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ENCYCLOPAEDIA
ARCANE

NYMPHOTOLOGY

BLUE MAGIC

WARNING!

This humorous Encyclopaedia Arcane book has content of a sexual nature and if you are easily offended by such material we recommend that you walk away now and go and buy something else.

This Product Requires the use
of the Dungeons and Dragons®
Player's Handbook, Third Edition,
Published by Wizards of the Coast®

Onestrum Fiddler

This is the most famous, or rather notorious, sex magician in the realms. Onestrum fell into magic due to his academic prowess and lack of physical strength. Where the clergy would normally step in to take care of a youngster, Onestrum found himself appalled at the stark and cloistered nature of his local temples and turned instead to the equally cloistered but more appealing world of magic.

Onestrum had problems here as well, unable to settle on any single order of magic and, constantly distracted by the pretty women of the big city, he began to turn his thoughts to the application of magic to more exciting and personally rewarding ends. Onestrum is not the most active or proficient blue mage in the realms but he is the most strident and loud, demanding that the field to which he has devoted his time is seen in the same light and has the same importance as hurling fireballs, which he regards as rather childish and unrewarding.

He eschews the normal shapeless wizards robes and dresses in much the same manner as rogues, favouring the latest styles and fashions, even though they do not particularly fit his rake like figure. Onestrum issues a sort of nervous energy on a wavelength palpably detectable to women. He always smells slightly of sweaty leather and gives the impression he really needs to be somewhere else.

'Sex needs to be taken seriously and we as wizards are tired of always being thought of as the scrawny weakling or the person who blows things up. We're people too with needs and desires like any other person and one of those needs is to bump uglies with as many people as possible for enjoyment, and sometimes just because we don't have anything better to do on a Friday night. This area merits serious study and since the colleges of magic refuse to spend any time on it I present my knowledge for posterity. May it bring you pleasure, enjoyment and bedsprings so worn you sleep in the room below.'

– Onestrum's introduction to the original Encyclopaedia Arcane

Encyclopaedia Arcane

Nymphology

James Desborough

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INTRODUCTION

Magic is applied to every field of human endeavour. War, commerce, building a better mousetrap, fixing the drains, preserving bread – all of these sparkling facets of the rough diamond that is human experience interact with the magical in some way. Maybe fey gold (known as credit cards in our world) with which to buy things or an acid arrow to clear a particularly persistent clog of hair from the plughole. Yet one aspect of human activity is shied away from in the formal colleges of magic, though it forms an important aspect of the thaumaturgical field.

In the yards, lavatories and dormitories of the various colleges of magic young students swap tales and cobbled together spells developed over the years. Some famous names in the field of magic have a history that is only told in notes passed in class and some of their early work is... enlightening to say the least, shedding light on their particular obsessions. Some drop out entirely to pursue this aspect of magic with complete devotion and clarity of purpose.

Cloistered away as they are in their universities and towers, magic users come up with some very peculiar ideas about sex, despite the presence of both genders in the colleges. Sorcerers are perhaps a little more worldly wise given that they are not shut away for a large part of their lives learning by rote, but their tendency towards arrogance also keeps them at a distance, and so much of their study is also based on conjecture and ‘playground rumour’.

The fact is the erotic arts are one of the most beguiling and least discussed aspects of the magical profession. Just as with all other aspects of magic there are dangers rewards both. There is no immortality here, just the base pleasures of the flesh. The appeal of the erotic is a large attraction of the profession, and many a young apprentice holds close the dream of bringing a properly bound succubus to his bed.

Others just fiddle themselves into an early grave hunched over their crystal balls while the girls at ‘the school for comely young elf maidens’ unknowingly dance, wiggle and splash for their pleasure.

ENCYCLOPAEDIA ARCANAE

This is the first book on the role of erotic and sex magic within the fantasy setting. It is part of the Encyclopaedia Arcane series by mongoose publishing. Designed to be inserted seamlessly into any fantasy-based D20 games system, these sourcebooks enhance and expand all arcane spellcasting classes, adding a whole new dimension to campaigns.

Each book of the Encyclopaedia Arcane series is not just intended for Games Masters to use in conjunction with their non-player characters however. Players themselves will find full details on how to use the magic systems with new or existing characters, greatly increasing the wealth of options they are presented with in the core rulebooks.

If it needs pointing out, this is humorous in content and intent. While the spells, rules and prestige classes presented herein should all be useable in your campaigns, everything is presented primarily for laughs. ‘Many a true word spoken in jest.’

NYMPHOLOGY — MAGICAL MOMENTS

The purpose of this book is to explore, with a focus on humour, the role of magic within sex and of sex within magic. Players and Games Masters will find new spells tackling this area and new prestige classes with which to expand their characters or populate the sleazier parts of their fantasy cities. In this book you will find treatise on subjects such as the power of love and lust, the spells of the erotic school and the mysterious plane of lust.

Blue magic is a secret art but not in the same vein as necromancy or demonology. It is shunned by the great magi, whatever their involvement in youth. It is because of this that it is very much rough and ready, unpolished and in most cases only developed by unscrupulous amateurs. Like many aspects of magic it is obsessive, though it can be argued that obsessing on sex and the pursuit of it is a lot healthier than hanging around graveyards digging up company.

It hadn't been easy making it over the wall of the college and out into the town but the scraped knees, undignified falls and multiple asthma attacks had been worth it once they had got to the tavern. Jhonen's father's money had bought a hearty meal and heartier ale the likes of which the college kitchen's thin-lipped cook disapproved of. The music played, the drink went down smoothly, the pipes came out and sweet smelling smoke filled the air as the collected students relaxed and congratulated themselves on a good night out. Two physical needs sated and with ale loosening their tongues the conversation took a natural turn towards sex.

'Isn't she gorgeous?' sighed Siorfan while doodling on the table in spilled beer, his eyes fixed on a tavern wench who had seen better days. None-the-less, a year inside the same classes and libraries, and the wondrous effect of ale, combined within him to turn her into a vision of loveliness and an object of no small desire.

'A little study and you could have her with a simple enough spell' remarked Yacob. Yacob was studying enchantment and his presence tended to make the other students nervous. It was like he was already boring into your mind without the use of magic.

'How can you even think of such a thing?' Ellissa broke into the conversation. The others hadn't thought to temper their conversation around her. As a defensive abjurer and fellow mage they regarded her as being about as sexually aware or significant as a doorman, regardless of what she felt about it.

'I'd do anything to have someone like her' Siorfan sighed again, watching her dispensing ale with years of skill. 'But the lady folk aren't impressed with intellect or magical skill.'

'I might be' mused Ellissa half to herself.

'All they want is those big muscled barbarians, prancing about the place with their shiny oiled skin and their fur posing pouches' continued Siorfan, clearly having not heard her.

'They're not worth your while these common wenches' said Jhonen before taking a long pull on his pipe. His eyes shone through the smoke gathered about his saturnine beard as he put the conjurer's point of view forward. 'Why bother with the fulsome but flawed fare of this world when you can taste the forbidden fruit of the other?'

'You mean demons' muttered Ellissa.

Jhonen leant back in his chair smiling.

'Succubi to be precise' he shared a predatory grin with Siorfan 'I could set you up, I know a man on Beazly Street who makes the scrolls. Once you've tasted 'red' meat you never go back.'

Ellissa gagged in disgust but a few of the others chuckled to themselves and grinned at each other, thinking of the possibilities.

'I've always found the real and physical to be a bit of a disappointment' Gior was a gnome and an illusionist. To illustrate his point, he muttered an incantation and held out his hands, perched on which appeared to be a sprite sprawling back on his palm doing obscene things to herself.

Myram the diviner kept quiet through the whole conversation, trying to hide his little crystal ball and casting embarrassed sidelong glances at Ellissa.

Another round of ale arrived, eliciting more sighing from Siorfan and some more moaning. 'Even if I did enslave her will with magic and bed her, how could I ever compare with those barbarian brutes? I'm no love machine.'

Quiet until now Sestyne the elven transmuter spoke up, half to herself. 'You could always make yourself a little better with a spell, there's a ton of them in the library.'

The others regarded her incredulously until she blushed and looked down. 'No really, in amongst the old student notebooks. I don't understand half of it but there's a lot of magic spells there for this sort of thing.'

Siorfan blinked absorbing the information. 'Why haven't we heard about this before? We're taught about how to raise dead bodies, why not something a little more wholesome, not to mention useful.'

'For some reason the tutors don't think it's appropriate,' Jhonen said. 'If you want to learn about it you have to find others outside the college willing to teach you, like my friend with the scrolls. Students come up with the odd spell themselves and pass them on.'

'A whole neglected area of magic,' said Siorfan, his attention drifting from the wench and to the possibilities for his own fame, fortune and power. 'You could really make a name for yourself in that field. Think of the possibilities...'



EROTICA ARCANE – AN OVERVIEW

Nymphology, or ‘blue magic’ is a hidden and ill-regarded form of the arcane. It is also a very demanding field of magic, drawing as it does on so many areas of conventional sorcery. This is no small part due to the furtive and secretive nature of its development, thrashed out (so to speak) in huddled groups and midnight experiments by students of magic who have not yet learned to be arrogant about their own field and derisive of others. As such, those who choose to devote their full study to the erotic arts tend to be open-minded towards most other fields of magic, scavenging and piecing together anything that aids their own understanding and the furtherance of their powers.

Abjuration is little used by the blue mage save in a few minor cantrips used to protect oneself from the social diseases of the fantasy world. Unlike divine

magic these spells do not heal, instead forming a preventative barrier protecting the mage from being infected or harmed in the first place. Some magic users add their own tweaks to these spells, improving them slightly in their own ways to enhance their performance. That is about as useful as abjuration gets.

The art of conjuration is dipped into by mages seeking to taste the fruits of other realms and worlds. Summonings stock the rooms of mystical bordellos and provide ‘easily’ available bed partners for lonely magicians with magical reagents to spare. Summoners can make a tremendous amount of money pimping their stable of supernatural lovelies to jaded merchants, rich nobles and adventurous bon vivants but the demands of these individuals can rapidly outstrip the mage’s ability to provide.

A lot of people have something of the voyeur in them. Watching others while they are unaware of your presence can be very appealing, peeking in on people is a time-honoured tradition and it is no surprise that, with their access to crystal balls and perceptive powers, magic users of an erotic ilk make good use of divination. At some point an enterprising merchant is going to make a fortune on non-fogging wipe-clean crystal balls.

Dominating the will of others would seem to be a good route to getting into whatever pants happen to take your fancy. Those who stoop to enchantment tend to be regarded fairly badly by other blue mages and, unless it happens to fit their particular kink, most people find the ministrations of an enchanted ‘zombie’ mechanical and unfulfilling. Even those into domination find enchantment less than satisfying since no will has been broken, just bypassed.

Blue mages tend to regard those who concentrate on evocation in much the same way as virile but poor young men regard weasel-like old men with vast estates. Blowing things up is seen very much as a penis substitute and the domain of the inadequate.

The realm of illusion and glamour can provide where the real world, the spirits and the planes cannot. What the multiverse does not provide, the conscious mind can. Illusionists can literally provide anything a client can imagine with every sense catered for. If you see an illusionist in a



tavern, smiling and adjusting his belt, he may not have just finished a satisfying meal.

Only the most twisted of blue mages will ever delve into the necromantic arts in search of pleasure, whatever the black clad practitioners of the dark art have to say about the wonders of forbidden pleasures.

Transmutation on the other hand provides many opportunities for the blue mage. With transmutation magic he is able to enhance his physique, prowess, confidence and the ‘tools of the trade,’ or just let off a few slick effects like changing his partners dress into rose petals (and back if he ever wants to see her again).

All of these schools manipulate both positive and negative energies. Blue magic views love and lust in much the same way as these other schools view their own nebulous and undefined energy. Love and lust are powerful forces - true love is immortal, whereas lust can overcome even the most level-headed and secure of people, causing them to cast aside their reserve and thoughts of family or position to indulge in one moment of pure pleasure. Men and women will put themselves through great risk, terrible trials and worse discomfort all for a glimpse of nipple or quick grope. They will spend money, move mountains and launch wars all for as little as a kiss.

Blue mages see love and lust as the primary motivating force behind all humanoid endeavours, and as such tap into that vast pool of energy, manipulating and channelling it to form their spells and effects. Ultimately it all boils down to one thing – mating.

Scholars of erotic magic look at this powerful force and see it reflected in the cycles of nature and the veneration shown to gods and goddesses of fertility (and they spend a long time looking at the statues). They look at the power of nature wielded by the druids, a natural and creative force and they see the possibilities of tapping into this force with their own spells and incantations, wild and primitive compared to most arcane magic. Where clerics and druids allow the power to flow through them, shaped by their deity arcane magi grasp hold of the power themselves, shaping it and making it flow to their own whims and desires, guiding it into a variety of pleasing and titillating forms.

Even the greatest of magic users cannot always control the forces they try to wield and the power of love, lust and creation is wilful, often seeking to flow in its own directions, slippery and as hard to grasp as a nymph covered in baby oil. Blue magic cannot interfere with true love and can go awry, hitting people other than the intended target if the force of creation and lust feels that others should be affected. Where an attraction, however subconscious, already exists the magic will flow more easily and be more binding.

Slippery Love Channel

In cases where there is existing attraction or love between two people, or such loathing and disgust that the mere idea of touching one another would cause hives and profuse vomiting, erotic magic is either more or less effective, respectively. It is recommended that the Games Master consider up to a +5 circumstance bonus to the spell’s DC in the former instance, or the character’s Will save in the latter.

THE MISUSE OF EROTIC MAGIC

All magic carries with it the possibility of hubris - the risk that one will consider themselves so omnipotent, so invulnerable, so untouchable that they completely fail to account for the true risk factor of the halfling with a sock full of marbles sneaking up behind them with murder in mind. Blue magic is no different and carries with it its own series of problems and risks. Some of these are not particularly thought to be problems by those who ‘suffer’ them but they are social death.

Temptation

Many things draw the blue mage’s eye. With the power to get whomever for whatever you want comes the desire to do so. With the power at your fingertips the feeling that it should be used grows stronger each day. With mastery of the power comes the need to search for new uses, new limits, new ways to indulge that pleasure and new horizons to seek. Before long, temptation can carry the blue mage away and they’ll find themselves bent over a ducking stool in a studded leather wizard’s hat with a succubus spanking them, while the guard beat down the door to charge them with obscene acts with a basilisk. Blue mages often find themselves





drawn hither and yon, the force of lust wielding their will as much as their will wields the force of lust.

Anyone who owns a penis will know the feeling.

Self Indulgence

Many use magic to help others. The temptation for masters of erotic magic is to indulge their own vices and whims to the exclusion of all others.

Withdrawning into themselves and entirely eaten up by their own passions they step back from society, becoming unable to interact with it and soon blur the lines between the fantasy they create within their towers and laboratories and the real world. Viewing everything as nothing more than another potential source of pleasure of voyeurism and getting blisters on their private parts, those who succumb to this way of life are pitied by other blue magi.

The Cost in People

There is a very definite human cost to the pursuit of blue magic, one of broken hearts and ruptured parts. Any indulgence carried to the extreme is dangerous, from excessive consumption to staying in the bath too long.

The sheer fact of the matter is that sex is addictive and like many addictions it can lead to hollow eyes, lack of sleep, sallow skin and lesions on the body

(just do not go looking for track marks, you will be arrested).

Like a lot of addicts, sex addicts do not much care where they get their hit or that overindulging may be bad for them. Both the blue mages and those they use to twist and warp for their pleasure end up spent, in more ways than one.

Getting Lost in the Moment

One very great risk of this form of magic is getting caught up in the passion of the moment. Not just the moments where we all make silly faces and say peculiar things or when atheists call out to the gods – but in every moment.

The channelling of the heady forces of lust tends to make blue magi impulsive, short-sighted and unpredictable. Consequences of actions or magic past the immediate are not even considered; short-term reward is all they need. Being drunk on the power of blue magic is much like being drunk on lager, except you never sober up and are more likely to wake up with someone else's familiar than a traffic cone.

THE USE OF EROTIC MAGIC

Despite the dangers and abuses of the art, there are no end of positive uses and rewards that derive from a mastery of this field of magic. Blue mages tend to be more down to earth and 'streetwise' than more conventional mages and they are 'everyone's friend'. Blue mages are well connected and while they may or may not be liked, people will always act as though they are. They can help people a great deal and can earn trust, friendship and big, fat sacks of cash by doing so.

Helping People

Many people have problems they do not feel comfortable talking about that require drastic remedies. Traditionally the village wise woman has dispensed this sort of thing but they tend to concentrate their help on the womenfolk, men never really having been comfortable with confessing their needs or problems to persons of the female persuasion. You just know it is going to end up as gossip.

Where the wise women have poultices, potions and pseudo-psychological advice, the blue magi have an incantation or an artefact more than able to deal with the problem without all the hideous cackling. To most men, asking hideous old women for sex advice is like asking the tarrasque for a breath mint. Old people exist in a space outside attraction and sex, even if they were ‘a bit of a fox’ back in their day.

Because of this many men, lots of them coincidentally rich and powerful, prefer to seek out the practitioners of blue magic, however discredited, sleazy or rare they are and however many suspicious crusty stains adorn their robes.

Helping Yourself

Stereotypes exist for a reason. Humanity, when viewed as a large group does fit certain patterns. However, this does not mean that people within that group cannot be individuals, it just means that there is a recognisable thread running through all of them. Wizards and sorcerers, mages of almost any description have a stereotype, that of the inadequate, antisocial and unloved hermit. Magic users never got chosen first in team games, never got invited to the dances and this has given many of them an enormous chip on their shoulder and a problem with the opposite sex.

Erotic magic helps the mage overcome this stereotype. With their studies they can not only overcome their inhibitions and physical deficiencies, but also become superlative lovers and if gain a reputation, they may even be sought out by the opposite (or maybe same) sex for their thaumaturgically enhanced attentions.

Besides the psychological benefits ‘getting some’ brings (along with the physical relief) there is also a lot of potential remuneration associated with the powers of the blue mage either as prostitute or pimp, confessor or pusher. It may not equal the riches of

hauling off into the dungeons of the world with adventurers but it is a lot easier and more pleasant to come by. If you can get money out of a dungeon, more power to you, but a hole is a hole and the one without the dragon is probably a safer bet.

The Dangers of Self Abuse

The power of lust is a nigh unstoppable force with little that can effectively oppose it. Feuding families, common decency and trouser seams all fall like dominoes before the power of lust. Much like the dark power of negative energy that can warp and twist necromancers into beings of hideous evil, the power of lust can warp and twist its users in unforeseen ways.

As with much of magic, the one who studies and uses it can become closed off from the world. The difference being that blue magi are not closed off studying, but rather using their magic on themselves for fun and profit and losing themselves in the various hot and sticky pleasures to be found in the pages of their spell books. Pallid and trembling of hand, their brief and rare forays into the outside world for food can spark a panic that aboileth slime has made its way into the town water supply.

Towers are a peculiarity of most wizards. According to many female, earthy, druidic persons of an unshaven armpits persuasion they are...

‘Towering symbols of the lascivious thaumaturgical dominance of the wizardly profession expressed in architectural form to compensate for their inadequacy and to express their believed supremacy over female oriented earth magic.’

Quite what any of that means most people are not sure but wizards who have seen the patches of mud these people call holy tend to attribute it to ‘tower envy’ and add an extra storey.

Blue magi seem especially attracted to the idea of towers, spending a great deal of money to have the most splendid and extravagant one they can afford. This is in part good advertising, as their tower looms over the surrounding slums in which they usually make their homes. Decked out in pink marble and crowned with dazzling amethyst, the towers are a sight to see and something to be sniggered at.

You can tell much from looking at a mage. The colour of his robes, the look in his eyes, his stance





and the style of his accoutrements all give you clues as to his speciality when it comes to magic. An evoker might be dressed brightly and brashly in red and gold, their hair and beard wild and unkempt, their hands covered in showy jewellery. A necromancer can be recognised by their black clothing, their pallor and the stench of their reagents.

Blue magi can develop one of two ways. They can become proud, standing tall and enjoying life to the fullest, getting fat and clumsy with indulgence but always good humoured, charming and smiling, the kind of person you like but envy. The other becomes hunched over, uncomprehending of people, seeing everything in the context of sex, to be spied on or exploited.

A great many blue magi become introverts, turning away from the cruel world that does not understand their genius, will not sleep with them and chants '*small penis*' openly at them from bars. These magi retreat within their towers to a sexual opulence their detractors and nay sayers will never experience. There, locked away from the world they are more than content with their succubus and elemental lovers, their nymphs and dryads. They do not need, nor want anything else, not so much as a bath, eyesight or smooth palms.

NOVEL USES FOR EXISTING MAGIC

There are a great many creative uses that existing spells can be put to, many of them never envisioned (as far as we know) by their original creators. There is some discussion, usually after a few drinks, on whether some spells originated in sexual use and were then tidied up and polished for the examination of the magic school's tutors.

Here then are the most commonly misused spells.

Conjuration

The creation of things and the summoning of creatures have much to offer the serious blue mage. Otherworldly beauties can be brought into their presence and bound to lascivious duties of all sorts. This may seem like a frivolous waste of magic and expensive reagents but the successful conjurer is amongst the most affluent of blue magi. Wealthy sponsors will pay handsomely for access to the particular pleasures a blue mage conjurer can bring

into their presence, and that wealth can then pay for their own particular habits.

So it is that summoning and binding are the most visible uses of conjuration amongst blue magi and advanced (and horny) students of magic. Some enjoy the challenge of breaking an aasimar on the wheel of corruption, while others enjoy the lascivious nature and whole-heartedness of the tiefling. Djinn and their ilk give wish-fulfilment in more ways than one and nothing talks dirty like a mephit. Succubi and erinyes are obvious choices and known to even the simplest peasant thanks to the efforts of priests and clerics putting thoughts into their heads from every pulpit. The 'bi-curious' part of society finds the dual nature of the incubus/succubus a good way out of leaving closets. Marilith demons are a less obvious choice but the advanced blue mage considers it worth the risk for all those extra arms and the forked tongue. Kyton's and their animated chains can have a certain appeal to those with elaborate and uninhabited dungeons and a penchant for black leather. Some attest that Lillend provide one of the best experiences, but also state that their capacity for revenge exceeds even that of a 'woman scorned' and caution the mage who seeks that particular delight to be ready for anything. Those who have discovered the existence of the plane of lust concentrate their efforts on summoning from there and heartily recommend what they find, once you can stop them grinning.

Conjuration does not merely summon creatures; there are other spells within this field of magic ripe for abuse and misuse. Before he wrote his own spells the infamous blue mage Baykdoyre used to indulge his passion for halflings with the aid of the *grease* spell.

Many magi find themselves constantly busy, with no time to seek relief for their sexual tensions and both hands occupied for days at a time. This has led some enterprising souls to horribly misuse the intended purpose of *unseen servant*. A wizard sat at their table constructing potions and devices with a manic smile on their face may not in fact be mad, but rather enjoying the tender ministrations of their own shapeless force. Those challenged on this just claim that 'it is no different to having a quick one off the wrist just because it uses magical power rather than hand power'.

The last most commonly seen misuse of conventional magic is the *web*, the sticky strands

being suggestive in their own special, way. Dark elves in particular seem to get a special thrill from being bound (or binding others) in the spider-like web.

Divination

The sexual uses of the arts of divination are plainly obvious to even the most casual of thinkers. *Arcane eye*, *clairaudience/clairvoyance*, *prying eyes* and *scry* are the most obvious, and the benefits to be gained by spying on people unseen are self-evident. *Prying eyes* seems to be the most notorious one used by peeping toms as they can zoom off by themselves and gather a lot of information in one go with little effort on the behalf of the perverted mage.

Detect thoughts is not as useful as many of the uninitiated might otherwise believe it to be. It only detects surface thoughts and so it will not reveal all the guilty little intimate secrets that your targets might be hiding, nor will you unearth their deeply hidden fantasies and kinks. About all it is good for is walking into an inn or bar and gauging the initial reaction of people to your presence. While that may indeed unearth that the well-endowed barmaid is looking at you and thinking '*Phwoar!*' It may also unearth that many other people in the room are looking at you and gagging or planning to steal your wallet. Even worse, it may reveal that the hideously scarred dwarf in the corner is looking at you and thinking '*Phwoar!*'

Enchantment

Allowing for the complete mental domination of another person or creature, enchantment has many possibilities for the unscrupulous or domineering blue mage to indulge themselves with anyone and anything they might care to.

Many of the enchantment spells are based around the simple premise of issuing a command or demand to the subject of the spell and mentally dominating them into carrying out that function. This, whatever the power of the particular spell, is the basis for the most common sexual uses of enchantment though



the mage had best be ready to hot-foot it the moment the spell ends as the targets tend to get rather upset.

There are other, less obvious, risks to the use of enchantment magic. Take the case of poor 'Stubby' Broccoli, blue mage of the fourth circle and formerly known as 'Long John' Broccoli, who was about to issue a magical command to a rather attractive widow when they were interrupted.

'*What the hell do you think you're doing?*' asked the interloper.

'*Bite Me.*' replied Broccoli.

Blue magi can be particularly vindictive when it comes to the use of the *geas/quest* spell, as the commands they lay down with these spells tend to be extremely demeaning. When all his conventional attempts to woo lady Velocipede, known for her meek chastity and refusal of advances, failed miserably, the master mage Bertram Rounde laid a *geas* on her to lay with every man in the town.

Some of the more unpleasant or domineering blue magi like to make use of the *hold person* spell, as the subject remains aware of their surroundings but is unable to do anything about it. The village of thrack was terrorised by a blue mage who pretended to be a terrible monster, casting *hold person* on poor defenceless villagers and then tickling them mercilessly to get his jollies.





The last significantly known misuse of enchantment spells is not limited to blue magi. Drunken enchanters often think of this and more than one has actually done it. *Irresistible dance*, with a few very minor alterations, can be transformed into a compulsive and undeniable urge to perform a striptease.

Evocation

Evocation does not particularly lend itself well to the pursuit of erotic ends, being more concerned with substituting for this area of human endeavour with the ability to blow things up. Consequently, the spells that can be used in a sexy manner tend to be rather childish.

Gust of wind can be used to blow skirts upwards giving the panty or stocking fetishist a ripe eyeful, while *sending* can be used to transmit perverse and stalker type messages directly to the poor victim's mind, leaving them no way to escape them.

Most evokers would not know what to do with a member of the opposite sex if they got them alone anyway. They would probably just set them on fire or show them their 'wands & mana' catalogue.

Illusion

The powers of illusion have so many applications and uses in the pursuit of blue magic mastery that most blue magi have at least a few illusion spells written carefully into their spell books.

Varying degrees of standard illusions can create sights, sounds, smell, tastes and touches that fulfil whatever the illusionist or their client desires. The imagination literally is the limit. Illusionists can create tableaux and images of all kinds. Shows that no living person would participate in become possible through the illusionist's talents and with only one person to pay.

Provided a client is willing to accept illusion over the real thing an illusionist can provide all the mysteries and wonders that conjurors can, and more. As such illusionists tend to operate at the slightly cheaper end of the scale – poorer people do not care about authenticity – the rich shell out for the reagents needed to summon a real succubus.

Subtler uses of illusion, such as *change self*, can aid in the seduction process and many blue magi use this spell to make themselves broader of shoulder or

larger of breast. Like any physical enhancement, if things progress far enough or the magic wears off there can be problems. Once the 'tissue comes out of the bra' or 'the socks come out of the pants' the object of your affections may well decide look elsewhere.

A particularly enterprising use of illusion has come about through interesting misuse of the *false vision* spell. Many magi, blue or not, have succumbed to temptation and used their scrying abilities to spy on strapping lads or pretty maids from time to time, and some coin-hungry illusionists have come up with a pretty good scam.

Voyeuristic magi cannot be guaranteed to find something worth spying on every time they go looking, and not all magi have the experience or knowledge necessary to conjure up their own illusions or bed partners. Particularly imaginative and experienced illusionists designate a place and time each night that they will create an illusory peep show. Subscribers (those magi who shell out cash for this information) tune in from around the world on their crystal balls to get their jollies.

For anyone there is always unrequited love, the unattainable lover and the object of affection that barely even notices your existence. For these people the illusionist can offer the comforts of a *simulacrum*. Only the richest can afford this as the investment of power by the mage makes this a particularly exhausting spell to perform. Oddly, the most common ones to pay for this spell are long married merchants whose partners have either devoted themselves to their career or simply lost interest in sex.

Necromancy

The erotic uses of necromancy are best left to the diseased imagination of those who think of skeletons and then snigger 'boner' to each other. There are however two uses of necromantic spells that do not immediately reek of necrophilia.

Many people are curious about what things are like for the opposite sex and many others believe that they were born into a body of the wrong sex. Some clerics find such defiance of the will of the gods to be offensive and damn these people to hell, others shrug and point out that many gods are capricious and cruel tricksters and perhaps had these people born into these bodies as '*a bit of a laugh*.' Either

way, many seek to experience life as a member of the opposite sex (temporarily or permanently) or to swap their body for a beauty or hunk, at least for a little while. *Magic jar* enables these ‘body tourists’ to indulge their desires for at least a short time and many become addicted to being other people, refusing to leave without a fight.

Spectral hand is also used by the mage who is mindful of his own safety, groping and goosing with impunity from a distance while the mage smugly sits reading the latest woodcut, seemingly innocent while their *spectral hand* terrorises the townsfolk.

Transmutation

The spells within the scope of this field of magic are, along with illusion, perhaps the most widespread of those misused by blue magi. Transmutation allows for so many versatile effects that it becomes like a sort of toolkit to be dipped into at almost any time. Unlike illusory magic, transmutation magic is undeniably real and whilst they might fade, there is far less likelihood of being accused of being a fraud or being caught out for not being what you appeared to be.

Most blue magi get into transmutation magic in order to alter themselves. *Alter self* allows the blue mage to fine tune the appearance of their body to either attract attention or to please their partner in bed, though they have to be careful that the spell does not fade too quickly, leading to sudden sagging or shrinkage in the bedroom.

Cat's grace can give the recipient of its magic a wickedly nimble tongue or set of fingers and is so much more tactful than calling someone a ‘useless and clumsy oaf’ in the middle of sexual relations.

Some people prefer to undress and perform in the dark, in which case the judicious use of *darkvision* can grant an otherwise denied eyeful and greatly aid in the unlacing of difficult undergarments.

Endurance can lend those unable to prolong the act, regardless of other bodily changes, those precious few extra seconds guaranteed to get the undying gratitude of the person on the receiving end.

Enlarge, while somewhat crude in its more obvious applications, has been giving people extra confidence, a larger package or a fuller corset since it was first invented, doubtless for this purpose.

Haste carries with it the risk of terrible friction burns, but some seem to enjoy the manic energy it lends a session in the bedroom and it can allow one partner to have reached orgasm several times before the other has finished.

Rope and bondage games become far more interesting when *animate rope* comes into play, and some blue magi have developed tying and binding to the level of an art form.

The use of the *disintegrate* spell is almost as childish as the spells of the evokers, finding use in such immature displays of power as dissolving away people’s clothes. Since this is usually performed while drunk, aim cannot be guaranteed and many casualties have resulted. One town was terrorised by a mage panty fetishist who used to abuse this spell to disintegrate everything *but* the underwear. When captured the only excuse he was able to offer was that they would not willingly part with their panties and he would never have been able to unlace a brassier.

Telekinesis and *mage hand* see the usual abuses of this sort of thing, being used to grope, pinch, undo, pull, push and manipulate from a distance.



NEW EROTIC MAGIC SPELLS

The following chapter includes a multitude of new spells available to bards, sorcerers and wizards with the inclination to learn them.

Alter Breasts

Transmutation

Level: Brd 0, Sor/Wiz 0.

Components: V, S.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 30 minutes/level.

Saving Throw: Fortitude negates (harmless).

Spell Resistance: Yes (harmless).

Cast either on yourself or on others this spell can confer upon the recipient of its magical effect either ‘fried eggs’ or ‘big wobbly fun bags’.

Anything from a Double-D down to an A-cup can be given regardless of the gender of the target. This allows the latest fashions to be worn whether buxom or svelte is in season and allows a woman to appeal to a breast man in spite of what fate has gifted her with. In an age of snaggle-toothed crones and muscular, hairy peasant women a male mage who casts this spell upon himself can make a very convincing woman as well as giving himself something to play with on long winter evenings.

Bardic Hiding

Illusion (Glamor)

Level: Brd 0, Sor/Wiz 1.

Components: V, S.

Casting Time: 1 action.

Range: Personal.

Target: You.

Duration: 5 minutes/level.

Bards the world over are renowned for sleeping with people they really should not, be they innkeeper’s spouses, kings, queens or the lovers of valiant and jealous knights with enormous razor sharp swords.

Given the bard’s lack of anything remotely resembling combat ability, many have wondered how they have managed to survive. This is mainly

due to being fleet of foot and having already planned out an escape route, but sometimes it is due to this simple yet efficacious little spell.

When cast, this spell enables the caster to hide extremely effectively within a boudoir environment by jumping into cupboards, sliding under beds or standing ineffectively behind a lamp. Regardless of where they stand or hide, provided they have made even a feeble effort to hide, they receive a bonus to their Hide check equal to their caster level, enabling them to dodge all but the most observant of jealous spouses.

Baykdoyre’s Ultimate Lubrication

Conjuration (Creation)

Level: Sor/Wiz 1.

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: One orifice.

Duration: 10 minutes per level.

Saving Throw: None.

Spell Resistance: No.

Dissatisfied with the stopgap measure of using the *grease* spell, the notorious Baykdoyre began to develop his own spell to ease his exploitation of halfling tradesman’s entrances. After much experimentation, and no fewer than five trips to the healers with a ruptured halfling, he finally completed his experiments and came up with the perfect magical lubricant.

When conjured, *Baykdoyre’s ultimate lubrication* can be chosen to be in one of these fruity flavours – grape, orange, mint or gooseberry. The lubricant produced is also desensitising making things a lot easier on the receiving party.

Baykdoyre’s successes not only lead to some limited personal fame and fortune, but also to the first successful halfling/ogre-crossbreeding incident. His fame and fortune were limited however, since not long after releasing his spell to the magical community he was arrested by the watch, no fewer than fifteen ruptured pixie bodies having been found in his home.

Arcane Material Component: A small vial of lard or animal fat.

Bernadette's Illusory Nakedness

Illusion (Phantasm)

Level: Sor/Wiz 2.

Components: V, S, F.

Casting Time: 10 minutes.

Range: Line of sight.

Target: Self, own personal perceptions.

Duration: 1 hour +5 minutes/level.

Saving Throw: No.

Spell Resistance: Yes (harmless).

'Imagine them naked' is advice often given to thespians or those undergoing a job interview. Lacking imagination and facing an interview for the job of court wizard to prince Phuror of Goldenburg the illusionist Bernadette researched this little spell to enable her to overcome her nerves.

When cast, this spell allows the illusionist to see everyone as they would appear if they were naked as a jaybird, increasing the caster's confidence and perhaps allowing them to see things they would rather they had not. The caster receives a +2 bonus to Bluff, Diplomacy, Intimidate, Perform and Sense Motive checks.

The spell had mixed results for Bernadette. She felt much more confident until she finally got to talk to the prince, who was hung so minutely he would have been hard pressed to sexually satisfy the eye of a needle. Reduced to tearful giggling, Bernadette was forced to flee and later found gainful employment as a magical advisor to the Third Army of Silverton.

Arcane Focus: A pair of spectacles.

Bigyl's Groping Hand

Evocation

Level: Sor/Wiz 1.

Components: V, S, F.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level)

Effect: Human sized hand.

Duration: 2 rounds/level.

Saving Throw: None.

Spell Resistance: No.

When cast this spell shapes into being a slightly glowing blue hand of the same size as the casters. It can move at up to 60 ft./round and otherwise has all the normal statistics of the caster with an increased AC for being tiny and 1/10th of the caster's hit points.



The hand travels by the will of the caster and is able to grope, squeeze, feel, finger, pinch and tweak anything it can be directed to, channelling those sensations back to the caster.

The hand is not capable of carrying anything or performing any action more delicate than tweaking a nipple.

Arcane Focus: A pigskin glove.

Change Orientation

Enchantment (Compulsion)

Level: Brd 3, Sor/Wiz 4

Components: V,S.

Casting Time: 1 action.

Range: Close (25 ft. +5 ft./2 levels).

Targets: One living humanoid creature.

Duration: 1 hour/level.

Saving Throw: Will negates.

Spell Resistance: Yes.

Macho posturing barbarians and warriors all over the lands live in abject terror of this spell, despite their



NEW EROTIC MAGIC SPELLS

rather camp leather and fur outfits and suggestive horned helmets.

With a few surreptitious gestures the mage plants a change in sexual orientation within the target's mind and they begin to feel the effects immediately, their mind wandering into erotic daydreams along the lines of what has been suggested to them.

Once the kink or orientation change has been implanted the mage is free to go up and make their modest proposal to the now far more receptive target, who will hopefully blame the drink come the morning.

Change Sex

Transmutation

Level: Sor/Wiz 3.

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 30 minutes/level.

Saving Throw: Fortitude negates.

Spell Resistance: Yes.

A few magic words, a waving of hands and the swallowing of a small dried frog and zap, you are a beautiful woman or hunky man, at least in theory.

This spell enables you to transmute to any gender, be it male, female, fully functional hermaphrodite or a fair representation of any weird third or fourth sexes a humanoid species might have.

This spell is often used for disguise or to curse others for a short time. Others use it to test whether they really would have been better off as the opposite gender and to experience the wonders of the penis or the female orgasm.

Many are totally unprepared for the hormonal changes involved in such a drastic bodily alteration and women changing to men can turn into frenzied rampaging beasts seeking to pork anything in sight, while men changing to women can turn into frenzied rampaging beasts seeking chocolate with ferocious intensity.

Arcane Material Component: A small dried frog.

Clothes to Chocolate/Cream/Oil

Transmutation

Level: Sor/Wiz 5.

Components: V, S, M.

Casting Time: 1 action.

Range: Medium (100 ft. + 10 ft./level).

Target: One dressed humanoid target.

Duration: Instantaneous.

Saving Throw: Fortitude negates (object).

Spell Resistance: Yes.

This spell transmutes the subject's clothes into chocolate, cream or oil, forming a layer over their entire body. Used for practical jokes or in wrestling competition, the spell is favoured by those who enjoy such things. The United Guild Of Olive, Dairy and Cocoa Farmers do not see the funny side of this spell and a blue mage who over uses it may find themselves on the pointy end of a guild member's tools.

Arcane Material Components: A piece of cloth and a drop of oil, cream or melted chocolate.

Cupid's Arrow

Enchantment (Compulsion)

Level: Brd 5, Sor/Wiz 5.

Components: S, F.

Casting Time: 1 action.

Range: Close (25 ft. +5 ft./2 levels).

Targets: One intelligent humanoid.

Duration: 1 day +12 hours/level.

Saving Throw: Will negates.

Spell Resistance: Yes.

Ah, love such a beautiful thing to behold. This spell throws the target into a passionate lust, wholehearted desire and heart-wrenching longing for a romantic attachment to the first thing to cross their path that remotely fits their standards of an acceptable partner.

This can unintentionally lead to unwelcome revelations about the kinks or preferences of the target subject, which can cause embarrassment and/or shock, spilt tea and the twitching of net curtains.

This kind of magically induced attraction rarely lasts, usually only leading to a whirlwind romance of several days and possibly marriage at an unscrupulous and unquestioning temple.

Arcane Focus: A miniature bow and arrow. The arrowhead shaped like a heart.

Dirk's Impressive Tool

Illusion (Phantasm)

Level: Brd 0, Sor/Wiz 0.

Components: V, S, M.

Casting Time: 1 action.

Range: Personal.

Effect: Humanoids within line of sight of penis.

Duration: 15 minutes/level.

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless).

Fed up with being laughed at once he dropped his robes, the gnome sorcerer Dirk Poyksward came up with this minor enchantment to improve his reputation.

Once cast, anyone who sets eyes upon the genitalia of the caster will regard it as the absolute most beautiful and enormous example of manhood they have ever seen and will feel compelled to pass this information on to anyone who might be remotely interested.

After using his spell while seeking relations with a few prostitutes and relieving himself at the public privy, Dirk soon found his reputation improving. At least until a merchant from a trading party of friendly giants caught sight of him and started comparing his girth to that of the great tree's of the northern forests.

Contrary to the opinion of the women of the town, under endowed gnomes do not make good piñata.

Arcane Material Component: A sausage.

Fascinating Cleavage/Package

Enchantment (Charm)

Level: Brd 0, Sor/Wiz 1.

Components: V, S, M.

Casting Time: 1 minute.

Range: Touch.

Targets: Creatures viewing target.

Duration: 1 hour +15 minutes/level.

Saving Throw: Will negates.

Spell Resistance: Yes.

Cast upon a suitable décolletage or lunchbox, this spell renders the area utterly fascinating to those who would be normally attracted to such sights, regardless of the actual state of the area in question.

Those who gaze upon the enchanted crotch or breasts will find themselves oddly fascinated, and vulnerable to buying drinks and doing other favours for the subject of this spell.

The recipient receives a +2 bonus to all Bluff, Diplomacy, Disguise, Gather information and Perform checks provided they are directed at a susceptible audience that has not resisted the spell.

As with many spells that appear to enhance the 'characteristics' of the subject, when the spell wears off they can be subject to the disappointment and anger of those who have been duped. This was well demonstrated by the public lynching of 'Long-Dong' McTavish (formerly 'Pixie-Hung' McTavish), the noted bard whose spell suddenly collapsed



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during a performance of 'I know where you can stick your turnip' at the Orc's Head tavern in Bintergate.

Arcane Material Component: A sock or handful of rags suitably placed.

Hypnotic Rump

Enchantment (Charm)

Level: Brd 1, Sor/Wiz 1.

Components: S, M.

Casting Time: 1 action.

Range: Personal.

Effect: Creatures of correct orientation with line of sight to buttocks.

Duration: 1 round/level plus the casters Charisma score.

Saving Throw: Will negates.

Spell Resistance: Yes.

This powerful enchantment renders the casters buttocks fascinating beyond belief to those of the sexual orientation to appreciate such a sight that are able to see.

Roll 2d4 +1/level to determine how many hit-dice of creatures can be affected by a single casting of this spell.

Those affected can do nothing but stare and make lewd comments, and are completely distracted from whatever they were doing be it guard duty, knitting or preparing a spell.

Blue mages caught on the hop and attacked out of the blue have been known to use this spell defensively, friskily wiggling their buttocks at attacking monsters and praying for the best. Others use the spell to distract guards while their rogue companion's sneak past.

Arcane Material Component: A scrap of leather or rubber placed next to the buttocks.

Illusory Harem

Illusion (Shadow)

Level: Sor/Wiz 5.

Components: V, S, M.

Casting Time: 1 minute.

Range: Close (25 ft. + 5 ft./2 levels).

Targets: One room.

Duration: 1 hour/level.

Saving Throw: Will negates (harmless).

Spell Resistance: Yes (harmless).

This spell reaches into the subconscious of a creature and fills the targeted room with illusory soft cushions, fragrant perfumes and a bevy (2d6) of beauties/studs all drawn from the desires and needs hidden in the subject's mind. Each creature viewing the room sees something according to their own preferences, which can lead to some interesting situations when there is an incompatibility between two viewers ideas.

Those who succumb, willingly or unwillingly, to the effect of the spell are then free to enjoy whatever sports they so desire with the illusory harem until such time as it dissipates, which can lead to some awkward moments and some expensive dry cleaning.

Arcane Material Component: A scrap of silk, a pinch of spice and a grain of sand.

Instant Lovenest

Conjuration (Creation)

Level: Brd 5, Sor/Wiz 4.

Components: V, S, M.

Casting Time: 10 minutes.

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One room.

Duration: 2 hours/level.

Saving Throw: None.

Spell Resistance: No.

So you have hooked your dream date and got them back to your magical tower. You invite them in for a '*refreshing herbal infusion,*' smile sexily and open the door only to remember to your horror that, not only have you not washed the sheets in six months, but your tower is littered with empty boxes from the dwarven take-away.

With a word, a gesture and a handful of gold coins this helpful spell covers all that up in a whirl of magical energy. *Unseen servants* rush about the place hurling ashtrays and takeaway boxes out of the window and spraying a subtle musk about the place. Raw magical energy lights the candles, sexy red silk sheets drape the bed and soft romantic music begins to play.

While this spell has not saved any lives, it has covered many an arse from potential romantic disaster.

Arcane Material Component: A handful of gold coins, around 12 gold pieces, flung into the room.

Locate Clitoris

Divination

Level: Brd 1, Sor/Wiz 1.

Components: V, S.

Casting Time: 1 action.

Range: Touch.

Targets: One sex partner.

Duration: 30 minutes +2 minutes/level.

Saving Throw: None.

Spell Resistance: No.

From his vantage in the attic-space above the female dormitory of his magical college, an enterprising student heard and noted down the sexual complaints and disappointments he heard. Chief amongst them was that '*most men couldn't find the clitoris with a map and a native guide.*'

Setting out to solve the problem, he came up with this simple but devastatingly effective spell, scribbled it on a piece of scroll paper and tucked it into a copy of 'Old Boore's Almanac' in the college library. It was rediscovered several years later, along with a small packet of dried mushrooms and a pornographic depiction of Ehlonna and a *very* friendly unicorn.

Mordykenen's Wonderful Brothel

Conjuration (Creation)

Level: Sor/Wiz 8

Components: V, S, F.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Three 10-ft. cubes/level.

Duration: 2 hours/level.

Saving Throw: None.

Spell Resistance: No.

Sometimes you want comfort and a little hospitality as well as shelter, which is where this spell comes in.

With a casting of this spell you conjure up a pleasurable redoubt within the plane of lust, a magnificent floating brothel hovering in the pinkish clouds of that realm. The brothel has an impressive lobby leading to other rooms that are all decorated to the caster's taste and staffed with creatures from the plane of lust, ready and willing to perform any favour for those who gain entry.

The brothel has a single entrance on the plane from which it was cast that will only allow entry to those the caster has named. Others either do not see it or are repelled by an invisible force.

There is enough in the way of candies, sweetmeats and nibbles to feed a number of people equal to twelve times the caster's level. The rooms are self-cleaning and there are baths and fresh water available for those who want them. A crystal window in the lobby provides a stunning view of the clouds and the landscape of the plane far below.

This spell may be recast to maintain the brothel indefinitely and even if it is allowed to fade to the exact same place with the exact same staff may be recreated the next time the spell is cast, if so desired.

Arcane Focus: A lewd picture on a folded piece of paper.

Morning Wood

Transmutation

Level: Brd 0, Sor/Wiz 0.

Components: V, S, M.

Casting Time: 1 action.

Range: Personal.

Target: You.

Duration: 4 hours +1 hour/level.

Many men awake in the morning with a magnificent and perfect erection that would normally go utterly to waste. By casting this spell the blue mage is able to preserve the morning's first glorious hard-on for later use.

Arcane Material Component: A small stick and a piece of string.

Moveable Pleasure Zone

Transmutation

Level: Sor/Wiz 2.

Components: V, S.

Casting Time: 1 action.

Range: Touch.

Targets: One living creature.

Duration: 30 minutes/level.

Saving Throw: Fortitude negates.

Spell Resistance: Yes.

This wondrous spell enables the caster to mess with the pleasure zones of the targets. Those affected by the spell can suddenly find that the mere act of shaking hands gives them more pleasure than they have ever known or that testing the bath water with their elbow is like dipping their testicles into a boiling kettle.



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Whichever area is affected becomes the target's primary pleasure zone and as a consequence extremely sensitive in terms of both tactile sensation and pain.

Musical Accompaniment

Illusion (Figment)

Level: Sor/Wiz 1.

Components: V, S, F.

Casting Time: 1 action.

Range: Personal.

Targets: 1 room.

Duration: 5 minutes/level.

Saving Throw: Will disbelief.

Spell Resistance: No.

When getting one's 'groove' on it can be beneficial to have some musical accompaniment to enhance the mood and give a rhythm to work to.

This spell only seems able to produce the sort of music that is heard in the seedier taverns with plush carpets and fading gold trim. The music produced always seems to incorporate the noise 'Chakka-bow-now.'

Arcane Focus: A miniature lute or piano and the pedal from a spinning wheel.

Night Visitor

Illusion (Shadow)

Level: Sor/Wiz 5.

Components: V, S, M.

Casting Time: 10 minutes.

Range: Unlimited.

Targets: One living creature.

Duration: Instantaneous.

Saving Throw: Will negates.

Spell Resistance: Yes.

This spell creates a shadowy dream visitor that goes to the target in the night and engages them in vigorous rumpy-pumpy until they awake in the morning, exhausted and pleasured beyond the capacity to seek more.

Those affected by this spell do not gain the benefits of resting for the night. They regain no hit points, and spellcasters are unable to prepare spells. Also, the target is unable to become sexually aroused for a period of 24 hours.

Material Component: A piece of cheese and a feather to be burned.

Onestrum's Personal Fluidic Enhancer

Transmutation

Level: Brd 0, Sor/Wiz 0.

Components: V, S, F.

Casting Time: 1 action.

Range: Personal.

Target: You.

Duration: Instantaneous.

Striving to understand every aspect of humanoid sexuality, the infamous Onestrum Fiddler embarked on an exhaustive study on the sexual issue of every single humanoid species before making a stunning discovery.

The bigger ones by and large produced more.

Driven by the desire to do so himself and to give others the same possibility, he distilled the essence of these larger creatures via magical processes and discovered a way to confer their prodigious levels of spooge production on lesser beings.

Now, any mage with a basic understanding of magic is capable of producing amounts of sexual effluvia that would make a Titan proud.

Arcane Focus: A small vial containing the ejaculate of a Large humanoid.

Percy's Personal Prophylactic

Abjuration

Level: Brd 1, Sor/Wiz 0.

Components: V, M.

Casting Time: 2 minutes.

Range: Touch.

Targets: Self or one other person.

Duration: One bout of sexual activity.

Saving Throw: None.

Spell Resistance: No.

After being besieged in his tower by barmaids carrying young babies while suffering his fifteenth bout of 'creeping cock nobbler,' Percival Magister decided enough was enough. Working hard to try and ignore the shouting from outside, he first hid all his treasure on the ethereal plane and then set about ensuring this would never happen to another young 'mage about town'.

Finally the breakthrough came and this commonly used cantrip came into being. When it is cast, the one protected by it cannot contract any sexually

transmitted disease their dabbling cannot result in pregnancy.

Arcane Material Component: A knotted piece of string placed nearby.

Phantasmal Lover

Illusion (Phantasm)

Level: Sor/Wiz 3.

Components: V, S.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature.

Duration: Instantaneous.

Saving Throw: See below.

Spell Resistance: Yes.

You create a phantasmal image of the most erotic and enticing thing imaginable to the target. When first targeted by the spell, the target must make a Will save to try and disbelieve the illusion. If they fail, it reaches out and touches them in an intimate manner requiring them to then make a Fortitude save.

If they succeed the Fortitude save they are affected as though by the *vinegar strokes* spell. If they fail they are instantly stunned and drop to the ground with a bemused and pleasurable look on their face. They are unable to speak, act or do anything for 1d6 hours unless attacked or harmed in some way to bring them out of their reverie.

Pheromone Enhancer

Transmutation

Level: Brd 3, Sor/Wiz 2.

Components: V, S, M.

Casting Time: 2 minutes.

Range: Personal.

Area: 10 ft. radius emanation.

Duration: 30 minutes/level.

Saving Throw: Will negates.

Spell Resistance: No.

This spell causes the target to emit magically charged pheromones, driving all those of the opposite sex within the area wild with desire. Any humanoids of the opposite sex who stray within ten feet of the caster will find themselves irresistibly attracted to them at a base animal level.

The caster gains a +5 bonus to all Bluff, Diplomacy or Gather Information checks used against those



affected by the spell, but also has to put up with being pawed, groped and otherwise harassed.

Arcane Material Component: Expensive perfume containing musk.

Pleasurable Vibration

Evocation

Level: Sor/Wiz 2

Components: V, S, M.

Casting Time: 1 action.

Range: 10 ft.

Targets: One object.

Duration: 2 minutes/level.

Saving Throw: Will negates (object).

Spell Resistance: Yes (object).

This spell infuses the target object with magical energy, setting it slightly out of phase with the native plane upon which it is cast. This causes the object to waver between the planes and vibrate at pleasant amplitude.

The spell's applications for pleasure are obvious but there are a couple of unconventional uses the spell can be put to. If cast on a held object, such as a sword, it can make that difficult to keep hold of. Whoever is holding the object must make a Reflex



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save (DC 15) or drop the object. If cast on a suitable item, such as a pair of hose, the target will be incredibly distracted for the duration of the spell and suffer a -1 penalty to AC, attack rolls, saving throws and skill checks until they can remove the item.

Arcane Material Component: A dead bee or wasp.

Power Word, Orgasm

Conjuration (Creation)

Level: Sor/Wiz 7

Components: V

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature.

Duration: See text.

Saving Throw: None.

Spell Resistance: Yes.

With a single utterance so profoundly obscene, shocking and pornographic that even the gods of love blush to hear it, the mage causes the target to turn into a melting pool of orgasmic bliss.

Any creature with a Constitution score of less than 10 is effectively stunned, writhing on the floor in bliss for 3d6 rounds. Creatures with a Constitution score between 10 and 20 are stunned for 2d6 rounds and creatures with a Constitution score of 20 or above are stunned for 1d6 rounds.

Being hit or harmed in any way instantly breaks the effects of this spell, otherwise the target is limited to groaning in ecstasy and getting their hosiery damp and are considered to be prone.

Power word, orgasm is a powerful but messy way of ensuring a retreat from battle, a sure-fire way of pleasing a partner and a good way to ensure they are not faking it.

Prismatic Chastity Belt

Abjuration

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 action.

Range: 10 ft.

Targets: One person.

Duration: 1 day per level.

Saving Throw: None.

Spell Resistance: Yes.

Paranoid king Randai married a much younger and very beautiful princess. Seeing the lusty looks on the faces of his knights and the castle staff he charged the court wizards with finding a solution to the problem.

After much research they came up with a novel application of the principles behind prismatic sphere, spray and wall. Anyone attempting to have their way with the princess would have their genitalia roasted by flames, burned by acid, electrocuted, poisoned, turned to stone and teleported to another plane.

Overjoyed the king showered his wizards with gold and immediately left on an expedition, knowing his wife was safe. Whereupon, immune to the effects of their own spell, the wizards retired to the princess' quarters for the time of their lives.

None-the-less, the spell remains popular with jealous husbands all over the land.

Protection from Mingers

Abjuration

Level: Brd 1, Sor/Wiz 1.

Components: V, S, M.

Casting Time: 1 action.

Range: Touch.

Targets: Creature touched.

Duration: 1 minute/level.

Saving Throw: Will negates (harmless).

Spell Resistance: No.

Users of some of the other spells listed here, as well as ‘beautiful’ people, often find themselves subject to the unwanted attentions of mingers – those people who not only fell from the ugly tree hitting every branch on the way down, but also hit a trampoline at the bottom and slammed into every branch again, before falling in front of the ugly cart and being run down by it.

How to deal with this problem? A defensive spell seemed to be the only option and so one was developed from the standard alignment protection spells. The spell works almost exactly akin to the standard ‘protection from...’ spells but prevents physical contact from any ugly humanoid. This does not work against non-humanoid monsters or any creature not intending their proximity to include hanky-panky.

Arcane Material Component: Crushed flower petals that are sprinkled in a three-foot circle around the creature to be warded.

Ray of Nipple Hardening

Evocation

Level: Brd 0, Sor/Wiz 0.

Components: V, S.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels).

Effect: Ray.

Duration: Instantaneous.

Saving Throw: Fortitude negates (harmless).

Spell Resistance: Yes (harmless).

Using some of the notes and preparations made in the formulation of the *ray of frost* spell, this spell produces a slightly chilly light blue ray that plays across the chest of the target, causing their nipples to swell to sensitive and visible prominence.

If prepared as a 1st level spell instead of a cantrip the ray can be invisible, allowing the caster to get up to all sorts of mischief.

Soft Focus

Illusion (Phantasm)

Level: Brd 0, Sor/Wiz 0.

Components: V, S.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels).

Targets: Self or one humanoid creature.

Duration: 10 minutes +2 minutes/level.

Saving Throw: Will negates (harmless).

Spell Resistance: Yes.

When cast on oneself, one's sight is affected causing everything to take on a slightly hazy and golden glow. This can make places seem nostalgic and dreamlike, and can make the people you are looking at seem a lot more attractive. The relaxation this affords increases your Will and Fortitude saves by one but causes you to take a -2 penalty to resist anyone's attempts to seduce or dupe you.

If cast on another person you can use their vulnerability to gain a +2 bonus to seduce, bluff or charm them.



The caster can send a single run-on sentence to the target by glancing at them and catching their attention.

Speedy Undress

Transmutation

Level: Brd 1, Sor/Wiz 1

Components: V, S.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft./2 levels).

Targets: One dressed target.

Duration: Instantaneous.

Saving Throw: Reflex negates.

Spell Resistance: Yes.

With a word and a gesture the target's clothes fall away from their body, leaving them naked apart from the boots they are standing in. This includes any armour but does not include helmets, hats or jewellery.

The original purpose of this spell was for ogling and pranks, as well as saving time when engaged in quick knee-tremblers behind taverns. It has since been misused by adventurers for denuding their targets of their armour to make them easier kills, but its original purpose remains popular.

Summon Sex Partner I

Conjuration (Summoning) [see text]

Level: Sor/Wiz 1.

Components: V, S, F.

Casting Time: 1 full round.

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature.

Summon Sex Partner

1st Level

Aasimar.

Dryad.

Imp.

Medium-size animated object.

Merfolk.

Ogre.

Satyr.

Sprite, grig.

Sprite, nixie.

Tiefling.

2nd Level

Mephit.

Centaur.

Doppelganger.

Large animated object.

3rd Level

Aranea

Genie, janni.

Half-celestial.

Hound archon.

Minotaur.

Sprite, pixie.

Triton.

4th Level

Genie, djinn.

Half-fiend.

Troll.

Yuan-ti pureblood.

5th Level

Half-dragon.

Kyton.

Lamia.

Nymph.

6th Level

Drider.

Erinyes.

Lillend.

7th Level

Genie, efreeti.

Gynosphinx.

Ogre mage.

8th Level

Androsphinx

Avoral

Rakshasa.

Succubus.

9th Level

Astral deva

Ghæle

Trumpet Archon

Duration: The duration of a single uninterrupted sex act.

Saving Throw: None.

Spell Resistance: No.

This spell summons a creature and binds them into your presence or that of a client long enough for a sexual act to take place. The creature summoned may not be entirely willing (some are) but is bound by the magic of the spell to do what is required and cannot return to their home save by fulfilling the demands of the spell. Beware of meeting a previously summoned creature outside the context of the spell or you may well be in trouble.

Choose a 1st level creature from the Summon Sex Partner table.

Arcane Focus: A lit candle and a handful of tissues.

Summon Sex Partner II

Conjuration (Summoning) [see text]

Level: Sor/Wiz 2.

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

As *summon sex partner I* except you can summon one partner from the 2nd level list or 1d3 partners of the same type from the 1st level list.

Summon Sex Partner III

Conjuration (Summoning) [see text]

Level: Sor/Wiz 3.

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

As *summon sex partner I* except you can summon one partner from the 3rd level list, 1d3 partners of the same type from the 2nd level list or 1d4+1 partners of the same type from the 1st level list.

Summon Sex Partner IV

Conjuration (Summoning) [see text]

Level: Sor/Wiz 4.

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

As *summon sex partner I* except you can summon one partner from the 4th level list, 1d3 partners of the same type from the 3rd level list or 1d4+1 partners of the same type from a lower level list.

Summon Sex Partner V

Conjuration (Summoning) [see text]

Level: Sor/Wiz 5.

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

As *summon sex partner I* except you can summon one partner from the 5th level list, 1d3 partners of the same type from the 4th level list or 1d4+1 partners of the same type from a lower level list.

Summon Sex Partner VI

Conjuration (Summoning) [see text]

Level: Sor/Wiz 6.

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

As *summon sex partner I* except you can summon one partner from the 6th level list, 1d3 partners of the same type from the 5th level list or 1d4+1 partners of the same type from a lower level list.

Summon Sex Partner VII

Conjuration (Summoning) [see text]

Level: Sor/Wiz 7.

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

As *summon sex partner I* except you can summon one partner from the 7th level list, 1d3 partners of the same type from the 6th level list or 1d4+1 partners of the same type from a lower level list.

Summon Sex Partner VIII

Conjuration (Summoning) [see text]

Level: Sor/Wiz 8.

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

As *summon sex partner I* except you can summon one partner from the 8th level list, 1d3 partners of the same type from the 7th level list or 1d4+1 partners of the same type from a lower level list.

Summon Sex Partner IX

Conjuration (Summoning) [see text]

Level: Sor/Wiz 9.

Effect: One or more summoned creatures, no two of which can be more than 30 ft. apart.

As *summon sex partner I* except you can summon one partner from the 9th level list, 1d3 partners of the same type from the 8th level list or 1d4+1 partners of the same type from a lower level list.

Vinegar Strokes

Enchantment (Compulsion)

Level: Sor/Wiz 1

Components: V, S, M.

Casting Time: 1 action.

Range: Close (25 ft. + 5 ft/2 levels).

Target: One creature.

Duration: 1d4 rounds + 1 round/level

Saving Throw: Will negates.

Spell Resistance: Yes.

This simple yet effective spell causes the target not to orgasm but rather to enter the tense and nerve tingling set of sensations just before orgasm.

While affected the target is unable to do much except make ‘Ooh! Aah!’ sounds hop from foot to foot and produce a series of comedic and embarrassing facial expressions. The target is unable to move, cast spells or use mental abilities but can defend themselves from attack and attackers receive no bonuses to hit.

Some particularly lonely or busy blue magi use this to expedite a speedier end to romantic encounters leaving them more time free to devote to serious research.

Arcane Material Component: A few drops of vinegar.



THE PLANE OF LUST

*It is the place where lust originates.
It is a place where pain and pleasure merge as one.
It is the height of passion and the depths of perversity.
It is only available 'under the counter'.
It comes 'wrapped in a plain cover'.
It is the spiritual equivalent of a Red Light District.*

Many forces and concepts manifest as a plane of existence interweaving and leaking into the material world as well as existing separate from it. For a long time respectable magi as well as blue magi posited the existence of a plane of lust, a force manifested in the world through attraction and lust.

The plane of lust is an endless world without borders, without curvature and without edge. It can

be explored forever; the only limit is how far you wish to travel. Reds, pinks, creams and skin tones dominate the colours of the landscape with softly rolling hills leading to verdant valleys. Mysterious caves filled with hot springs and wondrous hidden treasures, lush forests replete with nymphs and satyrs under a pale pink sky whose clouds are dotted with floating castles. Here and there great stone towers and obelisks stand proud and everywhere echoes with the sounds of pleasure being vigorously indulged. The landscape is changeable though, always slowly shifting to create new and exciting configurations. Every pleasure or perversity is manifested here in some form, from trees festooned with hanging, bound bodies strapped in leather to the heaving pools where endless orgies form and dissipate. The air is heady with perfume and death is virtually unknown, the land is so fertile that merely breathing is enough to keep one fed and watered, though the air is thick and misty with pollen from the profusion of beautiful and suggestive flowers.

PLANAR LINKS

The plane of lust links across to the other planes fairly strongly, if it did not reproduction would likely be impossible on other planes, save where procreation has nothing to do with attraction and everything to do with brutality or cold, unfeeling need for progeny.

Every time someone or something gets a little hanky-panky in another plane (especially the material world), a little of the energy of the plane of lust is siphoned off and escapes into the real world. Meanwhile the lusts, desires and thoughts of those on the other plane are reflected in the plane of lust in the form of mirages or landscape changes.

Some worlds float closer to the plane of lust than others and some almost touch on certain regions of the plane. The world of Goug, for example, exists across a tiny planar boundary from the forest of leather. Replete with sex slaves in skimpy bits of fur and muscle-bound barbarians it spins through the multiverse blissfully unaware of the havoc the plane of lust is causing.

Any of these conduits can be used as a focus for those using spells that enable them to travel between the planes, granting them much more accurate travel provided they are not squeamish about interrupting someone in flagrant delicto.



LUSTY INHABITANTS

The plane of lust is relatively benign, only the further reaches become threatening with the chances of spanking, rough horseplay and tickling increasing only as you head deeper and deeper into the plane. In the darkest foulest reaches of perversity worse things might happen, but none with sense venture so far.

The plane is home to a vast variety of creatures and animals, almost anything from any plane that engages in sexual activity of any sort can be found here, indulging to their heart's content.

The plane has a strong pull to inhabitants of other worlds, many of them making the transition to live in this plane and never leaving. Most of them settle in towns and cities in areas of the plane that best suit their own proclivities, though the great city of polyamora holds those who feel a kinship to planar visitors.

Established portals to almost all other planes can be found in the plane of lust from the tides in the seas pulling one to the elemental plane of water to the shadows of the infidelity wood which leads to the lair of the succubi.

Dolphins are extremely numerous in the seas of this plane and the land is awash with rabbits. These seem to be a symbolic representation of the plane itself and exist in all sizes and varieties. Those who dwell upon the plane consider them a lucky animal.

FEATURES OF THE PLANE OF LUST

Survival on the plane is easy, all one needs do is breathe to be sustained, though food and drink also exist in abundance to be indulged in and misused. Only the darkest reaches are dangerous to life and limb, though other parts can be dangerous to sensibility and morality. The plane does have a drastic and lasting effect on the morality and sexual mores of those who spend time there. Anyone arriving on the plane will sense their libido increasing and their morals loosening, those who spend years on the plane gradually become more and more lusty and open-minded to new pleasures. It is because of this that the great pink-marble city of polyamora is inhabited mostly by new immigrants. Even the most devout and chaste paladin can become no better than a common tavern harlot given enough time under the influence of the plane.

Nymph Forests

Great stands of trees gather in areas of the plane, laden down with fruit, full of game animals and



MOVEMENT ON THE PLANE OF LUST

The plane of lust is infinite in size, but the further you travel from your starting point the kinkier and more depraved the landscape and inhabitants become.

Between this effect and the constantly changing terrain, the plane can be an extremely confusing place to travel in. The only constant landmark is polyamora, whose great turreted spires and suggestive towers can almost always be seen on the horizon and appear to represent a centre point for the plane as a whole.



THE PLANE OF LUST

replete with nymphs, dryads, satyrs, centaurs and other traditional woodland creatures.

Every tree hangs with its branches low, heavy with fruit and blossom at the same time with every glade home to a nymph or satyr and every tree a dryad. All are extremely pleased to see any visitors and will do all they can to make them feel at home, wanted and needed.

Further into the plane some of the forests take on a darker aspect, covered with vines that make good ropes, tree roots that tangle feet or could hold them in place, trees with bark like soft leather and fruit just the right size for a ball-gag.

Waters of Lust

Springs pop up everywhere full of clear, cool water or forming natural pools around hot springs. Popular and well-used ones become permanent features of the plane and settlements may even grow up around them.

The rain when it falls is light and warm, just enough to make clothes and hair cling to the body in interesting ways, for those who still wear clothes anyway. Streams are full of fish and followed along their course by laughing water sprites as they wind their way down to the lakes and pools which are awash with orgiastic creatures linked in an unending ball of lust and desire. The great seas are full of merfolk, tritons and many thousands of dolphins, while the beaches are lined with soft white sand and dotted with a great many brightly-coloured shells.

The spring waters of the plane, if brought back to the material world, become a restorative to lost libido and do a great deal to cure erectile-dysfunction which makes this '*via-aqua*' extremely popular amongst rich geriatrics.

Polyamora

The great city of polyamora is the first home from home for many of those who decide to settle on the plane. Pink marble-paved streets wind up and down in a gentle undulation between houses and towers of flesh tone rock. Fountains spray here and there, creating cool spots to rest from the balmy atmosphere of the plane. The squares are filled with markets selling all manner of sexual equipment, books, spells and services. Some from the further reaches of the plane travel here to entice others who share their kinks back with them and others serve in the brothels, which are more common than the taverns and do not charge.

With no need for food or drink save for pleasure, the shops that sell such fare all sell luxuries often traded for sexual favours rather than money. The confections are wonders, near magical in their creation and unmatched anywhere else on the planes. Some offer services to prepare their patrons like confectionery and then have it nibbled off them piece by piece. Those places that offer drinks offer exotic cocktails, sweet liqueurs and finely aged spirits. Clothiers sell only the most flattering of outfits cut from the most diaphanous of silks. Perfumeries waft their enticing and exotic scents across the squares, bringing in



customers with the promise of making them smell like they feel. Public bathes charge the most modest of fees but the interiors are anything but modest. Erotic mosaics, animated by magic, lie under the bath waters and cover every wall.

The city seems to take care of itself, repairing damage done to it and keeping itself fastidiously clean. This is a good thing because with almost every citizen a transitory, they do not take good care of the houses and rooms they settle, never intending to stay. The entire city is completely carefree and irresponsible.

Shudder Quakes

Occasionally a moaning wind howls across the plane, rustling the trees and blowing a spicy scent across the inhabitants, it is soon followed by a trembling in the ground as though the land itself were having an orgasm. The shudders vary in intensity but never do more than throw people from their feet. Only the most ramshackle of dwellings is ever knocked over.

Suggestiveness

Absolutely everything on the plane of lust is suggestive. The fruit and flowers resemble sexual organs if you so much as squint slightly at them, the clouds form a tableau of suggestive images in the sky that would make a wench blush and the towers of polyamora *'jut proudly into the air, erect and firm.'* The hills form images that look like giant naked figures lying on the ground and springs do not bubble – they spurt. Even the trees look like naked bodies twined together (and with dryads they often are).

If there is the slightest opportunity for something to take on an even partial sexual connotation, it will.

TEMPLATE: CREATURE OF LUST

Creatures of lust dwell on the plane of lust, appearing as well endowed and energetic creatures similar to their counterparts on the material world, but tend to be reddish or pinkish in colour. Their eyes are always deep and soulful and they are always extremely randy.

Creating a Creature of Lust

‘Creature of lust’ is a template that can be added to any corporeal aberration, animal, beast, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (referred to hereafter as the ‘base creature’). The creature’s type changes to ‘outsider (lust).’ It uses all the base creature’s statistics and abilities except as noted below.

Hit Dice: Change to d8.

Speed: Same as the base creature.

Special Attacks: A lust element creature retains any of the special attacks of the base creature and in addition gains the supernatural ability to induce lust in those creatures around it. All creatures within 30 ft. must make a Will save ($DC\ 10 + \frac{1}{2}\ creatures\ hit\ dice + Charisma\ modifier$) or give in to their lusts, immediately stopping what they were doing and engaging in intimate and passionate relations with the nearest viable candidate.

Special Qualities: Same as the base creature.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +0, Dex +2, Con +2, Int +0, Wis +0, Cha +4. All lust element creatures are extremely dextrous, enduring, attractive, well proportioned and gifted with prodigious sexual characteristics.

Skills: A creature of lust 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: A creature of lust has 1 feat for every 4 full hit dice it possesses or the base creature’s number of feats, whichever is greater. In addition, all creatures of lust possess the Endurance and Bedroom Proficiency feats for free.

Climate/Terrain: Same as the base creature.

Organisation: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Half standard.

Alignment: Usually chaotic neutral.

Advancement: Same as the base creature.



PERVERSIONS OF POWER

The study of blue magic is not well regarded by the established schools of magic and so those who make a serious attempt to explore its possibilities tend to cling to the fringes of normal and polite society. They carve themselves a niche in the slums of the cities and the backroom whispers of the noble fraternity and make their living from the sexual problems and desires of others accompanied by a guarantee of anonymity.

Dismissed as charlatans by more regular magic users (whose bluster is just as likely to be a cover for their own magical infidelity while at college) the blue magi are forced to rely on themselves rather than the insular magi of the world for support. This is the case even in cities ruled by uncaring sorcerer kings. Blue magi remain extremely popular with the masses, which causes them to be disliked and discriminated against by conventional magic users all the more.

Occasionally a ‘moral crusade’ will be launched where the blue magi have settled, and this is one of the few times you will find mages and clerics in agreement. After a prominent person’s sensibilities have been offended (or the cure did not work, or they do not want to pay the blue mage) new laws will be enacted, and the offending mage may well find himself chased out of his home. This does not make a lot of difference to the mage, other than causing a little bit of turbulence to their lifestyle, as they will always be wanted or needed by someone.

The risk is always there for a blue mage that they will get caught up in their own pleasure, their own magic becoming even more insular and self centred than the conventional magi they criticise so much. For this reason, most of the particularly successful blue magi are those who use their magic to assist and serve others. This keeps them grounded in reality and means they meet a lot of everyday folk rather than spending all their time in bed with a succubus and two nymphs or scrying the bath chambers of the local nunnery.

THE BLUE ARTS

Almost all save the most prudish of magic users have experimented with the sexual use of magic at some point, usually while in their teens and at the magical colleges. Most grow out of it or become so caught up in the power and glory that they no longer care about such things.

Those who do continue their studies in the rich vein of erotic magic are often amongst the most talented, having to research and expand on their strand of magic without hundreds of other wizards or grand institutions and libraries to draw on. These gallant and studious individuals dedicate their lives to the study of blue magic for several reasons.

First are those who are simply fascinated by sex. To be fair most people are fascinated by sex and spend a large proportion of their lives in pursuit of persuading someone to insert tab ‘A’ into slot ‘B’ and wiggle it around for a bit. Most people do this alongside the everyday parts of their lives but these magi are completely obsessive about it, seeking it constantly, night and day, awake or asleep, always willing and eager to try something new. Others obsess in a different way, fascinated by sex but unable to instil in themselves the confidence to seek it out. Unable to overcome this weakness through their magic they disappear into their towers with their crystal balls and become unseen but no less creepy, stalkers. No infidelity or nakedness goes unseen in the city that harbours them.

Second are those who believe lust to be a vast and untapped potential power. They are right but it is not a power that will ever be fully tamed. It is not life eternal, it is not the power to destroy or rule, nor is it the inevitable power of destruction and the dark studied in necromancy. Lust tends to control you, not the other way around. All a mage can really hope for is to channel that energy in roughly the right direction they want when it is called upon in anything other than the tiniest amounts. Power games and misunderstandings typify the blue mage who comes from this path.

Third are those who desperately want to overcome stereotype. Every broad shouldered barbarian and bra-bursting ranger is a slap in the face to the scholarly magi who are seen by most to be bookish, weak, undesirable and geeky. Mages are so rarely thought of in a sexual manner that it makes the pursuit of love and lust even more difficult for them.

Sadly the blue magi who try to overcome this stereotype seem to only feed it, people regarding them as needing magic in order to get laid and commenting on how pathetic it is to have to summon a date.

Fourth are those who are simply no good at any other kind of magic. While they have the magical talent and are able to cast spells, for some reason magic just does not work right for them. Perhaps they are apathetic, perhaps they did not apply themselves, whatever the reason conventional magical professions have not worked out for them. Living on the street they rapidly discover that money can be made by getting involved in the seedier side of life and that even a basic command of magic can earn one a pretty penny when applied to vice. They find their niche in the underbelly of the towns and cities and do very well for themselves.

Whatever the motivation behind it the pursuit is the same, an understanding of the forces behind lust, sex and attraction and using those forces through magic for money, fame, power or self gratification.

So, pretty much the same reasons anyone pursues sex, only through magic rather than conventional means.

THE PERVERTS

Masters of the blue arts come in all shapes and sizes, but there are a few ‘familiar faces’ that crop up time and time again. The typical image of a blue mage is a screaming pervert who has never grown up, sneaking through houses under a cloak of invisibility stealing panties or crouched over a crystal ball ‘getting to grips with his staff.’ Most blue magi more closely fit the stereotype of the amiable businessmen or the drug pusher. They know they have what you need and they are confident, secure and friendly so long as you do not owe them money.

While nowhere near as fearsome as a necromancer, the blue mage is not someone to be trifled with. Their abilities and spells give them ample opportunity to gather blackmail material, destroy reputations and get as many favours as they might need.

Some blue magi specialise, offering particular services or magic over others or honing particular

aspects of their abilities to a razor sharp edge according to their interest, and it is from these specialisations that the prestige classes come.

The agony mage is not a horrific necromancer dedicated to the field of pain but rather a mage who eases agony in others. Not physical agonies, but rather the agonies of love and lust. They are an advice giver, a confidante, a healer of marital difficulties and a provider of magical remedies to the problems of the bedroom. Ironically they also happen to be the blue mages who most often succumb to the temptations of blackmail and taking advantage of people’s confidence or weakness when they come to them.

The mystic pimp can be found in a city of any size, squirreled away in the slums or hawking their wares on the street corners. Without many of the overheads of a conventional pimp or madam but with many unique problems of their own, the mystic pimp procures his or her stable through magical means including summoning, illusion or the capture of exotic creatures. Mystic pimps run the gamut from professional escort agencies for the city’s rich, wealthy and jaded to scabrous and starving apprentices trying to hire out their familiars for some quick gold. Established mystic pimps are famous and wealthy without ever being talked about but often have to deal with interlopers, either annoyed creatures that they have misused for sexual purposes or vigilante adventurers trying to clean up the streets.

Seduction mages are the closest thing to an organised set of blue magi. The seduction mage does not get lost in summonings or turn in on themselves. Rather they go out into the world to seek what is there and take it. Honing their personal seduction skills and then boosting them with the power of magic, there is hardly anyone the seduction mage cannot charm into their beds and they often find employment as spies for the many kingdoms of the lands.

The peeping scryer is the blue mage who turns in on themselves. If they can ever be persuaded away from their crystal balls they are amongst the most experienced and powerful scryers in the world. Determined and practised, they are able to scry past many of the conventional protections placed in their way and thereby still get their eyeful. Those peeping scryers who choose to blackmail those they



PERVERSIONS OF POWER



spy on can become fabulously wealthy but loathed. Many peeping scryers are paranoid, either of being found out and attacked, or of being discovered while enjoying a good peep. It is because of this they are very security conscious, but tend to prefer traps and unthinking servants like golems over live guards who may walk in on them.

AGONY MAGE

Agony mages see themselves as selfless assistants to mankind, offering their bountiful knowledge of biology and the ways of love and lust to their fellow man to ease their difficulties and bring joy and harmony between partners across the world.

In some cases this self assessment may indeed be true, but in the vast majority of cases a blue mage setting themselves up in such a way is doing so merely to get gossip, listen to the sordid details of other people's sex lives and blackmail them.

Even while ripping people off for all they have the agony mage does perform a useful service for those who come to them, and patrons tend to develop a near fanatical loyalty to their favourite agony mage. Particularly successful ones in the larger cities may even find themselves given a regular article in society newsletters or invited to balls and functions that would otherwise be too far above their station to attend.

The agony mage understands that there is no one who is completely happy with the way they look, how they perform in bed or completely confident of their partners fidelity. If the changes and solutions the agony mage recommended worked well, or forever, they would do themselves out of a job but nonetheless the advice they offer can help, for a while. No matter how many times they go to the agony mage these people will never be sure or secure and so they always come back again for more.

Through their listening and the solutions they offer the agony mage becomes an unequalled expert on human nature and understanding human motivations, as well as manipulating that nature and redirecting those motivations. The particularly accomplished agony mage can even become the puppeteer controlling the ruling elite of a city who all implicitly trust them and will do anything they say.

Hit Die: d6

Requirements

To qualify to become an agony mage a character must fulfil all of the following criteria.

Skills: Bluff 8 ranks, Diplomacy 8 ranks, Innuendo 8 ranks, Sense Motive 8 ranks.

Feats: Skill Focus (sense motive).

Spellcasting: Ability to cast 3rd level arcane spells.

Charisma: 12+.

Class Skills

The agony mage's class skills (and the key ability for each skill) are Alchemy (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Knowledge (romance) (Int), Listen (Wis) and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the agony mage prestige class.

Weapon and Armour Proficiency: Agony mages gain no proficiency in any weapons or armour.

Spells per Day/Spells Known: For every level gained in the agony mage class, the character gains new spells per day and spells know (if applicable) as if he had also gained a level in a spellcasting 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 (extra uses of the *bardic music* ability, metamagic or item creation feats and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming an agony mage, he must decide to which class he adds the new level for the purpose of determining spells per day (and spells known, if applicable).

Understanding (Ex): The studies of the agony mage commence by gaining a thorough and working understanding of the walking paradox and bundle of neuroses that constitute humanity. They work feverishly at understanding why people have fetishes, what the differences between men and women are (besides the obvious) and anything else they can lay their hands on that will assist them in manipulating people.

The Agony Mage

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1	+0	+0	+0	+2	Understanding	+1 level of existing class
2	+1	+0	+0	+3	Trustworthy	+1 level of existing class
3	+1	+1	+1	+3	Confidence	+1 level of existing class
4	+2	+1	+1	+4	Unquestioned, Spell Focus	+1 level of existing class
5	+2	+1	+1	+4	Blameless	+1 level of existing class

The practical upshot of all this is that the agony mage gains a bonus on Bluff, Diplomacy, Innuendo and Sense Motive checks. This bonus begins at +2 for a 1st level agony mage, and increases by two for every other level he gains (+4 at 3rd level, +6 at 5th level).

Trustworthy (Ex): Through their steadily increasing understanding of body language, gesture and other aspects of human behaviour, the agony mage learns how to make themselves trustworthy in the eyes of others. Unless proven to be a cheat and a liar, the

agony mage will tend to be regarded as a trustworthy and good individual by those they meet.

The initial attitude of any non-player character encountered by the agony mage will be either friendly or helpful unless they have had the agony mages dishonesty proven to them.

Confidence (Ex): With a heart to heart talk and a few pieces of advice the agony mage is able to instil confidence in those they talk to. Spending a minimum of fifteen minutes with someone giving them advice and words of encouragement allows the agony mage to confer a +2 morale bonus to all of the recipients Will saves for the next hour.

In addition, the agony mage can engage in conversation with people to try and get them to let slip a piece of personal information. Nodding and making understanding noises, the agony mage worms their way into the subjects good books, requiring the target to make a successful Will save (DC 10 + class level + Charisma modifier) to resist blurting something out. How the agony mage chooses to use this information is up to them. The information will always be something of a personal nature rather than something directly useful to a quest (for example, '*I like dressing up in my wife's clothes*' is a more likely outburst than '*The switch to open the secret door? It's right behind that painting.*').

Unquestioned (Ex): Beginning at 3rd level, the agony mage is so good at gaining people's confidence and seeming like a friendly and trustworthy individual that people will follow his advice without thinking it through properly. The process is the same as with the *confidence* ability. The target must make a successful Will save (DC 10 + class level + Charisma modifier) or they will follow the advice they are given without thought,



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provided it does not directly and immediately threaten life and limb. The advice must be solicited but need not have anything to do with the problem originally presented to the agony mage. They could advise a phobic to face their fear of spiders by venturing into the spider cave with a sword to '*battle the manifestation of their fear*', but could not advise someone to jump off a cliff.

Once they have followed the advice, or been enchanted and had it wear off, the target is fully aware of what a crock they have been sold and will probably be extremely angry.

Spell Focus: At 4th level, the agony mage gains the benefits of the Spell Focus feat with regard to enchantment spells, increasing the DC of saves against their enchantment spells by +2.

Blameless (Ex): Beginning at 5th level, the agony mage appears to be *such* a nice person and *so* trustworthy that they could not possibly bear those who take them into their confidence any ill will whatsoever.

If the agony mage is implicated in a crime (or other illegal act), any other suspects that there may be are always investigated first with a distinct bias in the agony mages favour. If no other suspects are immediately apparent, there will always be a detailed investigation that will turn at least one possibility up before the agony mage is ever investigated. This usually allows for the agony mage time to arrange an alibi, or make a suitable exit from town.

Fringe Benefits

In addition to the special abilities and bonuses given above, an agony mage living in a town or city can exploit the information they glean and the patronage of the wealthy classes to give themselves a very nice standard of living.

Those agony mages who work at giving out honest advice, and do not resort to blackmail or exploitation can expect to earn their Charisma modifier times their character level in gold pieces each month, as well as the occasional gift or invitation to a high-class event. Those unscrupulous agony mages that choose to exploit their position

can expect to make anywhere from ten times this figure and upwards, but they will find that those being exploited make powerful enemies, woe be the agony mage blackmailer that loses his hold over the local nobles.

MYSTIC PIMP

The mystic pimp has clawed themselves a living on the streets using their magical skills to give people what they want, what they need whether they know it or not. A taste of otherworldly pleasures, a touch of the divine or demonic or a little bit of taboo made oh so tantalising by the warnings of worthies.

What does a Mystic Pimp have to offer?

'Pussy, pussy, pussy! All summoned pussy must go. At the house of nymphs we're cutting pussy in half! This is a pussy blow out! Make us an offer on our vast selection of pussy! We got nymph pussy, dryad pussy, mermaid pussy, succubus pussy, erinyes pussy, elf pussy, triton pussy, halfling pussy, troll pussy, vampire pussy, ogre pussy, dwarf pussy, rakshasa pussy, aranea pussy, centaur pussy, angel pussy, demon pussy, devil pussy, werewolf pussy, invisible pussy! And if we don't have it, we can summon it!'



The Mystic Pimp

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1	+0	+0	+0	+2	Streetwise	+1 level of existing class
2	+1	+0	+0	+3	Whatever you need	+1 level of existing class
3	+1	+1	+1	+3	A Fine Stable	+1 level of existing class
4	+2	+1	+1	+4	Pimpin' Ain't Easy	+1 level of existing class
5	+2	+1	+1	+4	Well Stocked	+1 level of existing class

That sentiment goes for other generative organs as well.

While conventional brothels can only offer the same tired and often unmotivated selection, the mystic pimp can offer far more exotic and appealing fair bound by magic or nature into wanting to do all the things the mystic pimp's customers could desire.

The Mystic Pimp knows the streets, knows what people want and do their best to provide, for a small remuneration of course.

Hit Die: d6

Requirements

In order to become a mystic pimp a character must fulfil all the following criteria.

Skills: Appraise 8 ranks, Bluff 8 ranks, Intimidate 8 ranks, Sense Motive 8 ranks.

Spellcasting: Ability to cast 3rd level arcane spells.

Alignment: Any non-good.

Special: The character must have cast at least one successful *summon sex partner* spell of 2nd or higher level for someone else's enjoyment.

Class Skills

The mystic pimp's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Innuendo (Wis), Knowledge (nature) (Int), Knowledge (streetwise) (Int), Knowledge (the planes) and Sense Motive (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the mystic pimp prestige class.

Weapon and Armour Proficiency: Mystic pimps are proficient with all simple weapons and with light armour. Note that armour check penalties for armour heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket and Tumble. Also, Swim checks suffer a -1 penalty for every 5 pounds of armour and equipment carried.

Spells per Day/Spells Known: For every level gained in the mystic pimp class, the character gains new spells per day and spells known (if applicable) as if he had also gained a level in a spellcasting 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 (extra uses of the *bardic music* ability, metamagic or item creation feats and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a mystic pimp, he must decide to which class he adds the new level for the purpose of determining spells per day (and spells known, if applicable).

Streetwise (Ex): The mystic pimp rapidly earns a degree from the school of hard knocks, learning their way around the streets: how to act, how to behave and who not to mess with. This gives the mystic pimp a +2 bonus on Bluff, Gather Information, Intimidate and Sense Motive checks in a street life situation.

Whatever You Need (Ex): Beginning at 2nd level, a mystic pimp can tell exactly what a mark wants just by looking at them. The mystic pimp makes a Sense Motive check (DC 10 + targets hit dice) and the level of success determines what information is gleaned. If the pimp beats the DC by 5 or less, all he is able to determine is the mark's sexuality (straight, bi-sexual, homosexual, etc.). If the pimp beats the DC by between 6 and 10 points, he is also able to determine the mark's main sexual kink or fetish and if he beats the DC by 11 or more points he gains an



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insight into how to pitch an irresistible deal to the mark. This grants the pimp a +2 competence bonus to any skill checks he is required to make within the next three hours, but only for the purpose of acquiring the mark's custom.

This ability is invaluable in procuring a viable customer base for the mystic pimp's services and enables them to make an extremely grand living once they have snared a few rich people or rarefied or perverted tastes.

A Fine Stable (Ex): After a while of providing for their clientele with regular summonings and the odd captured creature, the mystic pimp begins to supplement their magical stable with permanent employees. Occasionally those creatures summoned will welcome the work and offer to stay permanently. Once the mystic pimp builds up a reputation this happens more and more frequently.

Beginning at 3rd level, the mystic pimp can begin to form a permanent selection of creatures to offer their clientele. A mystic pimp may have no more than three times his level in permanent employees one time. The mystic pimp can change their selection (by hiring new employees and firing old ones) each time they gain a level.

Pimpin' Ain't Easy: Living on the streets is tough, very tough, even for a mystic pimp surrounded by fly honeys and dripping with gold. Upon achieving 4th level the mystic pimp gains Alertness and Endurance as bonus feats.

Well Stocked (Sp): At this level the Mystic Pimp knows well the intricacies of summoning forth their wares for their customers and has become incredibly familiar with the spells rites and rituals involved. The mystic pimp may prepare one extra spell of each level per day, however this bonus spell must be a summoning spell that the pimp uses to satisfy his client's desires (such as *summon sex partner*). If the pimps previous class did not prepare spells, they are instead able to cast one extra *summon sex partner* spell of each level per day.

SEDUCTER

The seducer is one of the ultimate expressions of the blue mage's art. A true connoisseur of erotic magic, the seducer becomes an embodiment of the principles and power of the art. Always gorgeous or handsome, always a religious experience between the sheets, lust and love follow in their wake as though a cadre of cupids with repeating crossbows were camped in their backpack.

They ooze sex; they suffuse the very air with it. Every gesture, every bat of eyelid, every wave and every smile gives off waves of sensuality.

To see a seducer is to fall in love and they will ruin you for anyone or anything else ever after.

Hit Die: d4

Requirements

In order to become a seducer the character must fulfil all the following criteria.



The Seducer

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1	+0	+0	+0	+2	Sexy	+1 level of existing class
2	+1	+0	+0	+3	Shocking	+1 level of existing class
3	+1	+1	+1	+3	Caution to the Wind	+1 level of existing class
4	+2	+1	+1	+4	All You can Think About	+1 level of existing class
5	+2	+1	+1	+4	Slave to the Suave	+1 level of existing class

Skills: Bluff 10 ranks, Concentration 8 ranks, Innuendo 8 ranks, Sense Motive 8 ranks.

Feats: Bedroom Proficiency, Endurance.

Spellcasting: Ability to cast 2nd level arcane spells.

Dexterity: 14+.

Charisma: 12+.

Class Skills

The seducer's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Gather Information (Cha), Innuendo (Wis), Perform (Cha), Sense Motive (Wis) and Use Rope (Dex).

Skill Points at Each Level: 4 + Int modifier.

Class Features

The following are class features of the seducer prestige class.

Weapon and Armour Proficiency: Seducer's gain no proficiency in any weapons or armour.

Spells per Day/Spells Known: For every level gained in the seducer class, the character gains new spells per day and spells know (if applicable) as if he had also gained a level in a spellcasting 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 (extra uses of the *bardic music* ability, metamagic or item creation feats and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a seducer, he must decide to which class he adds the new level for the purpose of determining spells per day (and spells known, if applicable).

Sexy (Ex): Seducer's know how to move, speak and make every single breath a come on. They know cosmetics and perfumes and they know how to dress the best way for how they look. As they specialise and channel the energies of the plane of lust through

their bodies they also become charged with erotically aligned magical energies.

Upon choosing to become a seducer the character immediately gains a +2 inherent bonus to their Charisma and the character's appearance is enhanced, making them look the best they ever could. Additionally the character receives a +2 bonus to any Charisma-based rolls against humanoids of an appropriate gender/persuasion that could find them attractive.

Shocking (Sp): Upon reaching 2nd level, a seducer is able to use their broad experience and completely shameless nature to say something so shocking and beyond the pale that all within earshot are stunned and some may even faint from the sheer impropriety.

When the seducer utters the phrase everyone within earshot, whether friend or foe, is stunned for one round and must immediately make a Fortitude save (DC 10 + class level + Charisma modifier). Those who fail fall to the floor in a dead faint and are considered to be helpless until they are revived.

This is a spell-like ability for the seducer and can be used once per day, plus an additional use per day for every two levels the seducer has attained above 1st (1/day at 1st level, 2/day at 3rd level and 3/day at 5th level).

Caution To The Wind (Su): The attractive power of the seducer is so strong that women forget their husbands, kings forget their queens and clerics forget their gods. If a seducer sets their sights on someone they can almost always get them regardless of age, preference or vow. The only thing that will stand in their way is physical incapacity or death.

Given sufficient time the seducer should be allowed to seduce *anyone*. The subject of the seducers attentions must make a Will save (DC 10 + seducers level + Charisma modifier) every hour that they are



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in contact with the seducer. The DC of the save temporarily increases by +1 for each consecutive hour that the target is in contact with the seducer, and permanently increases by +1 for each day that the seducer focuses their attentions on the target. The Games Master may assign the target a bonus to their Will save depending on mitigating factors such as faith, marriage or being truly in love with somebody else. This ability is useless against true love that is felt and expressed by both parties in a relationship, granting both parties immunity to the seducer's advances. This is a supernatural ability for a seducer.

All You Can Think About (Su): Even so little as a glimpse of a seducer can be enough for someone to lose their heart, especially if the seducer consciously exerts their power to make someone obsess over them.

Activating this ability takes no more than a quick glance across a crowded room after which the target must make a Will save (DC of 10 + seducers level + Charisma modifier) or be unable to think of anything except the seducer. The image of the seducer will haunt their every waking moment and visit them in their dreams for one week per point they failed their save by.

Should the seducer attempt to seduce them, or use magic to enrapture or otherwise mislead them within this period, they receive a -5 penalty to the Will save made to resist the seduction or spell.

Slave To The Suave (Su): Once you have tasted a seducer you never go back. Their touch is addictive. Once a seducer has successfully seduced a target they can spend a number of experience points equal to the subject's hit dice times 100 to make them their enslaved love monkey.

The target is permanently affected as though by a *charm person* spell.

The Peeping Scryer

Class Level	Base Attack	Fort. Save	Ref. Save	Will Save	Special	Spells per Day/Spells Known
1	+0	+0	+0	+2	Sense	+1 level of existing class
2	+1	+0	+0	+3	Overcome	+1 level of existing class
3	+1	+1	+1	+3		+1 level of existing class
4	+2	+1	+1	+4	Never Forget an Arse	+1 level of existing class
5	+2	+1	+1	+4	Still Spell	+1 level of existing class

PEEPING SCRAYER

The peeping scryer whiles away their time watching, pausing only when absolutely necessary. They do not care much about personal hygiene and their social skills are very often completely retarded by the amount of time they spend seeing beyond and playing with their (crystal) balls. None are so accomplished in the art of scrying as these mages and they allow nothing to get in the way of their spying eyes, be it magical wards around the female dormitory of the magical college or the power of the gods protecting the school for wayward halflings.

Peeping scryers are a menace but few will even know they are scryed upon, watched through the hours by the creepy little mages, every aspect of their lives faithfully noted and recorded and every mole on their buttocks mapped out with the diligence and care of an astrologer mapping the stars.

Hit Die: d4.

Requirements

In order to become a peeping scryer the character must fulfil all the following criteria.

Skills: Concentration 8 ranks, Gather Information 5 ranks, Listen 3 ranks, Scry 10 ranks, Spot 3 ranks.

Feats: Skill Focus (Scry) and Extend Spell.

Spellcasting: Ability to cast 3rd level arcane spells.

Class Skills

The peeping scryer's class skills (and the key ability for each skill) are Concentration (Con), Gather Information (Cha), Listen (Wis), Scry (Int) and Spot (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class Features

The following are features of the peeping scryer prestige class.

Weapon and Armour Proficiency: Peeping Scryer's gain no proficiency in any weapons or armour.

Spells per Day/Spells Known: For every level gained in the peeping scryer class, the character gains new spells per day and spells known (if applicable) as if he had also gained a level in a spellcasting 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 (extra uses of the *bardic music* ability, metamagic or item creation feats and so on), except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a scryer, he must decide to which

class he adds the new level for the purpose of determining spells per day (and spells known, if applicable).

Sense (Ex): Honed to a keen edge by squinting into crystal balls, mirrors and bowls of water in order to try and get a better peep at the jiggling fun show that is the local hot springs, the peeping scryer is used to focusing their senses and concentrating in order to pick up extra details of anything they are looking at. This translates into a +2 bonus to all Search skills checks for each level the scryer achieves.

Overcome (Su): The peeping scryer is strong willed and determined, refusing to let any barrier stand between them and what they want to peep at. Beginning at 2nd level, the scryer is able to overcome magical effects that would otherwise cloud or alter their scrying attempts, seeing through them as if they were not in place.

A peeping scryer is able to bypass, without disrupting the effect or alerting those under its protection to his scrying, any spell designed to prevent or mislead scrying if its casters level is less than the scryers character level. Thus, a 10th level diviner/3rd level peeping scryer could bypass any effect created by a spellcaster of 12th level or lower.

Never Forget An Arse (Ex): If a peeping scryer has observed anyone via magical means such as scrying they will always know that person if they see them again, whether in person or via scrying. No roll is required and no magical or mundane disguise will protect the person from being identified as long as the scryer can see them (for example, the target of an *invisibility* spell is immune to this ability).

Still Spell (Ex): From a great deal of practice the peeping scryer has learned to cast spells without using their hands. Beginning at 5th level, all spells cast by a scryer gain the benefits of the Still Spell feat, without the usual increase in spell level.



SKILLS & FEATS

Everyone likes to think that they have something they are particularly good at in the bedroom department, even something like bouncing the highest or always getting the top bunk. There are some skills and feats that take on new meaning when considered in a sexual context and the implications of those are addressed here.

NAUGHTY SKILLS

Several skills contained within *Core Rulebook I* have new uses in the adult arena and need new systems and guidelines to be put in place around them, from the use of Alchemy to make cures, salves and delousers to new types of performance for enterprising characters.

Alchemy

Those in search of a way to turn lead into gold are not the only practitioners of the science of alchemy. On alchemist's tables and apothecaries across the world charlatans, has-beens and the odd genuine genius seek ways to make money by promising people better lives and invertebrate free pubes.

In addition to the products contained within *Core Rulebook I*, an alchemist can make the following concoctions: *Sensitivity crème, lubricant jelly, extra-strong delouser, orcish fly and hot flush*.

Sensitivity crème, when rubbed into a body part increases the sensitivity of the nerve endings. If rubbed into the fingertips you gain a +1 bonus on any non-combat task related to dexterity. If used for its intended purpose the crème leads to enhanced pleasure, lots of giggling and messier sheets than normal. Creating the crème requires a successful Alchemy check (DC 20) and costs 1gp per dose. The effects of a dose of sensitivity crème last for 15 minutes, and each dose typically goes for around 5gp on the open market.

Lubricant jelly, when used for its conventional purpose allows easier access to 'parts unknown' but it can also be smeared around small openings or on bonds, giving a +1 bonus to Escape Artist checks. Creating a dose of lubricant jelly requires a successful Alchemy check (DC 15) and costs 1gp.

Each does typically fetches 4gp on the open market, and the jelly is normally sold in batches of three for 10gp.

Extra-strong delouser, when dusted onto the hairy parts of the anatomy instantly kills any bloodsucking arthropods attached thereto. If ingested it causes stomach cramps and vomiting unless the character makes a successful Fortitude save (DC 15). If a vermin of Medium-size or smaller ingests it they die instantly unless they succeed at a Fortitude save (DC 25). Creation of each dose of this foul-smelling powder requires a successful Alchemy Check (DC 20) and costs 5gp. A single dose of this powder usually fetches around 10gp on the open market, although it never sells well unless there is a sudden epidemic of parasites.

Orcish fly is a powerful aphrodisiac concocted from various strange ingredients. It was noted that orcs rarely suffered from erectile dysfunction and were always willing and able to mate with species not their own, as has been evidenced by the large number of half-orcs scattered about the world. Orcish fly attempts to induce the same carefree capability exhibited by orcs in those who use it. If rubbed onto an area of flesh, this vaporous liquid causes blood to rush to the surface causing swelling and increased sensitivity. If imbibed it causes a mild fever. Creation of a dose of orcish fly requires a successful Alchemy Check (DC 20) and costs 10gp due to the obscurity of the reagents. A single dose of this potent liquid can usually fetch as much as 20gp on the open market.

Hot flush is a prank concoction often poured into the drinks of unsuspecting women. Within minutes of consumption, the imbiber will get very warm, flushed and sweaty, possibly needing to strip off a little in order to get cool unless they make a successful Fortitude save (DC 15). Creating a dose of hot flush requires a successful Alchemy check (DC 10) and costs 5sp. Although it is not usually found on the open market, being more of a concoction that a prankster would use against a fellow student than a useful one, a dose can still fetch around 1gp from those with the intention to use it.

Concentration

Being hurt or damaged is not the only thing that can prevent a mage from casting spells and casting spells in difficult situations is not the only reason to

concentrate. Those with this skill can use it to stave off orgasm by counting, thinking about the inevitable death of the universe or last night's orcish raid scores. The DC for doing so starts at 10 and rises by five for each minute of prolonged activity.

In addition to those listed in *Core Rulebook I*, casting spells is difficult in the following circumstances...

DC	Distraction
20 + spell level	Engaged in intercourse.
15 + spell level	Receiving oral attention.
15 + spell level	Giving oral attention (unable to cast spells with verbal components).
10 + spell level + skill check	Receiving a lap dance.
5 + spell level + opponents	Facing an attractive and naked opponent in battle.
Charisma modifier	
10	Needing to adjust one's tackle.

Perform

The types of performance mentioned in *Core Rulebook I* do not delve into the various wonders that the twilight world of the streets has to offer.

Some additional types of performance suited to an adult artist include bawdy songs, fellatio, glamour modelling, lap dance, mud wrestling, oil wrestling, pole dance, soliciting, strip-o-gram and striptease.

CUNNING FEATS

Some feats also gain new meaning when applied to sexual enterprises and some new feats are required to reflect the expertise and special abilities of those who devote themselves to the pursuit of nookie.

Bedroom Proficiency (General)

Someone with this feat is especially proficient in the bedroom department and

knows how to please any partner between the sheets, on the dresser or hanging out of the window.

Benefit: You gain a +2 bonus to Bluff, Concentration, Diplomacy, Gather information, Innuendo and Sense Motive checks that make use of you bed hopping or pleasing someone with your sexual talents.

Normal: Someone who does not have this feat can still perform well enough sexually but is at best a gifted or enthusiastic amateur, whereas someone with this feat is a consummate professional.

Endurance (General)

In addition to its normal uses, the Endurance feat adds its bonus to the Concentration roll made to 'prolong the inevitable' and the Fortitude save made to recover for a second bout (DC 15 + 5 per previous performance).

Note: This feat is described fully in *Core Rulebook I*.

Horn Dog (General)

You are a 'real goer' and those whom you pleasure always remember the experience fondly.

Prerequisites:
Bedroom Proficiency,
Endurance.

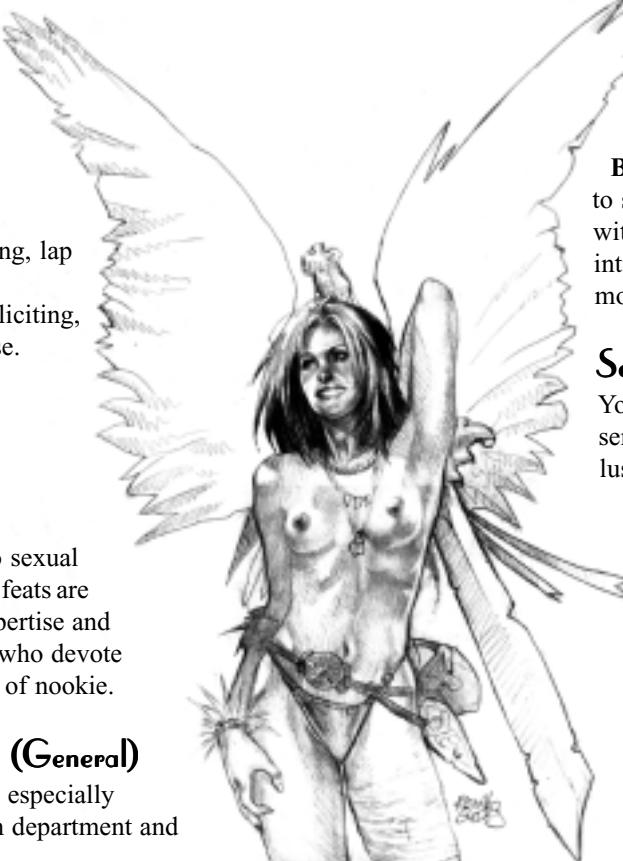
Benefit: You gain a +2 bonus to skill checks when dealing with someone you have been intimate with within the last month.

Sensual Magic (General)

Your magic is charged with the sensual energies of the plane of lust.

Prerequisites: Charisma
12+.

Benefit: You may choose to use your Charisma instead of your Intelligence when determining the save DC of your spells.



OBJECTS OF DESIRE

Throughout the world dragons guard their hoards and evil warlocks gather their artefacts in the deepest darkest dungeons. Magical items abound but not all of them are geared towards destruction and the acquisition of other artefacts. Fighting is not the only physical activity that can benefit from a little magical boost now and then, and both blue and conventional mages down the ages have used their abilities to create artefacts of a more lewd kind. Various fascinating, good, evil, straight, kinky, cursed and beneficial items have made their way into circulation.

Here then is a list of some of the more notorious things, widgets and doodads that enterprising adventurers might well mistake for the more usual engines of destruction.

ARMOUR

New Armour Enhancement: Flattering

The armour is shaped and altered, tempered and decorated in such a way that, along with its magical enhancement to AC, it is as flattering as it could possibly be to the wearer. The armour might not cover quite as much of the body as armour of its type normally would but provides no less protection, however much cleavage or rippling biceps is on show.

The wearer of this armour gains a +2 bonus on any Charisma based checks.

Caster Level: 5th; Prerequisites: Craft Magic Arms and Armour, charm person; Market Price: +2 bonus.

WEAPONS

Pop up Porksword

Resembling a club, the *pop up porksword* is activated by hitting a catch on the handle, at which point a 12-inch section springs out of the end and wobbles back and forth like a reasonably firm knockwurst. The porksword acts as a +1 club with the additional effect that anyone hit with it is affected by the spell *power word, orgasm*.

Caster Level: 13th; Prerequisites: Craft Magical Arms/Armour, power word orgasm; Market Price: 184,300 gp.

POTIONS

Dutch Courage

This potion has a rich golden colour, a foamy head and a bitter taste. When imbibed this magical brew instils the drinker with confidence, enabling them to muster the courage to do things they would not normally do. The drinker gains a +1 bonus to their Will saves and any skill checks made to impress or seduce someone for a period of one hour.

Caster Level: 1st; Prerequisites: Brew Potion, resistance; Market Price: 50 gp.

Potion of Lust

This effervescent and luridly pink potion comes in small vials that are easily concealed in sleeves or bracelets. It tastes of a mix of strawberries and oysters and fizzes on the tongue when drunk neat, although it is tasteless when mixed into another liquid.

Once drunk, the imbiber becomes overwhelmed with waves of lust unless they make a successful Will save (DC 14). If they fail they must jump the first thing that even remotely fits their idea of an acceptable mate, usually the one who slipped it to them.

Caster Level: 4th; Prerequisites: Brew Potion, pheromone enhancer; Market Price: 300 gp.

Potion of Performance

Misrepresented by charlatans and sought after by many, getting a genuine potion that assists sexual performance is night on impossible, not to mention expensive since mages know people will pay through the nose for such a libation.

When a *potion of performance* is drunk, the imbiber gains the benefits of *onestrum's personal fluidic enhancer* and the Bedroom Proficiency and Endurance feats. This effect lasts two hours.

Caster Level: 3rd, Prerequisites: Brew Potion, onestrum's personal fluidic enhancer; Market Price: 300 gp.

COCK RINGS

Lak Wang, a blue mage and expert crafter of magical rings, hit upon the idea of the magic cock ring when he passed by adventurers bemoaning that they did not have enough fingers to wear all of their magically enhancing trinkets. Missing the exact gist of what they were talking about, Lak Wang hurried to his forge and began churning out sexually aiding magic cock rings.

Ring of Quantity

This ring affects the user with a constant *onestrum's personal fluidic enhancer* spell, allowing for some very messy yet fulfilling encounters.

Caster Level: 5th; Prerequisites: Forge Ring, onestrum's personal fluidic enhancer; Market Price: 500 gp.

Ring of Girth

This ring doubles the length and thickness of the member it is placed upon.

Caster Level: 5th; Prerequisites: Forge Ring, enlarge; Market Price: 500 gp.

Ring of Penetration

This makes the wearer's member slippery as though it was under the effect of a constant *baykdoyr's ultimate lubrication* spell.

Caster Level: 5th; Prerequisites: Forge Ring, baykdoyr's ultimate lubrication; Market Price: 500 gp.

WONDROUS ITEMS

Bag of Fondling

This ruddy coloured bag is about the size of a belt pouch, warm, slightly resilient to the touch and squishy like wet clay. The bag has three uses: firstly, it can be fondled and squeezed constantly in one's off hand providing a +1 bonus to Will saves against fear effects. Secondly, the bag can be opened and any body part held within it will be gently fondled and massaged. Finally, if cuddled up to overnight the comforting warmth and massaging action of the bag allows the owner to regain 1 extra hit point from a full night's rest.

Caster level: 3rd; Prerequisites: Craft Wondrous Item, unseen servant; Market Price: 150 gold pieces; Weight: 1 lb.

Balls of Voyeurism

These twin crystal orbs of pink marble flecked with streaks of dark mineral are joined together and flattened on the bottom. They act as a *crystal ball* with a few important differences. Firstly, the balls produce their image floating in the space above them, glowing as they do so. The *balls of voyeurism* can also cast the following spells on the scene being scryed upon once per day: *Bernadette's illusory nakedness, change orientation and speedy undress*.

Balls of voyeurism are jealously guarded by those who own them and are rarely available for sale.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, bernadette's illusory nakedness, change orientation, scrying, speedy undress; Weight: 10 lbs.; Market Price: 81,000gp.

Carved Monkey of Spanking

A tiny statuette carved in the shape of a monkey who looks guilty, as if he has done something very naughty. The statuette is about an inch high and carved of bright red stone. When the command word is spoken, the statue grows to a foot in height and intones '*I have been a very bad monkey, spank me.*'

If then suitably physically chastised, the *carved monkey of spanking* shrinks back to its original size and renders the user immune to any spells or effects related to sex for 24 hours, as well as any sexual tension or desire they might otherwise be feeling.

Caster Level: 11th; Prerequisites: Craft Wondrous Item, animate object; Market Price: 12,000 gold pieces; Weight: —.

Chastity Belts

Magical chastity belts are extremely popular and use a variety of methods to prevent the male or female wearer from engaging in lewd activities with those they should not. One thing all have in common is that they cannot easily be removed, though they may have many different appearances. Some resemble belly chains, piercings or crotchless panties. Others are invisible and set as traps against any so foolish as to take advantage of the wearer. The person who placed the belt upon the wearer (usually the wearer themselves) is freely able to





OBJECTS OF DESIRE

remove the belt without triggering any of the spell effects.

Basic Magical Chastity Belt: The basic chastity belt is sealed using an *arcane lock* spell to prevent it from being taken off easily.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, arcane lock; Market Price: 2,400 gp; Weight: 1 lb.

Alarmed Chastity Belt: In addition to the arcane lock feature of the basic belt, an alarmed chastity belt alerts the person who fitted it to the wearer whenever someone attempts to bypass or remove the belt.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, alarm, arcane lock; Market Price: 2,700 gp; Weight: 1 lb.

Cured Chastity Belt: In addition to the *arcane lock* feature of the basic belt, a *cursed chastity belt* inflicts the interloper with a *bestow curse* spell. The curse can take any of the forms normally available to a caster of the spell, decided at the time of the items creation.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, arcane lock, bestow curse; Market Price: 24,800 gp; Weight: 1 lb.

Toasting Chastity Belt: In addition to the *arcane lock* feature of the basic belt, a *toasting chastity belt* emanates a *burning hands* spell (5d4 points of damage) directly into the interloper's crotch. This spell does not harm the wearer in any way, however it can be reasonably assured that the target of the effect won't be too healthy, and certainly won't be interested in continuing their previous activities.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, arcane lock, burning hands; Market Price: 6,400 gp; Weight: 1 lb.

Droopy Chastity Belt: In addition to the *arcane lock* feature of the basic belt, a *droopy chastity belt* afflicts the interlopers 'prize jewels' with something resembling the *horrid wilting* spell. This causes the target's member to shrivel up and become useless, causing 15d8 points of damage to the creature from the excruciating experience.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, arcane lock, horrid wilting; Market Price: 98,400 gp; Weight: 1 lb.

Guardian Chastity Belt: In addition to the *arcane lock* feature of the basic belt, a *guardian chastity belt* summons a 'guardian' whenever someone attempts to have their way with the wearer. The summoned creature appears with a loud 'ahem!' and then proceeds to tear the interloper limb from limb.

Caster Level: 15th; Prerequisites: Craft Wondrous Item, arcane lock, summon monster I-IX; Market Price: I – 3,200 gp, II – 7,200 gp, III – 14,400 gp, IV – 24,800 gp, V – 38,400 gp, VI – 55,200 gp, VII – 75,200 gp, VIII – 98,400 gp, IX – 124,800 gp; Weight: 1 lb.

Dayn's Instant Whorehouse

This wooden cube is small when inert, but when activated it forms a small bawdyhouse 40 ft. square and 10 ft. high with little booths for privacy, an attic room and a warm hearth. The building shoots wooden piles into the ground to root it to the spot, preventing it from being overturned or pushed along. Only the owner of the house can enter or leave at will, along with any guests they might have with them. The whorehouse has a small wooden door with a slot to peer out of which cannot be opened without the owner's permission, even with a *knock* spell. The walls have 50 hit points and a hardness of 10. The house cannot be repaired save by *Wish* or *Miracle* spell, each of which restores 25 points of damage.

The house springs up in one round and contains an ogre bouncer and 2d4 random 'hosts/hostesses' (owner's preference) from the following table. They are always glad to see anyone entering the whorehouse, and there is no charge for 'services rendered'.

D10 Roll	Host/Hostess
1	Satyr or dryad
2	Triton or mermaid (in pool)
3	Nymph
4	Erinyes
5	Succubus or Incubus
6	Human
7	Elf
8	Dwarf
9	Halfling
10	Gnome

Anyone caught in the area of the whorehouse as it expands is shoved violently to the side, taking 5d10 damage unless they make a successful Reflex save (DC 19). The whorehouse can be activated or deactivated once per day.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *mordykenen's wonderful brothel, summon sex partner I*; *Market Price:* 98,000 gp.

Hosiery of Laciness

Slinky and sexy, made of the finest lace and as sheer as a fairy's wing, the *hosier of laciness* are powerless unless the wearer is wearing nothing over them. The *hosier of laciness* were traditionally black, but sets have been made in colours ranging from red to purple and even white.

The hosiery provide all the protection of a normal set of clothes, as well as the effects of an *endure elements (cold)* spell. They are extremely revealing, enhancing the wearer's figure with the effects of the *alter breasts, fascinating cleavage/package, hypnotic rump and pheromone enhancer* spells.

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *alter breasts, endure elements, fascinating cleavage/package, hypnotic rump, pheromone enhancer*; *Market Value:* 8,500 gp.

Inflatable Friend

Many adventurers find themselves alone in hostile wilderness and in desperate need of comfort, being held, or getting their rocks off for the last time in their miserable lives before a dire bear eats them, their tent and their campfire in one chomp.

This is where the *inflatable friend* comes in. Invented by an enterprising pair of blue magi in the city of Skeldermere and subsequently practically forced on any wealthy adventurer that wanders by, the *inflatable friend* has now found a niche in the survival kits of many adventurers. Imitations are beginning to appear further away but the best models are still to be found in Skeldermere.

The *inflatable friend* consists of a 4 inch by 4 inch piece of rubbery pink material with a small tube protruding from the top. The magic of the *inflatable friend* is activated by blowing gently into the tube, and can be used once per day. After 50 uses the magic of the *inflatable friend* is completely spent, and the item is rendered non-magical, appearing as a

roughly humanoid pink balloon when fully inflated (which requires 10 full minutes without magical assistance).

The *inflatable friend* appears as a lovely companion of any humanoid race, ready and willing to do anything and capable of holding intelligent conversations. To anyone except the user of the item, it appears a simple pink balloon with a roughly humanoid shape.

Caster Level: 9th; *Prerequisites:* Craft Wondrous Item, *illusory harem*; *Market Price:* 9,000 gp; *Weight:* ½ lb.

Jockstrap of Impressive Lunchbox

A gnome contraption worn under hosiery, this device is affixed with leather straps and consists of various working cogs, levers and gears around a magical gem. Upon approaching a female biped, the gem probes their mind and ascertains exactly what size 'package' appeals to them and either expands or contracts depending on the reading made. This grants the male wearer a +2 bonus to skill checks made to seduce or impress the target.

The jockstrap can be switched on or off with a simple command word, and it is wise to switch it off before encountering pixies or other Tiny creatures.

Caster Level: 3rd; *Prerequisites:* Craft Wondrous Item, *dirk's impressive tool*; *Market Price:* 1,800 gp; *Weight:* 1 lb.

Sexy Sheets

Nobody wants to go out on the pull around the taverns at night and roll back roaring drunk having scored, only to wake up in the morning with a headache and lying next to something that looks like it crawled out of a troll's arse.

This is a problem no more thanks to the *sexy sheets*. These double-layered satin sheets are self-cleaning and automatically cast *instant love nest* and *major image* 1/day when placed on a bed, to provide suitable surroundings for your nocturnal activities, as well as cover any hideous troglodyte you might have brought home with an illusion of loveliness.

Caster Level: 6th; *Prerequisites:* Craft Wondrous Item, *instant love nest, major image*; *Market Price:* 17,200 gp.



Vestments of Transexuality (Dress of Crossing)

Even the most expert of cross-dressers occasionally ends up looking like a ‘bloke in a dress’ or has boobs so fulsome and so round that no amount of fake beard is going to fool anyone.

The *vestments of transexuality* have the effect of a *change sex* spell while worn.

Caster Level: 10th; Prerequisites: Craft Wondrous Item, change sex; Market Value: 30,000 gp.

MINOR ARTEFACTS

Eye of Undressing

Radavan Of The Oglaring Eye’s reign of striptease terror finally came to an end when templar acting on the behalf of the bishop broke into his hovel and dragged him back into town. In punishment Radavan had his eyes put out so he could never ogle anyone again. He died soon after, his chief reason for living having been taken from him.

Some time later, mistaking one of the eyes for a more powerful artefact, a foolhardy adventurer exploring the bishop’s personal vault put out one of his eyes and replaced it with the artefact. To his horror he discovered he had gained none of the powers he expected, and crying out in anguish turned to his buxom ranger companion to complain, then stopped cold. She was entirely naked! After asking why she had stripped and having taken a severe beating for it he realised the truth, the eye was allowing him to see everyone naked, as much of a curse as a blessing as you have to take the rough with the smooth.

Both eyes are currently without owners and are somewhere out in the world. To use the eye one must put out their own eye, losing 1d6 hit points and one point of charisma permanently. Then the *eye of undressing* must be placed into the socket, where it knits itself to the flesh. After this the eye cannot be removed without the loss of another 1d6 permanent hit points.

The eye confers the following abilities upon its user, all cast as if by a 15th level wizard.

Bernadette’s illusory nakedness – Constant.

Speedy undress – 5/day.

Irresistible dance (striptease) – 1/day.

Caster Level: 15th; Weight: —.

Manual of Lurve

This heavily thumbed manual was originally commissioned by the Caliph of Pichii-Kyyn, an oasis city deep in the southern desert. The city was peaceful, rich, powerful and the people were happy with the rule of the Caliph. This, combined with his radical practice of not making an evil bastard his grand vizier, left the Caliph with little to do with his time but spend it pleasurable in his ten-storey seraglio with his concubines and wives.

After about a decade this grew tiring and having already worked his way through several volumes of erotic lore he sent his scouts out into the world to seek new positions, games and tricks for him to try out.

One by one the scouts returned, though none brought back anything the Caliph had not already done or considered. Finally the last scout, long thought dead, returned barely alive and clutching in his hands the notes that would form this manual. A hale and hearty man of twenty-two years when he left, he returned looking eighty and infected with every venereal disease known to man. His sacrifice enabled the Caliph to enjoy a further ten years of marital bliss and a statue was erected in the scout’s honour bearing the legend ‘check the hole before you put anything in it’.

The *manual of lurve* takes 48 hours to read over a minimum of six days. Once completed the reader gains the Bedroom Proficiency and Endurance feats as well as a +2 inherent bonus to Dexterity and Constitution. A character can only benefit from this manual once.

Caster Level: 17th; Weight: 5 lb.

CREATURES OF LUST

A pretty face or an offer of sex has been the downfall of many a hero – not all of the hazards lust presents are confined to footpads waiting in an alley for you and the saucy harlot you just picked up to come stumbling down over the rubbish.

There are monsters that lure using sex, monsters that propagate themselves in symbiosis with sex and monsters that are just rude sounding and suggestive. Here then is but a small selection to terrorise and titillate.

Bearded Clam

Small Vermin

Hit Dice: 2d8 +2 (10 hp)

Initiative: +2 (Dex)

Speed: 0 ft.

AC: 19 (+1 size, +2 Dex, +6 natural)

Attacks: 1 passive ‘mantrap’ attack +1.

Damage: 1d6

Face/Reach: 2 ft. by 2ft./2 ft.

Special Attacks: Improved grab and take money.

Special Qualities: Blindsight.

Saves: Fortitude +2, Reflex +0, Willpower +1.

Abilities: Str 10, Dex 14, Con 12 Int -, Wis 12, Cha 2.

Skills: Hide +7, Listen +7, Spot +8.

Feats: Alertness.

Climate/Terrain: Aquatic (shallow waters, fresh or salt).

Organisation: Solitary.

Challenge Rating: 1/2

Treasure: Double coins only.

Alignment: Always neutral.

Advancement: 3-4 HD (medium size), 5-8 HD (large size).

Large circular shellfish, the bearded clams lie in silt or loose sand of the ocean floor, sifting water for nutrients and feeling around with the tentacles of their beard-like fringe for movement. When they sense a creature walking through the water they open up and lay out their ‘beard,’ waiting for it to tread near. When they do the clam slams shut around their leg with a snap and rifles their pockets for coins with a tentacle. The clam keeps hold until the poor person has lost all their money to the

surrounding waters, then releases them, usually with a crushed foot.

The clam steals the money to lay as bait around its position as fish are attracted to the coins as they glitter in the sun.

Bearded clams are a prized gourmet food and are considered to be an aphrodisiac; they have a delicate flavour with a slight ‘electric zing’ to the taste. One clam in ten contains a pearl worth 10d10 gp and requires a Search check (DC 20) to find.

Combat

The clam is not a malicious or intelligent creature it operates purely by reflex.

Improved Grab (Ex): If the clam is successful in its first attack it clamps hold of the victim’s leg and does automatic damage each round until it has either taken all of their money or been killed.

Take Money (Ex): Once the clam has hold of someone it scatters 1d20 coins every turn.

Blindsight (Ex): The clam senses by vibration and scent in the water. It is unaffected by spells and attacks that affect conventional sight and gets no penalty for operating in darkness.

Colossal Gay AI

Colossal Beast

Hit Dice: 50d10 + 400 (675 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 21 (+1 dex, -4 size, +14 natural)

Attacks: Bite +41

Damage: Bite 5d12 +17

Face/Reach: 40 ft. by 40 ft./60 ft.

Special Attacks: Improved grab, swallow whole, be really camp.

Special Qualities: Scent.

Saves: Fortitude +19, Reflex +12, Willpower +8.

Abilities: Str 44, Dex 12, Con 27, Int 4, Wis 15, Cha 10.

Skills: Listen +11, Spot +11, Perform (sing) +11.

Climate/Terrain: Warm forest, hill, plains and marsh.

Organisation: Unique.

Challenge Rating: 18

Treasure: None.

Alignment: Chaotic neutral.



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Colossal Gay Al is an allosaur, an enormous dinosaur not unlike a tyrannosaurus. He is brightly coloured, possessed of a rudimentary intelligence, a good singing voice and a demeanour as camp as an all-nations scout jamboree.

Dwarfing buildings, Colossal Gay Al travels the world talking in a high pitched voice, rolling his eyes, drinking enormous cocktails, singing show tunes, flapping ineffectually with his tiny limp dinosaur hands and devouring communities whole when he is hungry, complaining afterwards that it will go straight to his hips.

Combat

Colossal Gay Al is disinclined to engage in combat save when hungry, criticised or attacked. Ultimately all Colossal Gay Al really wants is a loving partner to spend his life with.

Improved Grab (Ex): To use this ability, Colossal Gay Al must hit a Huge or smaller opponent with his bite attack. If he gets a hold he can try to swallow them whole.

Swallow Whole (Ex): Besides making him popular down at the blue lagoon club back in the jurassic era, this ability also has a useful combat application. Once he has grabbed an opponent Al can swallow them by making a grapple check. If successful, the swallowed opponent takes 2d8+8 points of crushing damage plus 8 points of acid damage each round. A swallowed creature can attempt to cut their way out with a slashing weapon, needing to cause 75 points of damage in order to do so (AC 20).

Be Really Camp (Su): By spending a full turn flouncing, saying catchphrases or being an over dramatic queen, Al can lull his enemies into a false sense of security. They must make a Will save (DC 15) or be unable to attack Al until he attacks them.

Creamy Ooze

Medium-size Ooze

Hit Dice: 3d10 + 10 (26 hp)

Initiative: -5 (Dex)

Speed: 10 ft.

AC: 5 (-5 Dex)

Attacks: Slam +3 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, constrict (1d6+1 plus acid).

Special Qualities: Blindsight, cold and fire immunity, ooze, camouflage, spurt.

Saves: Fortitude +1, Reflex -3, Willpower -4.

Abilities: Str 12, Dex 3, Con 11, Int —, Wis 1, Cha 1.

Climate/Terrain: Urban, usually near brothels, seraglios or flophouses.

Organisation: Solitary.

Challenge Rating: 4

Treasure: None.

Alignment: Always neutral.

Advancement: 4-6 HD (medium size); 7-9 HD (large).

Found in places where lots of sex takes place and people do not necessarily clean up well after themselves, the creamy ooze forms were the ‘stuff of life’ meets certain chemical reagents. Often surviving in the back alleys by catching pets beating them unconscious and slowly dissolving them, as well as feeding on rubbish the creamy ooze can be an unwelcome surprise for urban explorers.

Pearlescent in colour and with an unmistakable smell, the creamy ooze moves slowly but is capable of sudden dashes or ‘spurts’ of movement.

Combat

The creamy ooze always strikes from ambush, lying in wait and suddenly springing to attack when targets approach.

Improved grab (Ex): With this ability the ooze must first strike with its slam attack. If it gets a hold it can constrict, covering and squeezing its opponent.

Constrict (Ex): The ooze deals automatic slam damage plus an additional point of acid damage with a successful grapple check. Any clothes are also horribly stained and go crusty unless washed within 24 hours.

Camouflage (Ex): It takes a successful spot check (DC 15) to recognise motionless creamy ooze for anything other than a big puddle of jism. Obviously this camouflage is only effective where you might expect to find such phenomena, such as a brothel.

Blindsight (Ex): The ooze’s entire body is its sense organ and it can sense by scent and vibration within 60 feet.

Spurt (Ex): By expending one of its hit points the creamy ooze can move in a sudden spurt in addition to its normal movement. This enables it to move an additional 20 ft. per round and if this would move it onto an area occupied by another creature it gains a free additional attack.

Giant Crabs

Fine Vermin

Hit Dice: $\frac{1}{4}$ d8 (1 hp)

Initiative: +2 (Dex)

Speed: 5 ft.

AC: 21 (+2 Dex, +8 size, +1 natural)

Attacks: Bite +11 melee, 2 claws +6 melee

Damage: Bite 1 + disease, claw 1

Face/Reach: $\frac{1}{2}$ ft. by $\frac{1}{2}$ ft./0 ft.

Special Attacks: Itchy, disease.

Saves: Fortitude +2, Reflex +1, Willpower +0.

Abilities: Str 1, Dex 14, Con 14, Int -, Wis 10, Cha 2.

Skills: Climb +6, Hide +17, Spot +7

Feats: Weapon Finesse (claw, bite)

Climate/Terrain: Pubic and buttock crevice hair.

Organisation: Solitary, family (1-6), infestation (10-20)

Challenge Rating: 1/4

Treasure: None.

Alignment: Always neutral.

Advancement: $\frac{1}{2}$ -1 HD (Diminutive)

Giant crabs, lobsters, bard's bane, the dreaded knob nobbler, these vermin go by many names and are spoken of in horror by any who have had a case of them, and terrified awe by those who have not yet had 'the pleasure'.

Enormous pubic lice, the giant crabs are an inch long with large front pincers and a pointed proboscis used for piercing the skin to drink blood. Their armoured carapace and speedy movement makes them hard to catch and kill. Crushing them with your thumb simply does not work.

Giant crabs reproduce rapidly, doubling in number every week until they reach their maximum colony size of 20 on a medium-size creature, increasing or decreasing by half for each size category up or down. Giant crabs are often carried by goblinoids and ogres, and can make a nasty post-mortem surprise for fearless orc-slayers.

In the event of an infected individual having sex, half of the infestation will pack their bags, up stakes and migrate to the other partner. If there is only one

giant crab on someone, they will up stakes and move on to new pastures, after all 'the pubes are always greener on the other side'. The migratory nature of the bugs means that one of the best, though antisocial, methods of getting rid of them is to 'sleep around'.

Combat

Giant crabs are content to live peacefully if left unmolested, gnawing away on flesh and supping on blood. If they are attacked, the entire colony will go into a frenzy until they are either killed or need to migrate to a new host. If their host is killed they will travel at top speed towards the nearest warm-blooded living creature.

Itchy (Ex): Being infested by giant crabs is not a pleasant experience and is extremely distracting. While monsters that carry the crabs are tough, foul and inured to the discomfort, any player character infested with the little buggers will be distracted by bites and itching. The penalty for being infested with the mean little arthropods is as follows.

Number

Of Crabs Penalty*

1	-1
2	-2
4	-3
8	-4
16+	-5

*This penalty applies to a character's AC, attack rolls, ability checks and skill checks.

Disease (Ex): The giant crabs are carriers of a horrible disease known as minge rot, knob dropper, rotten rod and foul flaps. The disease causes the person's john thomas or love tunnel to become covered in large, stinking, weeping sores not unlike chicken pox spots. This disease is transmitted through the crab's bite, has an incubation period of 1d3 days and causes 1d3 points of Charisma damage unless the character makes a successful Fortitude save (DC 10 + 1/5 crabs infesting a host).

One-Eyed Trouser Snake

Fine Animal

Hit Dice: $\frac{1}{4}$ d8 (1 hp)

Initiative: +5 (Dex)

Speed: 15 ft., climb 15 ft., swim 15 ft.

AC: 23 (+5 Dex, +8 size, +2 natural)

Attacks: Spit +14 ranged.



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Damage: Spit poison.

Face/Reach: ½ ft. by ½ ft./0 ft.

Special Attacks: Poison.

Special Qualities: Scent, symbiosis.

Saves: Fortitude +2, Reflex +9, Willpower +1.

Abilities: Str 4, Dex 21, Con 11, Int 1, Wis 12, Cha 2.

Skills: Balance +15, Climb +16, Hide +22, Listen

+8, Spot +8

Feats: Weapon Focus (spit poison)

Climate/Terrain: Tropical land.

Organisation: Solitary.

Challenge Rating: ¼.

Treasure: None.

Alignment: Always neutral.

Advancement: None.

The one-eyed trouser snake is a remarkable creature. Short and stubby for a snake, pink in colour with amazing tactile ridges and bumps and a beautiful patina of blue veins running over it, the trouser snake rarely gets the attention it deserves as a beautiful and magnificent animal.

Despite its single eye the trouser snake is a dead shot, able to spit poison up to six feet away to blind creatures that might attack it.

The trouser snake is extremely friendly, forming an immediate bond with anyone who pets it and provides it with a warm place to sleep. Many people strive to collect the largest and most magnificent trouser snake they can.

Combat

The trouser snake is normally shy and retiring, preferring to avoid combat if at all possible. If attacked or frightened it will spit its poison and shrink back into cover to wait for the danger to pass.

Poison (Ex): The trouser snake is capable of shooting a stream of creamy, white, sticky poison up to six feet, usually into the eyes of an attacker. The target can avert their eyes with a successful Reflex save (DC 15), causing the poison to have no effect. If the save is failed, the target is blinded until they spend a full turn clearing their eyes.

Scent (Ex): Trouser snakes can smell pussy a mile away, rearing up and sniffing the air to indicate the general direction of the nearest female humanoid. The only protection from this ability is the various scent-masking spells, such as *pass without trace*.

Symbiosis (Su): A trouser snake that has found a male owner will form a bond with him, feeding on the psychic energy he produces when he has sex. In reward for, and to encourage more of, this behaviour the trouser snake bolsters the owner's mind, conferring a +1 bonus to Will saves provided the owner has had sex in the past week.

Porn Golem

Large Construct

Hit Dice: 12d10 (66 hp)

Initiative: +0

Speed: 20 ft. (Cannot run)

AC: 25 (-1 size, +16 natural)

Attacks: 2 slams +16 melee.

Damage: Slam 2d10+8.

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Construct, magic immunity, inner warmth, damage reduction 30/+2.

Saves: Fortitude +4, Reflex +4, Willpower +4.

Abilities: Str 27, Dex 11, Con -, Int -, Wis 11, Cha 1.

Climate/Terrain: Any land.

Organisation: Solitary or gang (2-4)

Challenge Rating: 10

Treasure: None.

Alignment: Always neutral.

Advancement: 15-21 HD (Huge); 22-42 HD (Huge)

A porn golem is a perfectly carved statue of soft stone in the shape of a physical idyll, usually fully and impressively equipped with some even incorporating fountains. The porn golem is 8 ft. tall and weighs around 1,500 lbs. Its body is of smoothly polished stone warmed from within by magic, its stone flesh is ever so slightly pliant and thus features such as the face, nipples and phallus can react to outside stimulus.

Porn golems often are placed in the bathrooms and bedrooms of rich and powerful blue magi, providing a kitsch aesthetic touch, a last line of defence against intruders and a bed partner should other methods prove less than fruitful.

Combat

Porn golems are frightening opponents and no less effective in battle for their sexual attributes or kitsch 70's porn star chic.

Magic Immunity (Ex): A porn golem is immune to all spells, spell-like abilities and supernatural effects except for the following. A *transmute rock to mud*

spell slows it as per the *slow* spell for 2d6 rounds with no saving throw. A *transmute mud to rock* heals any and all damage the golem may have suffered. A *stone to flesh* spell does not change its structure but makes it vulnerable to any normal attack for the following round (this does not include spells save those that cause physical damage).

Inner Warmth (Ex): The golem glows slightly warmer than body heat, granting it cold resistance 5 and making it warm and fuzzy to cuddle up to.

Construction

A porn golem's body is carved from a single block of soft stone such as soapstone, weighing at least 3,000 pounds.. Assembling the golem requires a successful Craft (sculpting) check (DC 20) and costs 70,000 gp, which includes the cost of the stone. The creator must be 16th level and be able to cast arcane spells. Completing the ritual drains 1,500 XP and requires the casting of a *geas/quest*, *limited wish*, *polymorph any object* and *stone to flesh* spell.

Siren Flower

Medium Plant

Hit Dice: 3d8 +6 (19 hit points)

Initiative: +0

Speed: 0 ft.

AC: 14 (+1 dex, +3 natural)

Attacks: Slam +5 melee.

Damage: Slam 1d6+6.

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Entangle, improved grab, implant seedpod, constrict 1d6+6.

Special Qualities: Tremorsense.

Saves: Fortitude +6, Reflex +2, Willpower +2.

Abilities: Str 18, Dex 12, Con 14, Int -, Wis 13, Cha 11.

Climate/Terrain: Temperate and warm forest, jungle and underground.

Organisation: Solitary or patch (2-4)

Challenge Rating: 2

Treasure: 1/10th coins; 50% goods; 50% items.

Alignment: Always neutral.

Advancement: 4-5 HD (Medium)

'A rose by any other name would smell as sweet,' but would not crush the life out of you and try to wedge a seedpod up your arse.

The siren flower is notorious and yet still claims many victims every year. The plant grows as a bulb under the earth and every spring bursts forth into the

warm sunshine with its magnificent and unique bloom. The flower resembles in every way a very attractive humanoid, male or female, buck-naked and enjoying the feel of the sun on their skin. A fan-like root structure detects the approach of another humanoid and the flower begins to beckon to them, trying to entice them into mating with it.

Stimulation of the flower causes its vine-like appendages to seize hold of the creature, while another part of the plant tries to stuff a seedpod (about the size of a small pineapple and texture of a pine cone) up their sphincter without the aid of lubricant. Once the seedpod is in place and the captured humanoid crushed to death, the flower wilts to await the next spring. The seedpod matures inside the corpse as it rots and explodes violently in the autumn, showering helicopter seeds and rotten body parts over a wide radius to take root and grow for next spring.

Some blue magi who fancy themselves botanists have developed a safe and non-wilting variety for their greenhouses, which would otherwise be entirely full of suggestively shaped root vegetables.

Combat

The siren flower simply lies in wait for a suitably horny or stupid individual and then strikes.

Entangle (Ex): The siren flower comes equipped with tubers and vines as well as the limbs of its flower which can grab at anyone within reach as though using the *entangle* spell to slow down their retreat.

Improved grab (Ex): To use this ability the siren flower must first hit with its slam attack.

Implant Seedpod (Ex): A siren flower can attempt to implant a seedpod into the anus of any creature with a successful grapple check. If someone is implanted with a seedpod and does not remove it from their anal passage before the autumn (requiring the application of a *heal* spell), it will explode causing 4d12 damage and making a terrible mess in the process.

Constrict (Ex): A siren flower automatically deals slam damage with a successful grapple check against medium-size or smaller creatures.

Tremorsense (Ex): A siren flower can detect the presence of anything within 60 ft. that is in contact with the ground.



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