

A typical temple has many rooms with lockable doors for privacy, and many are converted mansions or large homes. Because of their association with sex, temple priests are known for giving advice on contraceptive herbs, assisting with births, and taking in unwanted infants; some are even believed to terminate unwanted pregnancies. Each temple tends toward good, evil, or neutrality, and this influences the activities that take place there. These philosophical differences are the source of many intertemple feuds, some going back a hundred years with blood shed on both sides.

Good temples try to serve the community and usually function as a brothel with sacred prostitutes, as they believe that the relief of sexual needs eases other tensions that might lead to violence. Regular visits by customers usually mean the temple is a hotbed of gossip and clandestine talks about double-dealing and revenge. Evil temples are much like thieves' guilds, a place to hear news, seek evidence of unfaithful lovers, and make shady plans, only sometimes while enjoying a lover. Priests at evil temples tend to be very competitive with each other, trying to outdo their rivals in feats of intimacy, trickery, and vengeance, and, as a result, many evil priests are forced to wander for their own safety. Neutral temples (particularly elven temples) try to mix both, casually entertaining the lonely and lusty while avoiding the more violent plans for vengeance.

The church hierarchy is very casual, with priests valued for their ability to persuade others (or feared for their history of revenge) rather than magical power, though a powerful priest may be able to persuade or frighten more than a weak one. Because of the faction rivalries, most temples focus on local issues and ignore the problems of other factions. Every full priest in the church has a vote in his or her temple's affairs.

Formal clothing is very scant, usually yellow silk that covers little and conceals even less, often augmented with henna dyes on the palms of the hands and in narrow bands on the

LOVER'S VENGEANCE

School enchantment (compulsion) [mind-affecting];

Level Brd 3, Clr 3, Sor/Wiz 3 (Calistria)

CASTING

Casting Time 1 minute

Components V

EFFECT

Range touch

Target creature touched

Duration up to 1 day/level (D) or until discharged

Saving Throw Will negates (harmless);

Spell Resistance Yes (harmless)

DESCRIPTION

You inspire yourself or a lover to a vengeful rage against a chosen enemy who must be a lover who has wronged you in some way. If cast on you, the next time you are in combat with that enemy, you gain the benefits of a *rage* spell. If cast on a lover, he or she gains the benefits of a *rage* spell the next time the lover is in combat against your enemy. This variant of the spell must be cast within 1 hour of an intimate encounter with the target. The *rage* effect lasts 1 round per level. This spell counts as a *contingency* spell on the target for the purpose of multiple contingent effects.

arms. Some like to add black accents to clothing resembling a wasp's colors but eventually outgrow this habit, as the insect represents the goddess but is not inherently divine or worthy of emulation.

Ceremonies honoring Calistria often involve ritual sex but generally not the orgiastic excesses described in salacious stories by those outside the church.

Typically a ritual consists of quiet chanting, blessed wine, and perhaps a few passionate kisses among interested parties. In other rituals, priests relate how they deceived their enemies or enacted elaborate revenge plots. Her holy text is *The Book of Joy*, a guide to many exotic passions.

Priests of the Savored Sting may prepare *rage* as a 3rd-level spell and *suggestion* as a 4th-level spell (though those with the Charm domain have access to it earlier).