at most a week for them to do the same to leather clothing. If a skirtseeker is killed, it can usually be sold to the unwary as a gem worth an average of 10 gp.

Skirtseekers speak Terran, but only when they think they will not be overheard.

Combat

If they are discovered and not allowed to flee, skirtseekers can defend themselves with fair ability.

Color Spray (Sp): As long as the skirtseeker has been near a female within the past day it can use the *color spray* spell 3 times/day as if it were a 5th-level sorcerer (save DC 13).

Blindsight (Ex): Skirtseekers have no visual organs but can ascertain all foes within 60 feet by using sound, scent, and vibration.

Induce Wantonness (Su): After a day of being the subject of skirtseekers' advances, the victim must make a Will save (DC 10 + the number of attached skirtseekers) or become *aroused* (as per the spell). On the next day, she must make a Will save (DC 12 + the number of attached skirtseekers) or be affected by the *skank* spell. On the third and subsequent days, the victim must make a Will save (DC 15 + the number of attached skirtseekers) or be stricken with the nymphomania insanity.

Sexy Aura (Ex): As a side effect of the skirtseekers' reduction of her clothing, as well as their increasing sparkle and sexual radiation, the victim of a cluster of skirtseekers gains a circumstance bonus equal to the number of the creatures attached to her garments to her Arousal Checks to arouse any male partners.

Virginal Rebuff (Ex): Any woman who has never had sex with another being is immune to the skirtseeker's Induce

Wantonness and Scent abilities. A skirtseeker will not try to target their clothing as a source of food.

Spirit of Desire

Medium-Size Undead

Hit Dice: 3d12 (20 hp)

Initiative: +3 (Dex)

Speed: 30 ft., fly 60 ft. (good)

AC: 14 (+3 Dex, +1 deflection)

Attacks: Incorporeal touch +1 melee

Damage: Incorporeal touch 1d4 temporary Wisdom drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spell-like abilities, wisdom drain, manifestation, necrotic intercourse

Special Qualities: Undead, incorporeal

Saves: Fort +1, Ref +1, Will +3

Abilities: Str -, Dex 16, Con -, Int 12, Wis 10, Cha 17

Skills: Bluff +6, Hide +10, Innuendo +3, Listen +5, Sense Motive +5, Sexual Prowess +13* (7 tricks), Spot +7, Use Rope +6

Feats: Sexappeal, Skill Focus (sexual prowess)

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 4-6 (Medium-size)

Torn from either a living or a dead creature with the spell of the same name, a spirit of desire is an undead manifestation made up of every lustful thought and physical desire of a person bound together with patches of their soul.

A spirit of desire appears as an extremely beautiful, if quite pale, likeness of the person from which they were created. From the waist down they trail off into nothing, until they manifest, forming legs as lovely as the rest of them. Most spirits of desire are completely naked when created, though the odd one may be garbed in erotic, ectoplasmic apparel.

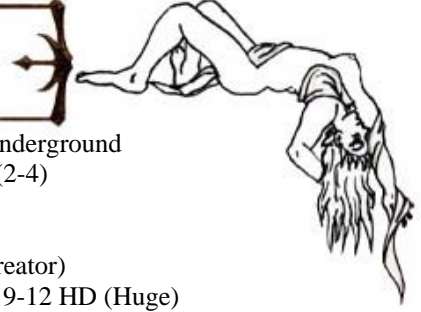
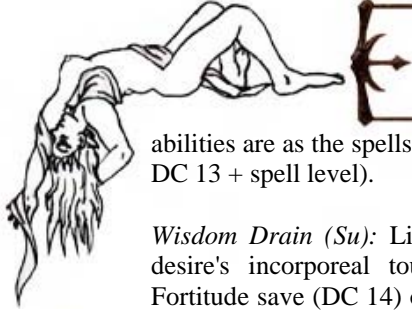
To say a spirit of desire has a one track mind when it comes to sex is the absolute truth. Much as wraiths and specters seek to destroy life, spirits of desire seek to engage any and all living beings in sexual intercourse. Beyond this they have only the shadow of their former personalities.

Spirits of desire speak Common and one other language known to them in life.

Combat

Close combat with a spirit of desire can be an erotically confusing experience.

Spell-like Abilities: At will - arousal and tongues; 3/day - become phantasmal lover, change sexual preference, charm person, intensify sensation, and lust. These



abilities are as the spells cast by a 5th-level sorcerer (save DC 13 + spell level).

Wisdom Drain (Su): Living creatures hit by a spirit of desire's incorporeal touch attack must succeed at a Fortitude save (DC 14) or suffer 1d4 points of temporary Wisdom drain as their minds fill with conflicting erotic and suicidal thoughts.

Manifestation (Su): When they manifest, spirits of desire remain incorporeal, but can touch and effect creatures on both the Material and Ethereal planes. Their spell-like powers also effect opponents on either plane. Spirits of desire must manifest in order to use their necrotic intercourse ability.

Necrotic Intercourse (Su): Any creature that engages in sexual intercourse with a spirit of desire becomes completely sterile. Additionally, they must make a Will save (DC 16) or never be able to become aroused again due to the overwhelming memories of cold sex with the dead. This effect can be cured by a limited wish, wish, or miracle spell.

Anyone with at least one level of necromancer specialist wizard or with the necrophilia fetish are immune to the spirit of desire's necrotic intercourse ability.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor and clothing. Always moves silently.

Skills: A spirit of desire has a racial bonus to Sexual Prowess equal to the number of ranks possessed by the character from which it sprang. Usually this is 1d4-2, but if the spirit of desire spell was used on a prostitute, houri, or pimp this bonus could be much higher.

Climate/Terrain: Any land or underground

Organization: Solitary or gang (2-4)

Challenge Rating: 3

Treasure: None

Alignment: Any evil (same as creator)

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Slave knights are magically created warriors of moderate power and fearful demeanor. Forged of bone, steel, and darkness, these constructs each entrap a single female captive, spread-eagle and aware within their midsections. Constructing a slave knight involves the employment of powerful magical forces and a deviant mind; their hostages are always displayed in the buff. A twisted bit of their creator's consciousness animates each slave knight, somewhat like a homunculus, and most can speak fairly fluent Common (though their conversation revolves mainly around their captives' endowments and toilet humor...).

Combat

Slave knights have enough of a mind to work together in small groups, enough guile to taunt would-be heroes with their nubile captives, and enough brute strength to overcome most obstacles. A slave knight's creator can command it if the slave knight is within 60 feet and can see and hear it's creator. Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

Hostage (Ex): Each slave knight is built around a captive woman who's forearms and legs are magically held within the construct's body. Unless a specific NPC is used in the slave knight's creation, the hostage will be a Com1 with 6 hp and Cha 13. This helpless maid provides one-half cover to the slave knight (+4 AC and +2 to Reflex saves). She also provides the added benefit of preventing attacks by the more noble of adventurers, as any attack that misses the slave knight's improved AC but still hits AC 10 will strike the imprisoned woman. While a part of the slave knight, the hostage gains benefits similar to those of a ring of sustenance (see the Dungeon Master's Guide, p.195) and is protected by the slave knight's cold resistance.

Slave Knight

Large Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0

Speed: 30 ft.

AC: 16 (-1 size, +5 natural, +2 large steel shield)

Attacks: Huge longsword +8 melee

Damage: Huge longsword 2d6+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Construct, cold resistance 10, hostage

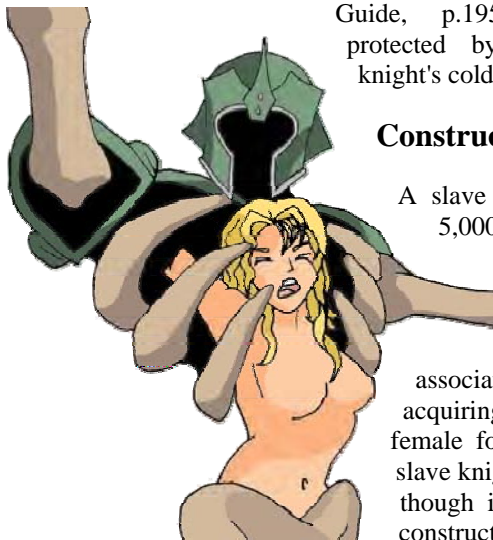
Saves: Fort +1, Ref +1, Will +2

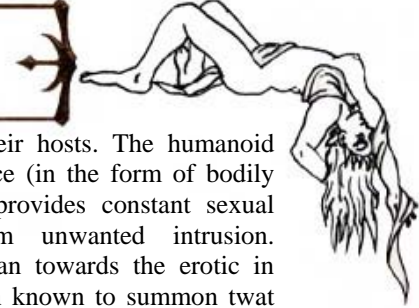
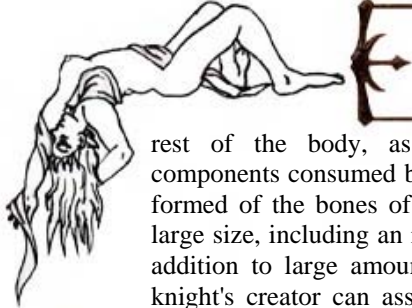
Abilities: Str 20, Dex 11, Con -, Int 6, Wis 13, Cha 5

Construction

A slave knight costs 5,000 gp to create.

This does not include any costs associated with acquiring a comely female for use as the slave knight's hostage, though it does cover construction of the





rest of the body, as well as materials and spell components consumed by the process. The body must be formed of the bones of a humanoid creature of at least large size, including an intact rib cage, arms, and legs, in addition to large amounts of iron and steel. The slave knight's creator can assemble the body or can hire the work out; either way, a Craft (sculpture) and a Craft (armorsmithing) check (both at DC 15) are required.

After the body's extremities and armor are prepared, and a suitable woman retained, the slave knight must be assembled and animated. This requires a full week of ritual, during which, the woman must not be ravished by anyone, else the whole animation process must be redone using another subject. Understanding the ritual requires a 9th-level character with the Craft Wondrous Item feat, and at least 8 hours per day to work. If even a single day is missed, the entire process must be begun again (all money spent is lost, though XP are not). The complete ritual drains 250 XP from the caster and requires animate dead, hold person, resist elements, and create food and water.

Twat Mouse

Fine Magical Beast

Hit Dice: 1/10 d10 (1 hp)

Initiative: +6 (Dex)

Speed: 10 ft.

AC: 24 (+8 size, +6 Dex)

Attacks: -

Damage: -

Face/Reach: ½ ft. by ½ ft./0 ft.

Special Attacks: Maim

Special Qualities: Lubricant, arousal

Saves: Fort +2, Ref +10, Will +1

Abilities: Str 1, Dex 23, Con 10, Int 3, Wis 12, Cha 8

Skills: Balance +10, Climb +7, Hide

+22, Move Silently +10, Sexual Prowess

+3 (4 tricks), Wilderness Lore +2

Feats: Lightning Reflexes

Climate/Terrain: Any land

Organization: Solitary or partnered (1 twat mouse, 1 humanoid)

Challenge Rating: 1/8

Treasure: None

Alignment: Always neutral

Advancement: -

This miniature creature appears at first glance to be an unusually long, slender field mouse with a shiny coat of light brown fur. The twat mouse's fur is always slick, allowing it easy access to its favored dwelling spaces - the vaginal (and sometimes even anal) orifices of humanoid creatures.

It is within such warm, wet spaces that twat mice seek to shelter, forming a

symbiotic relationship with their hosts. The humanoid provides warmth and sustenance (in the form of bodily fluids), and the twat mouse provides constant sexual arousal and protection from unwanted intrusion. Sorcerers and wizards who lean towards the erotic in their spell selections have been known to summon twat mice as familiars.

Combat

While hardly a challenge if caught in the open, a twat mouse's razor-sharp teeth provide more than enough reason for rapists not to intrude into their host.

Maim (Ex): Should the twat mouse encounter a penis intruding into its home, it immediately attacks. Within the tight confines of a vagina or anal canal, the twat mouse's teeth know no equal - the offending male provokes an attack of opportunity (bite +8 touch attack; 1) and must make a Reflex save (DC 14) or have his penis ripped to shreds.

This causes an immediate loss of 2d4 points of temporary Dexterity and reduces the victim's movement by half. The intruder's penis also loses a number of inches equal to the Dexterity loss. The loss of his penis is permanent (barring magical regeneration), but the victim's Dexterity will return at the rate of one point per day.

Lubricant (Ex): The shine of a twat mouse's coat is due to the slippery oil they produce. This lubricant allows them easy, harmless access to any bodily orifice of at least Lesser Diminutive size.

It also grants the twat mouse immunity to grappling attacks.

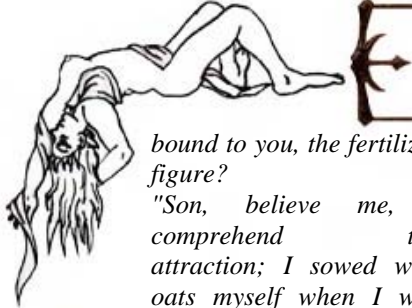
Arousal (Su): For the first month that a humanoid has a resident twat mouse, they are affected by a permanent arousal spell (no save allowed). After this time, they become immune to such arousal, and gains a +4 circumstance bonus to Arousal Checks. All such effects end one day after the removal of the twat mouse.

Skills: Twat mice receive a +4 racial bonus to Balance and Move Silently checks and a +8 racial bonus to Hide checks. They use their Dexterity modifier for Climb checks.



Wild Oats

"Genuine wild oats, culled thrashing from the stem, sown by the full moon, watered with your own urine? So that when the plants mature, and the oat nymph manifests, she will be



bound to you, the fertilizer figure?

"Son, believe me, I comprehend the attraction; I sowed wild oats myself when I was your age. Got me a nymph, too, with flowing green hair and a body like the great outdoors - but I had forgotten about the special watering, and so she escaped me. I never saw anything so lovely in my life - except your mother, of course."

- Roland of North Village, A Spell for Chameleon.

The stats presented above represent a 5 foot square patch of wild oats, rather than a single stalk of the plant. They viciously attack anything that happens to come in contact with them, wrapping around feet and slashing at exposed skin. While they do not speak or other wise communicate, this hyperactive grain seems to exude a palpable feeling of ill-temper.

The only reason a sane person would willingly attempt to harvest wild oats by hand is the fact that they can be used to call and bind an oat nymph. This ritual takes an entire growing season to perform, and costs the farmer 25 XP. Once completed, the newly grown patch of wild oats will bring forth a single oat nymph, who is bound to the farmer - and becomes his willing lover.

Combat

Wild oats can only really attack something that is in the same area as the oats themselves.

Entangle (Su): As a free action, a patch of wild oats can animate itself just enough to grab hold of any creatures standing within its 5 foot area. The effect lasts until the patch is killed or uprooted, or the oats decide to end it (also a free action). This ability acts like an *entangle* spell cast by a 4th-level druid (save DC 13).

Camouflage (Ex): Since a patch of wild oats looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Anyone with Wilderness Lore or Knowledge (plants and herbs) can use those skills instead of Spot to notice the plant.

Wild Oats
Tiny Plant
 1d8 (5 hp)
Initiative: +2 (Dex)
Speed: 0 ft.
AC: 12 (+2 size)
Attacks: Rake -1 melee
Damage: Rake 1d2-1
Face/Reach: 5 ft. by 5 ft./0 ft.
Special Attacks: Entangle
Special Qualities: Camouflage, blindsight
Saves: Fort +2, Ref +2, Will +1
Abilities: Str 9, Dex 14, Con 11, Int -, Wis 13, Cha 9
Skills: -

Feats: -
Climate/Terrain: Any land
Organization: Solitary or patch (2-4)
Challenge Rating: 1/2
Treasure: None
Alignment: Always neutral
Advancement: 2-3 HD (Tiny)

Oat Nymph
Medium-Size Fey
 3d6 (10 hp)
 +1 (Dex)
 30 ft.
 11 (+1 Dex)
 Slam +1 melee
 Slam 1d3 subdual
 5 ft. by 5 ft./5 ft.
 Intoxicating beauty
 Spell-like abilities, low-light vision 60 ft.
 Fort +1, Ref +4, Will +6
 Str 10, Dex 13, Con 11, Int 6, Wis 17, Cha 19
 Animal Empathy +6, Craft (brewing) +2, Escape Artist +3, Hide +3, Knowledge (nature) +0, Listen +4, Move Silently +2, Sexual Prowess +10 (6 tricks), Spot +5
 Sexappeal
 Any land
 Solitary
 2
 None
 Always neutral
 4-9 HD (Medium-size)

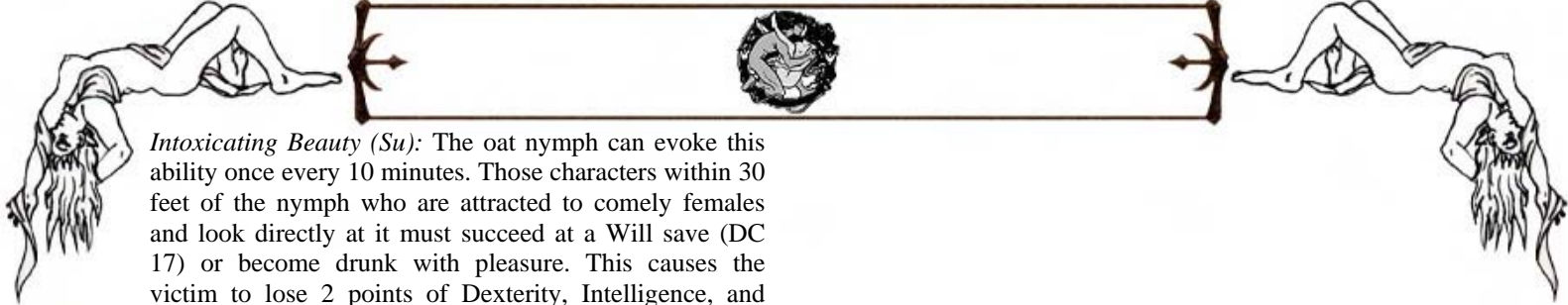
Blindsight (Ex): Wild oats have no visual organs but can ascertain all foes within 15 feet using sound, scent, and vibration.

Oat Nymph

The only way to describe an oat nymph is as an embodiment of nature's beauty come to full-figured life. The appearance of individual oat nymphs varies, but all appear to be ever-young women of human size, with buxom figures, luxuriant hair (ranging in color from green to golden brown), and perfect features. Their one drawback is that what they have in physical form, they lack in mental capacity - oat nymphs are notoriously dense and vapid. A nymph is likely to react favorably to very handsome humanoids, particularly elves, half-elves, and humans, though they always remain loyal to anyone who has bound them by sowing wild oats. Oat nymphs speak Sylvan and a few (usually naughty) words of Common.

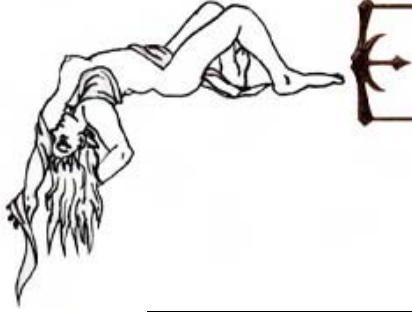
Combat

Oat nymphs avoid combat whenever possible, fleeing when confronted by danger.



Intoxicating Beauty (Su): The oat nymph can evoke this ability once every 10 minutes. Those characters within 30 feet of the nymph who are attracted to comely females and look directly at it must succeed at a Will save (DC 17) or become drunk with pleasure. This causes the victim to lose 2 points of Dexterity, Intelligence, and Wisdom until 10 minutes have passed without the victim seeing the oat nymph. During this time, the victim's speech is slurred and their walk is more like a stumble. Once the intoxication wears off, the victim suffers a splitting headache.

Spell-Like Abilities: At will - *antilife shell* (affecting animals and vermin only), *speak with animals*, *speak with plants*, *summon swarm*; 1/day - *dimension door*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 14 + spell level).



Templates

Advancement: By character class

Half-Fey Characters

All half-fey gain bard as a preferred class in addition to the preferred class of their "base" race. Their ECL is +1.

Sample Half-Fey

Here is an example of a 1st-level human commoner as the character.

Half-Fey/Half-Human

Medium-Size Fey

Hit Dice: 1d6+2 (6 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft.

AC: 12 (+2 leather armor)

Attacks: Short sword +1 melee

Damage: Short sword 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Nature sense, charm immunity

Saves: Fort +2, Ref +2, Will +3

Abilities: Str 13, Dex 10, Con 14, Int 8, Wis 12, Cha 17

Skills: Climb +2, Handle Animal +4, Perform +7, Spot +6, Swim +2, Wilderness Lore +5

Feats: Improved Initiative, Track

Climate/Terrain: Temperate and warm forest

Organization: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Chaotic good

Advancement: By character class

Past puberty, a half-fey is easily differentiated from their human brethren, as males have very hairy legs that bend backwards at the knee, and females have bright green hair (that in some cases changes with the seasons to red and then white, before returning to green). Other humans do not necessarily reject half-fey, though they do look on them with awe or suspicion most of the time.

Combat

Half-fey commoners will usually try to talk their way out of a fight.

Immunities (Ex): Half-fey are immune to magical *charm* spells and effects.

Recondite Pawns

Flavor Text (Type changes to Outsider)

Special Attacks: A fiendish creature retains all the special attacks of the base creature and also gains the following:

Coital Energy Drain: By engaging in an act of passion with their target, a recondite pawn may inflict a negative level.

Half-Fey

Their comes a time in almost every dalliance between fey and mortals that a child is born. The randy satyr coupling with a human woman and the shy dryad tempted by the comely elven warrior both produce offspring that are half-fey. Most pairings of this kind produce children that are the same sex as their fey parent - a nymph will only give birth to daughters, and a satyr will only sire sons.

Half-fey usually speak Sylvan in addition to any languages of their base race.

Creating A Half-Fey

"Half-fey" is a template that can be added to any humanoid creature (referred to hereafter at the "character"). The character's type changes to "fey," and they are accepted by other fey as such. The half-fey uses the character's statistics and special abilities except as noted here.

Hit Dice: Same as the character

Speed: Same as the character

AC: Same as the character

Damage: Same as the character

Special Qualities: A half-fey retains all the character's special qualities and those listed below, and also gain the fey type (see page 5 of Core Rulebook III)

Age Resistance (Ex): Each age category of the character's base race is doubled after the character reaches adulthood.

Charm Immunity (Ex): Half-fey are immune to magical *charm* spells and effects.

Nature Sense (Ex): A half-fey can identify plants and animals (their species and special traits) with perfect accuracy. She can tell whether water is safe to drink or dangerous (polluted, poisoned, or otherwise unfit for consumption).

Saves: Half-fey receive a +2 racial bonus to Reflex and Will saves.

Abilities: A half-fey gains +2 to Charisma

Skills: Half-fey receive a +4 racial bonus to Perform, Spot, and Wilderness Lore checks. Otherwise same as character.

Feats: Same as character

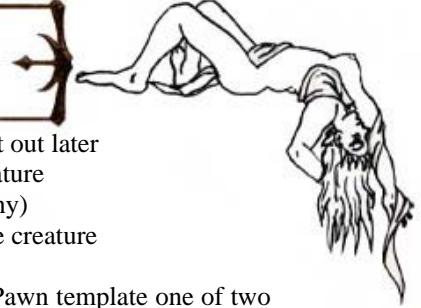
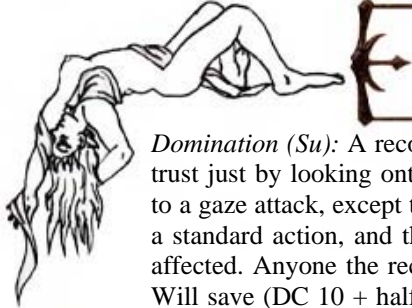
Climate/Terrain: Temperate and warm forest

Organization: Solitary or band (2-5)

Challenge Rating: Same as character +1

Treasure: Standard

Alignment: Usually chaotic good



Domination (Su): A recondite pawn can gain a creature's trust just by looking onto his or her eyes. This is similar to a gaze attack, except that the recondite pawn must take a standard action, and those merely looking at it are not affected. Anyone the recondite targets must succeed at a Will save (DC 10 + half the recondite pawns HD + their Cha modifier) or become Friendly towards them. This ability has a range of 30 feet.

Coital Charm (Su): By engaging in an act of passion with their target, a recondite pawn may affect their target as though by a Charm Monster spell cast by a 1st level Sorcerer.

Variable Anatomy (Su): At will as a standard action, a recondite pawn may alter their gender, appearance, or sexual physiology or endowment as by Shapechange cast by a 17th level Sorcerer, but not their species. For example, a female recondite pawn could sprout a penis, or change form completely in to a male, or something in between. However, they always retain enough resemblance to their original form as to be recognizable.

Special Qualities: A Recondite Pawn retains all the special qualities of the base creatures and also gains the following:

Darkvision with a range of 60 feet.

Acid, sonic, and cold resistance (see the table below)

Damage Reduction (see the table below)

SR equal to double the creature's HD (maximum 25)

Acid, Sonic,

Cold Resistance Damage

Hit Dice	Resistance	Reduction
1-3	5	-
2-7	10	5/Flesh
8-11	15	5/+1
12+	20	10/+2

Note: 5/Flesh means that the DR is bypassed by a +1 weapon or any attack made by flesh of some sort – A bite, a punch, or even a bone club, but not wood.

Dominated: A Recondite Pawn is under the complete control of the Recondite that fathered it or transformed it. It is powerless to resist its commands. However, if they were formerly NOT recondite pawns and were transformed, and are ordered to do something utterly against their former nature, they may make a Will save (DC 20) to resist that particular command.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +2, Dex +2, Con +4, Int +2, Wis +2, Cha +4.

Skills: A recondite pawn has 8 skill points, plus its Intelligence modifier, per Hit Die. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: Half-fiends have one feat for every four levels or the base creature's total of feats, whichever is greater. In addition, they gain Skill Focus (Sexual Technique) as a bonus feat.

Challenge Rating: We'll work it out later

Treasure: Same as the base creature

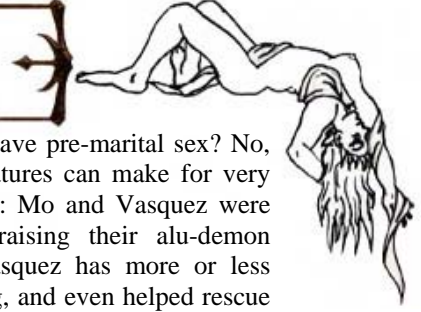
Alignment: Always Chaotic (Any)

Advancement: Same as the base creature

A creature gains the Recondite Pawn template one of two ways - One, it was fathered by a Recondite. Two, it was the victim of the Recondite's Coital Assimilation ability. Either way, the differences between them are minimal, but significant. Look at their Dominated special quality. As for how you get rid of it - Kill the Recondite, then cast Remove Curse, Restoration, and Heal on the victim. That only works if they were assimilated. Children of the recondite get snatched away, and are never seen again, once their "parent" is destroyed...

Climate/Terrain: Same as the base creature

Organization: Same as the base creature



Appendix A: A Few Good Stories

(from the old Guide)

One funny occurrence

One of the clerics in my party went to an inn that also provided companionship for the night, either preference. When he got his bedmate, he and she had a little fun. (the encounter lasted 10 minutes game time, heh,heh). Afterward, they did it again, and this time it lasted 1 hr. 15 min., with him fainting at the end.

When he woke up, he found himself in a cell, and the woman nowhere to be seen. It turns out that a woman named the White Lich had been taking out potential enemies throughout the kingdom (she is a LICH). It also turned out that it wasn't "white" lich, but "wight" lich.

Imagine my player's face when he realized he had screwed a wight lich!!!

– Larry

Learning about true love

Mowahpehnoksie (Mo), Plainsman warrior (my character) was on a quest (solo) for a lost plainsman treasure. The first part of the quest was the creation of a sacred bundle, the tribal shaman told Mo that he had to acquire a lock of hair from his one true love as an ingredient in the sacred bundle. As it turned out Mo had a "one true love" in the person of Vasquez, an elven privateer/warrior of extraordinary beauty and sword skill. Mo had been chasing Vasquez for a long time, all to no avail. She kept telling him that she would marry him when he could beat her in a duel. No one had ever beaten her in a duel. Anyhow, Mo sets off for the city where Vasquez was docked. First he checks at the Bloody Blade, a tavern partially owned by Vasquez, the bartender says she is down on the docks talking to her crew (of cutthroats). Mo goes to the docks, the first mate says that she just left and said she would be back in a few days. A disappointed Mo goes back to the tavern to leave a message, but the bartender tells him that Vasquez just came in and went up to her rooms. Mo goes up there and gets invited in.

Vasquez is wearing a robe, and has a full bath of water drawn, she dumps Mo into the water, one thing leads to another... When Mo wakes up, Vasquez is standing by the window, she turns says "Tyche sends her regards" changes into her true form, a succubus and teleports away. Tyche was an old enemy of the adventurers that had heard about Mo's quest, and wanted to set him up. Mo eventually found Vasquez at her father's castle where he had to explain what had happened, and see if she would still give him her hair (she did, taking pity on the fool). To make a long story short, Mo passed through many more trials, and succeeded in the quest.

The succubus in the scenario had been careful to control her draining abilities while with Mo, because the real reason for all the subterfuge was delivered to Mo roughly nine months later, a bouncing baby alu-demon. What is

the moral of this story? Don't have pre-marital sex? No, then what? Shapechanging creatures can make for very interesting bed partners. NOTE: Mo and Vasquez were eventually married, and are raising their alu-demon daughter as best they can. Vasquez has more or less forgiven Mo for the whole thing, and even helped rescue the kid when she was kidnapped. They are in semi retirement until Soah is old enough to take care of herself. They are very happy to have weaned her off of eating raw meat.

– John Daniel

Prostitutes are nasty

Our group of four entered a real sleazy town, it was basically a pirates' cove town where pirates, thugs, and assorted baddies resided when they weren't attacking, raping, and pillaging the neighborhood. The group of us (myself a monk, a fighter, cleric, and mage) were searching for the whereabouts of a lady kidnapped from a prominent merchant from our hometown whom we owed favors too for past help. The trail at this point led to this town where he (the supposed ring leader of the kidnapers) had been known to frequent. Of course, none of the "regulars" there wanted anything to do with a bunch of strangers coming in and we were getting nowhere. Of course, my character wanted nothing to do with this place and considered the whole area to be respite with creeps. Our fighter though was a big burlesque guy and found the prostitution there to be a wonderful, wonderful place. Our cleric (who being female had a rough time with the people of the area) basically stuck by my side and the two of us spent more time searching for the damn fighter than getting information on the kidnapping. Of course, he struck it rich with a talkative hooker and found that the person we were looking for was holdup in the harbor on a boat.

Eventually we snuck down there, boarded and captured the criminal, rescued the lady, then had to battle our way back out. altogether, we were hounded by:

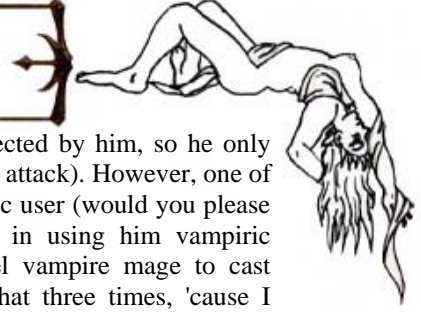
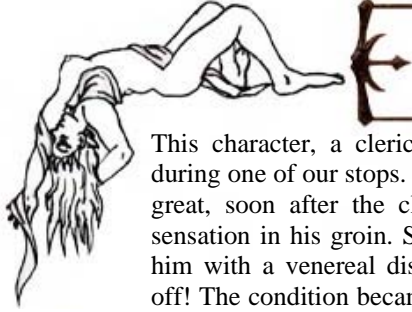
- a) the criminal's pals
- b) some other rouges who were smitten by our lovely cleric and wanted her for their own
- c) two separate prostitutes who say they are carrying our fighter's child (They can't both be, can they? It must be a scam, at least HE says so...)
- d) the "ladies" pals and family who both insist on marriage or financial reimbursements for what he did to these poor ladies

Well, we made it out fine. Returned to our hometown where we're sort of heroes now, but in danger whenever we leave. Ahhh... what a life adventurers leave. THE MORAL: Don't let a fighter run rampant in a sleazy town filled with lots of lovely prostitutes.

– Toa the monk

A cleric's penance

Although our group engaged in sexual encounters (old favorites like the innkeeper's daughter, the farmer's wife, etc.), it usually had severe consequences. After the treatment of one character, a cleric, the group stayed clear of these opportunities.



This character, a cleric, was seduced by a bar wench during one of our stops. Although the sex was supposedly great, soon after the cleric began to notice a tingling sensation in his groin. Sure enough, his deity had struck him with a venereal disease, and no spell could take it off! The condition became more debilitating until finally, after intense prayer, his god forgave him as long as a certain penance was followed. This involved the usual series of prayers, and one extra condition: on the ground there magically appeared a bag of holding (usable only for the purpose it was intended), and inside was a large supply of BURLAP UNDERWEAR! There was enough for the cleric to change three times daily, which, of course, he was required to do! We all steered clear of barmaids after that!

– *Mario R. Borelli*

A Barbarian's Boo-Boo

Our adventuring group was exploring a keep of some type looking for the main baddie who was female. When we found her bedroom, she wasn't there. Of course, we began looking through it when one of the male barbarian PC's (played by a female) accidentally spilled some perfume on himself which had strange properties. The Barbarian and the elven female mage (played by a male) had a certain sudden uncontrollable urge to make use of the nearby bed (that lasted for about 2 hours game time not real time). By this time everyone was laughing hysterically because their characters were standing outside the open door and were watching the entertainment. Now after everyone stopped laughing (and who wouldn't with a low level barbarian and a mid-level mage going at it) the GM had asked questions and rolled his dice and wouldn't ya just know that the mage got pregnant (snicker).

What made the whole thing so interesting was mainly the fact that the characters are both opposite gender from their players (and the mage doesn't really know she's pregnant yet).

The GM used *The Complete Guide to Unlawful Carnal Knowledge* to make the whole tower and adventure. The GM kept flippin' through and referring to the guide.

– *Xandar*

Precise Constitution Points

I'd like to tell you about my character (at least, the one for whom this guide is good, since I'm playing at least two characters at any given moment, but that's another story). He is an Elf fighter/bard that due to becoming undead and being resurrected lost 1 Constitution point from his original 11. He asked to return to life (you won't believe it) because he fell in love with a Druid. Due to his chaotic nature, he did some nasty things later (like tempting the police-chief for a gain of about 300 gold pieces...) and had a lover-fight with the druid, but as he apologized to her and did everything he could to please her - they are back together again, and then what? Just as we leave the city, towards the castle that contains a sword and a horse dedicated for the paladin in our party by his god, we meet three(!) medusas!!!! And guess who's becoming a stone on the spot? Yes, me!!! (The other me is a holy-ghost, an undead lawful-good priest of the God of the Sun (I know

it sounds crazy) and he is protected by him, so he only got paralyzed in another medusa attack). However, one of my best friends, a vampire magic user (would you please repeat THAT???) succeeded in using him vampiric abilities and use a higher level vampire mage to cast stone-to-flesh on me. He did that three times, 'cause I failed the system shock twice... So, and here we get to our point, I'm left with a Constitution of 7!!! (I still have a Dexterity of 19 and Strength of 17, but I LOVE having sex!!!) ARGHHHHHHH!!!!!! Since my GM makes me, as a bard, write and sing REAL songs for my spells (I need no spell-books or material components - just a suitable song), I am announcing my next spell-song, which I hope to complete by next session: Luwain's Ever Lasting Hard-On!

Lately, the Fellowship has found itself at Salba-the Layer of Momentary Pleasure (this is a part of the Layered World, an anomaly located in the Mirn-Kaia Universe, where sex is a requirement for all visitors, and the local monetary unit is one Orgasm (four Orgasms = Multiple Orgasm). The local dominant race, the Salbars, can (and do) grasp momentary sexual pleasure as a physical object in the fabric of Time (in Mirn-Kaia metaphysical terms, Salba is related to the Sphere of Time in a passive way). The job of the second species of Salba, the Timplants, and of all visitors, is to provide sexual divertimento and new experience to the Salbars. As can be imagined, this did give a rise to a lot of really good role-playing. And the bard Luwain, remaining faithful to himself, has sneaked away from the party and remained in Salba, in the bed of no less than Salibu, the Mistress of the Layer.

– *Luwain*

A Cleric's Vow

I've been in a party with a very complex character. He was a powerful cleric, who had entered clerichood as a sort of escape from his sexuality. He took a vow of chastity of his own accord (his deity certainly didn't care so long as he was a good, faithful cleric).

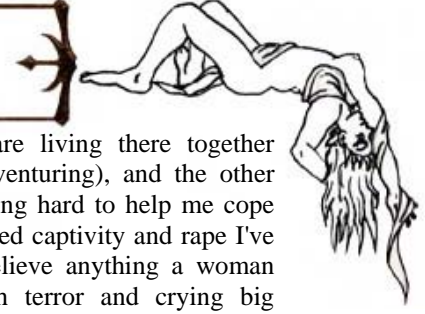
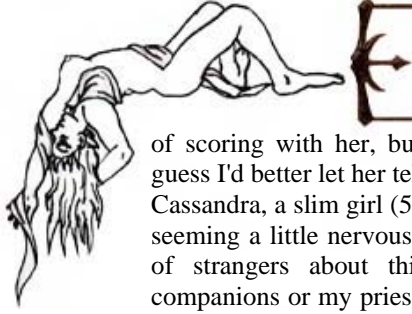
Once, he was put into no win/no win situation. The only person who could help him was a evil female mage who found him, and his resistance to her many charm, very appealing. Needless to say, the cleric, in order to achieve the good and righteous end, offered himself up.

He stills plays in my world, and now has the terrible guilt (which I use to my advantage) about his poor, illegitimate child, who being raised by an evil mother, may come back to haunt old dad some day. He is actually an excellent character and is very clever when around those hearty fighters going out on the town.... you know the type. From a GMing perspective, I'd have to say, there's not much difference... it's all in how good a roleplayer they are!

– *Bertnof*

Cassandra Gets A Friend

I now play a psionicist named Cassandra Wissenkunstler, raised from infancy as an orphan by a group of priestesses at a monastery devoted to Areya, goddess of Time and Prophecy. I put in her character background that this had caused her to be celibate so that none of the other players' characters (all male) would stand a chance



of scoring with her, but last gaming session - well... I guess I'd better let her tell you.

Cassandra, a slim girl (5'5", 113# only 17), steps forward, seeming a little nervous. "I feel easier talking to a group of strangers about this, for I know not what my companions or my priestesses would say, and I fear what my goddess might do were she to discover what has happened.

"Two months ago, while taking a midday meal at the Blue Boar, a most interesting incident occurred. My server was Camillia, a most attractive girl [17 Comeliness], and while refilling my mug of ale, she chanced to spill some in my lap. She apologized profusely, and quickly began drying my robes with her cleaning rags. Her light touch, as she rubbed the cloth on my inner thighs, sparked a desire in me I have never known before; and when our eyes met I saw the same hunger in her. 'I would do anything to make it up to you,' Camillia whispered. I told her I would like her to make it up that night, and she suggested the residence of Lady Rebecca, where she lived.

"In the arms of Camillia and Lady Rebecca I learned what true pleasure is, and was taught how fingers, lips, and tongue might repay the pleasures I was given." She blushes and falls silent.

Well, since Cassandra can't finish, I'll do it for her. Suffice it to say that the rest of the guys in the gaming group were jealous as hell, but since everyone was on "solo" adventures for the night, none of the other characters found out about it for two full months of game time.

During that interval, Lady Rebecca began calling Cassandra "Clarissa," and my character learned from Camillia that this was actually Rebecca's daughter, whom the lady had hacked to pieces and buried under the cellar when she tried to flee her lesbian mother. Camillia had stayed on out of a combination of fear and love for the older woman, and due to Lady Rebecca's strong personality (save vs. charm with a +4 bonus). I also learned that Rebecca was something of a dominatrix, who routinely bound both Camillia and Cassandra in order to playfully whip them and "tease" them with leather-wrapped wooden, shall we say, "implements."

Finally we (the gaming group) were getting together to leave town on an adventure, except that Lady Rebecca didn't want her precious "new" Clarissa to leave her. I went ectoplasmic in the middle of the night (scared poor Camillia nearly to death) and got out, only to find the thief of the party coming to check up on me. I quickly covered myself by saying that I had been held captive by Rebecca (sure, with the ability to escape ectoplasmically?) and telling him of the implements of torture and the body under the house. The thief and one of our fighters returned the next night in order to steal a couple of whips and "implements" as evidence against her, which my character then took to the guards, claiming to have escaped with them. When I told the guards of the body, they marched to the house, dug up the skeleton, and summarily executed Lady Rebecca for the crime of murder. Camillia was freed, for they determined that she had been virtually "enslaved" upon fear of her life, and possession of the house reverted to her.

Now she and my character are living there together (except when the group is adventuring), and the other characters in our group are trying hard to help me cope with the awful ordeal of extended captivity and rape I've had to endure (men, they'll believe anything a woman tells them while shaking with terror and crying big crocodile tears).

– *Kenneth Nuckols*



Appendix B: Random Generator Sourcecodes

Surely, you can do the generators differently. But I did them this way. Feel free to do your own and send them in (go to <http://rpg-uni.de-4u.com/contact.php>)

Periodical Names

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<html>
<head>
  <title>Periodical Generator</title>
  <script language="JavaScript">
<!--
var race = new Array("Bugbear", "Drow Elf", "Gully Dwarf", "Ettin", "Gnoll",
"Goblin", "Hag", "Half-Orc", "Harpy", "Human", "Hill Giant", "Hobgoblin",
"Kobold", "Lizard Man", "Mongrelman", "Orc", "Ogre", "Troglodyte", "Were-Rat");
var adjective = new Array("Arousing", "Big", "Delectable", "Erotic", "Fleshy",
"Greasy", "Hard", "Hefty", "Hors d'oeuvre", "Jiggling", "Juicy", "Large",
"Luscious", "Moist", "Oily", "Profuse", "Savory", "Scrumptious", "Sensual",
"Slimy", "Sticky", "Stimulating", "Succulent", "Sumptuous", "Swollen",
"Tantalizing", "Tender", "Titillating", "Voluptuous", "Warted");
var nouns = new Array("Balls", "Bolas", "Butts", "Caves", "Clubs", "Dungeons",
"Holes", "Hooters", "Jugs", "Knockers", "Lingerie", "Mounds", "Pits", "Rods",
"Staves", "Strongholds", "Stuff", "Swords", "Wands of Wonder", "Wankers");
var adjectiveR2 = adjective.length+1;
var twoFold = Math.round(Math.random()*4);
var adjectiveR = adjectiveR2;

var printer = "";
if ( twoFold == 2 ) {
  adjectiveR2 = Math.floor(Math.random()*adjective.length);
  printer += adjective[adjectiveR2] + " ";
  adjectiveR = adjectiveR2;
}
if ( twoFold >= 1 ) {
  while ( adjectiveR2 == adjectiveR ) {
    adjectiveR = Math.floor(Math.random()*adjective.length);
  }
  printer += adjective[adjectiveR] + " ";
}

printer += race[Math.floor(Math.random()*race.length)] + " " +
nouns[Math.floor(Math.random()*nouns.length)];
document.writeln("<div align=\"center\"><br>" + printer);

//-->
</script>
</head>
<body>
<br><br>
<a href="javascript:location.reload()">Again</a><br>
<a href="/generators.php">Back to Mainpage</a>
</div>
</body>
</html>
```



Prostitute Generator

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.0 Transitional//EN">
<html>
<head>
  <title>Unbenannt</title>
<script language="JavaScript">
<!--

var abilityScoreBonus = new Array ( -4,-4,-3,-3,-2,-2,-1,-1,0,
0,1,1,2,2,3,3,4,4,5,5);
var sizeM = new Array ( 43, 55, 38, 60, 32, 60, 60 );
var sizeF = new Array ( 41, 50, 36, 58, 30, 59, 60 );
var sizeMod = new Array (10, 10, 6, 12, 16, 20, 30 );

var weightM = new Array (120, 90, 72, 110, 52, 140, 160 );
var weightF = new Array (105, 70, 68, 85, 48, 100, 130 );
var weightMod = new Array (40, 30, 20, 36, 20, 60, 70 );

var ageB = new Array ( 40, 100, 60, 15, 20, 15, 10 );
var ageMod = new Array ( 60, 120, 60, 20, 30, 20, 30 );
var costA = new Array ( 3, 5, 3, 1, 4, 1, 0.7 );

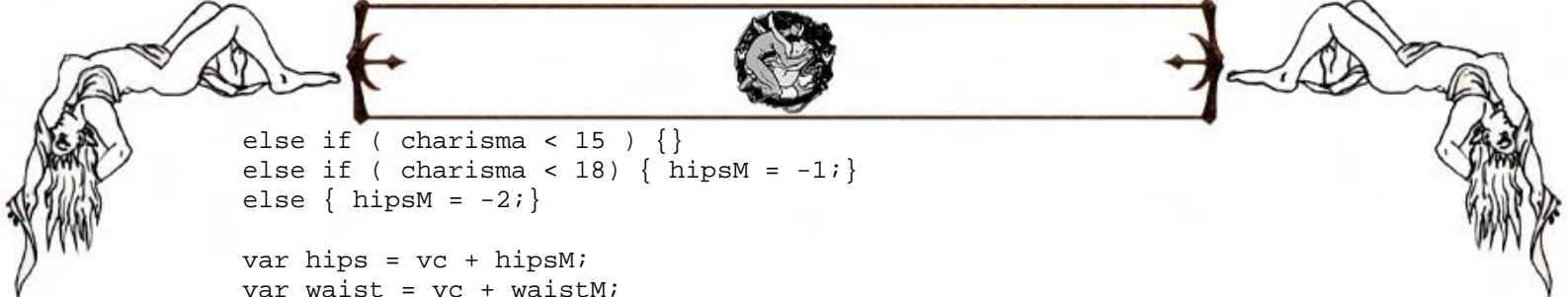
var raceA = new Array ( "Dwarf","Elf","Gnome","Half-
Elf","Halfling","Human", "Half-Orc" );
var hairA = new Array ("Brunette", "Blonde", "Auburn", "Sable", "Crimson",
"Silver", "White", "Sky Blue", "Lt. Green", "Lilac", "Iridescent", "Bald" );
var eyesA = new Array ("Lt. Blue", "Dk Green", "Hazel", "Brown", "Crimson",
"Silver", "Lt. Green", "Dk. Blue", "Pink", "Brown", "Brown", "Each Eye
Different" );
var complexionA = new Array ("Dusky Olive", "Bronze", "Milky White", "Ebony",
"Lt. Red", "Yellow", "Brown", "Golden");
var waistM = 0;
var hipsM = 0;

function dl00sub (randomizer) {
  var randN = Math.floor(Math.random()*randomizer);
  if ( randN < 13 ) { return 0; }
  else if ( randN < 26 ) { return 1; }
  else if ( randN < 34 ) { return 2; }
  else if ( randN < 42 ) { return 3; }
  else if ( randN < 50 ) { return 4; }
  else if ( randN < 58 ) { return 5; }
  else if ( randN < 67 ) { return 6; }
  else if ( randN < 75 ) { return 7; }
  else if ( randN < 83 ) { return 8; }
  else if ( randN < 91 ) { return 9; }
  else if ( randN < 99 ) { return 10; }
  else if ( randN < 100 ) { return 11; }
}
function dX (die) {
  var num = 0;
  num += Math.ceil(Math.random()*die);
  return num;
}
function d6 (times) {
  var num = 0;
  for ( i = 0; i < times; i++ ) {
```




```
num += dX(6);
}
return num;
}
// Main function
function calculateThePro () {
    if ( document.forms[0].elements["charisma"].value==" " ||
document.forms[0].elements["charisma"].value.NaN ) {
        var one = d6(3);
        var two = d6(3);
        var charisma = (one>two)?one:two;
    } else {
        charisma = document.forms[0].elements["charisma"].value;
    }
    one = d6(3);
    two = d6(3);
    var constitution = (one>two)?one:two;
// get vital statistics
var randN = Math.floor(Math.random()*100);
var vc = "";
if ( randN < 30 ) { vc = 22; }
else if ( randN < 50 ) { vc = 23; }
else if ( randN < 65 ) { vc = 24; }
else if ( randN < 77 ) { vc = 25; }
else if ( randN < 82 ) { vc = 26; }
else if ( randN < 85 ) { vc = 27; }
else if ( randN < 90 ) { vc = 28; }
else if ( randN < 94 ) { vc = 29; }
else if ( randN < 97 ) { vc = 30; }
else if ( randN < 99 ) { vc = 31; }
// get race and gender
var raceNum =
document.forms[0].elements["race"].options[document.forms[0].elements["race"].se
lectedIndex].value;
var genderNum = "female";
if ( document.forms[0].gender[1].checked ) { genderNum = "male"; }
if ( raceNum == 0 ) { constitution += 2; }
if ( raceNum == 6 ) { charisma -= 2; }
vc += Math.ceil( (abilityScoreBonus[constitution]/2));
if ( raceNum == 10 ) {
    raceNum = Math.floor(Math.random()*raceA.length);
}
var raceName = raceA[raceNum];
// calculating size and wight
if ( genderNum == "female" ) {
    var weight = weightF[raceNum] + dX(weightMod[raceNum]);
    var size = sizeF[raceNum] + dX(sizeMod[raceNum]);
} else {
    var weight = weightM[raceNum] + dX(weightMod[raceNum]);
    var size = sizeM[raceNum] + dX(sizeMod[raceNum]);
}
// age and looks
var age = ageB[raceNum] + dX(ageMod[raceNum]);
var hair = hairA[d100sub (100)];
var complexion = complexionA[d100sub (75)];
var eyes = eyesA[d100sub (100)];
var bust = abilityScoreBonus[charisma] + 7 + dX(3) + vc;

if ( charisma < 4 ) { waistM = d6(5); hipsM = d6(6); }
else if ( charisma < 6 ) { waistM = d6(2); hipsM = d6(2); }
else if ( charisma < 9 ) { waistM = dX(4); }
else if ( charisma < 12 ) { waistM = dX(2); }
```



```

else if ( charisma < 15 ) {}
else if ( charisma < 18 ) { hipsM = -1; }
else { hipsM = -2; }

var hips = vc + hipsM;
var waist = vc + waistM;
if ( raceNum == 0 || raceNum == 2 || raceNum == 4 ) {
    hips -= 2;
    bust -= 2;
}

```

```
// putting it out
```

```

var putOut = genderNum + " " + raceName + " prostitute\n";
putOut += "Charisma: " + charisma;
putOut += "\nConstitution: " + constitution;
putOut += "\nHeight: "+size+ "\"";
putOut += "\nWeight: "+weight;
putOut += "\nRace: "+raceName;
putOut += "\nAge : "+age;
putOut += "\nHair: "+hair;
putOut += "\nEyes: "+eyes;
putOut += "\nComplexion: "+complexion;
putOut += "\nBust: "+bust+ "\"";
putOut += "\nWaist: "+waist+ "\"";
putOut += "\nHips: "+hips + "\"";

```

```
// Prostitutie Extras
```

```

var putOutW = "";
for ( i = 0; i<1; i++) {
    randN = Math.floor(Math.random()*100);
    if ( randN < 50 ) { putOutW += " " }
    else if ( randN < 79 ) { putOutW += "Natural Disease; " }
    else if ( randN < 89 ) { putOutW += "Magical Disease; " }
    else if ( randN < 99 ) { putOutW += "Insanity; " }
    else if ( randN < 101 ) { i-- }
}

```

```

if ( putOutW != " " ) {
    putOut += "\nProstitute Extras: "+putOutW + "\nA prostitute may have
more than one extra of each category. Same result indicates two different
diseases or insanities.";
}

```

```
// Prostitute Specialties
```

```

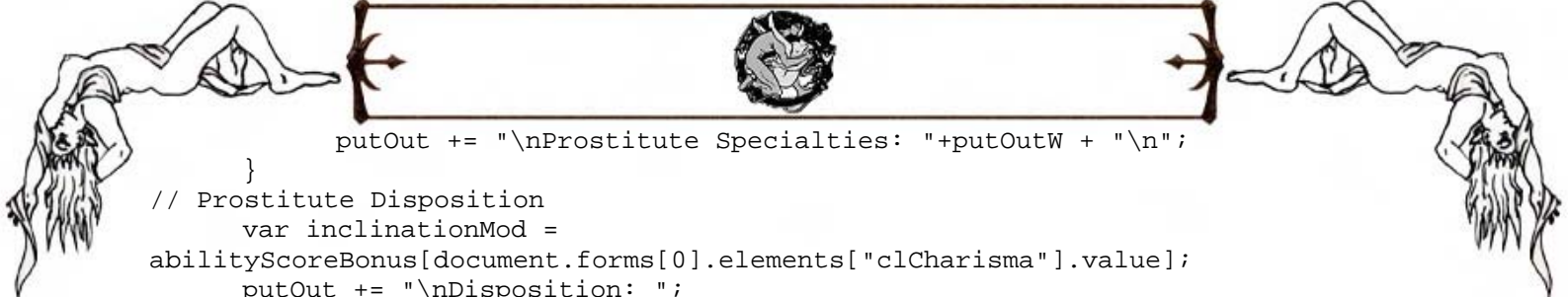
var costPer = 0;
putOutW = "";
var indicator = new Array ( " ", " ", " ", " ", " " );

```

```

for ( i = 0; i<1; i++) {
    randN = Math.floor(Math.random()*100);
    if ( randN < 50 ) { putOutW += " " }
    else if ( randN < 70 ) { if ( indicator[0] == " " ) { putOutW +=
"Massage; "; costPer += 10; indicator[0] = "1" } else { i--; } }
    else if ( randN < 80 ) { if ( indicator[1] == " " ) { putOutW +=
"Anal Sex; "; costPer += 20; indicator[1] = "1" } else { i--; } }
    else if ( randN < 90 ) { if ( indicator[2] == " " ) { putOutW +=
"Oral Sex; "; costPer += 40; indicator[2] = "1" } else { i--; } }
    else if ( randN < 99 ) { if ( indicator[3] == " " ) { putOutW +=
"Bondage; "; costPer += 60; indicator[3] = "1" } else { i--; } }
    else if ( randN < 89 ) { i--; }
    else if ( randN < 101 ) { i = -2 }
}
if ( putOutW != " " ) {

```



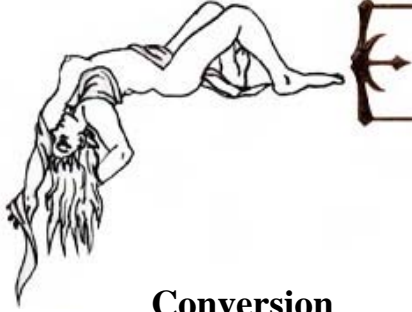
```
putOut += "\nProstitute Specialties: "+putOutW + "\n";
}
// Prostitute Disposition
var inclinationMod =
abilityScoreBonus[document.forms[0].elements["clCharisma"].value];
putOut += "\nDisposition: ";
randN = Math.floor(Math.random()*20);
if ( randN < 3 ) { putOut += "Angry"; inclinationMod = -3 }
else if ( randN < 5 ) { putOut += "Jealous"; inclinationMod = -2 }
else if ( randN < 8 ) { putOut += "Pensive"; inclinationMod = -1 }
else if ( randN < 11 ) { putOut += "Tired"; inclinationMod = 0 }
else if ( randN < 14 ) { putOut += "Tender"; inclinationMod = +1 }
else if ( randN < 16 ) { putOut += "Excited"; inclinationMod = +2 }
else if ( randN < 18 ) { putOut += "Ardent"; inclinationMod = +3 }
else if ( randN < 20 ) { putOut += "Erotic"; inclinationMod = +5 }
else if ( randN < 21 ) { putOut += "Obsessed"; inclinationMod = +6 }

//Prostitute Inclination
putOut += "\nInclination: ";
randN = Math.floor(Math.random()*20)+ inclinationMod;
if ( randN < 2 ) { putOut += "Loathe"; costPer += 100; }
else if ( randN < 5 ) { putOut += "Hate"; costPer += 75; }
else if ( randN < 8 ) { putOut += "Dislike"; costPer += 50; }
else if ( randN < 7 ) { putOut += "Aloof"; costPer += 25; }
else if ( randN < 9 ) { putOut += "Sympathetic"; costPer -= 30; }
else if ( randN < 12 ) { putOut += "Interested"; costPer -= 40; }
else if ( randN < 14 ) { putOut += "Playful"; costPer -= 50; }
else if ( randN < 17 ) { putOut += "Capacious"; costPer -= 60; }
else if ( randN < 19 ) { putOut += "Fondness"; costPer -= 70; }
else if ( randN < 20 ) { putOut += "Infatuation"; costPer -= 80; }
else { putOut += "Passionate"; costPer -= 90; }

// calculate Price
var numOP = document.forms[0].elements["numOP"].value;
var price = 1000/numOP;
putOut += "\nAverage Cost of Prostitutes: "+Math.ceil(price);
var perCalc = 0;

var percentage = price/100;
if ( costPer < 0 ) {
    costPer *= -1;
    price = price - percentage*costPer;
} else {
    price = price + percentage*costPer;
}
putOut += "\nCost of this Prostitute: "+Math.ceil(price);
document.forms[0].elements["view"].value=putOut;
}

/-->
</script>
</head>
<body>
<div align="center">
<form>
<table width="600" border="0" bgcolor="#c9c9c9" cellpadding="0">
<tr><td><select name="race"><option value="10"> RACE: Does not Matter</option>
<option value="0">Dwarf</option>
<option value="1">Elf</option>
<option value="2">Gnome</option>
<option value="3">Half-Elf</option>
<option value="4">Halfling</option>
<option value="5">Human</option>
```

Credits

Conversion

- Averil Wehstrom (xagunder@yahoo.com) for: the spells Dire Chastity, MacFaileas' Virtuous Ward, and Succubus' Passion. The monster Slave Knight
- bramadan
- Evil Josef
- Ialdabode
- Isawa_Sideshow
- Janos Antero
- Jashin
- Kobold Avenger
- Kolvar (singewald@yahoo.com) for the site, the first editing, spell-converions, some new spells, pregnancy, generators and bloody stupid comments on the boards.
- Oddjob
- Riot Gear
- Rolland Therrien (rolland.therrien@videotron.ca) for contributing to the Orc sexuality.
- Snoweel
- Tanilen
- Zelda Themelin

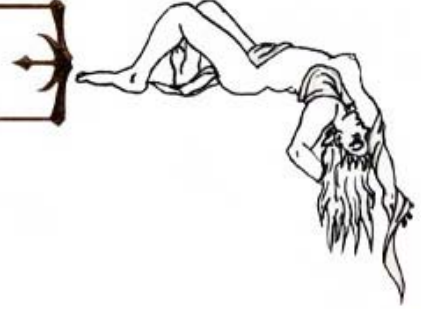
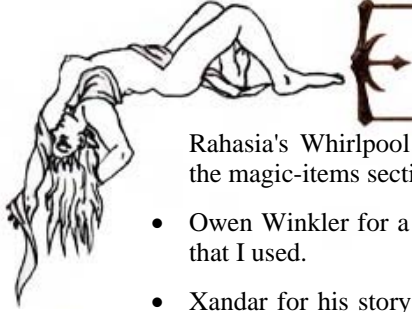
Art

Averil Wehstrom: Cover, Header and som Interior Art
 Gwynn Kirkaldy: Periodica Covers
 Isawa Sideshow: for the iconics.

Old Guide

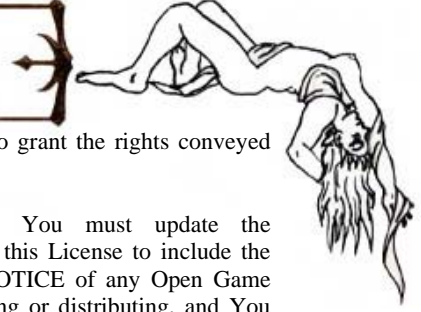
- David Kelman for his spell Sacremon's Emperor's New Clothes.
- Sven De Kerpel for his comments and additions on the prostitute section of the guide which resulted in seven major changes to the tables to make them more realistic and playable.
- Steve Langton for the "Prostitutes are nasty" story in the story section.
- Tim Larson for inspiring the Skilled Perversion NWP.
- Lonadar the Wanderer bringing up the race question, commenting on a lot of the spells, adding the feather to the components of Leomund's Ting Brothel.
- Luwain "Don't Fuck With Me" The Nightingale of The Fellowship of the Flying Paladin for the Precise Constitution Points story. He created the A Bard's Sexual Spell-Songs section and contributed "Luwain's Ever Lasting Hard-On" to it.
- Andrew Lohmann for his Induce Pleasure Psionic Power.

- Mark Manning for his Teeny-Weeny-Bikini magic item.
- John M. Martz for his criticisms on the pregnancy rules and his clerical spells: Baltasar's Impediment, Fertility.
- Mizar, the Brilliant for assisting in the creation of the section "The Baby is Here! What Ya' Got?"
- Nige for his Sexual Phobia insanity.
- Hugo M. Nijhof who made a list of spells from which I took and modified the spells Don Juan's Irresistible Kiss and Vampiric Kiss.
- Kenneth Nuckols for his "Cassandra Gets A Friend" story in the story section.
- The Anti-Paladin, Nomed the Accursed for his abyss level in the section An Abyss Level.
- Nosferatu for The Rack Critical Hit Chart: For Men Only.
- Mike Parasich for the spells Cure Soreness, Enchant Condom, Delay Orgasm, Deep Throat, Power Word: Disrobe; all of which were mentioned.
- The Phantom for the Alternative Sexist Height & Weight rule in the baby section.
- Arron Sher, compiler of The NET.PLOTS.BOOK from which the vampire adventuring idea came from.
- Sir Gregor creator of The Bobitt Maneuver.
- Scott Spetalnik for seeing that a bell curve wasn't used with the ability scores.
- Matt Sullivan for his humble comments and recommendations that inspired a few modifications to the rules. For the first draft of "Seduction: More Than Reaction Roles" section, which was very creative.
- Eredae Swiftblade for the alternate conception system "Conception: System II".
- Tony for the in the Homosexual Plots section: Evil of Homosexuality.
- Train, GM for the following ideas in the Homosexual Plots section: The Gay Man and the Jealous Wife; Saying No; Land of Fairies, Literally; and Reverse Rape.
- Mark H. Vest for his magical item the Girdle of Hippolyte.
- Vinnie & Rahasia Mage Priestess of Ishtar The Priestess of Love for ReErection spell idea and suggesting a spell that simulates the Nereid's kiss. For keeping them comments coming on everything I needed help on. Plus, he suggested wisdom modifiers for the Houri seduction rules which were implemented. For additions to the sexual knowledge skill. For the "Adventuring Idea" section and three ideas (Love Boat, Dog Man Needs A Date, Twins) that appear there. For the idea and suggestions for



Rahasia's Whirlpool Tub Of Love which appears in the magic-items section.

- Owen Winkler for a first draft of the impotence spell that I used.
- Xandar for his story "A Barbarian's Boo-Boo" in the story section of the guide.
- Following a strange and perverse discussion on the a RPG discussion list, the section "Protection of the Worst Kind (for the Male)" was created based on the following persons' comments: Rod and Kenneth Nuckols.
- Following a role-playing discussion on the a RPG discussion list, the section "Has Anyone Played a Homosexual Character?" was created based on the following persons' comments: Andy Trembley, Geoffrey Wyen, Akira, Scott Spetalnik, Gyorgy Schadt, Russ Fontaine, Andrew Hackard.
- Following a role-playing discussion on the a RPG discussion list, the section "ESSAY: What If A Character Rapes A NPC?" was created based on the following persons' comments: Felix Leadfingers, Kalindra Nightstalker aka Michelle Carter, and Paul.
- After the first release of the guide, I recieved a message from Rob: What would pregnancy do to a thief's skills? What about a mage or bard? We decided that there was no good set rule but that they would be greatly affected. This led to a large conversation on the a RPG about pregnancy. The main contribution to the conversation was Vicki L. Domansky, Morgaine. Some major comments, suggestions, and ideas came from John M. Martz. John "Nightwind" Boelter made some great comments, suggestions, and ideas as well as Morgan Blackheart of The Chaotic Realm and his wife. Others were: Bob Smith, Paul Duggan, Paul J. Cummings, Joe, Lord Baylor Ironsbane, Brian David Phillips, Philippe Goujard the FAQ Dude.



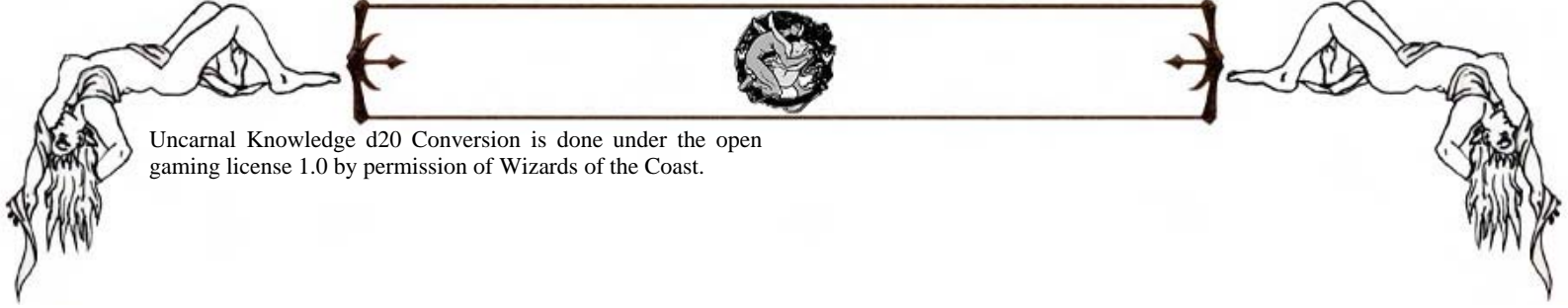
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