

Table 2-4: Interspecies Crossbreeding

	Sprite	Satyr	Orc	Ogre	Nymph	Minotaur	Mefolk/Triton	Lizardfolk	Kobold	Human	Hobgoblin	Halfling	Half-Orc	Half-Elf	Goblin	Gnome	Giant	Fiend	Elf	Dwarf	Dragon	Dryad	Celestial	Bugbear
Bugbear	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Celestial*	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Centaur	N	Y	Y	Y	Y	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
Dragon	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Dryad	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Dwarf	N	Y	N	Y	Y	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	M
Elf	N	Y	N	Y	Y	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	Y
Fiend*	Y	N	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Giant	M	Y	M	Y	M	Y	M	N	M	N	M	N	M	N	M	N	M	Y	Y	Y	Y	Y	N	M
Gnoll	N	Y	N	Y	Y	N	Y	M	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	N	Y
Gnome	N	Y	N	Y	Y	N	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	M
Goblin	M	Y	N	Y	Y	N	N	Y	N	Y	N	Y	N	Y	N	N	N	N	N	N	N	N	N	M
Half-Elf	N	Y	N	Y	Y	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	Y
Half-Orc	Y	Y	N	Y	Y	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	Y
Halfling	N	Y	N	Y	Y	N	N	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	M
Hobgoblin	Y	Y	N	Y	Y	N	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N	N	N	M
Human	N	Y	M	Y	Y	N	Y	Y	N	N	Y	Y	N	N	Y	N	Y	Y	Y	Y	Y	Y	Y	Y
Kobold	N	Y	N	Y	Y	N	N	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	Y
Lizardfolk	N	Y	N	Y	N	N	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N
Mefolk/Triton	N	Y	N	Y	Y	N	Y	M	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	M
Minotaur	N	Y	N	Y	Y	N	Y	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	N	Y
Nymph	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y
Ogre	M	Y	N	Y	Y	N	Y	M	N	M	N	Y	N	M	N	N	M	Y	M	M	M	M	M	M
Orc	Y	Y	N	Y	Y	N	Y	Y	N	Y	N	Y	N	M	N	N	N	N	N	N	N	N	N	M
Satyr	M	Y	Y	Y	Y	M	Y	Y	N	M	M	Y	M	M	Y	N	M	Y	Y	M	M	Y	Y	M
Sprite	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	M

Y - Yes. These two species can crossbreed, with a normal chance of conception (using the lowest percent chance). The resultant child will be a half-breed (see Core Rulebook I or Chapter 6: *Gods & Monsters*).

M - Maybe. These two species may successfully crossbreed, although the chance of conception is reduced by 30% from the lowest percentage parent. The resultant child will most likely be a half-breed (see Chapter 6: *Gods & Monsters*).

N - No. These two species cannot crossbreed without the use of magical means.

\* - The child will be a half-celestial or half-fiend, depending upon the parent.

\*\* - These two species may never produce a child, except through extraordinary magical methods, such as the magic provided by artifacts or the will of a deity. Felids, Giantborn, and Serpentine (see Chapter 6: *Gods & Monsters*) use their base race to determine with what races they may crossbreed.

sire children, regardless of the species of the other partner. Celestials, fiends, dragons, and fey, due to their inherent magical nature, may produce children with far more species than those of mortal blood. In other cases, there is no chance of conception, due to the differences in anatomy, creature type, or magical differences of the couple. However, powerful magic or the act of a deity might allow a child to be created as the result of the sex between two completely different species. The child can be one species or the other, a half-breed, or something completely new and unexpected in such an instance.

The Table 2-4: Interspecies Crossbreeding

shows the probable outcome of the coupling between members of two different species resulting in a child (with the chance of conception---see Table 2-3: Species Conception and Pregnancy). See Core Rulebook I for information on half-elves and half-orcs, Core Rulebook III for half-celestials and half-fiends, and Chapter 6: *Gods & Monsters* for information on more bizarre half-breeds.

## feats

Here are new feats suitable for a sexually inclusive campaign. The *Book of Erotic Fantasy* features several feats with a new type: sexual.

In most cases, these feats only apply when a character engages in sexual activity, casts spells with a sexual component, or is involved in a social situation that has sexual overtones. Some feats deal directly with the new ability score, Appearance, and should not be allowed if you are not using this ability in your campaign. As DM, you might consider a character undergoing special training or rites to learn some of these feats.

### *Types of Feats*

Most feats are general feats open to all characters. Some are sexual that allow characters to utilize sex or sexuality to greater effect. Others are background feats that are only available to characters at character creation.

### *Animal Magnetism [Sexual]*

You exude an undeniable, yet feral, personality that others find both intoxicating and threatening.

**Benefit:** You gain a +2 bonus on Bluff, Diplomacy, and Intimidation checks.

**Special:** You suffer a -4 penalty on any Bluff or Diplomacy checks that involve subtlety, finesse, or delicacy. For example, you suffer no penalty on Diplomacy checks while seducing a bar maid, but do suffer the penalty while negotiating a truce.

### *Beauty Smiles [General]*

You use your physical good looks to promote your Enchantment spells.

**Prerequisites:** App 13.

**Benefit:** At your option, you may use your Appearance modifier as the ability-score modifier for your Enchantment spells.

### *Chaste Life [General]*

You opt to live without sex.

**Benefit:** You gain +2 to one ability score of your choice. It must be selected at the time you take the feat and cannot be changed.

**Special:** You may take this feat once per ability score.

You may not engage in any sexual act. You lose the benefits of this feat if you ever willingly commit a carnal act. In such instances, the feat's benefits can be restored only with an *atonce* spell (with the caster incurring the XP cost). Rape or other forms of forced sex (such as being under a *dominate person* spell) do not cause you to lose the benefits of this feat.

### *Dominating Demeanor [Sexual]*

You have a force of will that demands respect.

**Prerequisite:** Iron Will

**Benefit:** You gain a +2 bonus on Intimidate checks. This benefit increases to +4 in sexual situations in which you are dominating or imposing your authority and will on another person.

### *Disarming Looks [General]*

Your physical appearance can fool other people into ignoring your other attributes, ability, or faults.

**Prerequisites:** Appearance 15.

**Benefit:** Once per day, you may reroll any Bluff, Diplomacy, Gather Information, or Intimidate check in which your gender and physical appearance may apply (such as a seduction or convincing a guard of the opposite sex to let you by). You must accept the second roll, regardless of the outcome.

### *Instant Recovery [Sexual]*

You revive more quickly after sex.

**Prerequisite:** Quick Recovery

**Benefit:** You are always able to perform sexually and need not rest after sustaining sex.

**Normal:** You must rest for half an hour between sexual activities

### *Kundalini [Sexual]*

You can channel sexual energy into enlightenment.

**Benefit:** You gain a +2 enhancement bonus to your Wisdom score after 20 continuous minutes of sex (see Sustaining Sex). The benefit lasts for 24 hours.

**Special:** You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, for example, you must have taken this feat three times and had sex for 1 full hour to enjoy the Wisdom bonus.

### *Limber [Sexual]*

You can channel sexual energy into physical agility and flexibility.

**Benefit:** You gain a +2 enhancement bonus to Dexterity after 20 continuous minutes of



sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

**Special:** You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

#### *Mentor [General]*

You are a superb guide and protector.

**Benefit:** During your action, you designate an ally within 30 feet of you to receive a +1 morale bonus on all saving throws.

#### *Physical Perfection [Sexual]*

You can channel sexual energy into health and vigor.

**Prerequisites:** Endurance, Quick Recovery

**Benefit:** You gain a +2 enhancement bonus to Constitution after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

**Special:** You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

#### *Pleasing Physique [Sexual]*

Through birth, diet, or exercise, you have achieved an exceptionally well-formed body.

**Benefit:** You can use your Constitution modifier for Perform (sexual techniques) and it is always a class skill.

**Normal:** You use your Charisma modifier for Perform (sexual techniques).

#### *Quick Recovery [Sexual]*

You revive more quickly after sex.

**Benefit:** You are ready to perform sexually after only 15 minutes of rest.

**Normal:** You must rest for 30 minutes after attempting to sustain sex.

#### *Satisfied Glow [Sexual]*

You can channel sexual energy into beauty.

**Benefit:** You gain a +2 enhancement bonus to Appearance after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

**Special:** You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

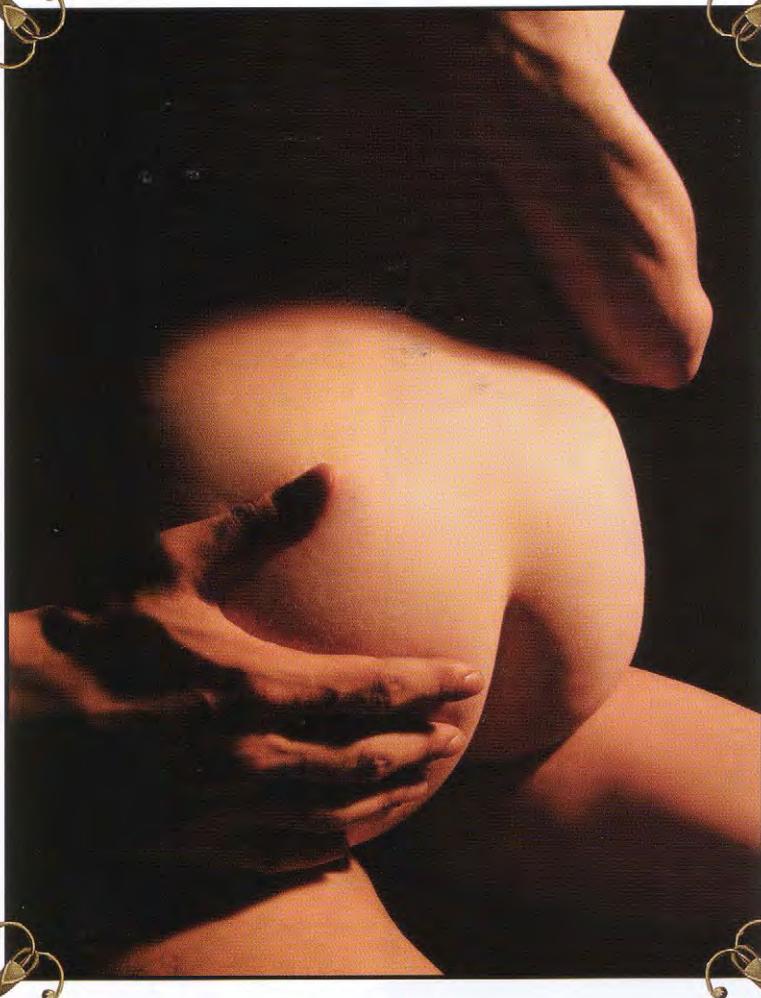
#### *Seductive [General]*

You are alluring and know how to use your sexuality to get what you want.

**Prerequisites:** Cha 15.

**Benefit:** You get a +2 bonus on Charisma-based skills and ability checks against intelligent (minimum 3) living creatures of a chosen gender.

**Special:** You may take this feat a second time and choose the other gender.

***Self-Aware [Sexual]***

You can channel sexual energy into force of personality.

**Benefit:** You gain a +2 enhancement bonus to Charisma after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

**Special:** You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.

***Sexual Training [Sexual]***

You have been educated and trained for endurance in sex.

**Benefit:** You gain a +2 bonus on Constitution checks to sustain sex. Perform (sexual techniques) is always a class skill for you.

***Sexually Open Society [Background]***

You come from an area where sex and sexuality are open and acknowledged aspects of existence. In such a society, clothing is used for ornamentation and allure, not to hide breasts and genitals. Sexual topics are valid and frequent topics for discussion.

**Benefit:** You gain a +2 bonus on all Perform (sexual techniques) checks and sexually oriented Knowledge checks.

**Special:** A character may not take both this and the Sexually Private Society feat.

***Sexually Private Society [Background]***

You come from an area where the act of sex takes place in privacy and society acts as if sex and sexuality don't exist. In such a society, clothing is exceptionally demure. Sexual topics are never discussed and anything possibly construed as licentious is avoided or hidden. In extreme societies, this may even lead to the word "leg" interpreted as a bit scandalous and table legs covered for propriety.

**Benefit:** You receive a +4 bonus on all saving throws against spells with the Sexual descriptor.

**Special:** A character may not take both this and the Sexually Open Society feat.

***Sterile [Sexual]***

Due to a biological quirk from birth or an injury, you are unable to reproduce.

**Benefit:** Though you can have and enjoy sex, you can never get pregnant (if female) or make someone pregnant (if male). If from a species that goes through a period of heat or rut (see Pregnancy and Childbirth in Chapter 1: Love, Sex, & Roleplaying), you do not go into heat.

***Submissive Demeanor [General]***

You possess a demeanor that others find unthreatening or pitiable.

**Prerequisites:** Wisdom 13.





**Benefit:** When targeted by spells or effects, you may make a contested Will save with the caster. If you succeed, the caster considers you unworthy of such attention and chooses another target. This has no effect if there is no other target available, or against area-effect spells.

**Special:** If you fail the Will save by 5 or more, the caster focuses his entire attention on you the following round. You may not willingly choose to fail this save. The benefit ends as soon as you take any sort of hostile action, such as attacking or casting spells.

#### *Tantric [Sexual]*

You can channel sexual energy into genius.

**Benefit:** You gain a +2 enhancement bonus to your Intelligence score after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

**Special:** You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a

maximum potential bonus of +6. Each additional +2 requires an additional 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour to enjoy the Intelligence bonus.

#### *True Submissive [General]*

You are a truly submissive soul, unworthy of attention.

**Prerequisite:** Submissive Demeanor

**Benefit:** Any intelligent creature (those with an Intelligence score of 4 or more) that attempts to directly attack you (even with a targeted spell or spell-like effects) must make an opposed Will save to follow through on the attack. If he fails, the attack is stopped (and the spell wasted). If the opponent succeeds, he may attack normally and doesn't have to make another Will save to attack you for 24 hours.

**Special:** The benefit ends as soon as you attack, make threatening movements (such as casting a spell), or take a move action, although you may still take a 5-foot adjustment.

#### *Utility [General]*

You can channel sexual energy into physical strength.

**Benefit:** You gain a +2 enhancement bonus to Strength after 20 continuous minutes of sex (see Sustaining Sex, page 42). The benefit lasts for 24 hours.

**Special:** You may take this feat multiple times, each one after the first granting an additional +2 enhancement bonus up to a maximum potential bonus of +6. Each additional +2 requires an addition 20 continuous minutes. To gain a +6 bonus for the day, you must have taken this feat three times and had sex for 1 full hour.



Presented here are three base classes suitable for player characters. These follow the same rules for classes and multiclassing found in Chapter 3 of Core Rulebook I.

## Imagist

"What's an im-a-gist?" the little half-orc girl asked, carefully pronouncing each syllable of the new word.

Felosia threw back her head and laughed. "You might as well ask why the sky is blue!"

The girl stared blankly at the feykissed elf.

The girl was her own daughter, the product of an impulsive liaison with a male half-orc. Felosia had her fostered by a temple of Aaluran that welcomed children born of lust or love. The elf hadn't yet told the girl she was her mother.

"Well, suppose you could change the world. (We all can, you know. It's just easier when you're an adult.) What would you do?"

Silence.

"Okay, would you rather make something

better or worse?"

"Better!" the girl said.

"That's just what I do. Can you do cartwheels or somersaults?"

The girl nodded and eagerly showed off her tumbling with more enthusiasm than skill.

"I make the world better. Only, I mostly do it with people. Here, let me show you." Felosia cast cat's grace on the girl. "Now try your cartwheels again."

At last the girl understood. She happily played and tumbled until the spell duration wore off and she grew tired. She sat down beside Felosia. "Why is the sky blue?"

Gifted from birth with natural beauty, imagists parlay their physical attractiveness into potent magic. Like a sorcerer, an imagist's power is inborn. She does not need spellbooks, training, or practice.

Some folklore attributes imagists' power to celestial blood. A few sages claim this to be so. Myth, legend, apocrypha, and canonical writ-



ings are replete with tales of deities copulating with mortals. The forms are varied and mysterious: golden sunbeams, dark shadows, and comely youths. Some find them familiar, as more than one deity has masqueraded as a mortal's spouse to enable them to share the marriage bed.

**Adventure:** Most imagists see adventure as the opportunity to make the world more beautiful. They work to witness for their deity and show a glimpse of divine beauty. Some try to rid the world of evil and ugliness.

**Characteristics:** An imagist draws forth magic from her devotion to her deity and acts as an avatar manifesting divinity on earth.

**Alignment:** Imagists devote themselves to beautifying the world. The nurturing, improving philosophy of the imagist is incompatible with an evil alignment.

**Religion:** In general, imagists revere all deities of beauty and creation. Often, an imagist feels a particularly strong bond with a specific, good-aligned god. Imagists often make pilgrimages to remote areas to display their divine beauty. Many imagists find the ever-changing beauty of Aaluran appealing,

seeing him as the ultimate symbol of attractiveness. Imagists are particularly repulsed by Zanbos, the deity of rape and ugliness and do their utmost to oppose his followers wherever they rear their disgusting heads.

**Background:** From birth, imagists tend to be thought of as attractive, cute babies. By the time they reach adolescence, they're clearly possessed of remarkable physical beauty.

**Races:** Most imagists are fey, feykissed, celestial planetouched, humans, elves, half-elves, or gnomes. Half-orcs and other humanoid or monstrous humanoid races rarely have the physical attractiveness to become imagists.

**Other Classes:** Imagists most enjoy associating with beautiful people. Class and profession are rarely a consideration, beyond seeking to have an effective adventuring party. Anyone who is lovely or has a commitment to making the world more beautiful has much in common with an imagist.

**Role:** The imagist is an excellent leader with a clear sense of vision. She works best in a supporting role with a balanced group of martial, divine, and arcane power. The

Table 3-1: The Imagist

Base							---Spells per Day---									
Class	Attack	Fort	Ref	Will			0	1	2	3	4	5	6	7	8	9
Level	Bonus	Save	Save	Save	Special											
1st	+0	+0	+0	+2	Sanctuary 1/day		5	3	-	-	-	-	-	-	-	-
2nd	+1	+0	+0	+3			6	4	-	-	-	-	-	-	-	-
3rd	+1	+1	+1	+3	Cohort		6	5	-	-	-	-	-	-	-	-
4th	+2	+1	+1	+4	Sanctuary 2/day		6	6	3	-	-	-	-	-	-	-
5th	+2	+1	+1	+4	Inspired smite evil 1/day		6	6	4	-	-	-	-	-	-	-
6th	+3	+2	+2	+5	Bonus feat		6	6	5	3	-	-	-	-	-	-
7th	+3	+2	+2	+5	Sanctuary 3/day		6	6	6	4	-	-	-	-	-	-
8th	+4	+2	+2	+6			6	6	6	5	3	-	-	-	-	-
9th	+4	+3	+3	+6			6	6	6	6	4	-	-	-	-	-
10th	+5	+3	+3	+7	Inspired smite evil 2/day, sanctuary		6	6	6	6	5	3	-	-	-	-
11th	+5	+3	+3	+7			6	6	6	6	6	4	-	-	-	-
12th	+6/+1	+4	+4	+8	Bonus feat		6	6	6	6	6	5	3	-	-	-
13th	+6/+1	+4	+4	+8			6	6	6	6	6	6	4	-	-	-
14th	+7/+2	+4	+4	+9			6	6	6	6	6	6	5	3	-	-
15th	+7/+2	+5	+5	+9	Inspired smite evil 3/day		6	6	6	6	6	6	4	-	-	-
16th	+8/+3	+5	+5	+10			6	6	6	6	6	6	5	3	-	-
17th	+8/+3	+5	+5	+10			6	6	6	6	6	6	6	4	-	-
18th	+9/+4	+6	+6	+11			6	6	6	6	6	6	6	5	3	-
19th	+9/+4	+6	+6	+11			6	6	6	6	6	6	6	5	4	-
20th	+10/+5	+6	+6	+12	Inspired smite evil 4/day		6	6	6	6	6	6	6	5	6	-

imagist specializes in perception, enhancement, and travel magic.

Imagists tend to equate beauty with goodness. They travel, spreading beauty and the awareness of loveliness. Creatures or things that are evil, ugly, or perverted from their nature are abhorrent to an imagist. Undead are an abomination. Worst of all are those that are beautiful but evil, such as succubi.

### *Game Rule Information*

Imagists have the following game statistics.

**Abilities:** Appearance determines how powerful a spell an imagist can cast, how many spells she can cast per day, and how hard those spells are to resist. To cast a spell, an imagist must have an Appearance score of  $10 +$  the spell's level. An imagist gets bonus spells based on Appearance. The Difficulty Class of a saving throw against an imagist's spell is  $10 +$  the spell's level + the imagist's Appearance modifier.

Like arcane spellcasters, an imagist benefits from high Dexterity and Constitution scores.

**Alignment:** Any nonevil.

**Hit Die:** d4.

### *Class Skills*

The imagist's class skills (and the key ability for each skill) are Bluff (App), Concentration (Con), Craft (Int), Diplomacy (App), Heal (Wis), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at 1st Level:**  $(4 + \text{Int modifier}) \times 4$ .

**Skill Points at Each Additional Level:**  $4 + \text{Int modifier}$ .

### *Class Features*

All the following are class features of the imagist.

**Weapon and Armor Proficiency:** Imagists are proficient with the following weapons: dagger, sling, and quarterstaff. They are proficient with light armor and are prohibited from wearing medium or heavy armor. They are proficient with bucklers but may not use any other type of shield.

**Spells:** An imagist casts divine spells that are drawn from the imagist list. She can cast any spell she knows without preparing it

*Table 3-2: Imagist Spells Known*

---Spells Known---

Level	0	1	2	3	4	5	6	7	8	9
1st	4	2	-	-	-	-	-	-	-	-
2nd	5	2	-	-	-	-	-	-	-	-
3rd	5	3	-	-	-	-	-	-	-	-
4th	6	3	1	-	-	-	-	-	-	-
5th	6	4	2	-	-	-	-	-	-	-
6th	7	4	2	1	-	-	-	-	-	-
7th	7	5	3	2	-	-	-	-	-	-
8th	8	5	3	2	1	-	-	-	-	-
9th	8	5	4	3	2	-	-	-	-	-
10th	9	5	4	3	2	1	-	-	-	-
11th	9	5	5	4	3	2	-	-	-	-
12th	9	5	5	4	3	2	1	-	-	-
13th	9	5	5	4	4	3	2	-	-	-
14th	9	5	5	4	4	3	2	1	-	-
15th	9	5	5	4	4	4	3	2	-	-
16th	9	5	5	4	4	4	3	2	1	-
17th	9	5	5	4	4	4	3	3	2	-
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

ahead of time.

To learn or cast a spell, an imagist must have an Appearance score equal to at least  $10 +$  the spell level (App 10 for 0-level spells, App 11 for 1st-level spells, and so forth). The Difficulty Class for a saving throw against an imagist's spell is  $10 +$  the spell level + the imagist's Appearance modifier.

Like other spellcasters, an imagist can cast only a certain number of spells of each level per day. Her base daily spell allotment is given on Table 3-1. In addition, she receives bonus spells per day if she has a high Appearance score.

An imagist begins play knowing four 0-level spells and two 1st-level spells of your choice. At each new imagist level, she gains one or more new spells, as indicated on Table 3-2. (Unlike spells per day, her Appearance score does not affect the number of spells an imagist knows; the numbers on Table 3-2 are fixed.)

Upon reaching 4th level, and at every even-numbered imagist level after that (6th, 8th, and so on), an imagist can choose to learn a new spell in place of one she already knows. In effect, the imagist "loses" the old spell in exchange for the new one. The new spell's



level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level imagist spell the imagist can cast. An imagist may swap only one spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

Unlike a cleric or a wizard, an imagist need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up all her spells per day for that spell level.

**Appearance Modifier:** Starting at 1st level, the imagist uses her Appearance score for the Bluff skill, the Diplomacy skill, and her Leadership score.

**Sanctuary (Su):** At 1st level, the imagist gains the ability to create a sanctuary effect on herself only, otherwise it is identical to the spell. Caster level equals class level. At 4th level, she can produce the effect on herself twice a day and three times per day at 7th level. Upon reaching 10th level, the effect is always active upon the imagist. The save DC is Appearance-based.

**Cohort:** The beauty of the imagist attracts a devoted cohort as if she had the Leadership feat. She uses her Appearance score instead of her Charisma score to determine her Leadership score. She gains a cohort, but no followers from this class ability.

**Bonus Feats:** At 6th and 12th levels, an imagist gains bonus feats. At each such opportunity, she can choose a metamagic feat or one of the following: Animal Affinity, Combat Casting, Dodge, Leadership, Negotiator, Persuasive, Satisfied Glow, or Spell Focus. The imagist must meet all prerequisites for a bonus feat.

**Inspired Smite Evil (Su):** Once per day at 5th level, an imagist can inspire an ally to smite evil as a standard action. On the ally's next melee attack roll (if it is made before the end of the next round), the ally adds the imagist's Appearance modifier (if any) to his attack roll and deals 1 extra point of damage per inspiring imagist level.

For example, a 10th-level imagist with an Appearance modifier of +5 inspires her cohort to smite evil. The next time her ally acts, he makes a melee attack against an evil creature. The cohort has a +5 bonus on his attack roll

and deals an additional +10 points of damage. If the ally does not make a melee attack or if the target is not evil, the smite has no effect, and the imagist's ability is still used up for that day.

At 10th level, and at every five levels thereafter, the imagist may inspire smite evil one additional time per day.

### Elf Imagist Starting Package

**Armor:** Studded leather (+3 AC, armor check penalty -1, speed 30 ft., 20 lb.).

**Weapons:** Quarterstaff (1d6/1d6, crit x2, 4 lb., Medium, bludgeoning).

Longbow (1d8, crit x3, range inc. 100 ft., 3 lb., Medium, piercing).

**Skill Selection:** Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Ability Check Penalty	Armor
Concentration	4	Con	-
Spellcraft	4	Int	-
Heal	4	Wis	-
Diplomacy	4	App	-
Sense Motive	4	App	-
Spot	4	App	-
Bluff	4	App	-
Listen (cc)	2	Wis	-

**Feats:** Pleasing Physique\*.

\* New in this book.

**Gear:** Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Ten torches, map case, three pages of parchment, ink, pen. Spell component pouch. Bag with 10 sling bullets.

**Gold:** 2d4 gp.

### Imagist Spells

Imagist spells focus on curative, divinatory, protective, and travel magic.

**0-Level Spells:** *analyze fertility\*, arcane mark, create water, cure minor wounds, depilatory\*, detect magic, detect poison, detect pregnancy\*, disrupt undead, divine mark\*, guidance, grope\*, know direction, light, mage hand, mending, message, open/close, prestidigitation, purify food and drink, read magic, resistance, virtue.*

**1st-Level Spells:** *animate image\*, bless, calm animals, comprehend languages, cure light wounds, detect evil, detect undead, disguise self, endure elements, entropic shield, expeditious retreat, feather fall, identify, jump, longstrider,*



*mage armor, magic stone, magic weapon, miss\*, mount, protection from evil, sanctuary, shield, shield of faith, unseen servant.*

**2nd-Level Spells:** *aid, align weapon (good only), alter self, augury, bear's endurance, bless weapon, bull's strength, calm emotions, cat's grace, consecrate, continual flame, cure moderate wounds, delay poison, detect disease\*, divine favor, eagle's splendor, fox's cunning, heroism, knock, locate object, make whole, owl's wisdom, pass without trace, peacock's beauty\*, pleasant dreams\*, protection from arrows, remove paralysis, resist energy, restoration, lesser, see invisibility, shield other, silence, status, tongues, zone of truth.*

**3rd-Level Spells:** *analyze ancestry\*, arcane sight, create food and water, cure serious wounds, dispel magic, fly, gaseous form, gentle repose, good hope, halt undead, haste, helping hand, invisibility purge, jealousy\*, keen edge, magic circle against evil, magic vestment, greater magic weapon, phantom steed, prayer, protection from energy, quench, remove curse, remove disease, speak with animals, speak with plants, water breathing, water walk.*

**4th-Level Spells:** *air walk, cure critical wounds, death ward, dimension door, discern lies, divination, divine power, freedom of movement, geas, lesser, globe of invulnerability, lesser, holy sword, imbue with spell ability, locate creature, minor creation, mirror talk, neutralize poison, planar ally, lesser, polymorph, remove curse, restoration, spell immunity, stone shape, stoneskin.*

**5th-Level Spells:** *atonement, baleful polymorph, break enchantment, calm weather\*, commune, commune with nature, cure light wounds, mass, dismissal, dispel evil, disrupting weapon, dream, fabricate, hallow, hedonist's delight\*, life shell\*, major creation, mark of justice, overland flight, passwall, permanency, sanctuary, mass\*, sending, teleport, tree stride.*

**6th-Level Spells:** *analyze dweomer, banishment, contingency, mass cure moderate wounds, greater dispel magic, mass eagle's splendor, find the path, mass fox's cunning, geas/quest, globe of invulnerability, heal, heroes' feast, heroism, greater, legend lore, mass bear's endurance, mass bull's strength, mass cat's grace, owl's wisdom, mass, mass peacock's beauty\*, planar ally, stone tell, mirror walk\*, transport via plants, true form\*, true seeing, undeath to death, wind walk, word of recall.*

**7th-Level Spells:** *arcane sight, greater, come to me\*, cure serious wounds, mass, ethereal jaunt,*

*holy word, limited wish, peace aura\*, phase door, plane shift, regenerate, restoration, greater, simulacrum, spell turning, teleport object, teleport, greater, vision.*

**8th-Level Spells:** *clone, cure critical wounds, mass, discern location, holy aura, iron body, mind blank, moment of prescience, planar ally, greater, polymorph any object, protection from spells, spell immunity, greater, sympathy.*

**9th-Level Spells:** *astral projection, ethereality, foresight, freedom, gate, heal, mass, miracle, refuge, shapechange, teleportation circle, wish.*

## Kundala

A blend of martial prowess and mystical energy, a kundala embarks on a physical and mental journey toward perfection and enlightenment. Their training combines physical discipline and a spiritual quest for understanding of the universe through mastery of their minds and bodies.

**Adventure:** Kundalas often adventure seeking enlightenment. The world is an imperfect place and only through observing and understanding it can one overcome it. A few kundalas travel to spread their wisdom and teachings to others, often seeking to broaden minds and tolerances.

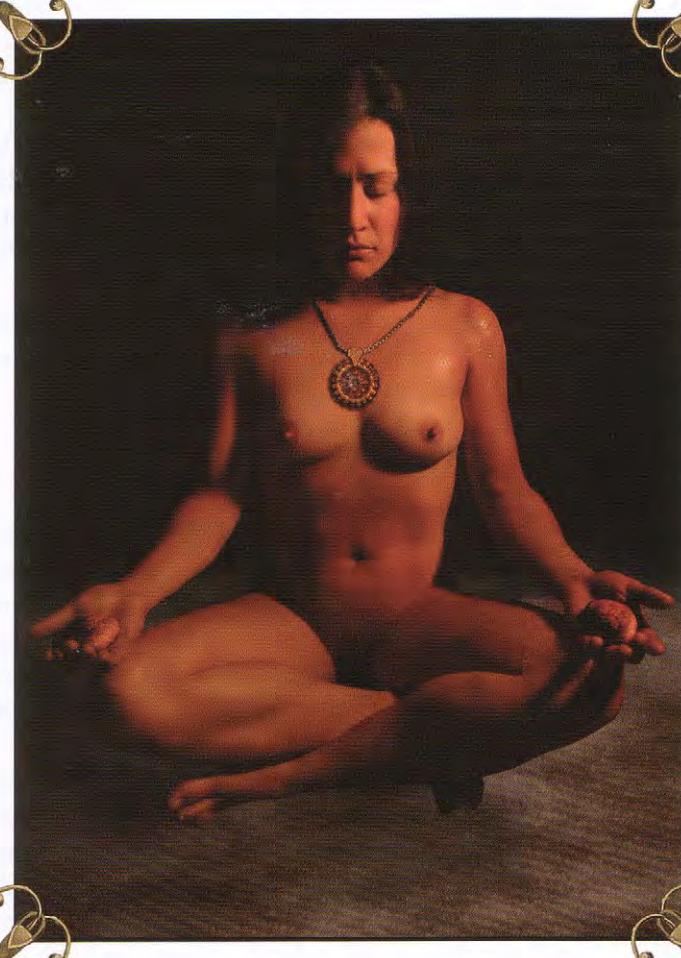
**Characteristics:** Kundalas and monks share many traits including flurry of blows. Characters following the path of mystic kundalini-focused monk gain limited spell-casting abilities at the cost of some of their combat prowess.

**Alignment:** Kundalas require strict self-discipline to pursue their studies and must be of lawful alignment.

**Religion:** Kundalas are rarely devout worshipers of any particular god. Despite their lawful nature, Kundala are turned off by the overly masochistic doctrine of Covelis, the lady of denial—they admire her teachings of restraint and self-discipline, but disagree heartily with her attitudes toward sex.

**Background:** Unlike monks, kundalas don't typically form monasteries that sequester themselves from the world. Instead, they travel, observe, and experience the world first-hand, exposing themselves to its challenges. The few kundalas who wish to settle in an area usually establish a training dojo and make it known that all who seek wisdom are welcome.





**Races:** Human kundalas often begin their training as monks before realizing their calling. Among elves, half-elves, and halflings, kundalas are highly respected. Gnomes have a much easier time understanding kundala training and philosophies than they do monks and monasteries. Half-orcs and felid (see Chapter 6: *Gods & Monsters*) rarely train in the kundala traditions.

**Other Classes:** Kundala get along well with most other classes, as long as the person understands and respects the choice of a sexually focused life. They tend to be closest to tantrists and furthest from monks in attitudes.

**Role:** A kundala is to the monk what the paladin or ranger is to the fighter. He combines unarmed puissance with a smattering of spellcasting ability.

### Game Rule Information

Kundalas have the following game statistics.

**Abilities:** Wisdom enhances a kundala's healing power and special abilities. Dexterity proves very valuable to the unarmored or

lightly armored kundala. A Wisdom score of 14 or higher is required to get access to the most powerful kundala spells, and a score of 11 or higher is required to cast any kundala spells.

**Alignment:** Any lawful.

**Hit Die:** d8.

### Class Skills

The kundala's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), and Swim (Str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at 1st Level:**  $(4 + \text{Int modifier}) \times 4$ .

**Skill Points at Each Additional Level:** 4 + Int modifier.

**Flurry of Blows (Ex):** When unarmored or wearing only light armor, a kundala may strike with a flurry of blows at the expense of accuracy. When doing so, he may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. The resulting modified base attack bonuses are shown in the Flurry of Blows Attack Bonus column on Table 3-3. This penalty applies for 1 round, so it also affects attacks of opportunity the kundala might make before his next action. When a kundala reaches 5th level, the penalty lessens to -1, and at 9th level, it disappears. A kundala must use a full attack action to strike with a flurry of blows.

When using a flurry of blows, a kundala may attack only with unarmed strikes.

When a kundala reaches 11th level, his flurry of blows ability improves. He gets a second extra attack at his full base attack bonus.

**Unarmed Strike:** Kundalas are highly trained in unarmed fighting, giving them a considerable advantage when doing so. At 1st level, a kundala gains Improved Unarmed Strike as a bonus feat. A kundala's attacks may be with either fist interchangeably or even from elbows, knees, and feet. This

Table 3-3: The Kundala

Class Level	Attack Bonus	Base			Special	Flurry of Blows Attack Bonus	Spells Per Day*			
		Fort Save	Ref Save	Will Save			1	2	3	4
1st	+0	+2	+0	+2	Flurry of blows, sexual code of conduct, unarmed strike	-2/-2	-	-	-	-
2nd	+1	+3	+0	+3	Blessings of the wise	-1/-1	-	-	-	-
3rd	+2	+3	+1	+3	Body control	+0/+0	-	-	-	-
4th	+3	+4	+1	+4		+1/+1	0	-	-	-
5th	+3	+4	+1	+4	Purity of body	+2/+2	0	-	-	-
6th	+4	+5	+2	+5		+3/+3	1	-	-	-
7th	+5	+5	+2	+5	Wholeness of body	+4/+4	1	-	-	-
8th	+6/+1	+6	+2	+6	Body manipulation 1/day	+5/+5/+0	1	0	-	-
9th	+6/+1	+6	+3	+6		+6/+6/+1	1	0	-	-
10th	+7/+2	+7	+3	+7	Alternate form 1/day	+7/+7/+2	1	1	-	-
11th	+8/+3	+7	+3	+7		+8/+8/+8/+3	1	1	-	-
12th	+9/+4	+8	+4	+8	Body manipulation 2/day	+9/+9/+9/+4	1	1	0	-
13th	+9/+4	+8	+4	+8	Diamond body	+9/+9/+9/+4	1	1	1	-
14th	+10/+	+9	+4	+9		+10/+10/+10/+5	2	1	1	0
15th	+11/+6/+1	+9	+5	+9	Alternate form 1/day	+11/+11/+11/+6/+1	2	1	1	1
16th	+12/+7/+2	+10	+5	+10	Body manipulation 3/day	+12/+12/+12/+7/+2	2	2	1	1
17th	+12/+7/+2	+10	+5	+10		+12/+12/+12/+7/+2	2	2	2	1
18th	+13/+8/+3	+11	+6	+11		+13/+13/+13/+8/+3	3	2	2	1
19th	+14/+9/+4	+11	+6	+11		+14/+14/+14/+9/+4	3	3	3	2
20th	+15/+10/+5	+12	+6	+12	Alternate form at will, body manipulation 4/day, shapechanger subtype	+15/+15/+15/+10/+5	3	3	3	3

means that a kundala may even make unarmed strikes with his hands full. Off-hand attacks do not exist for a kundala when striking unarmed. A kundala may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually a kundala's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. He has the same choice to deal lethal or nonlethal damage while grappling.

A kundala's unarmed strike is treated both as a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons (such as the *magic fang* and *ghost touch* spells).

A kundala also deals more damage with his unarmed strikes than a normal person would, as shown on the table below.

Level	Small	Medium	Large
1st-3rd	1d4	1d6	1d8
4th-7th	1d6	1d8	2d6
8th-11th	1d8	1d10	2d8
12th-15th	1d10	2d6	3d6
16th-19th	2d6	2d8	3d8
20th	2d8	2d10	4d8

**Sexual Code of Conduct:** Because their spellcasting powers derive from sex, kundalas must be sexual and cannot benefit from feats such as Chaste Life or pursue prestige classes such as the divine celibate.

**Blessings of the Wise (Su):** At 2nd level, a kundala gains a bonus equal to his Wisdom bonus (if any) on all saving throws.

**Body Control (Ex):** A kundala of 3rd level or higher gains a +2 bonus on saving throws against spells and effects from the school of Transmutation, since his studies and introspection give him insights into and better control over his body.

**Spells:** Beginning at 4th level, a kundala

gains the ability to cast a small number of divine spells, which are drawn from the kundala spell list. A kundala must choose and prepare his spells in advance.

To prepare or cast a spell, a kundala must have a Wisdom score equal to at least  $10 +$  the spell level (Wis 11 for 1st-level spells, Wis 12 for 2nd-level spells, and so forth). The Difficulty Class for a saving throw against a kundala's spell is  $10 +$  the spell level + the kundala's Wisdom modifier.

**Purity of Body (Ex):** At 5th level, a kundala gains control over his body's immune system. He gains immunity to all diseases except for supernatural and magical diseases (such as mummy rot and lycanthropy).

**Wholeness of Body (Su):** At 7th level and higher, a kundala can heal his own wounds. He can heal a number of hit points equal to twice his current kundala level each day, and he can spread this healing out among several uses.

**Body Manipulation:** At 8th level, a kundala further masters his physique and gains the ability to boost his physical statistics, gaining a +2 bonus to Strength, Dexterity, and Constitution once per day for a number of rounds equal to  $3 +$  the character's Wisdom modifier.

The increase in Constitution increases the kundala's hit points by 2 points per level, but these hit points go away at the end of the duration when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are).

At 12th level, a kundala can perform body manipulation twice a day, increasing to three times per day at 16th level and four times per day at 20th level.

**Alternate Form (Su):** At 10th level, a kundala can assume any humanoid form of Medium size or smaller as a standard action once per day. This ability functions as a polymorph spell cast on itself at its caster level, except the kundala can only assume the form of a humanoid.

At 15th level, a kundala can use the ability three times per day. Upon reaching 20th level, the kundala can shift into an alternate humanoid or monstrous humanoid form at will.

**Diamond Body (Su):** At 13th level, a kundala is in such firm control of his own metabolism that he gains immunity to

poisons of all kinds.

**Shapechanger Subtype:** Upon reaching 20th level, the kundala fully masters its physical forms, gaining the shapechanger subtype.

### Kundala Spell List

Kundalas practice magic that enhances their own abilities. Many of their spells have (self only) indicating that the kundala can cast it only on himself. Applying these magic insights to others is possible, but more difficult for him. Often, the spell also appears one level higher without the restriction. For these spells, the kundala can cast it on any valid target. Kundalas choose their spells from the following list.

**1st-Level Spells:** *cure light wounds* (self only), *detect chaos*, *detect law*, *endure elements* (self only), *expeditious retreat*, *jump* (self only), *longstrider*, *mage armor* (self only), *protection from chaos*, *resist energy* (self only).

**2nd-Level Spells:** *barkskin* (self only), *bear's endurance* (self only), *bull's strength* (self only), *cat's grace* (self only), *cure light wounds*, *cure moderate wounds* (self only), *darkvision* (self only), *endure elements*, *jump*, *mage armor*, *owl's wisdom*, *resist energy*, *see invisibility*.

**3rd-Level Spells:** *blur* (self only), *cure moderate wounds*, *cure serious wounds* (self only), *magic circle against chaos*, *protection from energy* (self only), *rage* (self only).

**4th-Level Spell:** *blur*, *cure critical wounds* (self only), *cure serious wounds*, *dimensional anchor* (self only), *dispel chaos*, *dispel magic*, *divine power*, *freedom of movement*, *protection from energy*, *rage*, *water breathing* (self only).

### Tantrist

*Hervark kissed Ciara one last time and made sure she saw where he had placed his purse for payment.*

*Egads, she was good at sex. The best lover he had had in a long time. Both talented and fun to spend time with, it was a most satisfying encounter. Flexible and possessed of enough stamina to restore his spent magic. What spells he would weave on the morrow!*

Able to metamorphose sexual energy into magical power, the tantrist practices his art and improves through interacting with other skilled arcane spellcasters. He uses personal

Table 3-4: The Tantrist

Class	Attack	Base				Sexual code of Conduct	---Spells per Day---									
		Fort	Ref	Will			0	1	2	3	4	5	6	7	8	9
1st	+0	+2	+0	+0	Sexual code of Conduct	3	1+1	-	-	-	-	-	-	-	-	-
2nd	+1	+3	+0	+0		4	2+1	-	-	-	-	-	-	-	-	-
3rd	+1	+3	+1	+1		4	2+1	1+1	-	-	-	-	-	-	-	-
4th	+2	+4	+1	+1		5	3+1	2+1	-	-	-	-	-	-	-	-
5th	+2	+4	+1	+1	Bonus feat	5	3+1	2+1	1+1	-	-	-	-	-	-	-
6th	+3	+5	+2	+2		5	3+1	3+1	2+1	-	-	-	-	-	-	-
7th	+3	+5	+2	+2		6	4+1	3+1	2+1	1+1	-	-	-	-	-	-
8th	+4	+6	+2	+2		6	4+1	3+1	3+1	2+1	-	-	-	-	-	-
9th	+4	+6	+3	+3		6	4+1	4+1	3+1	2+1	1+1	-	-	-	-	-
10th	+5	+7	+3	+3	Bonus feat	6	4+1	4+1	3+1	3+1	2+1	-	-	-	-	-
11th	+5	+7	+3	+3		6	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-	-
12th	+6/+1	+8	+4	+4		6	5+1	4+1	4+1	3+1	3+1	2+1	-	-	-	-
13th	+6/+1	+8	+4	+4		6	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-	-
14th	+7/+2	+9	+4	+4		6	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-	-	-
15th	+7/+2	+9	+5	+5	Bonus feat	6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-
16th	+8/+3	+10	+5	+5		6	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-	-
17th	+8/+3	+10	+5	+5		6	5+1	5+1	5+1	4+1	4+1	3+1	2+1	1+1	-	-
18th	+9/+4	+11	+6	+6		6	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	2+1	-
19th	+9/+4	+11	+6	+6		6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	3+1	3+1	-
20th	+10/+5	+12	+6	+6	Bonus feat	6	5+1	5+1	5+1	5+1	5+1	4+1	4+1	4+1	4+1	-

\* In addition to the stated number of spells per day for 1st- through 9th-level spells, a tantrist gets a domain spell for each spell level, starting at 1st. The "+1" on this list represents that. These spells are in addition to any bonus spells for having a high Constitution.

rune scar glyphs as a form of spellbook. Sex powers his magic.

**Adventure:** Tantrists generally adventure for many of the same reasons as sorcerers and wizards, most particularly to improve their magical skills. Some also pursue higher callings including campaigns to promote sexually open societies or oppose sexually restrictive ones. Evil or self-serving, tantrists work to restrict sexual expression to limit others' tantric potential.

**Characteristics:** A tantrist acquires spells through study, practice, and partnerships.

**Alignment:** Tantrists can be of any alignment. The power they create from copulation is neither good nor evil, chaotic nor lawful, though the use to which it is put can be any of these.

**Religion:** Focused on their own bodies and sexual nature, tantrists do not often worship deities, and those that do are drawn towards sex-positive gods, such as Aaluran. They understand the inherent need for beings to find meaning and purpose in their gods, but most glean all they need from their own experience and insight.

**Background:** Sex magic is at the core of a

tantrist's being. Therefore, they don't have the potential to develop their powers until they reach sexual maturity.

Some tantrists happen into their calling, spontaneously developing rudimentary manifestations of the simplest magic. Others must strive for their talent, studying under tantric masters of great repute.

Tantrists need sex to renew their spells. They never take vows of chastity or celibacy. While they may associate with those who do, tantrists always have at least one willing sexual partner as a close associate. More often, they have a cadre of lovers.

**Races:** Tantric spellcasters thrive anywhere where sex is an open, accepted, and integral aspect of society and life. Most of the world is not like that. In societies where sex is not an open topic, where it is a private or even a dirty subject, they are marginalized, regulated, or even outlawed.

**Other Classes:** The tantrist excels at spells that manipulate raw power, creating something out of nothing: evocation spells. They value adventuring with people with physical prowess, heal-

ing spells, and other skills.

**Role:** A tantrist is a potent arcane spellcaster. Skilled at using evocation spells, a tantrist can devastate large numbers of enemies.

### Game Rule Information

Tantrists have the following game statistics.

**Abilities:** Tantric spellcasting comes from a combination of Constitution and Intelligence.

Constitution determines how powerful a spell a tantrist can cast and how many spells she can cast per day. To cast a spell, a tantrist must have a Constitution score of  $10 +$  the spell's level. He receives bonus spells based on Appearance.

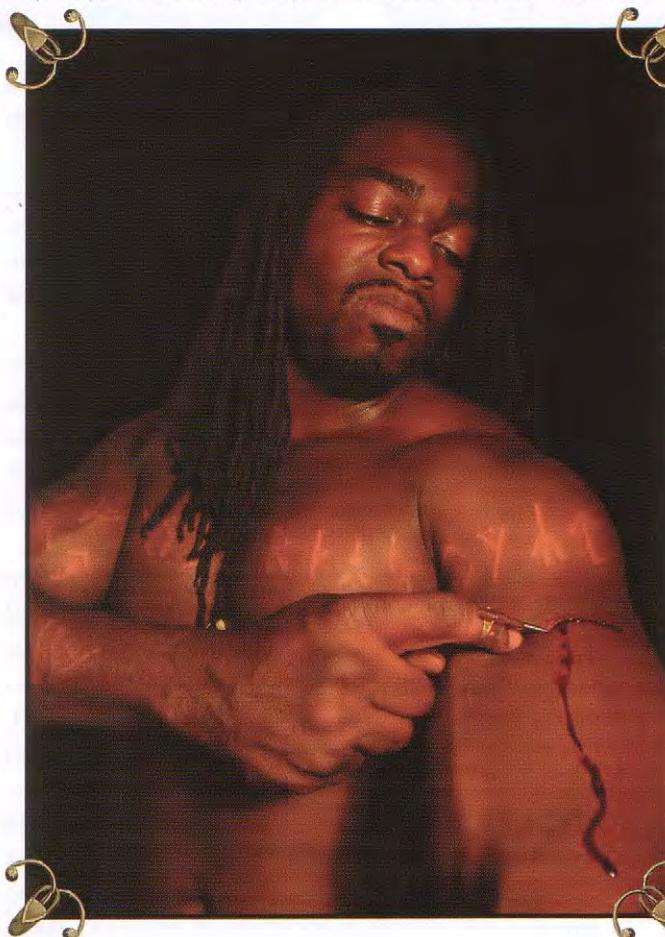
Intelligence determines how and how hard those spells are to resist. The Difficulty Class of a saving throw against a tantrist's spell is  $10 +$  the spell level + the tantrist's Intelligence modifier.

**Alignment:** Any.

**Hit Die:** d4.

### Class Skills

The tantrist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (App), Heal (Wis), Listen (Wis), Perform (Cha), Profession (Wis), Sense



Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at 1st Level:**  $(4 + \text{Int modifier}) \times 4$ .

**Skill Points at Each Additional Level:**  $4 + \text{Int modifier}$ .

### Class Features

All the following are class features of the tantrist.

**Weapon and Armor Proficiency:** Tantrists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor of any type interferes with a tantrist's arcane gestures, which may cause his spells with somatic components to fail.

**Spells:** A tantrist can learn spells from sorcerers, wizards, and other tantrists (except for domain spells).

**Domain Spells:** A tantrist chooses two of the following domains: Body, Knowledge, Perversion, or Pleasure. Each domain gives your tantrist access to a domain spell at each spell level, from 1st level on, as well as a granted power. Your tantrist gets the granted power of both domains selected. With access to two domain spells at a given spell level, a tantrist prepares one or the other each day. If a domain spell is not on the sorcerer/wizard spells list, a tantrist can prepare it only in his domain slot.

**Learning Spells:** Once a tantrist has been shown the basics of the spell, he inscribes it upon his body as a personal rune. It is pale and scarlike, lighter than the tantrist's skin. In this way, his body becomes a living spellbook.

The time required to scarify a rune is identical to that of a wizard scribing a spell in her spellbook. For rules purposes, treat the tantrist's body as a normal spellbook.

**Preparing Tantrist Spells:** A tantrist needs a full night's rest and regains his spells through having sex for an hour. Masturbation does not count as sex for this purpose.

To prepare a spell, a tantrist must have a Constitution score of  $10 +$  the spell's level. Bonus spells are based on Intelligence.

The pale, scarlike rune darkens and looks like a vivid scar when the spell it symbolizes is prepared. When the spell is cast, the rune becomes pale again.

**Caster Level:** Tantrist spells focus on flashy manifestations of power. A tantrist casts all

Evocation school spells at +1 caster level. The power derived from sex does not apply well to Illusion or Necromancy school spells; a tantrist casts those at -1 caster level.

**Sexual Code of Conduct:** Because their powers derive from sex, tantrists must be sexual and cannot benefit from feats such as Chaste Life or pursue prestige classes such as the divine celibate.

**Bonus Feats:** At 5th, 10th, 15th, and 20th level, a tantrist gains a bonus feat. At each such opportunity, he can choose a sexual feat, a metamagic feat, Spell Focus (evocation), Greater Spell Focus (evocation), Spell Penetration, or Greater Spell Penetration. The tantrist must meet all prerequisites for a bonus feat, including caster level minimums.

These bonus feats are in addition to the feat that a character of any class gets every three levels.

**Inscribed Spells:** A tantrist begins play with personal runes of all 0-level sorcerer/wizard spells plus three 1st-level spells of your choice as well as the 1st-level spells of your chosen domains. Bonus spells for high Intelligence scores apply normally.

At each new tantrist level, he gains personal runes of two new spells of any spell level or levels that he can cast (based on his new tantrist level). In addition, at each level where the tantrist gains a new level of spells, she gains personal runes of her chosen domain spells.

## Prestige Classes

The following prestige classes all fit well into a game campaign with sexual themes.

### Disciple of Aaluran

*"You're glowing," said Seshay. Seated beside the pond, the other woman's naked, flawless skin did seem to have a golden hue about it. "It's just the sun," replied Xee. She smiled and leaned closer, their breasts touching slightly. "You're glowing too, you know."*

*They kissed tenderly and sprawled out among their discarded clothing, giggling as Xee grimaced and shoved her sword and a piece of armor from beneath her back. The two entwined, sweating with anticipation and desire. Seshay caressed Xee's skin, marveling at its hue.*

*"I am a seeker of the True Lover," intoned*

*Seshay with her husky voice, kissing along the other woman's neck. "You are a traveler on the road to bliss," she whispered. Her hand sliding playfully along the other woman's belly, a sigh of pleasure escaping her lips. "Together we are more than ourselves . . . we are One."*

*With those words, Seshay, Disciple of Aaluran truly began to glow.*

While almost all good religions espouse love and trust with others, the disciples of Aaluran believe that love and sex are the primary reasons for existence. For them, the physical act of love, as well as enjoying the many pleasures that life has to offer, is prayer, communion, and devotion all rolled in one. They commonly act as "living altars" at the temples of love deities, giving their bodies freely to anyone who wishes to commune with the deities. Despite their attitude of free love, disciples of Aaluran are not prostitutes. For them, the act of lovemaking is reward enough.

As disciples learn the intricacies and art of lovemaking, so too do they grow in power. They come to understand the limits of their bodies and will, and can tap that root of sexual power to fuel magic. As they grow in power, they begin to emit an aura of peace, serenity, love, and lust. Their very presence incites acts of passion in others, and as they increase in their understanding of their bodies, disciples of Aaluran are able to alter their appearance to better please those with whom they make love.

As a result, they are called upon to consecrate marriages and fertility rites by the common folk. Disciples of Aaluran are often persecuted by lawful organizations, which see their rampant promiscuity and inciting behavior as a threat to order and morality.

Disciples of Aaluran are usually clerics dedicated to Aaluran (or another sensually focused deity of love and passion). Wizards and sorcerers may pursue the mysteries of the flesh. Rogues and bards are also likely candidates, drawn to the path of love after they have mastered certain arcane skills. Fighters and rangers are almost never disciples of Aaluran; the former often too interested in inflicting pain and the latter too far removed from the joys of pleasure for the sake of pleasure. Very few instances of paladins or monks



Table 3-5: *The Disciple of Aaluran*

Base							Spellcasting			
Class	Attack	Fort	Ref	Will	Bonus	Save	Save	Save	Special	
1st	+0	+2	+0	+2	Pleasure domain, disguise self	+1 level of existing class				
2nd	+1	+3	+0	+3	Bonus feat	+1 level of existing class				
3rd	+1	+3	+1	+3	Aura of good will	+1 level of existing class				
4th	+2	+4	+1	+4	Bonus feat	+1 level of existing class				
5th	+2	+4	+1	+4	Smoldering glance	+1 level of existing class				

becoming disciples of Aaluran have been reported, as the tenants of free-love go against the discipline of both classes.

**Hit Die:** d8.

### Requirements

To qualify to become a disciple of Aaluran, a character must fulfill all the following criteria.

**Alignment:** Neutral good, chaotic good, neutral, chaotic neutral.

**Skills:** Diplomacy 5 ranks, Perform (sexual techniques) 5 ranks.

**Feats:** Seductive.

**Patron Deity:** Aaluran.

**Special:** The character must willingly give sexual favors to at least a dozen people, without expecting anything in return or taking advantage of them in any way.

### Class Skills

The disciple of Aaluran's class skills (and the key ability for each skill) are Bluff (App or Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Listen (Wis), Perform (sexual techniques) (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the disciple of Aaluran prestige class.

**Weapon and Armor Proficiency:** Disciples of Aaluran gain no additional proficiencies with weapons, armor, or shields.

**Pleasure Domain:** At 1st level, a disciple of Aaluran gains access to the Pleasure domain, and with it the granted power of the domain. Disciples of Aaluran who were once clerics gain a third domain this way and can prepare

their domain spells at each level from the new domain's list if they wish.

If a noncleric divine spellcaster becomes a disciple of Aaluran, each day she can cast one extra spell of each spell level to which she normally has access, but it must be the spell from this domain for that level. All spellcasting disciples of Aaluran gain the granted power of the domain. Nonspellcasters gain no spellcasting ability from this prestige class.

**Disguise Self (Sp):** At 1st level, the disciple of Aaluran can *disguise self* as the spell. She can activate it a number of times equal to her prestige class level. Caster level is equal to prestige class level.

**Bonus Feats:** At 2nd and 4th levels, the disciple of Aaluran gets a bonus feat. A disciple must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. She may choose from Improved Initiative, Kundalani, Seductive, Tantric, or any Metamagic Feat.

**Aura of Good Will (Su):** At 3rd level, the disciple of Aaluran gains the ability to exude a sense of friendliness that others find comforting, although the disciple of Aaluran cannot take hostile actions without breaking this sense of goodwill. This effect is similar to a *sanctuary* spell as if cast by a cleric of the same level as the disciple of Aaluran. She can activate it a number of times equal to her prestige class level.

**Smoldering Glance (Su):** At 5th level, a disciple of Aaluran can cause an irrational sense of lust in another being simply by looking at him. This ability can be used a number of times daily equal to the disciple's Appearance modifier. The disciple of Aaluran can make a gaze attack at a single creature within 30 feet. The creature must make a Will save (DC 10 + the disciple of Aaluran's class level + Charisma modifier) or be utterly capti-

vated. This is a mind-affecting charm.

A captivated victim walks toward the disciple, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, into a lake, and so on.), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the disciple stands there and offers no resistance to any spellcasting or attacks by the disciple. The effect continues for 5 rounds plus a number of rounds equal to the disciple's Charisma modifier.

## *Divine Celibate*

The deity Cevelis calls to those who wish to devote their bodies and minds to purity in her worship. Those who follow her are usually human or elf.

Many divine celibates are paladins. Some rangers chose a chaste life in her service and enjoy the companionship of their unicorn mount. Occasionally, an attractive fighter or rogue may choose the divine celibate's path of purity. Rarely, a sorcerer or bard is moved to become a servant of Cevelis. Spellcasters

rarely pursue the celibate life of divine celibates, even those willing to give up sex in the deity's service usually cannot bear to be parted from their spellcasting progression.

NPC divine celibates live in a wide variety of settings. Larger temples to Cevelis have a few celibates as curates. In addition, they frequently serve as tutors/chaperones/guardians for the children of royal or noble families. Like paladins, they also adventure in the cause of their church.

**Hit Die:** d8.

### *Requirements*

To qualify to become a divine celibate, a character must fulfill the following criteria.

**Alignment:** Any good.

**Base Attack Bonus:** +5.

**Skills:** Knowledge (religion) 4 ranks, Ride 5 ranks.

**Feats:** Mounted Combat, Ride-By Attack.

**Special:** Must worship Cevelis. Must obey the divine celibate's code of chastity.

### *Class Skills*

The divine celibate's class skills (and the key ability for each skill) are Climb (Str),



### The Divine Celibate's Mount

The divine celibate's unicorn mount is a unicorn as described in Core Rulebook III except as noted here.

#### Divine

#### Celibate

#### Bonus Natural Str

#### Level HD Armor Adj. Special

1st	+0	+0	+0	Share spells, empathic link, no home region
2nd	+1	+0	+0	Improved speed
3rd	+2	+1	+0	Celestial template
4th	+3	+2	+1	Damage reduction 5/evil
5th	+4	+3	+2	Greater teleport

#### Divine celibate Level:

The divine celibate's class level. **Bonus HD:** These are extra eight-sided (d8) Hit Dice, each of which gains a Constitution modifier as normal. Remember that extra Hit Dice improve the mount's base attack and base save bonuses. A divine celibate unicorn's base attack bonus is equal to a cleric whose level equals the mount's HD. The mount gains extra skill points and feats for bonus HD.

**Natural Armor:** The number listed here is an improvement to the mount's existing natural armor bonus.

#### Str Adj.:

Add this figure to the unicorn's Strength score.

**Share Spells:** At the divine celibate's option, he may have any spell he casts on himself also affect his unicorn. The unicorn must be within 5 feet. If the spell has a duration other than instantaneous, the spell stops affecting the unicorn if it moves farther than 5 feet away and will not affect the unicorn again even if the mount returns to the divine celibate before the duration expires.

Additionally, the divine celibate may cast a spell with a target of "You" on his mount (as a touch range spell) instead of on himself. The divine celibate and the unicorn can share spells even if the spells normally do not affect magical beasts.

**Empathic Link (Su):** The divine celibate has an empathic link with his unicorn out to a distance of up to one mile. The divine celibate cannot see through the mount's eyes, but they can communicate.

**No Home Region:** A divine celibate's unicorn does not have a specific home region and cannot use greater teleport as other unicorns do.

**Improved Speed (Ex):** The mount's speed increases by 10 feet.

**Celestial Template (Ex):** The divine celibate's unicorn mount gains the celestial template (see Core Rulebook III).

**Damage Reduction (Ex):** The mount ignores damage from most weapons and natural attacks. It gains damage reduction 5/evil. This is in addition to damage reduction granted by the celestial template.

**Greater Teleport (Sp):** When a divine celibate reaches 5th level, his unicorn gains the ability to *greater teleport* once per day as a 13th-level caster.

Concentration (Con), Diplomacy (Cha), Heal (Wis), Intimidate (App or Cha), Jump (Str), Knowledge (religion) (Int), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), and Swim (Str). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the divine celibate prestige class.

**Weapon and Armor Proficiency:** A divine celibate gains no new weapon, armor, or shield proficiencies.

**Spells:** Beginning at 1st level, a divine celibate gains the ability to cast a small number of divine spells. To cast a spell, the divine celibate must have a Charisma score of at least 10 + the spell's level, so a divine celibate with a Charisma of 10 or lower cannot cast these spells. Divine celibate bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the divine celibate's Charisma modifier (if any). When the divine celibate gets 0 spells of a given level, the divine celibate gets only bonus spells. A divine celibate without a bonus spell for that level cannot yet cast a spell of that level. A divine celibate prepares and casts spells just as a cleric does. He may choose any spell off the cleric list or from the Good or Protection domains, though he does not get the granted power of the domains.

**Sex Magic Resistance (Su):** At 1st level, a divine celibate gains a +4 bonus to any saves against magic spells or effects with the Sexual descriptor.

**Unicorn Mount (Su):** At 1st level, a divine celibate gains the service of a unicorn to serve him in his endeavors (see The Divine Celibate's Mount sidebar).

Once per day, the divine celibate may magically call his mount from the celestial realms in which it resides. The mount immediately appears adjacent to the divine celibate and remains for 2



Table 3-6: The Divine Celibate

Base						---Spells Per Day---	
Class	Attack	Fort	Ref	Will	Save		
Level	Bonus				Save	Special	
1st	+1	+2	+0	+2	Unicorn mount, sex magic resistance	1	- -
2nd	+2	+3	+0	+3	Virtuous mind	2	0*
3rd	+3	+3	+1	+3	Virtuous body	3	1 -
4th	+4	+4	+1	+4	Maintaining purity of purpose	3	2 0
5th	+5	+4	+1	+4	Turn evil outsiders, sex magic immunity	3	2 1

\*Provided the divine celibate has sufficient Charisma to have a bonus spell of this level.

hours per level, though it may be dismissed at any time as a free action. The mount is the same creature each time it is summoned. Each time the mount is called, it appears in full health, regardless of any damage it may have suffered previously.

Should the divine celibate's unicorn die, he may not summon another for 30 days (even if the mount is raised from the dead), during which the divine celibate suffers a -1 penalty on attack and damage rolls.

**Virtuous Mind (Ex):** At 2nd level, a divine celibate gains a +2 bonus on Will saves against Enchantment spells or effects because of her mental focus on purity.

**Virtuous Body (Ex):** At 3rd level, a divine celibate gains a +4 bonus on saves against disease or poison.

**Maintaining Purity of Purpose (Su):** Allies within 10 feet of the divine celibate gain a +2 morale bonus on saving throws against enchantment spells.

**Turn Evil Outsiders (Su):** When a divine celibate reaches 5th level, he gains the supernatural ability to turn nonnative evil outsiders. He may use this ability a number of times per day equal to three plus his Charisma modifier. He turns or destroys nonnative evil outsiders (outsiders with Evil and Extraplanar subtypes) as a good cleric of his character level turns undead (see Turn and Rebuke Undead in Core Rulebook I).

**Sex Magic Immunity (Su):** At 5th level, a divine celibate is immune to all magic spells and effects with the Sexual descriptor.

**Code of Chastity:** A divine celibate forswears all carnal pleasures. He may not engage in any sexual act. He loses all special class abilities if he ever willingly commits a carnal act. In such instances, divine celibate's powers can only be restored with an atonement spell (with the caster incurring the XP

cost). Rape or other forms of forced sex (such as being under a dominate person spell) causes him to lose his powers for one month, but the divine celibate's chaste status may be immediately restored with an atonement spell (no XP cost).

**Multiclass Note:** A paladin who becomes a divine celibate may continue advancing as a paladin.

#### Ex-Divine Celibates

A divine celibate who pursues carnal pleasures loses all class features and spells and may not progress in levels as a divine celibate. He regains his abilities if he atones for his violations (see the atonement spell in Core Rulebook I). A divine celibate may be a multiclass character, but faces a special restriction. A divine celibate who gains a new class, or, if already a multiclass character, gains a level in a class other than divine celibate or paladin may never again raise his divine celibate level, though he retains all his divine celibate abilities.

## Dominator

*It's so hard not to fight the ropes-so hard to give in-so hard to feel them not as constricting but as embracing. Look into my eyes and know that you are safe. That you can surrender to me.*

The dominator (in some cultures the male and female are given gender distinguishing titles: dominator for men, dominatrix for women) is an individual who finds satisfaction in reaching into the depths of a person's psyche and finding (some would argue "creating") a desire within them to submit. Dominators are intimately familiar with techniques that causes a being to enter into a mindset of submission including bondage, pain (physical and psychological), humili-



Table 3-7: *The Dominator*

Base							Spellcasting	
Class	Attack	Fort	Ref	Will	Save	Save	Save	Special
Level	Bonus							
1st	+0	+0	+0	+2	Secret of the strict master/mistress			
2nd	+1	+0	+0	+3	Aura of authority +2			
3rd	+1	+1	+1	+3	Dominate person 1/day			
4th	+2	+1	+1	+4	Secret of the harsh master			
5th	+2	+1	+1	+4	Aura of authority +3			
6th	+3	+2	+2	+5	Dominate person 2/day			
7th	+3	+2	+2	+5	Secret of the severe master			
8th	+4	+2	+2	+6	Aura of authority +4			
9th	+4	+3	+3	+6	Dominate person 3/day			
10th	+5	+4	+3	+7	Secret of the cruel master			

tion (public and private), ritualistic behavior, and fetishes. For the dominator, the willing submission and subservience of other intelligent beings is a source of immense satisfaction. Those who do not easily bend to the will of the dominator simply require more intense attention and are all the more satisfying when they finally do succumb.

Clerics, especially those dedicated to harsh, lawful deities, are the most likely characters to become dominators, as well as charismatic wizards and sorcerers who find pleasure in getting others to heed their will. Oddly, monks are common dominators, as their iron will and sense of discipline goes hand in hand with the philosophy of this prestige class. The rare lawful rogue with an intense desire to control others sometimes becomes a dominator. Fighters sometimes become dominators, although most prefer to command others with their fighting skills rather than their will. Rangers and druids are almost never dominators.

Dominators work with others, but make it perfectly clear who is in charge. A dominator may have companions who act more like servants than equals. Except when training a new apprentice, dominators do not work with each other.

**Hit Die:** d8.

### Requirements

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

**Alignment:** Any lawful.

**Base Save Bonus:** Will +4.

**Skills:** Intimidate 8 ranks.

**Feats:** Iron Will, Leadership, Mentor.

**Special:** The dominator must undergo an apprenticeship for 6 months with another dominator, during which he learns the secrets of punishment, bondage, and sadomasochism.

### Class Skills

The dominator's class skills (and the key ability for each skill) are Bluff (App or Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Wis), Heal (Wis), Intimidate (App or Cha), Perform (sexual techniques) (Cha), Profession (Wis), Sense Motive (Wis), Use Rope (Dex). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

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

**Weapon and Armor Proficiency:** Dominators are proficient with daggers and all forms of whips. Dominators gain no proficiency with armor or shields.

**Spellcasting:** A dominator continues training in magic. Thus, when a new dominator level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on).



This means that he adds the level of dominator to the level of some other spellcasting class the character has to determine spells per day and caster level accordingly.

**Secret of the Strict Master/Mistress (Su):** At 1st level, a dominator learns how to temper the chaotic nature in a person and make them more lawful (and therefore, compliant). Once per day, a dominator may perform a ritual of humiliation, control, and dominance over a creature. The creature must be restricted or helpless in some way-tied up, caged, or magically restrained. The ritual takes 8 hours to perform, minus 1 hour per Charisma modifier of the dominator. Once complete, the target must make a Will save ( $DC\ 10 + 1/2\ the\ dominator's\ level + Charisma\ modifier$ ). If successful, the target's alignment shifts one category toward lawful. Both effects last for a number of days equal to the dominator's level. If the target's class is alignment dependent, they could lose their class abilities during that period, possibly requiring an *atone-ment* spell in the case of clerics or paladins.

**Aura of Authority (Ex):** At 2nd level, the dominator begins to exude an air of power that demands respect. He gains a +2 bonus on both Intimidate checks and to Will saves. This ability increases to +3 at 5th level and +4 at 8th level.

**Dominate Person (Sp):** At 3rd level, a dominator can cast *dominate person* once per day. At 6th level, he can cast it twice per day and at 9th level, he can cast it three times per day. The DC is  $14 + the\ dominator's\ Charisma\ modifier$ .

**Secret of the Harsh Master (Su):** At 4th level, the dominator learns the secret of inflicting exquisite pain in others. Once per day, the dominator can make a touch attack against an opponent. If he succeeds, the target is overcome with wracking pains that reduce Dexterity by 2 and impose a -4 penalty on attack rolls and skill and ability checks (Fortitude save negates;  $DC\ 10 + the\ dominator's\ Constitution\ modifier + the\ dominator's\ class\ levels$ ). Both effects last for a number of rounds equal to the dominator's class level.

**Secret of the Severe Master (Su):** At 7th level, the dominator's knowledge of pain

allows him to turn pain and damage that he sustains and passes it on to others. Once per day, when a dominator is dealt damage that causes a loss of hit points, he releases a pulse of pain that affects creatures around it. Every creature within 10 feet of the dominator must make a Fortitude save DC 15 negates. Half the damage that the dominator receives is divided up evenly among each creature that fails the save. This damage loses the "type" associated with it (for example, cold or electricity) and cannot be prevented by abilities that stop those types of damage. The domina-



tor can choose to use this ability after he knows how much damage he receives.

**Secret of the Cruel Master (Su):** At 10th level, the dominator's understanding of pain and punishment are unsurpassed. Once per day, he can make a touch attack that causes ability damage. If the dominator succeeds in the touch attack, he can choose to cause 1d6 points of ability damage to the target's Strength, Dexterity, or Constitution (Fortitude save [DC 20] negates). Alternately, the dominator can choose to channel this ability through a whip, although



the effect is reduced to 1d4 points of ability score damage.

## Fey Enticer

*Come here, my pretty. Were you lost in the woods? Don't worry; I've found you now. You never have to worry about anything else ever again.*

Beautiful and elusive: These words come to mind when one thinks of fey. Even among these lovely creatures, there are paragons of attractiveness and those that epitomize desire.

Fey who seek to enhance their natural spell-like and supernatural abilities become fey enticers. Through devotion to beauty and taking superlative care of themselves, they become even more beautiful.

Many fey in the competitive environments of the Seelie and Unseelie Courts pursue the path of a fey enticer. They feel driven to outshine their peers and be the loveliest of the lovely and most graceful of the gifted.

**Hit Die:** d6.

### Requirements

To qualify to become a fey enticer, a character must fulfill the following criteria.

**Race:** Fey.

**Alignment:** Any nonlawful.

**Skills:** Escape Artist 8 ranks.

### Class Skills

The fey enticer's class skills (and the key ability for each skill) are Bluff (App or Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (App), Escape Artist (Dex), Handle Animal (Wis), Knowledge (nature)

(Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

All the following are class features of the fey enticer prestige class.

**Weapon and Armor Proficiency:** A fey enticer gains no new weapon, armor, or shield proficiencies.

**Enhanced Spell-Like Abilities (Su):** At 1st level, a fey enticer adds +1 to the DC of all her spell-like abilities. At 3rd level, this improves to +2.

**Suggestion (Sp):** The fey enticer can use suggestion, as the spell, a number of times per day equal to her fey enticer level. The DC is Appearance-based.

**Appearance Increase (Ex):** As the fey enticer gains levels in this prestige class, she becomes increasingly more beautiful. At 2nd level, she gains a +1 inherent bonus to her Appearance score. At 4th level, the bonus increases to +2.

**Spellcasting:** At each fey enticer level indicated in Table 3-8, she gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a fey enticer, the player must decide to which class to add the level for purposes of determining spells per day and spells known.

Table 3-8: The Fey Enticer

Base						Spellcasting
Class	Attack	Fort	Ref	Will	Special	
Level	Bonus	Save	Save	Save		
1st	+0	+0	+2	+2	Enhanced spell-like abilities +1, suggestion	
2nd	+1	+0	+3	+3	Appearance increase, enhanced supernatural abilities +1	+1 level of existing class
3rd	+1	+1	+3	+3	Enhanced spell-like abilities +2	
4th	+2	+1	+4	+4	Appearance increase, enhanced supernatural abilities +2	+1 level of existing class
5th	+2	+1	+4	+4	Enticing aura	

**Enhanced Supernatural Abilities (Su):** At 2nd level, a fey enticer adds +1 to the DC of all her supernatural abilities. At 4th level, this improves to +2.

**Enticing Aura (Su):** This ability affects all humanoids and monstrous humanoids within 30 feet of a fey enticer. Those who look directly at a fey enticer must succeed at a Will save or be affected as though by a charm monster spell. Caster level is equal to the fey enticer's Hit Dice. The save DC is Appearance-based. This ability can be turned off and on at will by the fey enticer.

## Frenzied Disciple

*The beat of the drums pulsed like a mad thing, reverberating off the trees that surrounded the revel. The dancers swung around in crazed, yet strangely elegant motions, moving like strange spirits in the light of the enormous bonfire. The merchants sat around the fire, watching the near-naked dancers with a mixture of awe and lust.*

*The leader of the strange band of feral-looking women offered to set up camp next to theirs. In the wilds of the Fell Woods, such an offer was difficult to pass up. The tempo of the drums increased and the dancers whirled at an even more dizzying rate—they began a low-pitched roar, causing the merchants to stop their drinking and gaze in wonder.*

*One of the dancers, a stunning redhead wearing a veil that covered yet revealed her perfect breasts, reached out to the caravan leader. She pulled him into the dance, to the shouts of approval by the drunken men, who raised their tankards in encouragement. The dancers swirled around the merchant captain, who teetered about, laughing and spilling wine. The beat grew faster and faster, when suddenly the shouts of the dancers became a feral scream. They descended upon the drunken captain as a swarm, and began tearing him limb from limb. When finished, they turned their attention to the rest of the men, who had clumsily reached for their weapons. Their dying screams blended with the feral shrieks of the frenzied disciples.*

The whirl of the dance. The pleasure that comes from wine, lovers, and song. The passion that wells up from within and causes destruction, madness, and utter freedom of the soul. These are the mantras of the frenzied

disciple, a person who surrenders herself to the moment of hedonistic urges in order to become one with her deity. The frenzied disciple is the quintessential chaotic being—one that revels in excessive drink, lovemaking, and dance to build an intense, almost unstoppable fury that is directed at everything around her. Frenzied disciples are dedicated to particularly open-minded and irresponsible deities that ask their followers to give up reason and sanity to join "the dance of life." As they dance, frenzied disciples fall into a blood-thirsty trance, grappling anyone nearby and tearing them apart with their bare hands. They have few tenets in life other than live it to the extreme. As a result, frenzied disciples are the sworn enemies of many lawful lands, religions, and deities.

Barbarians, fighters, rogues, and bards are the most likely candidates to become frenzied disciples, reveling in the freedom and lack of responsibility it provides. On occasion, wizards, sorcerers, and clerics who worship chaotic deities become frenzied disciples, augmenting their whirling dances with displays of might and magic.

Frenzied disciples prefer to work, play, and sleep with as many other people as possible. They enjoy banding together with others who live and play hard, as long as they don't follow too many restrictions in life.

Hit Die: d10.

### Requirements

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

**Alignment:** Any chaotic.

**Base Attack Bonus:** +5.

**Feats:** Endurance.

**Skills:** Perform (dance) 4 ranks.

**Special:** Must engage in a revel of drinking, dancing, and sexual pleasure with at least one other frenzied disciple, lasting three consecutive days.

### Class Skills

The frenzied disciple's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Points at Each Level:** 4 + Int modifier.



Table 3-9: The Frenzied Disciple

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Improvised weapons
2nd	+1	+3	+0	+0	Mesmerizing dance
3rd	+2	+3	+1	+1	Claws
4th	+3	+4	+1	+1	
5th	+3	+4	+1	+1	Arousing dance
6th	+4	+5	+2	+2	Fearsome dance
7th	+5	+5	+2	+2	Increased Claw Damage
8th	+6	+6	+2	+2	Ecstatic dance
9th	+6	+6	+3	+3	Rend
10th	+7	+7	+3	+3	Frenzied dance

### Class Features

All the following are class features of the frenzied disciple prestige class.

**Weapon and Armor Proficiency:** Frenzied disciples' are proficient with simple weapons, but gain no proficiency with armor or shields.

**Improvised Weapons (Ex):** At 1st level, a frenzied disciple is able to use anything on hand as a weapon, including tankards, rocks, bottles, and the like. She suffers no penalty on attack rolls while using improvised weapons.

**Dance Abilities:** The frenzied disciple possesses a number of abilities that use dancing to create magical effects. A frenzied disciple can call on these abilities (regardless of how many different dances the character possesses) a total number of times per day equal to the PC's class level, just as a bard uses the bardic music abilities. Unless noted otherwise, treat these dance abilities as you would bardic music abilities.

**Mesmerizing Dance (Su):** At 2nd level, a frenzied disciple can dance in a hypnotic manner that can captivate those that watch for too long. A number of times per day equal to their Charisma modifier, a frenzied disciple may make a full-round action to engage in a spiraling dance. All creatures within 30 feet of the frenzied disciple must make a Will save (DC 10 + class level + Charisma modifier or Appearance modifier), or become fascinated, as the bard's *fascinate* ability. This ability lasts for a number of rounds equal to her class level after she stops dancing. After the initial round to activate this ability, the frenzied disciple is free to perform other standard actions, although her move is reduced by half due to her dancing.

A frenzied disciple may only benefit from one "dance" class ability at a time. If she performs a new dance while under the effects of another type of dance, the old effect immediately ends. She may prolong a current dance, as long as she has remaining uses per day and performs the dance before the current effect ends.

A frenzied disciple cannot use this or the other "dance" class abilities if she is wearing medium or heavier armor or is carrying a medium or heavier load.

**Claws (Ex):** At 3rd level, the frenzied disciples' hands grow long, tough nails, allowing her to make claw attacks, with the damage determined by their size (see below). If the frenzied disciple already has claw attacks, their damage is increased by +2.

Size	Claw Damage
Small	1d3
Medium	1d4
Large	1d6

At 7th level, the damage from the frenzied disciple's claws increases to two dice. For example, a 7th level Medium frenzied disciple deals 2d4 points of damage with her claws.

**Arousing Dance (Su):** At 5th level, a frenzied disciple may dance in a highly provocative manner that makes her extremely desirable. This has the same activation and duration as the mesmerizing dance ability above. During the dance, all creatures within 30 feet of the frenzied disciple must make a Will save (DC 10 + class level + Charisma modifier or Appearance modifier) or be affected by the *seduction* spell.

**Fearsome Dance (Su):** At 6th level, the

frenzied disciple knows how to dance in such a way as to inspire fear and dread in those who watch. This has the same activation as the mesmerizing dance ability above. During the dance and a number of rounds afterward equal to her class level, the frenzied disciple produces a *cause fear* effect with a 30-foot radius.

**Ecstatic Dance (Su):** At 8th level, a frenzied disciple can work herself into a transcendental dance that lets her ignore damage, debilitating effects, and certain supernatural effects. This has the same activation and duration as the mesmerizing dance ability above. Once the dance is complete, the frenzied disciple is immune to all mind-affecting spells or supernatural abilities. In addition, the frenzied disciple acts as if she had the Diehard feat.

**Rend (Ex):** At 9th level, a frenzied disciple who successfully hits with both claw attacks can tear the flesh, leaving terrible wounds. This attack deals an additional 2d4 points of damage.

**Frenzied Dance (Su):** At 10th level, once per day, a frenzied disciple may work herself into a terrible, whirling dance, similar to a barbarian's rage. This has the same activation and duration as the mesmerizing dance ability above. The frenzied disciple gains a +2 bonus to Strength and Constitution and a +1 morale bonus on Will saves, but she takes a -2 penalty to Armor Class. The frenzied disciple is fatigued for the same number of rounds that she was involved in the frenzied dance. This ability does not stack with the barbarian's rage ability—the frenzied disciple must choose one or the other, though it does not count against the number of times per day she may rage.

### Sample Frenzied Disciple

**Menerra:** Female half-elf barbarian 5/frenzied disciple 8; CR 13; Medium humanoid; HD 5d12+15 plus 8d10+24; hp 109; Init +1; Spd 30 ft; AC 17, touch 13, flat-footed 16; Base Atk +11; Grp +14; Atk +15 melee (1d6+4, claw) or +15 melee (1d10+4, +1 greatclub); Full Atk +15/+10/+5 melee (1d6+4, claw) or +15/+10/+5 melee (1d10+4, +1 greatclub); SQ Arousing dance, claws, ecstatic dance, fearsome dance, improved uncanny dodge, improvised weapons, mesmerizing dance, rage

2/day, trap sense +1, uncanny dodge; AL CN; SV Fort +13; Ref +4; Will +3; Str 16, Dex 12, Con 16, Int 8, Wis 10, Cha 16, App 18

**Skills and Feats:** Climb +8, Escape Artist +4, Handle Animal +4, Intimidate +10, Jump +11\*, Listen +3, Perform (dance) +13, Perform (sexual technique) +10\*\*, Spot +4, Survival +4, Swim +5\*; Animal Magnetism, Dodge, Improved Unarmed Strike, Pleasing Physique, Power Attack.

**Possessions:** +1 greatclub, enticing studded leather +1, amulet of mighty fists, lesser headdress of the enticing dancer, boots of striding and springing, 2 potions of bull's strength, 3 potions of cure light wounds, 2 potions of cure moderate wounds, potion of darkvision, 4 elixirs of love, 2 vials of birth shield.

**Arousing Dance (Su):** Menerra may make a full-round action to engage in a spiraling dance. All creatures within 30 feet of her must make a Will save (DC 20), or be affected by the *seduction* spell. Menerra is free to perform other standard actions, although her move is reduced by half due to the dancing.

**Claws (Ex):** Menerra's hands function as claws, dealing 1d6+4 points of damage. She is never considered unarmed.

**Ecstatic Dance (Su):** Menerra may make a full-round action to engage in a spiraling dance. Once the dance is complete, the frenzied disciple is immune to all mind-affecting spells or supernatural abilities. In addition, the frenzied disciple acts as if she had the Diehard feat.

**Fearsome Dance (Su):** Menerra may make a full-round action to engage in a spiraling dance. During the dance and for 8 rounds afterward, Menerra produces a *cause fear* effect with a 30-foot radius. After the initial to activate this ability, Menerra is free to perform other standard actions, although her move is reduced by half due to the dancing.

**Improved Uncanny Dodge (Ex):** Menerra cannot be flanked except by a rogue of at least four levels higher than her.

**Improvised Weapons (Ex):** Menerra suffers no penalty on attack rolls while using improvised weapons.

**Mesmerizing Dance (Su):** Menerra may make a full-round action to engage in a spiraling dance. All creatures within 30 feet of her must make a Will save (DC 20), or become fascinated, lasting 8 rounds after she stops



dancing. After the initial to activate this ability, Menerra is free to perform other standard actions, although her move is reduced by half due to her dancing.

**Rage (Ex):** +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 6 rounds. The following changes are in effect as long as the rage lasts: HD 2d12+8 (21 hp); AC 15, touch 11, flat-footed 14; Base Attack: +13; Grapple +16; Atk +17 melee (1d6+6, claw) or +17 melee (1d10+6, +1 greatclub); Full Atk +17/+12/+7 melee (1d6+6, claw) or +17 melee (1d10+6, +1 greatclub); SV Fort +15, Will +5; Str 20, Con 20

**Trap Sense (Ex):** Menerra has an intuitive sense that alerts her to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks by traps.

**Uncanny Dodge (Ex):** Menerra can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC even when caught flat-footed.

\* Modified for Armor Check penalty

\*\* Pleasing Physique Feat—Constitution modifier for a skill check.

## Harem Protector

*Standing in the darkened corner, Azed looked like a silent mountain, observing the bacchanalian revel before him with dispassionate eyes. Naked figures danced and cavorted all around him, moving like ghosts in the thick haze of incense and other, intoxicating smoke. Throughout the lush marble halls bedecked with satin pillows, lovers rutted in a mass of writhing flesh, their cries of passion mixing with the sultry music provided by blindfolded musicians. His eyes moved across the naked forms before him as couples, triads, and larger groups engaged in a wide variety of sexual*

*positions. They paid him no attention, but he accepted it without qualm—it was his duty to protect, so that others may enjoy themselves.*

Among certain societies, harems and concubines are common, accepted parts of the social fabric. To protect them from unwanted eyes, or even worse, kidnappers who wish to claim the concubines as their own, warriors are charged with their safety. Harem protectors are the elite, mighty warriors who rely on Intimidation as much as their skill with a sword to guard the harem. In order to keep their intents pure, harem protectors are always eunuchs—lacking a sex drive and genitalia, they are not swayed to "sample" the concubines they protect. As they grow in power, harem protectors also become resistant to enchantments, which might be used to distract them from their duties.

Harem protectors are usually trained as fighters or monks before they undergo the procedure to make the harem protectors. A few rogues also undergo the procedure needed to become a harem protector. Even more rare are clerics, sorcerers, and wizards, who can lend powerful magic to augment their physical prowess. Some cases exist where paladins, dedicated to sexual, yet loving, deities, sometimes take the additional burden of becoming a eunuch in order to defend others as a harem protector. Druids and rangers becoming harem protectors is almost unheard of.

As elite guardians, there is typically only one harem protector per harem, often in charge of a number of regular warriors. In wealthy or powerful households, there might be multiple harem protectors, who each command a cadre of regular warriors. In

Table 3-10: The Harem Protector

Class	Base	Fort	Ref	Will
Level	Attack Bonus	Save	Save	Save
1st	+1	+2	+0	+2
2nd	+2	+3	+0	+3
3rd	+3	+3	+1	+3
4th	+4	+4	+1	+4
5th	+5	+4	+1	+4
6th	+6	+5	+2	+5
7th	+7	+5	+2	+5
8th	+8	+6	+2	+6
9th	+9	+6	+3	+6
10th	+10	+7	+3	+7

### Special

- Spurn seduction, vigilance, no sex drive
- Resist enchantments
- Shield other
- Bonus Feat
- Uncanny dodge
- Bonus Feat
- Immunity to enchantments
- Bonus Feat
- Improved uncanny dodge
- Shield harem



instances in which the harem must leave the safety of home, harem protectors sometimes work with almost any other character class, although they are suspicious of paladins, who almost universally disapprove of the harem in the first place.

**Hit Die:** d10.



### Requirements

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

**Alignment:** Any lawful

**Base Attack Bonus:** +5.

**Feats:** Alertness, Sterile.

**Skills:** Intimidate 8 ranks.

### Class Skills

The harem protector's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), and Swim (Str).

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the harem protector prestige class.

**Weapon and Armor Proficiency:** Harem

protectors are proficient with simple and martial weapons. Harem protectors are proficient with all armor and with shields.

**Spurn Seduction (Ex):** At 1st level, a harem protector is immune to any skill checks that attempt sexual seduction or use sexuality to influence his behavior. All opposed skill

checks used in this way against the harem protector automatically fail.

**Eunuch:** Eunuchs have had their genitals removed, and therefore lack any sort of sex drive. They are incapable of attaining an erection, and harem protectors do not gain any benefit from feats that provide bonuses for performing sexual acts, such as Orgone, Kundalini, or Tantric. In addition, they cannot impregnate a female and can only spend 1 rank in Perform

(sexual technique) per level.

**Vigilance (Ex):** Starting at 1st level, a harem protector adds his class level to all Listen and Spot checks.

**Resist Enchantments (Su):** At 2nd level, a harem protector adds his class level to all saving throws against spells and spell-like abilities with the enchantment descriptor.

**Shield Other (Sp):** At 3rd level, a harem protector may cast *shield other* once per day with a caster level equal to the harem protector's class level.

**Uncanny Dodge (Ex):** At 3rd level, a harem protector gains the ability to react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a harem protector already has uncanny dodge from a different class (a harem protec-

tor with at least four levels in rogue, for example), he automatically gains improved uncanny dodge (see below) instead.

**Bonus Feats:** At 4th, 6th, and 8th level, the harem protector gets a bonus feat. The bonus feat must be selected from the following list, and the harem protector must meet all the prerequisites for the feat to select it.

Athletic, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Great Fortitude, Improved Disarm, Improved Grapple, Improved Unarmed Strike, Iron Will, Mobility, Power Attack, Toughness, and Weapon Focus.

**Immunity to Enchantments (Su):** At 7th level, a harem protector is immune to all Enchantment spells and spell-like abilities.

**Improved Uncanny Dodge (Ex):** At 9th level and higher, a harem protector can no longer be flanked; he can react to opponents on opposite sides of him as easily as he can react to a single attacker. This defense denies a rogue the ability to sneak attack the harem protector by flanking him, unless the attacker has at least four more rogue levels than the target has harem protector levels.

If the harem protector already has the uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

**Shield Harem (Sp):** At 10th level, the harem protector may imbue a protective shield once per day to all allied creatures within 30 feet. This effect is as the *shield other* ability above, although the protected creatures gain a +4 deflection bonus to AC and a +4 resistance bonus on saves. This ability is commonly used first thing in the morning in the presence of the harem to be protected, thus bolstering their safety throughout the day.

### Sample Harem Protector

**Azed Lowborn:** Male Human Ftr 5/Harem Protector 5; CR 10; Medium humanoid; HD 10d10+20; hp 74; Init +5; Spd 30 ft. (20 ft. in armor); AC 21, touch 12, flat-footed 19; Base Atk +10; Grp +13; Atk +15 melee (+2 falchion, 2d4+8/18-20) or +12 ranged (dagger, 1d4+3/19-20); Full Atk +15/+10 melee (+2 falchion, 2d4+8/18-20); SQ Spurn seduction,

resistance to enchantments, *shield other*, uncanny dodge; AL LN; SV Fort +11; Ref +4; Will +10; Str 17, Dex 14, Con 13, Int 17, Wis 12, Cha 8, App 13.

**Skills and Feats:** Intimidate +7, Listen +6, Search +2, Sense Motive +5, Spot +3, Swim +2 (-7 in armor); Alertness, Cleave, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion)

**Spurn Seduction (Ex):** Azed is immune to any skill checks that attempt sexual seduction or use sexuality to influence his behavior. All opposed skill checks used in this way against the harem protector automatically fail.

**Vigilance (Ex):** Azed adds his class level to all Listen and Spot checks.

**Resist Enchantments (Su):** Azed adds his class level to all saving throws against enchantment spells and spell-like abilities.

**Shield Other (Sp):** Azed may cast *shield other* once per day as if by a 5th-level cleric.

**Possessions:** +2 falchion, +2 half-plate, 3 daggers, cloak of resistance +1, 2 potions of cure light wounds, 2 potions of blur, potion of bear's strength, potion of enlarge person.

### Knot Binder of Kaladis

Trembling, the couple joined hands and raised them up. The Knot Binder of Kaladis, a kindly looking gnome with a neatly trimmed beard and twinkling eyes, smiled at them and placed his hand on top of theirs. "My children, you have pledged to your families, your village, and to your gods. The great binder himself, Kaladis, now touches you through my own flesh, consummating your decision to join together in union." The smile fell from his face and he gazed at them with a seriousness that caused the couple to sweat. "Do you understand the sanctity and the responsibility that you take by joining together?"

There was an uncomfortable pause before the young man steeled himself and squared his shoulders. "I do, Knot Binder of Kaladis. Before my family, my love, and the great Kaladis himself, I do swear." His bride smiled deeply and closed her eyes. "As do I, Knot Binder of Kaladis."

The stern look on the Knot Binder of Kaladis's face was replaced by a look of peace and joy. "Then by his blessing, I do bind you two together in the eyes of Kaladis. May this union last as long as your love is true." The couple, now legally



Table 3-11: The Knot Binder of Kaladis

Base						
Class	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	
1st	+0	+2	+0	+2	Witness, discern lie	
2nd	+1	+3	+0	+3	Find true love	
3rd	+2	+3	+1	+3	Seek the broken vow	
4th	+3	+4	+1	+4	Zone of Truth	
5th	+3	+4	+1	+4	Inviolable oath	

**Spellcasting**

- +1 level of existing class

*bound, embraced, tears of happiness streaming down their faces.*

Knot binders are the servants of Kaladis, the deity of unions, contracts, and sacred vows. They are universally respected as neutral observers between parties, most often as justices-of-the-peace for marriages, but also as witnesses to the signing of legal documents and any other circumstance that requires an objective third party. In general, a knot binder of Kaladis acts as a representative for any union—heterosexual, homosexual, triad, polygamous—it matters not as long as the vows are taken seriously and with full knowledge of the consequences of being untrue in the eyes of Kaladis, the Keeper of Vows. Knot binders are highly concerned with "solid" bonds, especially those that improve the status of a given family or the production of heirs to rightful titles, lands, and other legacies.

Knot binders can be found in almost any land, sometimes belonging to a community or moving about freely. Knot binders strive to remain objective and outside political, racial, or social entanglements. Despite this, several factions of knot binders have emerged, focusing on the social mores of given societies, resulting in terrible schisms and conflicts between groups, which often pull secular organizations and countries into their conflicts. These schisms occur on various topics of sexuality—some knot binders espouse monogamous, heterosexual pairings, while others believe in polygamy or homosexual unions. Other groups believe in even more unusual marriages and unions.

Almost all knot binders start out as clerics of Kaladis, although paladins and monks are close behind in numbers. Fighters, sorcerers,

and wizards who follow the creed of Kaladis sometimes become knot binders. Because of the alignment restriction, barbarian and bard knot binders are nonexistent and extremely few druids or rogues take on this prestige class.

Knot binders sometimes establish temples dedicated to Kaladis, drawing together clerics and other knot binders into the fold. Otherwise, they may choose to work with other classes (almost always lawful) or alone, forming unions and witnessing contracts wherever it's required.

**Hit Die:** d8.

**Requirements**

To qualify to become a knot binder of Kaladis, a character must fulfill all the following criteria.

**Alignment:** Lawful good, lawful neutral, neutral, or neutral good.

**Base Attack Bonus:** +3.

**Feats:** Negotiator.

**Patron:** Kaladis.

**Skills:** Diplomacy 8 ranks, Sense Motive 2 ranks.

**Special:** Must take a vow to bear witness to any union or contract signing when asked.

**Class Skills**

The knot binder of Kaladis's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

**Class Features**

All the following are class features of the knot binder of Kaladis prestige class.



**Weapon and Armor Proficiency:** Knot binders gain no new proficiencies with any weapons, armor, or shields.

**Spellcasting:** A knot binder of Kaladis continues training in magic. Thus, when a new knot binder of Kaladis level is gained, the character gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This means that he adds the level of knot binder of Kaladis to the level of some other spellcasting class the character has, then determines spells per day and caster level accordingly.

**Witness (Ex):** Except in rare instances, a knot binder of Kaladis is considered a neutral observer with full legal authority to witness unions (marital or otherwise) and contracts. Contracts or vows made in the presence of a knot binder of Kaladis are considered legal and binding in a court of law or when dealing with vows made to deities. Except in utterly lawless or evil and uncaring lands, knot binders enjoy a certain amount of diplomatic immunity. They cannot be held by courts of law without solid evidence that the knot binder of Kaladis has committed a grievous crime. Because of this, knot binders are obliged to follow the laws and customs of the communities they serve—any gross violation of this oath means that he ceases to be a knot binder of Kaladis (see Ex-knot binders below).

**Discern Lie (Sp):** At 1st level, a knot binder of Kaladis may use *discern lie* as the spell at will. The knot binder of Kaladis must still make a concentration check to see if he succeeds.

**Find a Soulmate (Sp):** At 2nd level, a knot binder of Kaladis may cast *find true love* (see page 105) once per day.

**Seek the Broken Vow (Su):** At 3rd level, a knot binder of Kaladis may peer into the heart of a sentient creature to see what vows he has broken. Once per day, as a full-round action, the knot binder of Kaladis may touch a creature, and they make opposed Will saves. On a success, both the knot binder of Kaladis and the creature immediately recognizes all vows, oaths, and contracts, including those made to

themselves as well as with other people or to the deities, that the creature has broken. This flood of insight causes the target creature to be stunned for a number of rounds equal to the Wisdom modifier of the knot binder of Kaladis.

**Zone of Truth (Sp):** At 4th level, a knot binder of Kaladis may cast *zone of truth* three times per day.

**Inviolate Oath (Su):** At 5th level, a knot binder of Kaladis gains the ability to create a mystical bond that requires the contractors to keep their word or suffer serious consequences. Once per day, a knot binder of Kaladis can cast *geas/quest* on all people within 30 feet who make a vow or sign some sort of contract. This can be a pledge to marriage, a legal contract, or a vow of some kind. Once the vow or ritual is complete, the subjects must make a Will save (DC 10 + Charisma modifier + class level of the knot binder of Kaladis). If one of the contractors ever willingly breaks the rules outlined, they are subject to a *geas/quest* spell until they return back to the proscribed behavior. This effect also ends if the contract is fulfilled or reaches a given period outlined in the contract or vow.

### Ex-Knot Binders

A knot binder of Kaladis who ceases to be lawful neutral or lawful good, willfully commits a chaotic act, or seriously violates the oath he took to Kaladis loses all knot binder of Kaladis special abilities and spells. He may not progress farther in levels of knot binder of Kaladis. The ex-knot binder of Kaladis may regain his abilities if he atones for his crimes (as per the *atonement* spell).

### Sample Knot Binder of Kaladis

**Shem:** Male Gnome Clr 7/knot binder of Kaladis 4; CR 11; Small humanoid; HD 11d8; hp 44; Init +1; Spd 15 ft.; AC 20, touch 13, flat-footed 19; Base Atk +8; Grp +7; Atk +8 melee (+1 light mace, 1d4) or +11 ranged (masterwork light crossbow, 1d6/19-20); Full Atk +8/+3 melee (+1 light mace, 1d4) or +11/+6 (masterwork light crossbow, 1d6/19-20; SA turn undead 7/day; SQ Low-light, vision, diplomatic immunity, *discern lies*, witness, *zone of truth*; AL LG; SV Fort +9; Ref +4, Will +13; Str 8, Dex 12, Con 10, Int 14, Wis 18, Cha

16, App 13

**Skills and Feats:** Concentration +3, Craft (alchemy) +6, Craft (goldsmith) +4, Diplomacy +19, Heal +10, Knowledge (arcana) +7, Knowledge (history) +7, Knowledge (religion) +7, Listen +6, Sense Motive +15, Spellcraft +9; Brew Potion, Negotiator, Scribe Scroll, Skill Focus (Diplomacy).

**Discern Lie (Sp):** Shem may cast *discern lie* at will, although he must still make Concentration checks.

**Find a Soulmate(Sp):** Shem may cast *find true love* once per day.

**Seek the Broken Vow (Su):** Once per day, Shem may touch a creature, and both make opposed Will saves. On a success, he and the creature immediately recognizes all vows, oaths, and contracts, including those made to themselves as well as with other people or to the deities, that the creature has broken. The creature is stunned for a number of rounds equal to the Wisdom modifier of the knot binder of Kaladis by this revelation.

**Turn Undead (Su):** Shem may turn undead as a 7th-level cleric 7 times per day. He gains a +2 bonus on turning undead attempts.

**Witness:** Shem is considered a legally binding witness to any oath, contract, marriage, or vow made in his presence.

**Zone of Truth (Sp):** Shem may cast *zone of truth* three times per day as an 11th level cleric.

**Cleric Spells Prepared** (3/2/1/1; save DC 18 + spell level): 0-*analyze fertility*\*\*, *cure minor wounds*, *detect magic*, *mending*, *read magic*, *resistance*; 1st-*bless*, *comprehend languages*, *cure light wounds*, *detect evil*, *remove fear*, *sanctuary*\*, *shield faith*; 2nd-*augury*, *calm emotions*\*, *cure moderate wounds*, *lesser restoration*, *mantle of love*\*\*, *shield other*; 3rd-*daylight*, *liar's curse*, *prayer*, *protection from energy*\*, *remove curse*, *remove disease*; 4th-*blessed seed*\*\*, *cure critical wounds*, *lifebond*\*\*, *mind to mind*\*\*, *order's wrath*\*; 5th-*mark of justice*, *mass sanctuary*, *spell resistance*\*; 6th-*antimagic field*\*, *geas/quest*.

\* Domain spell. Deity: Kaladis. Domains: Law (cast law spells at +1 caster level), Protection (protective ward grants +10 resistance bonus next save, 1/day).

\*\* New spell in this book.

**Possessions:** +1 light mace, masterwork light crossbow, 20 masterwork bolts, +2

breastplate, cloak of charisma +2, periapt of wisdom +2, ring of protection +1, 2 elixirs of love, 2 potions of sanctuary, potion of eagle's splendor, potion of owl's wisdom, potion of cure serious wounds, potion of fly, scroll of dispel magic, scroll of break enchantment, 2 scrolls of shield of faith, 2 scrolls of detect chaos, scroll of bear's endurance, scroll of status, wand of cure light wounds, masterwork condom, backpack, silver holy symbol.

## Metaphysical Spellshaper

You merely cast spells—I interact with a spell. It's the difference between masturbation and making love.

The metaphysical spellshaper specializes in mastery of metamagic feats. Though it comes with a cost, a spellshaper can spontaneously alter spells he has prepared or spells he knows. He can even push spells to heights undreamed of by his peers.

Spellcasters serious about the study of magic and the perfection of it as an art pursue the path of a metaphysical spellshaper. Most are wizards, but many sorcerers and some clerics also delve into metamagic secrets.

NPC metaphysical spellshapers tend to have status in magic-focused guilds and are often highly regarded for their knowledge and skill.

**Hit Die:** d4.

### Requirements

To qualify to become a metaphysical spellshaper, a character must fulfill the following criteria.

**Skills:** Craft (sculpting or weaving) 3 ranks, Knowledge (arcana) 5 ranks, Spellcraft 5 ranks.

**Feats:** Any two Metamagic Feats.

**Spells:** Ability to cast 3rd-level spells.

### Class Skills

The metaphysical spellshaper's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

## Class Features

All the following are class features of the metaphysical spellshaper prestige class.

**Weapon and Armor Proficiency:** A metaphysical spellshaper gains no new weapon, armor, or shield proficiencies.

**Spellcasting:** A metaphysical spellshaper continues training in magic. Thus, when a new metaphysical spellshaper level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before he added the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). This means that he adds the level of metaphysical spellshaper to the level of some other spellcasting class the character has to determine spells per day and caster level accordingly.

### Metamagic Manipulation (Su):

At 1st level, a metaphysical spellshaper gains the ability to cast metamagic spells spontaneously by taking ability damage instead of increasing the level of the spell.

The metaphysical spellshaper takes one point of ability damage for each spell level by which he is increasing the spell through metamagic. He chooses which of his ability scores to damage. All damage from a casting of a spell must go to the same ability.

In this manner, the metamagic manipulation can increase a spell's level beyond the caster's normal capabilities. The caster must



still have a sufficient ability score to cast a spell of the level to which metamagic enhanced it.

For instance, Larpurl is a human 6th-level wizard and 1st-level metaphysical spellshaper. He has the metamagic feats *Enlarge Spell* and *Maximize Spell*. With a caster level of 7th, he can cast up to 4th level spells. Though he knows *fireball*, he is not of sufficient level to cast a maximized *fireball*, which would make it a 7th-level spell. However, as a metaphysical spellshaper with metamagic manipulation, he can cast a maximized *fireball*

Table 3-12: The Metaphysical Spellshaper

Base					
Class	Attack	Fort	Ref	Will	
Level	Bonus	Save	Save	Save	Special
1st	+0	+0	+0	+2	Metaphysical metamagic
2nd	+1	+0	+0	+3	Bonus metamagic feat
3rd	+1	+1	+1	+3	Metamagic mastery

### Spellcasting

- +1 level of existing class
- +1 level of existing class
- +1 level of existing class

by taking 3 points of ability damage to a single ability of his choosing. He has a 17 Intelligence, which enables him to cast a 7th-level spell.

Ability damage taken from metamagic manipulation is resistant to magical restoratives. A character attempting to cast a spell that restores ability damage (such as *lesser restoration*) lost by metamagic manipulation must succeed on a DC 20 caster level check, or the spell has no effect on the injured metaphysical spellshaper. Ability damage returns at the normal rate with rest and time. The exception to this is the sexual healing ability of the sacred prostitute (see below).

A spell cast in this manner requires more time. If the spell's normal casting time is 1 action, casting a metamagically manipulated spell is a full-round action. For a spell with a longer casting time, it takes an extra full-round action to cast the spell.

**Bonus Metamagic Feat:** At 2nd level, a metaphysical spellshaper gets a bonus metamagic feat.

**Metamagic Mastery:** At 3rd level, the metaphysical spellshaper reduces the final spell-level slot required by metamagic feats by one (to a minimum of one). This applies to all metamagic feats applied to a spell. For instance, a maximized spell with metamagic mastery uses a spell slot two levels higher than the spell's original level, rather than three. A maximized, widened spell uses a slot five levels higher than the spell's original level, rather than six. This benefits both traditionally metamagic spells and those cast with metamagic manipulation.

### Sample Metaphysical Spellshaper

**Larpurl:** Male human wizard 6/metaphysical spellshaper 1; CR 7; Medium humanoid; HD 7d4+7; hp 26; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d4/19-20, dagger); Full Atk +3 melee (1d4/19-20, dagger); SQ empathic link, metamagic manipulation, owl familiar, share spells; AL N; SV Fort +3; Ref +4, Will +8; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8, App 13.

**Skills and Feats:** Concentration +7, Craft (sculpting) +8, Knowledge (arcana) 10, Listen +3, Spellcraft 12, Spot +3 (+6 in areas of shadowy illumination); Alertness, Enlarge Spell,

Eschew Materials, Heighten Spell, Maximize Spell, Still Spell.

**Empathic Link (Su):** Larpurl can communicate telepathically with his familiar, Goldeye, at a distance of up to 1 mile. He has the same connection to an item or a place that his familiar does.

### Metamagic Manipulation:

Larpurl has the ability to cast metamagic spells spontaneously by taking ability damage instead of increasing the level of the spell.

Larpurl takes one point of ability damage for each spell level by which he is increasing the spell through metamagic. He chooses which of his ability scores to damage. All damage from a casting of a spell must go to the same ability.

**Goldeye, Owl Familiar:** Goldeye grants Larpurl a +3 bonus on Spot checks in areas of shadowy illumination. It also grants Alertness as long as it is within 5 feet. The familiar uses the better of its own and its master's base save bonuses. The creature's abilities and characteristics are summarized below.

**Wizard Spells Prepared (4/5/4/4/2; save DC 13 + spell level):** 0-detect magic, depilatory\*, light, resistance; 1st-charm person, mage armor (2), magic missile (2); 2nd-blindness/deafness, daze monster, invisibility, web; 3rd-fireball (2), fly, hold person; 4th-mind to mind\*, orgasmic

### Goldeye

**Tiny Owl Familiar:** CR ; Tiny magical beast; HD 7; hp 13; Init +3, Spd 10 ft., fly 40 ft. (average); AC 20, touch 15, flat-footed 17; Base Atk +3; Grp -2; Atk +6 melee (1d4-3 talons); Full Atk +6 melee (1d4-3 talons); Space/Reach 2-1/2 ft./0 ft.; SQ deliver touch spells, improved evasion, low-light vision, speak with master; AL N; SV Fort +2, Ref +5, Will +7; Str 4, Dex 17, Con 10, Int 8, Wis 14, Cha 4, App 7.

**Skills and Feats:** Concentration +6, Craft (sculpting) +3, Knowledge (arcana) 8, Listen +14, Move Silently +17, Spellcraft 8, Spot +6 (+10 in areas of shadowy illumination); Weapon Finesse.

**Improved Evasion (Ex):** When subjected to an attack that normally allows a Reflex saving throw half, this creature takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

**Share Spells (Su):** Larpurl may have any spell he casts on himself also affect his familiar if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on Goldeye.

vibrations\*.

**Spellbook:** 0-acid splash, arcane mark, dancing lights, daze, depilatory\*, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st-charm person, color spray, mage armor, magic missile, ray of enfeeblement, unseen servant; 2nd-blindness/deafness, daze monster, invisibility, web; 3rd-fireball, fly, hold person, lightning bolt, slow; 4th-mind to mind\*, orgasmic vibrations\*.

\* New spell in this book.

**Possessions:** Ring of protection +1, headband of intellect +2, pearl of power (1st-level spell), potion of cure light wounds, 150 gp.

## Pierced Mystic

The needle pierced Kadrax's foreskin with practiced ease, causing a ripple of pain intermingled with orgasmic pleasure throughout his body. Memories of the past flashed through his mind as he reached over to the altar, picking up an exquisite platinum ring. He remembered his mentor, a stern, but amazingly talented piercer who first showed him the delicate art of skin and needle. The needle flashed in the candlelight as he pulled it out, and he watched as blood welted up from the hole. He smiled at how she laughed and scolded him at the shock of his first piercing. "If you draw it too quickly," she would remind him, "you can

cause more harm than good. Be confident and sure, as if it were the most natural thing in the world. You must strive to make me proud."

With a voice quivering with excitement as he spoke the arcane words required for the ritual, Kadrax threaded the ring through the hole he had just made. The pain of piercing was replaced by a surge of power as the magic of the piercing flowed into him. His penis was now erect with pleasure, causing the newly placed ring to stand up, glowing slightly with eldritch might. "Oh, my teacher!" Kadrax laughed. "You would be very proud at how far I have come."

Sages have long speculated that the skin courses with energy. Pierced mystics know

### Piercing Locations

Dozens of locations on the body can be pierced. Here's a list of some of the more common piercings and their locations. Please remember that piercings should be done only by certified piercing professionals using sterile equipment—do not attempt a piercing at home!

**Ear:** Tragus (the rounded protrusion nearest the face); lobe; outer edge (rim); shell or conch (inner surfaces).

**Nose:** Nostril; septum (between front and rear center cartilage).

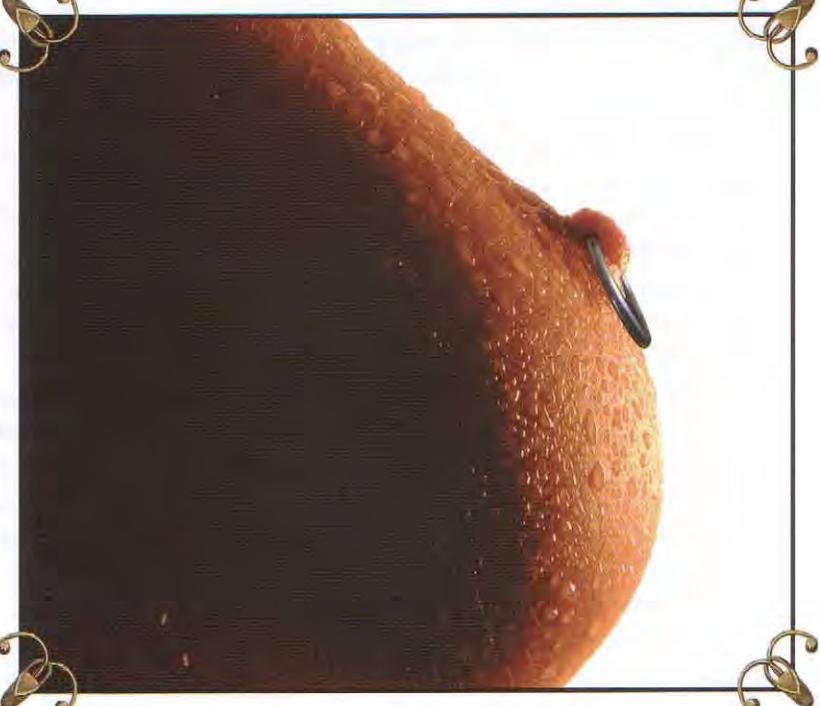
**Face/Neck:** Eyebrow; bridge of nose; lip; labret (indentation between lip and chin); Madonna (upper lip with a labret stud); cheek; Madison (base of throat); Vampire's Kiss (side of neck); back of neck.

**Body:** Nipples, navel.

**Extremities:** Webbing between thumb and fingers, or between fingers; Surfer (web between toes).

**Female Genital Piercings:** Clitoris (horizontal or vertical); clitoral hood (horizontal or vertical); inner and outer labia; Taint (between vagina and anus); Fourchette (back edge of vaginal opening); Triangle (beneath clitoris).

**Male Genital Piercings:** Prince Albert (P.A.) (base of head, through urethra); Reverse P.A./ Queen Victoria (center top of head through urethra); Apadravya (vertically through head); Ampallang (horizontally through head); Frenum/Lorum (horizontal base of head or along shaft); Hafada (scrotum); Guiche (between scrotum and anus); Foreskin; Dydoe (through ridge of circumcised head).



*Table 3-13: The Pierced Mystic*

Class	Base	Fort	Ref	Will
Level	Attack Bonus	Save	Save	Save
1 <sup>st</sup>	+0	+2	+0	+2
2 <sup>nd</sup>	+1	+3	+0	+3
3 <sup>rd</sup>	+2	+3	+1	+3
4 <sup>th</sup>	+3	+4	+1	+4
5 <sup>th</sup>	+3	+4	+1	+4

**Special**

- Imbue piercing I, +1 caster level
- Pierce other, +1 caster level
- Imbue piercing II, +1 caster level
- Additional body slot, +1 caster level
- Imbue piercing III, +1 caster level

how to harness this energy, tapping into it through the use of piercings—needles, rings, and other adornments that free this energy for magical purposes. To pierced mystics, the very act of piercing the skin is a transcendental moment, and decorating the body with jewelry is a way to feel the body's power and to express his individuality to the rest of the world.

In some cultures, piercings are an important part of a person's identity and pierced mystics tend to be both charismatic and sexy individuals that enjoy the looks of shock or appreciation that their piercings cause.

Pierced mystics commonly begin as sorcerers, wizards, or clerics, although any spell-casting class may attain this prestige class.

Pierced mystics may choose to adventure alone, using their magic and knowledge of their body to help them survive or travel with others to lend their power to their allies.

**Hit Die:** d4.

**Requirements**

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

**Base Attack Bonus:** +2.

**Feats:** Great Fortitude.

**Skills:** Profession (piercer) 8 ranks, Heal 4 ranks.

**Special:** Must be able to cast divine or arcane spells.

**Class Skills**

The mystic piercer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Profession (Wis), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

**Class Features**

All the following are class features of the mystic piercer prestige class.

**Weapon and Armor Proficiency:** Pierced mystics gain no new proficiencies with any weapons, armor, or shields.

**Imbue Piercing I (Su):** Pierced mystics gain their abilities from the specific placement of specially crafted jewelry that is pierced into various places on their body. While a pierced mystic typically has dozens of mundane piercings, he gains the ability to create special piercings through a unique ritual that imbues them with magical powers.

A pierced mystic may imbue a single piercing with one spell that she knows. She may cast this spell as normal once per day, must use all the components for that spell, and must spend XP if the spell requires it.

Each imbued piercing takes up a body slot like a regular magic item. This spell's "affinity" must correspond to the appropriate body slot, as regular magic items (see Core Rulebook II). See the list below for which body slot a particular piercing takes up.

Body Slot	Piercing Location
Headband, helmet	Outer ear, back of neck
Phylactery	Bridge of nose
Eye lenses, goggles	Eyebrow
Shirt	Nipples
Vest, vestment	Bellybutton
Hat	Tongue, ears
Belt	Penis, vagina
Boots	Webbing between toes
Gloves	Webbing between fingers

All piercings are magical and the abilities bestowed are supernatural abilities. Unless the effect of a piercing is continuous, activating a piercing is a move action that can be combined with a regular move and does not provoke an attack of opportunity. Imbued piercings that are removed lose their enchantments.

**Pierce Other (Su):** At 2nd level, the pierced mystic may give another creature a piercing

that provides temporary magical effects. This piercing mimics the effect of the *imbue with spell ability* spell, in all ways except that the ability lasts for a number of uses equal to the pierced mystic's class level. A creature may have only one such piercing on their body at a given time and once the magic is exhausted, may never wear an imbued piercing in that slot again. This piercing takes up a body slot as described in *imbue piercing I*.

**Imbue Piercing II (Su):** As *imbue piercing I*, but the pierced mystic may cast from an already imbued piercing twice per day or may pierce an additional location as *imbue piercing I*.

**Additional Body Slot (Ex):** At 4th level, the pierced mystic's connection with her own body lets her wear a magic item in the same body slot as a piercing that she possesses. For example, a pierced mystic with an eyebrow piercing may also wear a pair of goggles or eye lenses.

**Imbue Piercing III (Su):** As *imbue piercing I*, but the pierced mystic may increase the times per day from an already imbued piercing by 1 or may pierce an additional location as *imbue piercing I*.

## Rake

*Katrina adjusted her hair in the mirror, aware that the eyes of the manor lord were playing across her back. Slowly she shifted her shoulder letting the back of her dress drop just a little lower, revealing the subtlest of curves. She listened intently for the sound of the lord's breath revealing that he had noticed and that she had captured his attention fully.*

The rogue takes what she wants through stealth and deception. The bard gets what she wants through telling wonderful stories and slippery lies. The rake gets what she wants through sex—both the act and the suggestion that it may come. A master of the art of subtle innuendo, suggestive body language, sexual prowess, and unmistakable appeal, the rake uses her talents to lure the unsuspecting and naïve to bed, then steals them blind or picks their mind for the secrets hidden inside.

As their understanding of how sex, body language, and the social expectations of sexuality grows, so too does the power of the rake

increases. The first thing learned is how to gain the attention of a target. Soon, the rake learns how to loosen the tongue of her target and keep his mind elsewhere while she does what she wants. At the highest levels, the rake's raw sexuality can bring a person literally to his knees; he does whatever it takes to be with her. The rake also learns how to strike a target when he is least able to defend himself.

Bards and rogues are the most likely classes to become rakes, as their line of work goes hand-in-hand with the intricacies and subtleties of the art of seduction, as well as clerics who worship deities of love and sexuality. Fighters and rangers, especially those with a healthy sense of their own sexuality, sometimes become rakes. Sorcerers and wizards who become rakes are not unheard of. Druids who become rakes are much more rare, as their idea of sex focuses on procreation, not the social implications. Barbarians and monks almost never become rakes: the former lacks the subtlety while the latter shuns the pleasures of flirting and innuendo.

Rakes prefer to work alone, since they consider partners and allies competition for the target's attention.

**Hit Die:** d6.

## Requirements

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

**Skills:** Bluff 8 ranks, Diplomacy 8 ranks, Intimidate 8 ranks.

**Feat:** Seductive.

**Special:** The character must successfully seduce no fewer than five people for the sole purpose of getting something in return, such as theft, gaining information, or distracting them while companions slip past.

## Class Skills

The rake's class skills (and the key ability for each skill) are Appraise (Int), Bluff (App or Cha), Craft (Int), Diplomacy (Cha), Disguise (App), Forgery (Int), Gather Information (App or Cha), Intimidate (App or Cha), Listen (Wis), Knowledge (any) (Int), Move Silently (Dex), Perform (sexual techniques) (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.



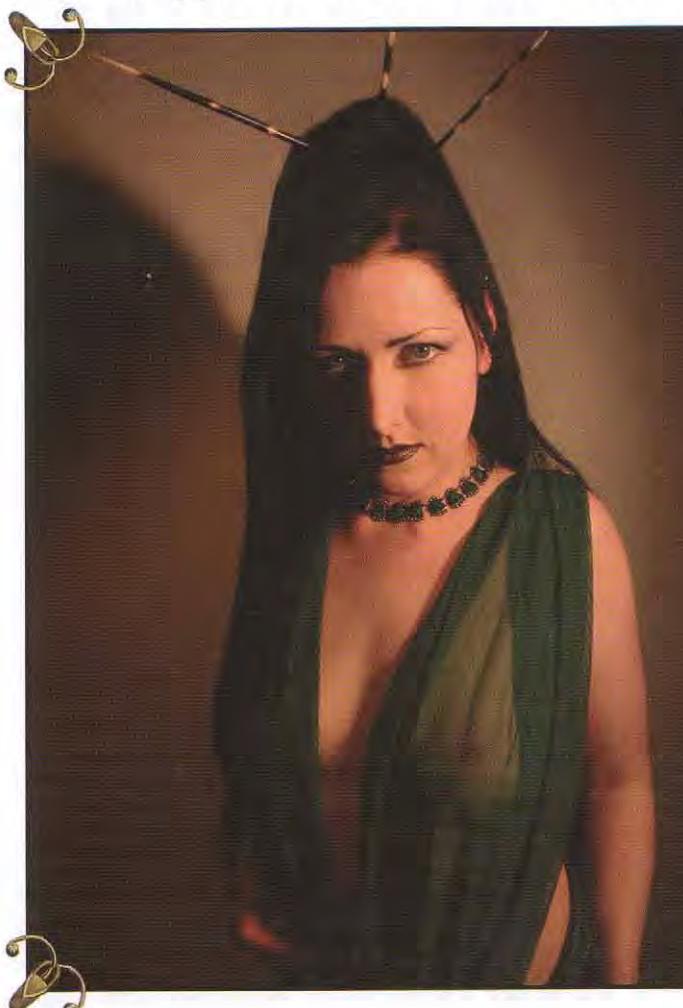
**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

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

**Weapon and Armor Proficiency:** Rakes gain no new proficiencies with any weapons, armor, or shields.

**Seduction (Sp):** At 1st level, a rake can use suggestive comments and body language to produce an effect similar to the bard's *fascinate* ability. The creature to be seduced must be able to see and hear the rake and must be within 30 feet. The rake must also see the creature. The creature must be able to pay attention to the rake. The distraction of a nearby combat or other dangers prevents the ability from working. The rake makes a Charisma check and the target can negate the effect with a Will saving throw equal to or greater than the rake's check result. If the save succeeds, the rake cannot attempt to seduce that creature again for 24 hours. If the save fails, the creature approaches but does not attack—he



does all he can to have sex with the rake.

While seduced, the target's Spot and Listen checks suffer a -4 penalty. Any potential threat (such as an ally of the rake moving behind the seduced creature) allows the seduced creature a second saving throw against a new Charisma check result. Any obvious threat, such as casting a spell, drawing a weapon, or aiming breaks the seduction effect.

While seducing (or attempting to seduce) a creature, the rake must concentrate, as if casting or maintaining a spell. Seducing is a spell-like, mind-affecting charm ability. This ability only works on the same creature type as the rake (for example, a humanoid rake could attempt this on any other humanoid creature, but not a monstrous humanoid). If a rake has the fascinate ability of the bard, these two can be combined, granting a +2 circumstance bonus on Perform checks if used as the bard's ability.

**Seductive Art (Ex):** At 2nd level, a rake gains an inherent understanding of sexuality

as it pertains to social situations. She gains a +1 competency bonus on Diplomacy and Sense Motive checks. This bonus increases to +2 at 5th level and +3 at 8th level.

**Charm Person (Sp):** At 3rd level, the rake gains the ability to cast *charm person* 2 times per day, with a caster level equal to the rake's class level. This increases to 3 times a day at 5th level.

**Pillow Talk (Su):** This ability allows a rake to glean information from a target that she has bedded. After an hour of sexual contact, the target speaks freely and without deceit, as if under the effects of a *zone of truth*. At 4th level, the target gains a -2 penalty on Will saves to negate this effect, and a -4 penalty at 7th level.

**Forgetful Caress (Su):** At 5th level, the rake gains the ability to make a target lose certain memories. The rake must make a touch attack (which must be a kiss, a caress, or some other intimate action) against the target. The target makes a Will save (DC 10 + the rake's class level). If he fails, the rake can have the oppo-



Table 3-14: The Rake

Class	Base	Fort	Ref	Will	
Level	Attack Bonus	Save	Save	Save	Special
1st	+0	+0	+2	+0	Seduction, pillow talk
2nd	+1	+0	+3	+0	Seductive art +1, sneak attack +1d6
3rd	+2	+1	+3	+1	Charm person 2/day
4th	+3	+1	+4	+1	Pillow talk
5th	+3	+1	+4	+1	Seductive art +2, forgetful caress
6th	+4	+2	+5	+2	Charm person 3/day
7th	+5	+2	+5	+2	Sneak attack +2d6
8th	+6	+2	+6	+2	Seductive art +3, pillow talk
9th	+6	+3	+6	+3	Charm monster 1/day
10th	+7	+3	+7	+3	True seduction, seductive art +3

nent forget a single piece of information, such as the rake's appearance, their meeting, or even the rake's name. The target cannot be made to forget a class ability, spell, or other inherent power. If the target makes the save, he does not forget anything, but is not aware of the attempt.

**Sneak Attack:** If a rake catches an opponent when she is unable to defend herself effectively from his attack, he can strike a vital spot for extra damage. Any time the rake's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the rake's attack deals +1d6 points of damage. This extra damage increases by +1d6 points at 7th level. Should the rake score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the rake can make a sneak attack that deals nonlethal damage instead of normal damage. He cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A rake can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Additionally, any creature immune to critical hits is similarly immune to sneak attacks. In addition, the rake must also be able to see the target well enough to pick out a vital spot and

must be able to reach a vital spot. The rake cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a rake gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

**Charm Monster (Sp):** At 9th level, the rake gains the ability to cast *charm monster* once per day, with a caster level equal to the rake's class level.

**True Seduction (Su):** At 10th level, the rake is able to completely enthrall a target with her own sexuality. If the rake succeeds in using her seduction ability (see above) on a target, he also acts as if under the effect of dominate person spell, although the target can never get a bonus higher than +4 when resisting a command that goes against their nature.

## Sacred Prostitute

*The light of the full moon filled the temple chamber with soft, sensuous silver, punctuated by small braziers producing intoxicating smoke. Damio padded naked across the marble floor, her supple form glowed with a sheen of oil, much to the delight of the young man who stood in the doorway. "Welcome, seeker," she purred. "Have you come to this temple of your own free will?" The man nodded shyly and shuffled into the chamber as she beckoned him inside.*

*Her trained eyes quickly sized him up—he was young and ruggedly handsome, bearing a tattoo across his upper chest that marked him as a soldier in the Archduke's growing army. His movement indicated his hesitation and slight*

*embarrassment—she doubted this was more than his first or second time with anyone—and a newcomer to the temple.*

*"Please make yourself comfortable," said Damio, putting a pinch of incense on the brazier. He sat on the edge of the bed and looked about nervously. Damio slinked over and sat next to him, placing her hand on his thigh. "First time here, soldier?" Again, he only nodded in reply, too shy to say anything. "Well, don't worry, you're in capable hands," caressing the bulge in the front of his pants.*

The sacred prostitute is a being dedicated to offering her body as a blessed vessel and "temple" to those who wish to show their appreciation and respect to the deities through the bliss of sexual congress. The sacred prostitute is not a common streetwalker or tavern whore---she is a devout worshiper who allows herself to become a sexual partner for any and all who enter the temples or seek her out in public. Some sects reject payment for these services, though most do accept donations---the sacred prostitute is allowed to keep a small amount for herself, while the remainder goes to the church's coffers, which is then used for charitable acts and the building of grander temples to their deity. Not all requests for sex are granted, however, as the sacred prostitute must believe that the "client" is true in their desire to commune with their deity through the body of the sacred prostitute. Still, most sacred prostitutes are happy to oblige nearly any request, regardless of gender, race, preference, or creed. Sects of sacred prostitutes do exist, however, with their own very specific agendas, mixing their sexual services with a tangle of intrigue. Many sacred prostitutes glean a tremendous amount of information from the idle pillow talk that occurs before, during, and after their liaisons.

In addition to the obvious benefits of having

sex with a skilled, often beautiful partner, any clients that engage in sex with a sacred prostitute may find other bonuses, including being healed of debilitating effects, damage, and even the restoration of spells lost through casting. Sacred prostitutes are trained in a bewildering array of sexual techniques in order to please the tastes (however unusual) of those that seek them out.

Because of their connection with the divine, sacred prostitutes enjoy an elevated status within the communities that they service.

As befitting the title, most sacred consorts come from the ranks of clerics, dedicated to deities of love, passion, and sex. Beyond that, rogues and bards, who usually enjoy the pleasures of the flesh, as well as monks, who already regard their bodies as a sacred thing to be treated with respect.

Sacred prostitutes are typically affiliated with a particular shrine or temple and rarely venture out from its erotic confines. Still, others do travel the lands, offering themselves to strangers, commonly moving in small bands along with other classes that help protect the sacred prostitute from the predations of those that do not respect their divine task.

For an example of a Sacred Prostitute, see Madame Damio on page 177 in Chapter 7: Sexual Adventures & Organizations.

**Hit Die:** d6.

### Requirements

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

**Base Attack Bonus:** +3.

**Charisma:** 13.

**Appearance:** 13.

**Feats:** Sexually Open Society

**Skills:** Diplomacy 8 ranks, Perform (sexual technique) 8 ranks, Profession (prostitute) 8 ranks

**Special:** Must be willing to engage in sexual acts when asked.

Table 3-15: The Sacred Prostitute

Class	Base	Fort	Ref	Will	Special	—Spells per Day—
Level	Attack Bonus	Save	Save	Save		
1st	+0	+0	+0	+2	Aura of Sexual Ease	0 - -
2nd	+1	+0	+0	+3	Sexual Healing I	1 - -
3rd	+1	+1	+1	+3	Sexual Communion	1 0 -
4th	+2	+1	+1	+4	Sexual Healing II	1 1 -
5th	+2	+1	+1	+4	Restorative sex	1 1 0





### Class Skills

The sacred prostitute's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Listen (Wis), Perform (sexual technique) (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), and Use Rope (Dex).

**Skill Points at Each Level:** 6 + Int modifier.

### Class Features

All the following are class features of the sacred prostitute prestige class.

**Weapon and Armor Proficiency:** Sacred prostitutes gain no new proficiencies with any weapons, armor, or shields.

**Spells:** Beginning at 1st level, a sacred prostitute gains the ability to cast a small number of spells. To cast a spell, the sacred prostitute must have a Charisma score of at least  $10 + \text{the spell's level}$ , so a sacred prostitute with a Charisma of 10 or lower cannot cast these spells. Sacred prostitute's bonus spells are based on Charisma, and saving throws against these spells have a DC of  $10 + \text{spell level} + \text{the sacred prostitute's Charisma modifier (if any)}$ . When the sacred prostitute gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the sacred prostitute gets only bonus spells. A sacred prostitute without a bonus spell for that level cannot yet cast a spell of that level. The sacred prostitute's spell list appears below. A

sacred prostitute casts spells just as a bard does.

**Aura of Sexual Ease (Ex):**

At 1st level, a sacred prostitute radiates an aura that makes others feel more comfortable, especially in regards to sexual matters. The sacred prostitute adds her class level to all Bluff and Diplomacy checks that have a sexual component to them, including seductions, flirtation, and using sexuality to get her way.

**Sexual Healing I (Su):**

Starting at 2nd level, a sacred prostitute's sexual acts have beneficial effects on their partners. The subject must engage in sex for at least 20 minutes, requiring a separate Stamina check (see Chapter 2: *Rules, Skills, & Feats*).

The sacred prostitute must make a Perform (sexual technique) (DC 15) check after the act. If successful, the subject is cured of any and all the following adverse conditions: *confused*, *dazed*, *dazzled*, *exhausted*, *fatigued*, *feebleminded*, *nauseated*, *sickened*, and *stunned*. In addition, the sacred prostitute's partner is healed a number of ability damage equal to the sacred prostitute's Charisma modifier. This healing occurs to only one ability score at a time. The power of the sacred prostitute even heals the ability damage suffered by a metaphysical spellshaper's activation cost, although the Perform check increases to DC 25 (see metaphysical spellshaper). A separate Perform (sexual technique) check must be made for a second Ability score. A sacred prostitute may use this ability with another sacred prostitute, though only one may gain the benefit of this effect.

**Sexual Communion (Su):** The primary role of a sacred prostitute is to act as a liaison between worshipers and their deity. While engaging in ritual sex with a person, a sacred prostitute can act as a conduit with their deity, granting bits of wisdom to the person they couple with. To use this ability, the sacred prostitute must engage in sex for at least 20 minutes, after which time she may cast *divination*, with the maximum chance of success (90%), eschewing material components. However, the *divination* must deal directly with the person that she is engaging in sex with and the question must be asked before the act of sex



occurs. A sacred prostitute may not use this ability to determine her own future, although she may engage in sex with another sacred prostitute to glean information.

**Sexual Healing II:** At 4th level, a sacred prostitute's healing ability becomes more powerful. This is as the sexual healing I ability listed above, but in addition, the act also dispels curses as if by *remove curse*. Sexual healing II also cures wounds as if by *cure serious wounds*, with the caster level equal to the sacred prostitute's total level.

**Restorative Sex (Su):** At 4th level, once per day, the sacred prostitute may engage in sex with a spellcaster, restoring any spell slots that he may have used for that day. The sacred prostitute must make a Perform (sexual technique) check against a DC equal to 10 + the spellcaster's class level. On a success, the spellcaster's spells are restored as if he had prepared spells (for a wizard or ranger) or meditated as normal (for a cleric, sorcerer, or other spontaneous caster). The spellcaster must engage in sex for at least 20 minutes, requiring a separate Stamina check (see Chapter 2: *Rules, Skills, & Feats*). Failure indicates that the restorative sex did not work and the spellcaster maintains the same number of spells available for that day as before the sex act. A sacred prostitute may use this ability with another sacred prostitute, though only one may regain spells.

### Sacred Prostitute Spell List

Sacred prostitutes choose their spells from the following list.

**1st level-***analyze fertility\**, *block the seed\**, *charm person*, *detect disease\**, *disguise self*, *sanctuary*.

**2nd level-***alter self*, *bear's endurance*, *calm emotions*, *eagle's splendor*, *enthall*, *vision of exquisite pleasure\**.

**3rd level-***deep slumber*, *nonetection*, *privacy\**, *orgasmic vibrations\**, *remove curse*, *remove disease*, *suggestion*.

\* New spell in this book.

## Voyeuristic Seer

### I like to watch.

Profoundly visionary or merely prurient, voyeuristic seers might be either or both.

Voyeuristic seers most often come from the ranks of wizards. Clerics, especially those appreciative of divinations, occasionally pursue this path. Sorcerers seeking to expand their divination spell possibilities enjoy this class because of the voyeur domain.

NPC voyeuristic seers also cover a wide spectrum of possibilities. They include important spies and informants as well as more than one stereotypical dirty old wizard spying on his young, comely apprentices.

**Hit Die:** d6.

### Requirements

To qualify to become a voyeuristic seer, a character must fulfill the following criteria.

**Feats:** Spell Focus (divination).

**Spells:** Ability to cast *scrying*.

### Class Skills

The voyeuristic seer's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Knowledge (arcana) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in Core Rulebook I for skill descriptions.

**Skill Points at Each Level:** 2 + Int modifier.

### Class Features

All the following are class features of the voyeuristic seer prestige class.

**Weapon and Armor Proficiency:** A voyeuristic seer gains no new weapon, armor, or shield proficiencies.

**Spellcasting:** At each level, the voyeuristic seer gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spell-casting class he belonged to before he added the

Table 3-17: The Voyeuristic Seer

Base						
Class	Attack	Fort	Ref	Will		
Level	Bonus	Save	Save	Save	Special	
1st	+0	+0	+0	+2	Divination expert, superior scrying, Voyeur domain	
2nd	+1	+0	+0	+3	Portable scrying focus	+1 level of existing class
3rd	+1	+1	+1	+3	Reduced scrying casting time	+1 level of existing class

**Spellcasting**  
+1 level of existing class

+1 level of existing class  
+1 level of existing class



prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved chance of controlling or rebuking undead, metamagic or item creation feats, and so on). If the character had more than one spellcasting class before becoming a voyeuristic seer, the player must decide to which class to add the level for purposes of determining spells per day and spells known.

**Divination Expert (Ex):** A voyeuristic seer casts divination spells at +1 caster level.

**Superior Scrying (Sp):** A voyeuristic seer slowly masters divinations and the nuances of the *scrying* spell. As he gains levels, he can cast more and more spells through the *scrying* spell. At 1st level, the voyeuristic seer can use *see invisibility* once per day. At 2nd level, he can use *detect thoughts*. At 3rd level, *true seeing*. A voyeuristic seer can use each of these spell-like abilities a number of times per day equal to his level. Caster level equals spellcasting level. These save DCs are Charisma-based.

**Voyeur Domain:** At 1st level, a voyeuristic seer gains access to the Voyeur domain, and with it the granted power of the domain (see

Chapter 4: *Magic*). Voyeuristic seers who were once clerics gain a third domain this way and can prepare their domain spells at each level from the new domain's list if they wish. If a noncleric spellcaster that prepares spells (e.g., a ranger or a wizard) becomes a voyeuristic seer, each day she can cast one extra spell of each spell level to which she normally has access, but it must be the spell from the domain for that level. A spontaneous spellcaster (e.g. a bard or a sorcerer) adds the domain spell for each level he can cast to his list of spells known but gain no additional spells per day. No matter what their prior class, voyeuristic seers gain the granted power of the domain. If the character already has the domain, the effects do not stack.

**Portable Scrying Focus (Su):** When casting *scrying*, the voyeuristic seer may use any transparent or reflective item. Many use crystal spheres or small hand mirrors.

**Reduced Scrying Casting Time (Su):** Voyeuristic seers have such a high degree of proficiency with the *scrying* spell, it only takes them 1 minute to cast it.



Campaigns that include sexuality and sensuality benefit from these useful and evocative spells, domains, and prestige domains. The *Book of Erotic Fantasy* introduces a new descriptor: Sexual. A sexual spell works only against adult living creatures with an Intelligence score of 1 or higher that are able to copulate or reproduce.

## New Domains

Access to certain domains is limited to characters that take prestige classes that grant them. These prestige classes are noted in the domain's description. For example, the disciple of Aaluran gains a new domain at 1st level. She gains the granted power of the domain. She may choose the spells in the Pleasure domain or her other, preexisting domains for her domain spell at each spell level. The number of spells she can cast per day does not increase.

An asterisk (\*) indicates a new spell described in this chapter.

### *Body Domain*

**Granted Powers:** Add Climb, Escape Artist, Jump, Swim, Tumble to your list of cleric class skills.

**Special:** This domain may only be chosen by disciple of Aaluran or other prestige class chosen by the DM.

- 1 Block the seed\*
- 2 Alter self
- 3 Engorged strike\*
- 4 Polymorph
- 5 Hedonist's delight\*
- 6 Body to body\*
- 7 Ethereal jaunt
- 8 True form\*
- 9 Shapechange

### *Denial Domain*

**Granted Powers:** Once per day, an opponent you designate may not add its appropriate ability modifier to a single attack, skill check, spell, spell-like ability.

**Special:** This domain may only be chosen



by disciple of Aaluran or other prestige class chosen by the DM.

- 1 Sanctuary
- 2 Touch me not\*
- 3 Dispel magic
- 4 Globe of invulnerability
- 5 Sanctuary, mass\*
- 6 Repulsion
- 7 Sequester
- 8 Mind blank
- 9 Peace aura\*

### *Joining Domain*

**Granted Power:** You cast mending once per day. This is a spell-like ability.

- 1 Find a soulmate\*
- 2 Mantle of love\*
- 3 Lifebond\*
- 4 Imbue with spell ability
- 5 Mind to mind\*
- 6 Body to body\*
- 7 Permanency
- 8 Spell meld\*
- 9 Foresight

### *Perversion Domain*

**Granted Power:** You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is useable once per day.

- 1 Reverse gender\*
- 2 Cursed orgasm\*
- 3 Impotency\*
- 4 Fiendish seed\*
- 5 Baleful polymorph
- 6 Symbol of fear
- 7 Insanity
- 8 Symbol of insanity
- 9 Energy drain

### *Pleasure Domain*

**Granted Power:** You may use a soothing touch once per day. Your soothing touch is a supernatural ability that removes fatigue and heals damage equal to your cleric level.

**Special:** This domain may only be chosen by disciple of Aaluran or other prestige class chosen by the DM.

- 1 Vision of exquisite pleasure\*
- 2 Suggestion
- 3 Orgasmic vibrations\*

- 4 Vision of exquisite pleasure, mass\*
- 5 Symbol of persuasion
- 6 Orgasmic vibrations, mass\*
- 7 Limited wish
- 8 Charm monster, mass
- 9 Wish

### *Vbyeur Domain*

**Granted Powers:** You can cast any of these domain spells through a scrying effect or device.

**Special:** This domain may only be chosen by voyeuristic seer or other prestige class chosen by the DM.

- 1 Share sensation\*
- 2 See invisibility
- 3 Clairaudience/clairvoyance
- 4 Limited telepathy\*
- 5 Prying eyes
- 6 Hedonist's delight\*
- 7 Greater scrying
- 8 Find the path
- 9 Greater prying eyes

## *New Bard Spells*

Below are original spells that can be added to your bards' repertoires.

### *0-Level Bard Spells*

**Depilatory.** Removes hair.

**Grope.** Telekinesis similar to a physical touch.

### *1st-Level Bard Spells*

**Ale Goggles.** Target perceives others as having +4 bonus to Appearance.

**Animate Image.** Creates moving images from text.

**Block the Seed.** Prevents conception for 1 hr./level.

**Share Sensation.** Feel your target's physical sensations.

**Suspicion.** Gain vision of target's last sexual encounter.

**Vision of Exquisite Pleasure.** Stuns one person; 1 rd./level.

### *2nd-Level Bard Spells*

**Analyze Ancestry<sup>M</sup>.** Determine ten genealogical generations of creature.

**Disrobe.** Subject's nonmagical clothing and armor falls off

**Eminently Talented.** +5 competency bonus on Perform (sexual technique) checks.

**Limited Telepathy.** Communicate with

Intelligent creature.

**Magic Probe.** Reveals all spells currently active on target.

**Mantle of Love<sup>F</sup>.** Subject gains a +4 morale bonus on saves; 1 min./level.

**Peacock's Beauty.** Subject gains +4 to App for 1 min./level.

**Resist Temptation.** Subject gains +4 resistance bonus on Will saves against charms and enchantments. 10 min./level.

**Touch Me Not.** Caster gains +2 bonus to AC. Grapplers take 1d8+1/level damage (max +5).

**Unseen Lover.** Invisible, mindless, shapeless force that copulates with you or a willing subject.

### 3rd-Level Bard Spells

**Ale Goggles, Mass.** As *ale goggles*, but affects 1 creature/level.

**Beauty's Caress.** Subject gains 1d4 per 2 caster levels to Charisma and Appearance.

**Orgasmic Vibrations.** Pleasurably distract target.

**Pillow Talk.** Subject can't prevaricate after sex.

**Repulsiveness.** Subject takes 1d6 per caster level (max 5d6) Appearance damage

**Wet Dreams.** Sends pleasant, tiring vision to sleeping target.

### 4th-Level Bard Spells

**Irrational Attraction.** Subject becomes enamored with any type of creature.

**Love Nest.** Create a comfortable tent that gives a +5 bonus to resist scrying.

**Mind to Mind.** Telepathically links caster and target; 10 min./level.

**Seduction.** One creature becomes sexually attracted to you.

**Succor.** Prevents 1 negative energy drain and 1 point of ability damage/five levels.

**Vision of Exquisite Pleasure, Mass.** As *vision of exquisite pleasure*, but all within 30 ft.

### 5th-Level Bard Spells

**Hedonist's Delight.** Enhance pleasurable sensations and +2 bonus on Craft checks.

**Kiss of Life<sup>M</sup>.** Restore very recently dead creature to life.

### 6th-Level Bard Spells

**Orgasmic Vibrations, Mass.** As *orgasmic vibrations*, but all within 30 ft.

**Peacock's Beauty, Mass.** As *peacock's beauty*, affects one subject/level.

**Shadow Life.** Temporarily return creature to life.

## New Cleric Spells

These are new spells that can be made available to your game's clerics.

### 0-Level Cleric Spells

**Analyze Fertility.** Determine how fertile target is and reveal conception-influencing spells.

**Detect Pregnancy.** Determine if target creature is carrying natural or implanted young.

### 1st-Level Cleric Spells

**Block the Seed.** Prevents conception for 1 hr./level.

**Suspicion.** Gain vision of target's last sexual encounter.

**Vision of Exquisite Pleasure.** Stuns one person; 1 rd./level.

### 2nd-Level Cleric Spells

**Detect Disease.** Detects disease in one creature.

**Magic Probe.** Reveals all spells currently active on target.

**Mantle of Love<sup>F</sup>.** Subject gains a +4 morale bonus on saves; 1 min./level.

**Pleasant Dreams.** Protects creature from influenced dreams.

**Resist Temptation.** Subject gains +4 resistance bonus on Will saves against charms and enchantments. 10 min./level.

**Reverse Gender.** Reverse target's gender for 1 hour/level.

### 3rd-Level Cleric Spells

**Analyze Ancestry<sup>M</sup>.** Determine ten genealogical generations of creature.

**Cursed Orgasm.** Next orgasm deals 1d6 damage/level (max. 10d6).

**False Confidence.** Target suffers -2 penalty on Appearance- and Charisma-based skill checks.

**Healing Sphere.** Orb heals 2d8+1 point of damage/level (+10 maximum).

**Innocence of the Virgin.** Subject loses all knowledge of sex. -10 penalty on sexually related Bluff, Diplomacy and Perform checks.

**Jealousy.** Deals 1d6 points of damage (10d6 maximum) if target has sex with anyone other than caster.

**Liar's Curse.** Body part grows when telling falsehoods.

**Lifebond.** Permanent link to monitor position, condition of loved one.

#### 4th-Level Cleric Spells

**Beauty's Caress.** Subject gains 1d4 per 2 caster levels to Charisma and Appearance.

**Blessed Seed.** Sex results in pregnancy, with a half-celestial child.

**Desperation.** Target suffers penalties until he has sex.

**Ghost Touch.** Makes item able to interact with incorporeal creatures.

**Impotency.** Target becomes sexually impotent and receives -2 penalty on Bluff, Diplomacy, and Intimidate.

**Limited Telepathy.** Communicate with Intelligent creature.

**Mind to Mind.** Telepathically links caster and target; 10 min/level.

#### 5th-Level Cleric Spells

**Fiendish Seed.** Subject can impregnate or become pregnant regardless of mundane birth control methods used.

**Life Shell.** Barrier against nonliving matter.

**Magic Status.** As status, but includes spells cast upon your allies.

**Mind to Mind.** Telepathically links caster and target; 10 min/level.

**Sanctuary, Mass.** As *sanctuary*, affects one subject/level.

**Succor.** Prevents 1 negative energy drain and 1 point of ability damage/five levels.

**Vision of Exquisite Pleasure, Mass.** As *vision of exquisite pleasure*, but all within 30 ft.

#### 6th-Level Cleric Spells

**Body to Body.** Links creatures to cleric like shield other and also enables spells to be shared; 1 hour/level.

#### 7th-Level Cleric Spells

**Word of Repression.** Kills, confuses, stuns, or makes impotent subjects that had sex within 24 hours.

#### 8th-Level Cleric Spells

**Peace Aura.** Wards an area so that those who attack take 1d6/caster level.

#### 9th-Level Cleric Spells

**Spell Meld<sup>FMX</sup>.** Pool spellcasting power with willing target.

## New Druid Spells

Here are new spells for your campaign's druids.

#### 0-Level Druid Spells

**Analyze Fertility.** Determine how fertile target is and reveal conception-influencing spells.

**Detect Pregnancy.** Determine if target creature is carrying natural or implanted young.

#### 1st-Level Druid Spells

**Engorged Gait.** Target's speed reduced by one-half.

**Suspicion.** Gain vision of target's last sexual encounter.

#### 2nd-Level Druid Spells

**Detect Disease.** Detects disease in one creature.

**Engorged Strike.** Target's unarmed strikes treated as one size category larger.

**Pheromones.** Increases the attitude of creatures by your scent.

#### 3rd-Level Druid Spells

**Analyze Ancestry<sup>M</sup>.** Determine ten genealogical generations of creature.

**Liar's Curse.** Body part grows when telling falsehoods.

#### 4th-Level Druid Spells

**Healing Sphere.** Orb heals 2d8+1 point of damage/level (+10 maximum).

**Irrational Attraction.** Subject becomes enamored with any type of creature.

#### 5th-Level Druid Spells

**Calm Weather.** Removes weather-affecting spells.

#### 6th-Level Druid Spells

**Infestation.** Locust swarms attack creatures. Infests with fine-sized, diseased parasites.

#### 7th-Level Druid Spells

**True Form.** Removes all altering magic from a creature.

#### 8th-Level Druid Spells

**Invigorate.** Subject gains +4 Constitution and makes the target extremely fertile.

**Youth's Beauty.** You look younger as you age. Appearance increases each age category.



## 9th-Level Druid Spells

**Fecund Growth.** Increases the size and health of all living things within range.

## New Imagist Spells

Below are original spells that are part of the imagist's (see Chapter 1: Love, Sex & Roleplaying) spell lists.

### 0-Level Imagist Spells

**Analyze Fertility.** Determine how fertile target is and reveal conception-influencing spells.

**Depilatory.** Removes hair.

**Detect Pregnancy.** Determine if target creature is carrying natural or implanted young.

**Divine Mark.** Inscribe a personal rune.

**Grope.** Telekinesis similar to a physical touch.

### 1st-Level Imagist Spells

**Miss.** Target suffers a -10 penalty on next attack roll.

### 2nd-Level Imagist Spells

**Detect Disease.** Detects disease in one creature.

**Eminently Talented.** +5 competency bonus on Perform (sexual techniques) checks.

**Peacock's Beauty.** Subject gains +4 to App for 1 min./level

**Pleasant Dreams.** Protects creature from influenced dreams.

### 3rd-Level Imagist Spells

**Analyze Ancestry<sup>M</sup>.** Determine ten genealogical generations of creature.

**Beauty's Caress.** Subject gains 1d4 per 2 caster levels to Charisma and Appearance.

**Jealousy.** Deals 1d6 points of damage (10d6 maximum) if target has sex with anyone other than caster.

**Pillow Talk.** Subject can't prevaricate after sex.

### 4th-Level Imagist Spells

**Looking Glass.** Look and speak from one focus mirror through another.

### 5th-Level Imagist Spells

**Calm Weather.** Removes weather-affecting spells.

**Hedonist's Delight.** Enhance pleasurable sensations and +2 bonus on Craft checks.

**Life Shell.** Barrier against nonliving matter.

**Sanctuary, Mass.** As sanctuary, affects one subject/level.

## 6th-Level Imagist Spells

**Peacock's Beauty, Mass.** As peacock's beauty, affects one subject/level.

**Through the Looking Glass.** Step from one focus mirror through another.

**True Form.** Removes all altering magic from a creature.

## 7th-Level Imagist Spells

**Come to Me<sup>F</sup>.** Teleports willing ally to you.

**Peace Aura.** Wards an area so that those who attack take 1d6/caster level.

## New Paladin Spells

Below are new spells for your game's paladin characters.

### 1st-Level Paladin Spells

**Analyze Fertility.** Determine how fertile target is and reveal conception-influencing spells.

**Detect Disease.** Detects disease in one creature.

**Detect Pregnancy.** Determine if target creature is carrying natural or implanted young.

**Pleasant Dreams.** Protects creature from influenced dreams.

### 2nd-Level Paladin Spells

**Analyze Ancestry<sup>M</sup>.** Determine ten genealogical generations of creature.

**Mantle of Love<sup>F</sup>.** Subject gains a +4 morale bonus on saves; 1 min./level.

**Resist Temptation.** Subject gains +4 resistance bonus on Will saves against charms and enchantments. 10 min./level.

### 3rd-Level Paladin Spells

**Innocence of the Virgin.** Subject loses all knowledge of sex. -10 penalty on sexually related Bluff, Diplomacy and Perform checks.

### 4th-Level Paladin Spells

**Blessed Seed.** Sex results in pregnancy, with a half-celestial child.

**Succor.** Prevents 1 negative energy drain and 1 point of ability damage/five levels.

## New Ranger Spells

Here are new spells for rangers in your game to add to their spell lists.



### *1st-Level Ranger Spells*

- Analyze Fertility.** Determine how fertile target is and reveal conception-influencing spells.  
**Detect Disease.** Detects disease in one creature.  
**Detect Pregnancy.** Determine if target creature is carrying natural or implanted young.

### *2nd-Level Ranger Spells*

- Analyze Ancestry<sup>M</sup>.** Determine ten genealogical generations of creature.

### *3rd-Level Ranger Spells*

- Pheromones.** Increases the attitude of creatures by your scent.

### *4th-Level Ranger Spells*

- Irrational Attraction.** Subject becomes enamored with any type of creature.

## *New Sorcerer and Wizard Spells*

Below are original spells available to sorcerer and wizard characters in your campaign.

### *0-Level Sorcerer and Wizard Spells*

- Trans Depilatory.** Removes hair.  
**Grope.** Telekinesis similar to a physical touch.

### *1st-Level Sorcerer and Wizard Spells*

- Abjur Block the Seed.** Prevents conception for 1 hr./level.  
**Div Suspicion.** Gain vision of target's last sexual encounter.  
**Illus Animate Image.** Creates moving images from text.  
**Share Sensation.** Feel your target's physical sensations.

### *2nd-Level Sorcerer and Wizard Spells*

- Abjur Touch Me Not.** Caster gains +2 bonus to AC. Grapplers take 1d8+1/level damage (max +5).  
**Conj Unseen Lover.** Invisible, mindless, shapeless force that copulates with you or a willing subject.  
**Div Magic Probe.** Reveals all spells currently active on target.  
**Trans Disrobe.** Subject's nonmagical clothing and armor falls off  
**Miss.** Target suffers -10 penalty on next attack roll.  
**Peacock's Beauty.** Subject gains +4 to App for 1 min./level.

### *3rd-Level Sorcerer and Wizard Spells*

- Abjur Privacy.** Emanation negates divinations.  
**Illus Phantasmal Lover.** Attractive illusion dazes and fatigues or exhausts subject.  
**Necro False Confidence.** Target suffers -2 penalty on Appearance- and Charisma-based skill checks.  
**Trans Blandness.** Subject's Appearance is raised or lowered to the racial average.  
**Cursed Orgasm.** Next orgasm deals 1d6 damage/level (max. 10d6).  
**Limited Telepathy.** Communicate with Intelligent creature.  
**Repulsiveness:** Subject takes 1d6 per caster level (max 5d6) Appearance damage  
**Reverse Gender.** Reverse target's gender for 1 hour/level.

### *4th-Level Sorcerer and Wizard Spells*

- Div Mind to Mind.** Telepathically links caster and target; 10 min/level.  
**Ench Orgasmic Vibrations.** Pleasurably distract target.  
**Evoc Love Nest.** Create a comfortable tent that gives a +5 bonus to resist scrying.  
**Illus Looking Glass.** Look and speak from one focus mirror through another.  
**Wet Dreams.** Sends pleasant, tiring vision to sleeping target.  
**Necro Desperation.** Target suffers penalties until he has sex.  
**Jealousy.** Deals 1d6 points of damage (10d6 maximum) if target has sex with anyone other than caster.  
**Trans Liar's Curse.** Body part grows when telling falsehoods.

### *5th-Level Sorcerer and Wizard Spells*

- Ench Pillow Talk.** Subject can't prevaricate after sex.  
**Seduction.** One creature becomes sexually attracted to you.  
**Trans Impotency.** Target becomes sexually impotent and receives -2 penalty on Bluff, Diplomacy, and Intimidate.  
**Ghost Touch.** Makes item able to interact with incorporeal creatures.

### *6th-Level Sorcerer and Wizard Spells*

- Conj Kiss of Life<sup>M</sup>.** Sorcerer only. Restore very recently dead creature to life.

- Through the Looking Glass.** Step from one focus mirror through another.
- Trans **Blandness, Greater.** As *blandness*, but permanent.
- Peacock's Beauty, Mass.** As *peacock's beauty*, affects one subject/level.

### 7th-Level Sorcerer and Wizard Spells

- Conj **Come to Me<sup>r</sup>.** Teleports willing ally to you.

### 8th-Level Sorcerer and Wizard Spells

- Ench **Orgasmic Vibrations, Mass.** As *orgasmic vibrations*, but all within 30 ft.

### 9th-Level Sorcerer and Wizard Spells

- Evoc **Spell Meld<sup>MX</sup>.** Pool spellcasting power with willing target.
- Youth's Beauty.** You look younger as you age. Appearance increases each age category.

## Spells

All the new spells mentioned above are detailed below.

### Ale Goggles

Illusion (Figment)

**Level:** Brd 1

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Target:** One living creature

**Duration:** 1 hour/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

#### What happened to the cutie I saw last night?

Depending upon one's philosophy, this spell either heightens or retards the target's perceptions. The target perceives everyone else as having a +4 circumstance bonus to his or her Appearance. Thus, even average-looking folk look better.

This has no effect upon saving throws or spell DCs, but it does give everyone interacting with the target a +2 bonus on all other Appearance-related checks.

Multiple ale goggle effects don't stack.

**Material Component:** A drop of ale or beer.

### Ale Goggles, Mass

**Level:** Brd 3

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

**Target:** One creature/level, no two of which can be more than 30 ft. apart

*This is such a nice Gnome hole. Amazing how many of us can fit in here.*

This spell functions as ale goggles, except that it affects multiple creatures.

### Analyze Ancestry

Divination

**Level:** Clr 3, Drd 3, Imagist 3, Pal 2, Rgr 2

**Components:** V, S, M, DF

**Casting Time:** 24 hours

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

*Sweetie, your father's not your real father...*

This spell provides a complete genealogy back ten generations. You know the identity of each of the individual's forebears including name and race.

**Material Component:** Rare herbs and oils worth 100 gp.

### Analyze Fertility

Divination [Sexual]

**Level:** Clr 0, Drd 0, Imagist 0, Pal 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates (harmless)

**Spell Resistance:** No

*You can produce many healthy babies.*

This spell gives the caster an insight into the reproductive capabilities of the target, including when a female is most fertile. It identifies problems such as impotence and infertility. It also reveals any conception-influencing spells such as *block the seed* and *fiendish seed* as well as their caster level.

### Animate Image

Illusion (Figment)

**Level:** Brd 1, Sor/Wiz 1

