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Book of Erotic Fantasy



Gwendolyn F.M. Kestrel and Duncan Scott



COMPLIANT WITH THE OGL

Book of Erotic Fantasy

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Introduction

In the *Book of Erotic Fantasy*, we have made every effort to provide something entertaining and useful for every taste. Knowing that one person's like is another's dislike, we understand that not everything in the book will appeal to every person who reads it. This is the beauty of this project; you can use this book any way you like.

Believing it acceptable to expose our audience to a variety of lifestyle choices, we did our best to include the broadest possible array of sexual choices, including celibacy, in the book. At times, we found it a challenge to keep our own preconceived ideas from creeping in. This is a constant endeavor in any creative venture, and we hope that we have come close to accomplishing it. As you delve into the book, we urge you to keep in mind that it is only a game, meant to balance playfulness with an open mind.

We tried to give you the material to open up a universe of new possibilities in your game. Our fabulous playtesters took the material even further, dreaming up wildly creative storylines, scenarios, and adventures. They made great use of these rules in ways that we did not think of, and we imagine that you will, too.

So we conclude with this—have fun. After you've used this book to create a great character or adventure, please stop by our website (www.valarproject.com) to let us know about it. We would love to hear from you.

—Anthony Valterra and
The Valar Project

Warning! Adult Content!

The *Book of Erotic Fantasy* is a sourcebook that deals with the topics of sex in the world of fantasy roleplaying games, written with the adult player in mind. It deals with mature adult subjects and is not meant for immature players. Valar Project assumes no responsibility for any consequences that arise from use of this book.

Come on, Take a Peek

The seven chapters of this book examine sex, sexuality, love, lust, and passion in all its forms in relation to fantasy roleplaying and the OGL system.

Chapter 1: Love, Sex, & Roleplaying. In this chapter, the topic of sex and roleplaying is discussed; topics include love, seduction, and humor, as well as how sex applies to race and alignment.

Chapter 2: Rules, Skills, & Feats. Pulling back the curtain to reveal new rules including different uses of skills, magical techniques, and the "mechanics" of sex in the game, this chapter offers several new feats that focus on sex, sexual techniques, and sexual magic.

Chapter 3: Base & Prestige Classes. This chapter includes new base classes, as well as several sexually oriented prestige classes. Some classes are designed for use by the players, while others are designed with NPCs in mind.

Chapter 4: Magic. This chapter has a new spell descriptor, as well as new spells, domains, and new, sexual uses for commonly used spells.

Chapter 5: Items. Mundane, quasimagical, and magical sexual equipment, including sex toys, bondage gear, lubrications, and alchemical items that are meant to stimulate the mind as well as the body are detailed here.

Chapter 6: Gods & Monsters. Deities and creatures that focus on sex, lust, and passion are defined in this chapter.

Chapter 7: Adventures & Organizations. One-hundred adventure ideas, plus sample groups and organizations that embrace sexuality with a gusto are presented in this chapter.

The information from these chapters is designed to add a mature, adult-oriented aspect of sexuality to your game. No longer need this be a taboo subject around the gaming table. Take this book and make it yours; use it to enhance your game in ways never before possible.



Rule 0: The DM has the final say over what feats, prestige classes, and aspects of roleplaying are included in her game. She may customize the content of *Chapter 1: Love, Sex, & Roleplaying* to suit her vision of the campaign or her players' sensibilities.

Why Include Sex in Your Game?

Fantasy roleplaying has existed for several decades now, focusing on sword-and-sorcery thrills and adventures. All manner of magic, action, and adventure have been covered throughout this time, but sex, beyond courtly love, vague references, or euphemisms, has been curiously absent from most games. The question begs to be asked—why should such a huge portion of existence be left out of our games?

Sex is a major driving force in our world, in myth, and in literature. Classically, it has occurred "off stage," with the hero of the story

bedding his or her love with few or no details. *The Book of Erotic Fantasy* allows for that type of off-stage event. Until now, there really haven't been rules or guidelines for incorporating one of the most important classical story drivers of adventure and intrigue—sex.

Society has progressed to the point where it is more tolerant of these issues and their exploration. The last time RPGs hit a peak of popularity, the gay taboo on TV had not yet been broken, and the idea of a major character involved in a relationship with an undead creature (or two!) was not mainstream TV fare. The whole BDSM underground was just that. Now it's a fashion statement and many major cities have fetish nights at clubs. Piercing and tattooing and other body modifications were once considered the province of the truly fringe.

The world has changed and it is time for fantasy roleplaying to change and to mature. The topics and rules described in this book are



designed to add dimension to a character and to give DMs more options for story and adventure. They are meant to be a serious and mature look at the subjects in an upfront manner, leaving the tongue-in-cheek or snide comments at the door.

It should be noted that many of the rules provided in this book are not designed with the "combat monster" in mind. A player who wants to portray a hardened fighter who slays dozens in a few rounds may actually find himself hindered in combat by taking some of the skills and feats found here. ("Why didn't I pick up Power Attack at 4th level instead of Pleasing Physique?")

However, in sexual situations where role-playing dominates, these rules enhance the experience not only for the player, but for the character as well. ("I only lasted 10 minutes? Why didn't I take Sexual Training instead of Power Attack?")

Handling Sex in a Mature Way

You decide to "let sex into your game." Once the topic of sex comes up in a game, it can quickly, if left unchecked, turn into a sophomoric joke, with bawdy humor, crude references, and otherwise inappropriate behavior resulting.

There's nothing wrong with this.

Human beings tend to push sexuality into the sphere of humor, as a way of overcoming our own unease, our feelings of inadequacies. By letting the jokes come out naturally, the mood loosens, allowing everyone involved in the game to feel more relaxed about the subject and get on with the game. A mature DM begins by letting his players know what he plans and at what level he is considering doing it. Before allowing sexual situations and explicit descriptions into your game, you, as the DM, need to consider several things ahead of time.

Will sex be one element in a single NPC, or is sex part of a continuing storyline in an overarching adventure? Will you allow the characters to incorporate the rules described in this book, or will they be only the province of NPCs? How are you going to deal with sex scenes? Will they be off stage or will there be description? How far can these descriptions go?

Players need to communicate with the DM as well. If a player feels uncomfortable with the tone, action, or dialogue used during a game, it is his responsibility to let the DM know. It is the DM's responsibility to handle the situation.

This book should be used to add flavor or spice to a campaign. Not every rule will be used in a given campaign. Indeed, even sexual acts may be boiled down to a mere comment, or a die roll if it is used for a specific purpose (such as magic).

Ultimately, it is up to the DM to make sure that her players are capable of handling the subject with appropriate aplomb and humor while keeping the flow of the adventure in mind.

Sex and Roleplaying

The lusty wench beckons you upstairs to her room. What do you do?

At their essence, roleplaying games are nothing more than telling stories, using rules, dice, and paper to help the story move along. Part of the appeal of these sorts of games is describing exactly what your character does, and indeed, portraying someone other than yourself. Spelling out what your character says and does, both on the battlefield and in the bedroom, helps give him three-dimensions . . . and makes the character one you remember.

Because of this emphasis on roleplaying, the *Book of Erotic Fantasy* strays slightly from the traditional violence and bloodshed of traditional gaming—although there is still plenty here to add to any good hack-and-slash campaign. A gaming group that takes these rules and suggestions to heart agrees that the telling of the story is the most important part. Emotions, feelings, and the description of acts of love (both emotional and physical) are par for the course.

Does this mean that every sexual encounter should be described in intimate, graphic detail? Of course not. Generally, there is no need to describe a sex act in detail anymore than there is a need to describe the swing of the sword and the angle at which it strikes the opponent and the exact manner in which it cuts through the body. Sometimes a very poor or good roll cries out for editorial



("And the orc's head flies from his body and rolls down the stairs!"). The same might be true for a sexual encounter. ("The next morning she looks up at you with a look of pure worship.")

Sex in the game is a means for advancing a plot, rounding out a character, creating memorable NPCs, and now as a means for increasing the power of your character. If you and your players have decided that spelling out sexual acts in the game is cool, then do so with as much or as little description as you want.

Romance, Seduction, and Love

While sex may be entirely absent in most games, love abounds. Love is one of the primary motivators in life, as well as in fantasy roleplaying. Books, myths, and legends are replete with epic adventures that were started because of the love between two people.

Portraying romance and love can be a fantastic roleplaying opportunity, giving those players who wish to display their love a chance to shine. NPCs that may otherwise be two-dimensional or have little impact on the plotline may in fact blossom into a full-fledged lover, and thus, an integral part of your campaign.

With sex comes seduction. In games where sex is a factor, seduction will be common, with characters trying to woo NPCs (or other player characters) into bed. Characters with a flair for words (especially those with a high

Charisma) may see seduction as simply another weapon that can be used to get ahead in life. The converse is true, of course, with NPCs using the suggestion of sex to bend the adventurers to their will.

Of course love does come with a price. The character's loved ones may become targets of the adventurer's enemies—harassed, kidnapped, or, tragically, even killed. Characters that find their loved ones in such a situation will be motivated to defend them or seek revenge. Also, characters that fall in love may have to make tough decisions and think long about the consequences of their actions. Being an adventurer can be tough on any relationship, as characters depart for unseen lands, unsure if they will even return.

If you choose to incorporate aspects of the *Book of Erotic Fantasy* in your game, allow your players to express their character's love a well. By falling in love, they give you, the DM, a tremendous wealth of plot devices, hooks, and motivations from which adventures can derive.

Sex and Humor

Is that a rod of wonder in your pants or are you just happy to see me?

Let's face it, sex is funny. There's a reason why we laugh when we hear a dirty joke. A healthy portion of most gaming sessions involves laughing at jokes, the foibles of characters, and the hilarious circumstances that players find their characters in.

As stated earlier, letting players joke

"Rating" Sex in your Game

One of the ways that you can decide how sex is portrayed in your game is to look at it in terms of the ratings applied to movies. By figuring out ahead of time what "rating" your game will have, you can let your players know how prominent sex is going to be in it.

G-This is the level that most fantasy roleplaying games take place at, with sexual activity entirely absent. At most, there will only be vague or oblique sexual references. Nudity is completely absent. Characters who use their charm to get what they want come across as flirtatious, but nothing more.

PG-This type of game deals with more mature subjects, and includes sex, but still without explicit scenes or descriptions. Love, relationships, flirting, and seduction are all fair game, but any sex will occur off stage.

R-This "baseline rating" incorporates the rules described in this book. Nudity and sexual situations are common, although the level of detail may stop at a certain point.

NC-17-In this type of game, nothing is taboo. Sex scenes are described in depth and characters commonly encounter sexual content. Creatures and characters that use sex as their primary motivation or tactic are common.

XXX-Sex is the subject of this campaign. Adventurers spend as much time (or more) having sex with the people and monsters they encounter as they do battling them. Sexual scenes are described in detail and characters who are chaste find themselves at a serious disadvantage (or at least seriously frustrated) while their companions rut in hedonistic abandon around them.

around when dealing with sex should be allowed and encouraged. Keeping everyone relaxed only enhances the gaming experience and no one feels good when they are told that laughing is not appropriate.

On the other hand, if the point of introducing sex into your game is to explore the realm of eroticism, then excessive humor can seem out of place. If a player disrupts an erotic scene with inappropriate humor, remind him about the tone of the game. If he persists, then perhaps the campaign is not for him and he should wait it out until another, non-sexual game begins.

So remember, the whole point of gaming is to have fun . . . so do it!

Consent and Sex

Sorry, not right now.

As most fantasy roleplaying games deal with moral and ethical dilemmas, the topic of consent and sex may come up. The *Book of Erotic Fantasy* only deals with consensual sex, in which both partners (or all partners) agree to the sexual act.

Just as in real life, no means no. During the course of a game, characters will try to seduce, woo, cajole, or even force themselves on NPCs. If the other character agrees to the act, it is considered consensual, and thus acceptable (although there could still be plenty of fallout from it). If a character says no, and acts accordingly, then it is non-consensual. This sort of behavior is almost always relegated to the actions of evil NPCs, and you, the DM, should be extremely wary about allowing it into your game.

Love and Sex Between Player Characters

Sometimes players allow love to blossom between their characters. This is understandable, as the characters are not only companions, but also spend all their time together, fight unspeakable danger, and otherwise stick together through thick and thin. However, this sort of behavior can have some serious consequences in your game. Characters may get married and have children, or they could fall prey to jealousy, envy, and other dark emotions.

On the plus side, allowing love between player characters provides a wealth of adventure hooks and motivations. In an ideal situation, the characters look out for each other and do their best to keep each other safe. The lovers can become a true team, complementing each other's strengths and weaknesses more so than mere comrades.

However, just as with any relationship, love has its problems. Players may spend more time having their characters bicker over issues of the relationship or spend more time worrying about their love than the adventure. In extreme cases, play can get bogged down or sidetracked by the character's problems.

If you choose to allow characters to express their love for each other (or engage in sex), remember that your group's dynamics will change drastically. Players may spend more time worried about their relationships or getting one another in bed, than focusing on the adventure.

The *Book of Erotic Fantasy* does not condone non-consensual sex in any manner.

Sexual Orientation

What is it with you and barmaids? Say, check out that bartender . . .

Sexual orientation is one of the most commonly overlooked aspects of many campaigns. This is to be expected, however, as the vast majority of people, both in real life and within a campaign, are heterosexual. Sexual congress between a male and female is normal, routine, and expected, both socially and biologically. However, as in the real world, there are alternate expressions of sexual preference that exist in a fantasy setting.

Homosexuality is the physical, psychological, or sexual attraction between members of the same gender. A bisexual person has sexual attraction to both genders. Regardless of species or society, a percentage of the populace is gay, lesbian, or bisexual, although how it is expressed depends on the social mores, legal issues, and openness of that society. So, what does it mean to have a character who is gay, bi, or a lesbian?

For the most part, nothing.

Sexual orientation has no impact whatsoever on a character's ability scores, fighting prowess, spellcasting, class abilities (with the exception of prestige classes that might require a character to be one sexual preference or another), or other mechanics of the game. A gay character lives, eats, and breathes like anyone else and can be kind, just, cruel, selfish, loving, haughty, or amusing . . . just like anyone else. In general, the only impacts that a homosexual

character may experience are strictly on a social level. In a society where such lifestyles are accepted, a homosexual has the same legal and social rights as any other person, including the right to legally binding unions. In other places, homosexuality is a crime or at least socially distasteful, with punishment ranging from social snubbing to imprisonment, and even death.

Some societies may even embrace homosexuality and bisexuality, weaving these expressions of sexuality into their culture to such a degree that no one notices. For example, a large patriarchal society may mandate that young men be sponsored and "tutored" by older, established men. Alternatively, an Amazonian style matriarchy may exist where women play the dominant role in society and lesbian relationships are the norm, with men used only for procreation.

In many games, there are already prebuilt prejudices, mostly along racial lines. Dwarves, for example, are classically depicted as being the enemies, or at least antagonistic, toward elves. How would a gay dwarf fit into his own society? Would he be shunned, tolerated, or revered as someone special?

It should be noted that having a sexual preference outside the societal norm is not the same as promiscuity. A homosexual character can be chaste, moralistic, prudish, intolerant, or rampant with his or her sexuality, just as a heterosexual person can be. Also, remember that your fantasy world is not the same as our own. By avoiding (or embracing) the stereotypes of gays and lesbians as they are seen in the real world, you and your players can create something unique and interesting.

Kinks and Fetishes

One man's kink is another man's vanilla.

Every person has sexual likes and dislikes, but some push the envelope for what may be considered normal. Fetishes and kinks might be nothing more than a sexual preference for an item that is outside the societal norm.

A kink is simply something out of the ordinary that a character likes during sex—bondage, tickling, leather, or domination, for example. Not every sexual act requires the kink, but he definitely enjoys it when it happens. Kinks have no effect on a character's sexual performance.

Someone with a fetish requires the act, item, or situation to achieve sexual enjoyment. For example, a character with a fetish for elves gets no particular enjoyment (or even arousal) with any other race. See *Chapter 2: Rules, Skills, & Feats* for rules on dealing with fetishes.

In a fantasy world, fetishes and kinks can be astoundingly broad-exotic creatures or sex mixed with magic. Many fetishes revolve around materials, such as the look and feel of leather, rubber, or metal. In a fantasy world, more unusual substances may turn someone on, such as the pulsing magical feel of mithral, or the cold hardness of scales. Other fetishes involve clothing, such as the macho image of uniforms or armor, or the sensuous nature of female clothing.

In a world where fantasy is the norm, sexual desires may run into the fantastic as well.

Prostitution: Sacred and Profane

Hey there. Looking for a good time?

The oldest profession is thoroughly enmeshed in the visceral, physical world of fantasy roleplaying. In all but the smallest of communities, those who give sexual favors in exchange for money or other compensation exist. For adventurers with an itch that they can't scratch, going to prostitutes for sex may be a routine part of a game.

Prostitution has the main advantage of providing sexual relief for those willing to pay for it. A character with no desire for emotional ties may get his entire sexual appetite filled from prostitutes alone. In societies where prostitution is legal, or even considered a sacred position (see the Sacred Prostitute, *Chapter 3: Base & Prestige Classes*), characters may enjoy the benefit of sex without legal consequences.

However, in many societies, particularly lawful communities, prostitution is illegal and considered morally reprehensible. Someone caught with a prostitute (or even pandering one), may be fined, publicly humiliated, or jailed. In these places, bordellos are secret (or semisecret) affairs that are commonly found in the seediest portions of town.

Regardless of whether prostitution is legal, sexually transmitted diseases are common with prostitutes, which is a prime motivator for lawmakers to make prostitution illegal. A



randy adventurer should strive to protect himself to avoid catching something from one night of passion.

Pornography

Have you ever seen the orgy frescoes on the temple of Karan Zar? Breathtaking, if I might say so myself...

Pornography, the depiction of men and women engaged in sexual acts, may not seem a natural part of a game. After all, pornography is a visual or written medium that may be difficult to portray during the course of a typical gaming session. Still, people have been creating pornography as soon as they were able to draw, although they probably didn't consider it as such.

Various societies have dramatically different attitudes towards what is considered pornography, just as they do art. For some, depicting men and women in the throes of passion is not only considered beautiful, but also sacred and divine—the portrayal of basic urges and desires. In other places, especially those with a nudity taboo, the idea of looking at pictures, carvings, and the like of sexual acts can be considered both immoral and abhorrent. In general, a society's attitude towards pornography is similar to how they view sexuality. If a society is open with their sexuality, then images of such are considered both normal and aesthetically pleasing. Repressed cultures or those with a strict moral code about sex have tough laws with those that create, display, or possess pornographic images. Of course, what one person may consider perfectly acceptable, another may find repulsive.

Introducing pornography in a game can be a precursor to a sexual campaign. For example, the adventurers stumble across an ancient building deep in a rain forest. The lichen encrusted walls are etched with erotic imagery from a culture long forgotten. Was the building a temple to sexually positive gods? Was it a brothel? Perhaps the images themselves reveal secrets of sexual techniques hitherto unknown in the adventurer's society. And finally, are the characters intrigued or repulsed by the images? Either way, it's a good way to gauge how your players (and their characters) may react to further sexual situations within your campaign.

Within the character's home society, pornography can be found anywhere, as long as they know where to look. In sexually open places, there could be pornographers hawking their wares on the streets, enticing passersby with arousing books full of graphic sex. Within conservative societies, a character wishing to find pornography may have to go to the same places where other illegal items are found—the seediest and most dangerous places in the city.

Each race has their own attitudes about pornography. Although, it's easy to fall into stereotypes, it doesn't take much to believe that dwarves may reject most public displays of pornography, while elves would blend the lines between sex and art so that the two would be indistinguishable. Gnomes are noted for creating pornography that is both extremely humorous and arousing in the same image. Among the monstrous humanoids, pornography is probably absent, at least as humans perceive it. However, as most monstrous humanoids have little in the way of modesty, it's easy to conceive tribes adorning their walls with crude, bawdy images of sexual acts.

In fantasy roleplaying, where magic is both common and powerful, pornography can go far beyond the two-dimensional. Illusionists may specialize in creating vivid, erotic images for their clients, while scribes could fill tomes full of sexual images that actually move and writhe on the page. There could be an entire cottage industry for spellcasters that fulfill the fantasies of their clients through magic. Just as video captures the image of a person, pornographic illusionists could exist who are on the hunt for sexually alluring "subjects" on which to base their work. Spellbooks themselves may be erotic in nature, complete with lifelike images of sex intermingled with the arcane writing. Those who find such work distasteful may even overlook the fact that power lies between the pictures that they refuse to gaze upon.

In short, where there is sex, pornography is sure to be right behind.

The Consequences of Love and Sex

Love and sex can add incredible depth to your roleplaying experience. However, in a game

that involves sex, many things could result that the character may not have been prepared for.

Marriage and Bonding

May love, like sweet nectar, bless this holy union.

Often considered one of the most noble and highly regarded elements of a society, committing to a marriage or legal union is an important part of any person's life. Through marriage, the bonds of society are strengthened. Through children, a common result of marriage, family lineages are kept strong.

However, the life of an adventurer is often ill suited to marriage, considering the dangerous tasks that such a person undertakes. By taking to the road in search of wealth, excitement, or promotion of a cause or deed, adventurers rarely spend that much time at home, fostering a family life. Still, forming a union with another person (or multiple people) and having children can be just as fulfilling, frustrating, and interesting as any normal adventure.

A married character has a partner (or partners) she can rely on, as someone who provides emotional, social, and financial support. Married people live longer lives in our world, have better finances, and are less suspect in social situations—this may also apply in a fantasy setting. Married men and women show lowers signs of stress and have better immune systems. In addition, they have someone who can take care of them in their old age, increasing their sense of security.

If both members of a married couple are adventurers, each has an ally who watches out for the other. Through their love, great and epic adventures await.

Commitment and Infidelity

Of course I've never dishonored you!

In a game that involves sexual aspects, the topics of commitment and infidelity come up, causing both joy and woe for the person involved.

Commitments and fidelity are culturally defined. A wide variety of norms are possible. Some define them narrowly, some broadly. Fidelity for some is partnership with one (or a few) people with whom one has sacred vows prohibiting sexual sharing outside the relationship. Others have broader commitments

that prohibit sexual selectiveness.

Example 1: In one country, it may be that you must only have one partner. Infidelity in a society with such norms can result in many negative consequences—emotional, social, and even magical. A character who makes a vow to be true to his partner (particularly a worshiper of Kaladis), may find his powers waning and doors shut in his face after his sexual liaison with another partner. In most societies, having sex outside one's union may result in grounds for divorce or even legal punishment.

Example 2: In a very different society, the emphasis may be on procreation and the expansion of population. Here, you must create a child for the good of the community. Celibacy or having only one partner goes against society. Until the person has contributed an offspring to the community, he or she may have to take multiple partners and endeavor to become a parent.

The life of an adventurer often takes them far from home, away from the familiar comforts and often sexual gratification from their chosen mate. Temptation lies around every corner, in the form of prostitutes, seductive creatures, or even grateful townsfolk willing to show their appreciation . . . in whatever way the adventurer would like.

In the game, alignment is a good indication as to how a character deals with the issue of infidelity. Lawful characters are the least likely to stray from a committed relationship, while chaotic characters are inclined to engage in sex outside the commitment. A good character feels guilt and regret about his behavior, while an evil character may go out of his way to have sex with as many people as he can. However, a character's alignment is not the only indication of how a character deals with issues of fidelity. A chaotic evil character may actually be a devoted (if violent and scary) wife, who wouldn't think to bed down with someone other than her mate. In contrast, a lawful good character may be righteous in all endeavors, but possess a wandering eye.

Pregnancy and Childbirth

Remember that night during the Midsummer festival? I think we need to talk . . .

At its core, sex is about procreation. The act of sex is done to ensure the survival of the



species, for without it, there would be no life. In a typical game, sex is absent, and thus, children are rarely heard or seen, unless they are involved in the plot in some way. ("A barbarian horde has captured all the children of the village and plans to sell them into slavery.") With games that include sex, the chance of pregnancy is a possible outcome, regardless of the wishes of the couple involved.

In the pseudomedieval world of fantasy roleplaying, siring children is an important aspect of any person's existence. For commoners and other peasant folk, having children (often many) ensures that there are enough hands to help raise the crops, work the fields, mill the wheat, cobble the shoes, or a thousand other tasks that require the hands-on approach. For nobles, children means continuation of the bloodline, along with the rights, titles, money, and power that go along with it. In most societies, producing an heir is of the utmost importance, so that the family, along with titles, status, and positions of power, may be maintained.

So how do adventurers handle pregnancy? If it is planned, it should be a joyous event, with the proud parents putting time, money, and energy toward the welfare of the child. If it's unplanned and occurs outside marriage, the couple must deal with the same issues that occur in real life—should they get married? Who will be responsible for the child's welfare? Will the child be accepted into the family or be considered a bastard?

As she comes to term, however, a female adventurer might find herself less inclined to head into dangerous situations, as her body and natural instincts curtail such ambitions. Conversely, the adventurers may have a greater passion and will to adventure, so to provide for their offspring's future.

In a world filled with magic, unusual births may occur. The child might be born in nine weeks rather than nine months and grow to adolescence in the blink of an eye. One of the parents may be a dragon, a celestial, a devil, or some other exotic beast, with the resulting child being a half-breed with unusual powers. In such cases, the parents must not only contend with a squalling newborn, but one that spontaneously

breathes fire!

In all cases, you should talk to your players ahead of time about the chance of pregnancy and everything it entails. No player should be forced to deal with these consequences if they object and you should be sensitive to the will of your players.

The Cons

Well, it seemed like a good idea at the time.

Balancing out the benefits of sex are many pitfalls. Disease, unwanted pregnancy, emotional heartbreak, and jealousy go hand-in-hand with the act of physical love.

One of the unfortunate side effects of sexual contact is the spread of sexually transmitted diseases. In the real world, STDs account for some of the most devastating losses among communities. In the gritty, dirty world of most fantasy settings, diseases (some more horrible than can be imagined) run rampant. By adding a sexual component to your game, you may also bring along the specter of sexually transmitted diseases. For more information on sexually transmitted diseases, see *Chapter 2: Rules, Skills, & Feats*.

All manner of emotions go along with sex, from passion and lust to jealousy and hatred. A casual fling may result in obsession by the other person, or a jealous husband may find out that his wife has been sneaking behind the tavern with one of the adventurers. Lawful societies also have strict codes about sexual behavior, and a randy character may find himself behind bars if he lets his loins do his thinking for him.

Chastity

"I said no."

In a game without sex, all characters can be considered chaste. Such characters in adventures that include sex, however, may miss out on everything from enticing social encounters to powerful magic that stems from sex. They might find themselves on the fringe of the otherwise sexually active group, which considers him prudish or uptight.

A chaste character in a sexual game may also find himself in awkward cultural dilemmas. For example, Batiri, a proud and virtuous paladin has chosen to lead a life of chastity. As a sign of hospitality and appreci-

ation for her assistance in repelling a horde of goblins, the Grand Vizier offers her one of his concubines for the night. Although she politely refuses, the lord is furious at such a breach of social etiquette. Or, Batiri accepts the request, but lets it be known in the morning that the sexual encounter was not to her liking. To save face, the Grand Vizier proudly states that he will have the concubine put to death for her lack of skill. Now Batiri must deal with the knowledge that the life of an innocent has been put in jeopardy because of her!

However, being chaste in a game with rampant sexuality has its own advantages and makes for a wonderful and intriguing roleplaying experience. By not having sex, the character avoids the problems inherent with sex-disease, pregnancy, and unwanted liaisons. They also stand a better chance of avoiding the predations of particularly seductive NPCs and creatures such as succubi.

Sexual Taboos

Some things are just not done.

Despite the diversity of sexuality that exists, some activities are nearly universally banned. Common taboos exist across cultures and species.

Culturally Dependent Taboos

Each society forms its own set of expectations, including those regarding sex. Depending upon various cultural influences including religion, alignment, species, education, geography, and politics, a people often adopt specific norms. They decide what is and what is not acceptable sexual behavior. The more rigid, suppressive, and narrow-minded a society, the more taboos it has. Often, these serve merely to set the members of one society apart and different from a rival society.

The repression sometimes takes the form of law, making these aspects of sexuality illegal. Other times, it manifests through social prejudice. In addition to the activity being societally prohibited, open discussion, tolerance, or even the mere mention of the taboo topic can be socially stigmatizing. Common taboos include the following.

Common Cultural Taboos

- Anal sex
- Birth control
- Bondage
- Breeding outside social caste
- Breeding with other species
- Circumcision
- Domination-submission
- Fetishes
- Gender equality
- Homosexuality
- Incest (with extended family)
- Interspecies breeding
- Interspecies sex
- Masturbation
- Multiple partners
- Nudity
- Oral sex
- Polygamy
- Pornography
- Promiscuity
- Prostitution
- Recreational sex (nonprocreation)
- Sadomasochism
- Sex outside social caste
- Sex outside specific culture
- Sex toys
- Sex while shapechanged, polymorphed, reverse gendered or otherwise altered in form
- Transvestitism
- Uninitiated Adults (see Rites of Passage, below)
- Unmarried sex
- Various sexual positions

Universal Taboos

All but the most chaotic and evil of societies view the following activities as reprehensible.

Universal Taboos

- Bestiality
- Child molestation
- Incest (with immediate family)
- Necrophilia (sex with the dead or nonsentient undead)
- Rape

Rites of Passage

Societies have benchmarks by which they determine whether an individual is an adult or a child. Some use the onset of a girl's menses or another biological change as the indicator. A few choose an arbitrary date by which they indicate adulthood. Often a ritual or ceremony marks the transition from childhood to maturity. Depending upon the



culture and its attitudes toward the individual, some passages are determined by the actions of the soon-to-be adult and others are determined or done by society. In almost all cultures, the child welcomes the transition to adulthood. Common rites of passage for both males and females include the following.

Common Rites of Passage

- Attaining a certain age
- Circumcision
- Distended or reshaped body part (such as lips, ears, necks, genitals)
- Elders/Council decree
- First child conceived
- First sexual encounter
- First use of spell-like ability
- Flesh inserts
- Hunting or slaying a particular creature
- Marriage
- Menstruation (females only)
- Personal journey
- Piercing
- Religious ritual/ recognition by deity
- Scarification
- Tattooing

Marriage/Committed Union Customs

Society, culture, and religion are the primary forces that determine relationship bonds and commitment norms. At the core of the custom are some basic purposes for the union.

Many societies use marriage (and marriagelike ties) to clarify property rights, simplify inheritances, delineate parentage, transfer titles and lineage rights from parent to child, and establish clear succession among royals or rulers.

Common marriage or committed union customs include the following.

Category	# and Gender of Participants
Conventional	One male and one female
Monogamous	Two partners of any gender
Polygamous	One male and more than one female
Polyandrous	One female and more than one male
Group Marriage	One or more males and one or more females
Theogamous	Mortal/deity relationship

Fidelity/Chastity

What it means to be married in one society may mean something completely different in another. Even two communities that both worship Kaladis, the deity of marriage and commitment, may interpret the deity's holy tenants very differently.

One place may hold that Kaladis created commitment and marriage as a means of joining of two individuals of opposite gender for a life-long commitment that does not permit sex outside marriage. Another place may have as its norm that Kaladis created commitment and if one person gives his or her word, that word must be followed. In this society, marriage may last only until the next new moon and only forbids extramarital sex if the participants specify a vow to that effect.

Fidelity/Chastity

- Sex is permitted only within the bonds of the committed relationship
- Males may seek sexual gratification outside the relationship
- Females may seek sexual gratification outside the relationship
- The highest social caste member may seek sexual gratification outside the relationship
- Sex outside the relationship is permitted if the partner(s) approve of the lover
- Formalized lesser relationships, such as concubines, are expected
- Formalized lesser relationships are permitted
- Open, casual sexual relationships are expected
- Open, casual sexual relationships are permitted
- Discrete, long-term sexual relationships are expected
- Discreet, long-term sexual relationships are permitted
- An outside sexual relationship is permitted only if it does not create a child

Duration

Some marriages include the vow "Until death do us part." A simple handfasting might only commit the participants for a year. Regardless, each culture, even within the same race, may have wildly different rules as to what is considered a union.

Common lengths of bond include the following.

Duration

Lifelong
One year
Until the first snowfall
Until the thirteenth new moon
Until a special wedding vase breaks (may be broken easily by either partner, another person, or by a chance event such as an earthquake)
Until the village elders dissolve it
A year and a day
Until a child is conceived
Until the next new moon
Until the next full moon
Until a new monarch is crowned

Dissolution

Societies vary greatly in their rules of who can terminate a marriage and how it can be ended. The dissolution of a marriage can be either simple or complex. In a society where the rules for marriage clearly defined, dissolution has little extraneous fallout, although there can still be bruised emotions, concerns about children, and the like. In the pseudo-medieval setting of fantasy roleplaying, the consequences of separation have far more reaching possibilities than in real life.

Commoners that are tied to a particular lord or plot of land may find themselves completely cut off from their livelihood, their extended family, and any rights that they might have.

In more cosmopolitan or liberal societies, marriage itself may be a casual affair, resulting in equally casual dissolutions. A character from a place with strict guidelines for marriage and divorce may be amazed (or appalled) at the nonchalant attitude about such things when visiting a foreign society.

With dissolution, property is commonly divided and custody of children is determined. However, many cultures may have rules that dictate that only one or the other divorcee receives any form of compensation. For example, in a highly patriarchal society, males may have the right not only to divorce their wife, but also retain all possessions and children.

There's nothing stopping you from coming up with unique, even bizarre, outcomes for dissolution of a marriage or union. For example, it could be law that if dissolution occurs, all their property, assets, and even children are spread out among the rest of the village.

Possible Means of Dissolution/Divorce

None
Church edict
Civil court dissolution
Mutual agreement
Public announcement
Public denunciation
Returning dowry
One member makes a symbolic gesture such as breaking a vase or returning a ring
The village wise one declares it so

Sex and the Alignments

Below is described the typical approach to sex of a character of one of the nine alignments from Core Rulebook I. Each alignment includes heterosexual, homosexual, and bisexual folk. Alignment influences other aspects of sexuality such as the approach taken toward monogamy or promiscuity. The entries below are general philosophical guidelines only.

Lawful Good**Be Virtuous in All Endeavors**

A lawful good character acts with thought, looking ahead to the implications of his actions. He earnestly endeavors to be honest and respectful with any potential partner. Some choose to be celibate or chaste. Others wait for sex until a permanent relationship, such as a marriage, is formalized.

A lawful good alignment does not prohibit sex outside marriage. It just means that the character must clearly communicate what he is offering and what he expects from his partner. Are they intending to spend just one night of passion together with no obligations? Are they beginning an ongoing relationship with commitments excluding other partners? What happens if a partner conceives? Even paladins can have robust, varied sex lives, but they need to come to clear terms with their lovers in advance.

The bard's dulcet tones slowly faded and were replaced by the inn patrons' applause and cheers. Cries of "Chevel!" and "Encore!" accompanied her from the improvised stage. Coins clinked into her cap as her audience showed their appreciation.

The paladin Valeria slapped her leather-clad thigh in approval. The bard winked at her and



came over to her table.

The tall, blonde warrior rose at the petite brunette's approach.

The bard sat down, gesturing for the paladin to do the same. "My name's Chevel."

"Pleased to make your acquaintance," Valeria said.

"Buy me a drink?"

"An honor." The paladin called for the innkeeper to bring two glasses and a bottle of wine.

An hour or so later, the two women were still sitting together, talking, heads bent close together to hear each other over the noise. Their knees touched under the table.

Valeria sighed, and leaned back, not wanting the moment to end, but needing to know if it was right for it to continue. "You're lovely, sweet, and incredibly talented. You've been flirting with me all evening, and I've quite enjoyed it. I need to let you know that I'm only in this town for tonight."

"I leave with my crew at dawn." Valeria indicated a motley group assembled at one end of the bar. "It's not likely I will pass this way again. We can only have each other tonight." As Valeria finished speaking, she reached out and took

Chevel's hand, making sure to leave her grip loose enough so that the bard could pull away.

Valeria: Human paladin 15; CR 15; Medium humanoid; HD 15d10+30; hp 85; Init +3; Spd 30 ft.; AC 21, touch 14, flat-footed 18; Base Atk +15; Grp +20; Atk +22 melee (2d6+6/17-20, +1 greatsword) or +19 ranged (1d8+5, +1 composite [+4 Str bonus] longbow); Full Atk +22/+17/+12 melee (2d6+6/17-20, +1 greatsword) or +19/+14/+9 ranged (1d8+5, +1 composite [+4 Str bonus] longbow); SA smite evil 4/day, spells, turn undead 6/day; SQ aura of courage, detect evil, divine grace, divine health, empathic link with mount, heavy warhorse mount, lay on hands, remove disease 4/week, share spells with mount; AL LG; SV Fort +14, Ref +11, Will +9; Str 20, Dex 16, Con 14, Int 8, Wis 14, Cha 17, App 13.

Skills and Feats: Diplomacy +12, Perform (sexual techniques) +12, Ride +12, Sense Motive +11; Blind-Fight, Dodge, Improved Critical (greatsword), Mobility, Sexual Training*, Spring Attack, Weapon Focus (greatsword).

Smite Evil (Su): Four times per day, this



paladin may attempt to smite evil with one normal melee attack. She adds +3 to her attack roll and deals 15 extra points of damage. Smiting a creature that is not evil has no effect but that use of the ability counts against the paladin's total for that day.

Turn Undead (Su): As a 12th-level cleric.

Thunderhooves

Heavy Warhorse; Large magical beast; HD 12d8+12; hp 66; Init +1; Spd 60 ft.; AC 18, touch 10, flat-footed 17; Base Atk +3; Grp +13; Atk +8 melee (1d6+6, hoof); Full Atk +8/+8 melee (1d6+6, 2 hooves) and +2 melee (1d4+3, bite); Space/Reach 10 ft./5 ft.; SQ command, low-light vision, scent, spell resistance 20; SV Fort +7, Ref +5, Will +2; Str 22, Dex 13, Con 17, Int 9, Wis 13, Cha 6.

Skills and Feats: Listen +5, Spot +4; Endurance, Run.

Command (Sp): Usable 7/day against other equines (Will DC 21 negates).

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

Low-Light Vision (Ex): Can see twice as far as a human in dim light.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

call upon the services of a special heavy warhorse mount. The creature's abilities and characteristics are summarized in the *Thunderhooves* sidebar.

Lay on Hands (Su): This paladin can cure 45 hit points of wounds per day.

Remove Disease (Sp): This paladin can remove disease, as the spell, four times per week.

Aura of Courage (Su): This paladin is immune to fear, magical or otherwise. Allies within 10 feet of her gain a +4 morale bonus on saving throws against fear effects.

Detect Evil (Sp): This paladin can detect evil at will as the spell.

Divine Grace (Su): This paladin applies her Charisma bonus on all saving throws. (This modifier is already figured into the statistics given above.)

Divine Health (Ex): This paladin is immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Empathic Link (Su): This paladin can communicate telepathically with her mount at a distance of up to 1 mile. The paladin has the same connection to an item or a place that the mount does.

Heavy Warhorse Mount: Whenever she desires, this paladin can

Paladin Spells Prepared (3/2/1/1; save DC 12 + spell level): 1st-bless, bless weapon, pleasant dreams; 2nd-mantle of love*, resist temptation*; 3rd-magic circle against evil; 4th-dispel evil.

Possessions: +2 celestial argentum breastplate*, +1 greatsword, +1 composite (+4 Strength bonus) longbow, belt of giant's strength +4, 20 arrows, bracers of health +4, gloves of Dexterity +2, periapt of Wisdom +2, cloak of Charisma +2, ring of protection +1, potion of cure moderate wounds, potion of peacock's beauty*, potion of fly, 300 gp.

* New in this book.

Neutral Good

Give Pleasure

This philosophy guides a character to seek to please her partner or partners. A neutral good character wishes to do good in the world. She focuses on enjoying life and making life enjoyable for those near or dear to her.

Neutral good characters are easygoing lovers, sometimes pursuing casual relationships, sometimes forming lasting commitments. In either case, they have the strong desire to leave their partner happier for having been with them.

Chevel paused for a moment, studying the paladin across from her. The warrior was beautiful and shining with devotion to her cause. Her earnest need to codify this potential one-night stand amused the bard. Chevel wanted her, wanted to give her a night of pleasure to remember. She laid her hand on Valeria's thigh, feeling the warmth and the wanting of the other woman.

Echoing Valeria's words from earlier, the bard replied. "An honor."

The bard called for the innkeeper. She wanted to rent a room with a large, comfortable bed.

The two women went up to the room. The paladin reached out to extinguish the oil lamp, but the bard stayed her hand. Chevel began to undress the paladin, slowly removing each article of clothing and folding it neatly on a chair, prolonging the procedure.

Valeria's muscled body showed several scars—mementos from many battles. The fine white lines did not detract from her beauty. They instead seemed to enhance it, forming a cryptic guidebook to her past. The bard lightly traced the scars as she removed the paladin's clothing. The gesture was





intimate and accepting. As Chevel continued to remove the garments, Valeria's nipples hardened. When the paladin was completely naked, Chevel gently pushed her onto the bed.

"Stay right there," the bard said. She began to hum a lively musical number and started to undress herself in a burlesque striptease, snapping her fingers and slapping her thigh to provide the percussive emphasis she wanted. All the while, she kept her gaze on the lovely Valeria, flirting, teasing, and building the anticipation.

The paladin enjoyed the show, feeling heat and longing in her groin. Her nipples ached sweetly. At last, the bard threw down the dainty thong that was her last bit of clothing. Chevel pounced on Valeria.

"You were magnificent," the paladin said.

"You've not begun to know magnificent," the bard replied.

Chevel: Human bard 6; CR 6; Medium humanoid; HD 6d6+6; hp 27; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +3; Atk +4 melee (1d6-1/19-20, masterwork rapier) or +6 ranged (1d8-1, masterwork longbow); Full Atk +4 melee (1d6-1/19-20, masterwork rapier) or +6 ranged (1d8-1, masterwork

longbow); SQ bardic knowledge 6, bardic music 6/day (countersong, fascinate, inspire competence, inspire courage +1, suggestion); AL NG; SV Fort +3; Ref +6, Will +6; Str 8, Dex 13, Con 13, Int 10, Wis 12, Cha 16, App 14

Skills and Feats: Diplomacy +16, Gather Information +12, Perform (burlesque) +12, Perform (sexual techniques) +12, Perform (sing) +12, Perform (string instruments) +12, Sense Motive +13; Dodge, Improved Initiative, Negotiator.

Bard Spells Known (3/4/3; save DC 13 + spell level): 0-dancing lights, depilatory*, detect magic, grope*, lullaby, read magic; 1st-block the seed*, charm person, cure light wounds, vision of exquisite pleasure*; 2nd-invisibility, limited telepathy*, touch me not*.

*New spell in this book.

Bardic Music: Six times per day, Chevel can use her song or poetics to produce magical effects on those around her (including herself, if desired). Starting a bardic music effect is a standard action. For more information on bardic music see page 29 in the Core Rulebook I.

Countersong (Su): Chevel can counter magical effects that depend on sound by making a Perform check for each round of countersong. Any creature within 30 feet of the bard who is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of his or her saving throw if desired. Countersong lasts for 10 rounds.

Fascinate (Sp): Chevel can cause up to two creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reactions, such as Listen and Spot checks). The bard's Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 5 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear Chevel gets a +2 competence bonus on skill checks with a particular skill for as long as he can hear the music. Inspire confidence lasts for up to 20 rounds.

Inspire Courage (Su): Allies (including the bard) who can hear this bard receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. The effect lasts for 5 rounds after the ally can no longer hear the bard.

Suggestion (Sp): Chevel can make a sugges-



tion (as the spell) to a creature that she has already fascinated (see above). Using this ability does not break her concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. Making a suggestion doesn't count against Chevel's daily limit on bardic music performances. A will saving throw (DC 16) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind-affecting, language-dependent ability.

Possessions: +1 chain shirt, cloak of Charisma +2, masterwork rapier, masterwork longbow, 55 gp.

Chaotic Good

If It Feels Good, Do It

A chaotic good character does what he thinks is best. He's rebellious and cares little for customs and norms, but respects others' views. Simply put, he does what he thinks is good and right.

Often, a chaotic good character makes an effort to exhibit his individuality, especially in a repressive society. He knows what he believes and follows his heart, seeking happiness while trying not to hurt others. He wants those with whom he forms a relationship to feel better off for having been with him.

Madeline, the hostess of the House of a Thousand Pleasures, made a gesture and uttered a few words as she presented her holy symbol of Alilial. Her gaze sharpened, and became more penetrating. She stared at them for a moment. "Okay, you're fine. The Game Room has two rules. First, you must be free of disease. You are. Second, the emphasis in this experience is sensuality and pleasure. You must be here with knowledge and without any compulsion. You must be willing to share yourself sexually, to experience pleasure, and to give pleasure. Are you?"

"Yes," Desere and Silett spoke at once.

"Now, the fun can begin."

The hostess led them up a flight of stairs and down a long corridor. As they passed several doors in the hallway, they could hear sounds of pleasure and play. She led them to the double doors at the end of the hall. Gilt letters proclaimed the area beyond to be the "Game Room."

Madeline opened the doors. Desere was disappointed to see only a small foyer with another set of double doors at the far end. The hostess closed the doors to the hall and took down two blind-

folds from a peg in the vestibule.

"Blindfold?" she asked. "They're optional, but many of our visitors say they enhance the pleasure."

"Just what have you gotten me into?" Desere asked with a laugh. "I don't want a blindfold."

"I do," Silett said, eager to gain the most fun from the experience.

Once blindfolded, Silett groped about for Desere, intentionally brushing his hands against her breasts. He found her nipples quite perky. Good. She was having fun, too.

"Ready?" Madeline asked. Desere said "Yes" and he nodded. He heard Madeline open the inner doors.

The blindfold took away his sight and forced him to concentrate on his other senses. A low symphony of moans, gasps, and sighs greeted his ears. He felt his manhood swell against the filmy silk robe he wore.

He heard Desere gasp.

"It's... Oh, it's... beautiful. So many bodies. Undulating like the sea," she said.

Lawful Neutral

I Kiss by the Book

Lawful neutral characters value law, order, and tradition. Good and evil are concepts of little importance. Arranged marriages are common in a lawful neutral society. Many such societies have very particular customs or laws governing sex. As with the lawful good worldview, sexuality is controlled and acts of sex are deliberate, considered matters, not lightly undertaken.

"But you're my husband!" the young bride whined. "Why can't we make love yet? We're married!"

"I've explained to you before. I will explain again," the monk stroked his wife's hair, trying to calm her as he would his horse when it became agitated. He wanted to share appreciation of convention and propriety with this young woman he hardly knew. "Here, in this fiefdom, we have the First Night tradition. When one gets married, the local noble has the option, nay, the duty, to initiate the newly wed into sexuality. It's a bond between the aristocracy and those who owe them fealty. It strengthens the bloodlines and makes the nobles care more about their people."

"I understand all that, but I hate it! I want us to be each other's first lover," she kissed him



through her tears.

"I will love you as much, nay more, tomorrow than I do today," he said. "But this must be done."

He kissed her for the last time that night, and slowly began his walk to the castle. He hoped that Lady Eleanor would be gentle with him and leave him enough energy to consummate the marriage with his fretful bride in the morning.

Neutral

Act Naturally

A neutral character is the most difficult to quantify. He doesn't seek to be evil or good, chaotic or lawful, but is by turns each, depending upon circumstance. In relationships, he may be virtuous or unfaithful, committed or casual. He often does what's convenient and expedient. A neutral person might be faithful because he wants his partner or partners to be faithful or because he fears being caught. Likewise, he might betray his lover because he wants to experiment or because he doesn't think his partner will find out.

A few neutral characters want perfect balance. They diligently pursue the path of neutrality. Often, because of their philosophical pursuit of equilibrium, they are chaste or partner only with another seeker of equilibrium because relationships with people of other temperaments generally lead to conflict.

Cliara untied her purse from her belt and let the coins chime out onto her dresser. Two gold pieces, ten silver pieces, and a handful of copper. A good night's wage, especially for only six customers.

"Good tippers," she thought aloud and chuckled softly to herself at the pun.

Both the good night and the money helped make up for yesterday.

Last night's takings had been meager. Her last customers of the evening were a pair of human women who had her service them, then paid her in silver-plated copper pieces. Harpies.

Still early, not yet

midnight. She also could sleep late tomorrow. Nothing to do until noon, when she attended the life stretches at the kundala temple. The kundala exercise regime kept her body fit and supple.

Cliara debated the merits of going downstairs to the common room and seeing if anyone new had shown up. The pretty bard performing at the inn was talented. She attracted more patrons and put them in a good mood, making them feel happier and more generous.

No more tonight, she decided. Her last client, a giantborn dwarf tantrist, had left her tired and a touch sore. He had given her a gold piece, though, more than twice what she normally charged. Nice guy.

Cliara looked at the money on her dressing table and decided to take a bath.

Chaotic Neutral

It's All About Me

A chaotic neutral character does whatever she pleases, when she likes, with whomever she wants. She prides herself on her spontaneity, enjoying a blatant disregard for societal norms. She rarely pauses to consider the impact her actions have on other people. When forming relationships, she only cares about herself and what's good for her. She often leaves a trail of emotional wreckage and heartbreak in her wake.



"I'm bored," Falean complained to Ardella. She threw the last of the wood onto the fire in their makeshift camp at the side of the road. "We haven't done anything interesting since we were thrown out of Percilla's House of Pleasure for coating the whips with sovereign glue."

"Yeah, but it was worth it to see the look on that pseudodomatrix's face when the whip wouldn't come away from that poor half-orc's butt." The two women laughed together, but the silence returned.

After a moment, Ardella said, "I'm bored, too."

"Why, then, I challenge you to a game of 'First Fuck.' The first one of us to get laid gets 100 gold and a massage from the loser," Falean said.

"Deal," Ardella agreed.

Falean stood up. "I hear hoof beats. This one's mine."

The rhythmic pounding of hooves grew louder. It sounded like a single horse approaching at a trot. Falean positioned herself, standing openly in the middle of the road. She unlaced the top of her shirt, exposing the uppermost curves of her ample bosom. She reached inside the shirt and hitched them up to emphasize her cleavage and smoothed her skirt to show off her full hips.

The rider approached and reined in his horse. He was a young, good-looking elf with hair the color of sunshine.

"Oh, sir," Falean began, advancing toward him and placing her hand on his stirrup. "I need help so badly. . . ."

"What is it? What's wrong?" the elf drew his sword and looked around, preparing to face danger in the stereotypical defense of the damsel.

"Ooh, I have need of your nice, strong sword," she cooed. She used her left hand to draw up her skirts, exposing a bare expanse of thigh. "Come here and explore my deep, dark cave."

The elf sneered in annoyance. He shook her hand off his stirrup and kicked his mount into a gallop.

Falean sighed, "So much for the direct approach. I should have known to be more subtle with an elf." She laced her shirt back up.

Ardella giggled.

"Probably doesn't even like women," Falean endeavored to console herself.

The two women laughed. At each other. At themselves. At the world.

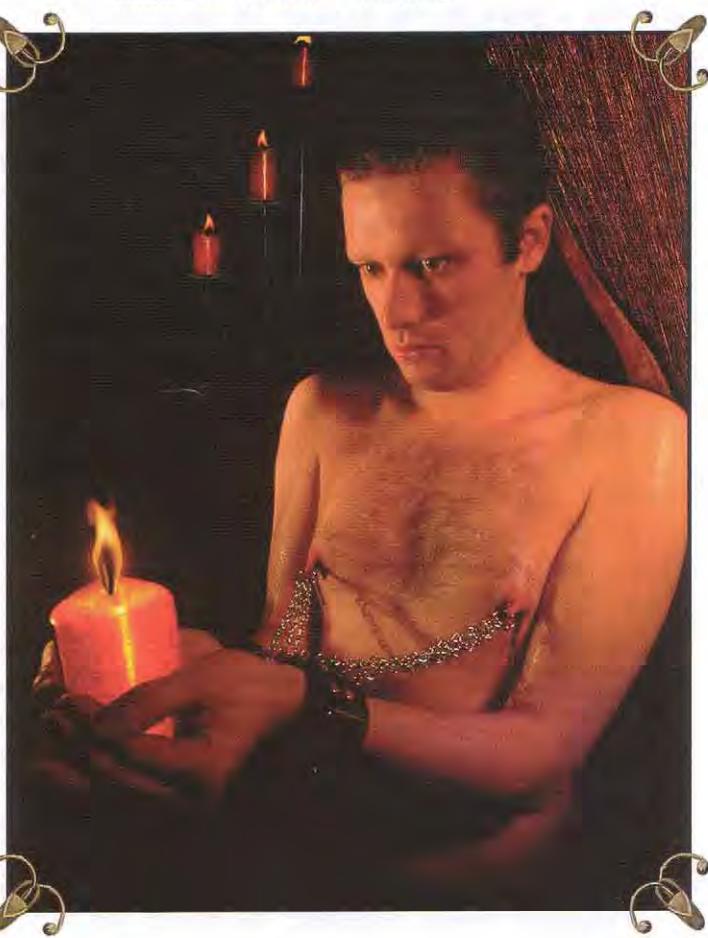
Lawful Evil

Order and Power

A lawful evil character uses sex as one of her tools. She takes what she wants from those within her power, negotiates with peers, and submits to those above her in rank. A lawful evil character is most definitely evil, but she plays by the rules.

Darvin shuffled into the courtyard of the Baroness Arsera, guided by two imposing soldiers. They had sternly warned him not to look directly at her. She sat beside a small pool, reading. He waited in silence, with his eyes fixed upon her feet, which, to his amazement, were bare. His fascination caused him to raise his head with a start when she finally spoke.

"You are Darvin," said the Baroness, not looking up from the slender book in her hands. "It has come to my attention that you are almost four months-a whole season-late in the payment of your taxes. You have been given one chance to pay your rightful debt to me, and all you provided were a few pitiful baskets of withered wheat and two pieces of silver." The disgust in her voice made him wince. "Pathetic."



She rose from her seat and walked toward him. His nose caught a whiff of exotic perfume, which mingled with the scent of his fear.

"I will make this brief. You have failed in your obligations to your rightful ruler. For that alone, you give me leave to see you killed." He looked up at her with a gasp. The baroness's stunning face, framed by childlike golden curls, bore no emotion. "As well as your family," she continued.

"Mm... mmm-milady!" he stammered. "There was little rain this year! No one had a good crop!" Her hand snapped up and grabbed his face, cutting short his plea.

The baroness's grip was hard, but slowly softened as she caressed his face, leering at his muscular frame. Darvin felt as if he were a cow being inspected before slaughter.

"You can decide to leave with your family surrendering all land, your house, all your possessions, or you can serve me. As an assistant of sorts."

Hope swelled in Darvin's heart. "Yes, of course, milady! I am your servant and will do anything that you ask!" he sputtered.

"Oh," she whispered. "Yes you will...."

The Baroness stood naked in her bedchamber, selecting a gown for the evening. The room was dimly lit with candles, held in the hands of a man, also naked, who stood beside her. Short silver chains led from his pierced, bloody nipples to tight wristbands—the chains prevented him from lowering his arms past his chest. Despite his effort, the man's arms drooped ever so slightly.

"More light!" she screamed, swatting the heavy weight that hung from his exposed testicles. The man, formerly known as Darvin, and now only called "candle holder," did not flinch. To show pain, he knew, would only incite his mistress's wrath.

Neutral Evil

It's All About What I Can Get Away With

The self-centered, self-serving neutral evil character pursues personal ambitions or agendas by all expedient means. Lacking honor or principles, the neutral evil character values personal gain above all. He controls, abuses, or prostitutes others. Relationships involving a neutral evil individual tend to be emotionally painful, often filled with betrayal and deceit.

"Pregnant? You're pregnant? We should get

married," he said. "I'm so happy! The barony will have an heir!"

"Darling, of course I want to continue to make you happy," she said. "You want to get married, we will get married." She smiled as she mentally added up the number of times she was married, either falsely by a paid-off, often drunk, official, or quasilegally (legal only where polygamy was accepted). She was no more pregnant than she had been a virgin when she first came to the Baron's bed. She almost felt bored with how easy it had been to fool the aging aristocrat.

"I'm looking forward to having a nice, big ring and a lovely trousseau! You will get me a nice ring and lots of nice clothes and jewelry, won't you, darling?" she prompted as she started to unlace the Baron's breeches. He was hard with the thought of his own fertility.

"Fool!" she thought as she pulled his small stiffness out. He was already close to orgasm. She used her magic-enhanced skill to keep him aroused but not let him climax. She pressed at a point just behind his testes and used her fingers to maintain pressure on his shaft. He never noticed the stilled, silent spell she cast to prolong his pleasure.

Her mouth began to caress his shaft, her tongue tracing patterns of greed and lust. With each lick, she enumerated another thing for him to buy her. "A lovely horse!" Lick. "With horseshoes that can make it fly!" Nuzzle. "A magic cloak to make me even prettier!" Lick. "Oh, I would love to have a true seeing gem, too." She stroked him, working her hands up and down, up and down, as she began to suck on him with vigor. His balls tightened as he pumped his baronial blessing into her eager mouth. She smiled up at him, satisfied with how easy it was to suck him dry.

Chaotic Evil

Fuck You! Fuck You! Fuck You All!

The chaotic evil character likes to hurt, torture, and destroy. He commits appalling acts on the merest whim. Sex for him is entirely selfish and often violent. Chaotic evil creatures sometimes seek sexual satisfaction through rape, mutilation, bestiality, or the abuse of helpless creatures. These aspects of sex are prohibited among all but demonic society and despised by all the other alignments. The Book of Erotic Fantasy intentionally omits all but the mention of such heinous acts.

Sex and the Species

In a campaign with a sexual dimension, many questions about characters' and monsters' sexuality arise. Which kinds of creatures favor monogamy? Which tend toward bisexuality? Which engage in interspecies procreation?

While any given species has individuals that span the full spectrum of sexuality and sexual preferences, delineating sexual proclivities by species proves useful in providing a rich and complex world where different societies have different sexual norms.

Player Character Races

The following entries describe the general attitudes of the races found in Core Rulebook I, as pertaining to sexuality, as well as how each race handles pregnancy and childbirth.

Dwarf

Love is like stone

Dwarves tend toward homospecies, heterosexuality, and monogamy. They usually choose one dwarf of the opposite sex and bond for life. Marriage is respected by dwarven communities and held as a sacred vow. The community elders arrange most marriages. Love is an emotion dutifully cultivated within marriage. It does not come easily and requires much skill and shaping.

Despite their reputation as curmudgeons, dwarves are energetic lovers, known for their prolonged sexual sessions, which can last for a full day or more. Still dwarves are not very sexually adventurous, sticking with "tried and true" methods and shying away from many kinks that other races may enjoy. Like everything else in the dwarven community, dwarves are taught the basics of sex in the same way that they would learn about how to handle a hammer and tongs at a forge—some things are done just so, as that is the way it's always been. Humans, elves, and gnomes are often amused that many dwarf communities provide their young dwarves who reach sexual maturity (typically around 40 years), are provided a "manual" of acceptable sexual positions, often written out in a dry, clinical prose.

Homosexuality is rare in dwarven commu-

nities, but shows remarkable support by its members, who see it as a true bonding of kindred souls. It is accepted that male warriors may come to love their fellows, showing remarkable loyalty as brothers-in-arms. Lesbianism, however, is even more rare and is viewed with suspicion. In those communities where females greatly outnumber males (often due to wartime attrition), females sometimes pair up and form life-long partnerships.

Dwarven Pregnancy and Childbirth

Dwarves have long, and relatively painful (some would say "stubborn") pregnancies. However, as befitting the stoic nature of most dwarves, pregnant females do their best to mask this pain, seeing it as a sign of weakness to be overcome. Although already noted for their protective nature, a dwarf community becomes extremely, almost obsessively, concerned with the safety and comfort of a pregnant female. During this time, a pregnant mother retreats from the main part of society, to be looked after by the matriarchs of the clan, who sing neverending chants to help the child come into the world.

For unknown reasons, dwarven half-breeds do not commonly occur, unless the other parent is a celestial, dragon, fiend, or other being noted for their ability to cross-breed.

Multiple births are extremely rare among dwarves, and how the children are treated depends on the particular clan. Some see them as auspicious omens, while others watch the children with suspicion. Fraternal twins are almost unheard of among dwarves.

Elf

Love is like summer

Elves enjoy life and love. They tend to share themselves sexually and emotionally with elves, half-elves, and humans of either gender. Their sexual relationships tend to be extensions of deep friendship. Sex is a form of sharing between two people. The sexual aspect of the relationship tends to be transitory, lasting from a single encounter of a few hours to an ongoing affiliation of a few decades, both relatively short periods in an elf's long life. The friendship from which the sex developed tends to last much longer. The

traditional concept of marriage, swearing to spend one's life with just one person, amuses elves who often can't understand why anyone would willingly repress himself or herself in such a manner. Elves as a species view the concept of eternal love as one of the greatest hoaxes of the universe. Among nonelves, however, many classic romance tales and legends focus on elves who pledge eternal love.

Possessing remarkably long life spans, elves often become sexual connoisseurs, with centuries to master sexual techniques in the same way they would master a sword. Most elves go through phases of sexuality (which can also last for decades or centuries), in which they have sex with one or the other gender, sampling the pleasures provided by both males and females. By definition, almost all elves are bisexual, although most find it curious to be labeled in this manner. Elves reach sexual maturity between 100 and 120 years.

Most elves find violent sex or sadomasochism to be distasteful and crude, although there are individuals who have mastered the finer arts of domination, honed by centuries of practice. Dark elves, on the other hand, view sex as coexisting with violence, domination, and humiliation. For a dark elf, having sex with someone is a political move first, with the pleasure experienced being an added benefit.

Elven Pregnancy and Childbirth

Elves are noted for having one of the longest gestation times of all humanoid species—a full two years. However, pregnancy is a sacred and harmonious time between mother and child, as the two bond on an almost psychic level. Childbirth is gentle and easy on both the child and mother. However, due to their fragile constitutions, females must wait another five years before they can become pregnant again.

Among the other humanoid races, elves can successfully crossbreed only with humans. Scholars do not know why this is the case, although some have made controversial statements that humans descended from elves long ago

and have enough in common genetically for half-breeds to occur.

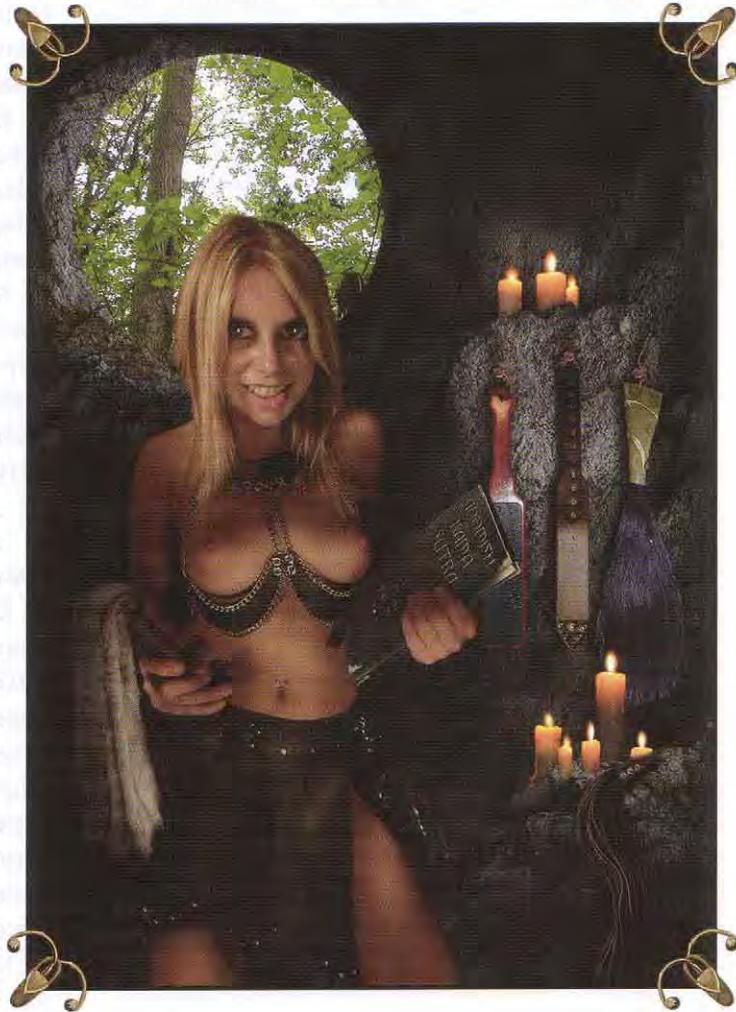
Gnome

Love is a toy

Gnomes like sex. It's an opportunity to have fun, play with toys, and relax. They tend toward homospecies relationships, bisexuality, and group sex. For most gnomes, sharing in sex is an enjoyable pastime, with no more commitment or formality than sharing a meal together.

Gnomes have created the most intricate sex toys and manuals including the highly sought after, and often translated, *Gnomish Kama Sutra*.

Gnomes are adventurous and engaging lovers, willing to try almost anything once just to see what it's like. Just as they have dozens of names, gnomes also have a large list of others whom they call lovers, even if married or bound in union. Indeed, group marriages are extremely common among gnomish communities, although most stick to two "primaries" in order to avoid too much



confusion. The gnomish sense of humor is alive and well in the bedroom-mixing jokes, pranks, and laughter with good, hearty intercourse. Foreplay is key in gnomish sexuality, with each partner going to elaborate extremes to arouse the other before the actual act of sex occurs. Gnomes reach sexual maturity between the ages of 40 and 50 years.

Gnomes have a strong aversion to painful sex or domination, and have difficult time seeing the connection between pleasure and pain. Those who are drawn to this sort of sexuality are often shunned and outcast by the rest of the community.

Gnome Pregnancy and Childbirth

Pregnant females are considered true treasures in gnome communities who are pampered and coddled by the rest of the clan. Pregnant mothers move to the safety of their burrows during the last three months of the term, surrounded by loved ones.

Like dwarves, the genetic makeup of gnomes prevents them from producing half-breeds, unless the other parent is a celestial, dragon, fiend, or other being noted for its ability to successfully crossbreed. This does not prevent gnomes from sampling sex with other beings—indeed the idea that they cannot get the other creature pregnant is more than a bit enticing.

Half-Elf

Love is awkward

Half-elves tend to have difficult puberties. If raised among elves, they reach sexual maturity long before their peers. Their childhood friends are too young and immature to understand the half-elf. The sexually mature adults tend to look upon the half-elf as a child who should not yet have such urges. Half-elves lack sexual opportunities in elven society.

Intelligence and Sex

Intelligent creatures have grand potential for sexual expression. In this book, when we discuss sex, we are referring to intercourse between consensual, sapient adults.

This requires an Intelligence score of at least 3, though many societies don't believe that creatures with Intelligences lower than 6 have the cognitive reasoning to make informed decisions about their sexuality.

Aspects of sexuality we do not cover in this book include:

Bestiality-sex with animals

Necrophilia-sex with the dead or nonintelligent undead

Pedophilia-sex with sentient beings under the age of consent

Masturbation provides some relief, and some chose a celibate life. More often, half-elves look to other societies, typically human, where they can fulfill themselves sexually.

If among humans, half-elves seem to mature slowly. They sustain childhood interests longer than their human companions and do not mature as quickly sexually. When her human peers reach adolescence and experience the host of body changes and sexual urges, the half-elf is still immature. Her contemporaries reject her. Younger children don't want to play games with someone seemingly much older. At best, the half-elf is viewed as strange. More likely the half-elf's lack of interest in sexuality and desire is misinterpreted by those in the human society as frigidity, elitism, racism, perversion, or some other negative trait.

Half-elves run the full range of sexual preferences. They have a slightly higher tendency towards bisexuality, due to their elven blood, though some are devoutly heterosexual. Half-elves reach sexual maturity between the ages of 18 and 22. However, as described above, this maturity does not always translate well with the society they belong to.

Half-Elf Pregnancy and Childbirth

Like everything else in a half-elf's life, who she associates with has an impact on how pregnancy and childbirth is determined. In the eyes of elves, the pregnancy of half-elves is incredibly short and painful. To humans, their pregnancy seems to stretch on forever, though very peaceful and serene.

Half-elves have a longer gestation period than humans—a full year. An elf mother carrying this child will find the pregnancy relatively hard on her, while a human mother will be pleasantly amazed at how her body responds to the child growing inside her. As



there is no half-elf society per se, the mother will receive care from others based on the community that she belongs to. Most mothers, regardless of whether they are humans or elves, feel the need to retreat from others and give birth alone or only among trusted friends.

Half-elves that get pregnant give birth to "true" members of either race. For example, a half-elf gets pregnant by a human—the child will be born as a human (with all the statistics provided in Core Rulebook I). In short, there are no "quarter elves", although the child will gain physical traits similar to her parents—a child of a half-elf and a human will have slightly more pointed ears and a slender build.

As above, the likelihood of multiple births depends on the race of the other partner.

Half-Orc

Love is sex

Half-orcs have a much easier time during puberty than half-elves. They reach sexual maturity just slightly behind orcs and just slightly ahead of humans, so they are able to maintain their peer groups.

Half-orcs enjoy sex. And they like it rough. Foreplay often includes biting, scratching, or bruising, and actual intercourse can resemble a mix between a fistfight and a wrestling match. Sex tends to be a brief heterosexual encounter without emotional attachments. Because of their brutish nature, few half-orcs are empathetic enough to realize how rough they can be during sex and may become angry (or even more excited) at the cries of their partner. They may find some of the fairer races, such as elves, extremely enticing, but become dismayed and disgusted at the fragility and desire for the more subtle aspects of lovemaking. Curiously, half-orcs are not drawn to kinks and fetishes as often as the other races—most see them as annoying wastes of time. In fact, others would view half-orcs that display a particular kink in the tribe with

ridicule. As with orcs, homosexuality among half-orcs is extremely rare and is simply not understood by the others in the tribe. Half-orcs respect power, however, and if a mighty half-orc is strong, ruthless, and determined enough, he can live his homosexual lifestyle with impunity.

If raised by orcs, a half-orc views sex as a form of domination and a way to manifest their superiority. A half-orc likes sex hard and often, taking on as many mates as he can get, proving his strength and prowess among other males. If raised among humans, half-orcs might find that locating a willing partner who can overlook his appearance and demeanor difficult, forcing him to temper his more feral instincts.

Half-orcs reach sexual maturity between 14 and 16 years of age, although the society they live in determines their actual age of majority in which engaging in sex is considered acceptable.

Half-Orc Pregnancy and Childbirth

Like orcs, the pregnancy of half-orcs is relatively short and hard on the body of both the mother and the child. Pregnancy lasts around 8 months, regardless of the father's race, although how smoothly the pregnancy goes depends on his race. If the half-orc is carrying an orc's child, the pregnancy will be difficult, draining the mother's stamina. The mother will have an insatiable craving for meat (preferably raw) as the brutish child grows within her. If the father was an orc, there is also a better chance of having twins. Orc children with human blood will be smaller and leaner than orc babies, with less pronounced facial features. Their skin, while still grayish, may have highlights of their human blood.

On the other hand, if a half-orc mother is carrying a human child, the pregnancy will be on par with what human mothers endure. Full-blooded orcs will be a bit amazed at the extended length of pregnancy. Multiple births

Half-Breeds and Pregnancy

For the purposes of the *Book of Erotic Fantasy*, children resulting between the coupling of a half-breed and a full-blooded member of a related race, are considered to be full-blooded as it pertains to statistics and racial abilities. For example, if a half-elf mates with an elf and gives birth, the child will be born an elf, despite its "three-quarters" blood. Other than cosmetic differences, including slight variations of height, weight, hair color, and so on, the child will have the same abilities as a full-blooded member of that race.

happen with the same frequency as humans. Children born in this way will be taller, stronger, and uglier than a human child. Most tend to have a lower intelligence as well, although exceptions are possible.

In either case, these "quarter breeds" will encounter many of the same problems, stereotypes, and racism that half-breeds encounter.

Halfling

Love is sharing

Community is central to life in halfling society. Love and acceptance flourish. Sexual sharing is a manifestation of community and fellow feeling among adults. They frequently copulate with people they merely like, whose company they enjoy, or who seem to need the solace that intimate physical contact offers. Most nonhalflings, who might view halflings as being merely "cute," are astonished to witness the incredible diversity of halfling sex and the enthusiasm with which they engage in it. However, halflings are cautious about having sex outside their species, since they realize that their philosophies are not widely shared among other races.

Sex is much like a party, with the more the merrier. They honor the universal sexual taboos. Societal, consensual adult sex with anyone, even family members as closely related as first cousins, is acceptable. Exposed to a variety of cultures in their nomadic travels, halflings take to new sexual techniques readily, incorporating them into their vast repertoire.

Homosexuality is fairly common, although there is a lesser percentage of bisexual halflings in a given community than the human average. Halflings tend toward a given sexual preference and usually stick to it. Halflings reach the sexual maturity between 18 and 25 years, often culminating in a massive party in which the youth is set up with a willing partner, chosen by the rest of the clan.

Halfling Pregnancy and Childbirth

Halflings have the same gestation times as humans and undergo similar conditions. Mothers are active up to the last two months of pregnancy before retiring to the care of the community. However, due to the nomadic nature of most halfling clans, mothers are

expected to keep up as best they can before moving to the safety of their covered wagons.

Halflings, while possibly the result of crossbreeding with humans in the distant past, are now unable to successfully cross-breed with most other humanoid species.

Births are considered times of festivity, with many parties and celebrations conducted in honor of the mother and the continuation of the clan. Multiple births occur on par with humans—the twins or triplets are adored and dotted on by the rest of the clan.

Human

Love is...

Of the humanoid races, humans tend to be the most diverse sexually.

Heterosexually, homosexuality, monogamy, promiscuity, single-partner, multipartner, penetrating, manual, oral, anal, rough, gentle, committed, casual, and more-human sexuality is all-encompassing.

Human society, on the other hand, often tends to be restrictive regarding sexual activity, depending on the particular culture. Few cultures are open and accepting of diversity in sexuality. Depending on the region and the culture, even very mild sexual taboos (see page 13) often become serious issues.

Other Humanoids

This category covers most living creatures who have a basic resemblance to the human form.

Centaurs

Wild and Free

Centaurs live in tribes that are similar to the herds of horses. Centaurs undergo a period of heat, lasting three months or so, in which they experience intense sexual feelings. Centaurs reach sexual maturity at an early age—10 years old, at which time they are forced to find a mate outside the herd. Mating is both rough and tender, with young males bucking for position and wooing their potential mates with displays of physical prowess.

Centaur Pregnancy and Childbirth

Pregnant females are fully functional up to a week before the birth of a child, before retreating to a secluded glen or cave in order



to give birth. A small contingent of elder females accompany and protect the pregnant female during this time, spending most of their time driving away male centaurs, who become agitated and nervous by the mother's hormone-rich scent. Multiple births are rare, and such children are noted for possessing strange powers-most become clerics or diviners, receiving whispered bits of wisdom from their deities or the natural world around them.

Doppelgangers

No Better Lover Than One That Can Read Your Mind

The ultimate courtesan or gigolo, a doppelganger's *detect thoughts* and change shape abilities enable it to fulfill its partner's every wish.

Still, doppelgangers are curiously devoid of most of the positive emotional traits common to other humanoids, including passion and love. For them, sex is only a tool, used to get what they want and to keep the species intact. Despite this lack of internal emotion, doppelgangers are perfectly capable of mimicking such behavior in order to fool others. A doppelganger may become a staggeringly good physical lover, by reading its partner's mind in order to find out what is most desired, but there will always be an emotional distance, especially if the doppelganger's true nature is revealed.

Doppelganger Pregnancy and Childbirth

Despite their ability to turn into almost any humanoid shape, doppelgangers may only become pregnant with another of their kind-there is a 0% chance that a doppelganger will get pregnant or make another humanoid

pregnant.

Mating is one of the few times that a doppelganger maintains its true form, with the two alien-looking beings embracing in a bizarre coupling that looks like the mating ritual of two snakes. Unlike other humanoids, a doppelganger gets pregnant through a form of osmosis, in which the couple exchanges vital fluids through the skin. Both doppelgangers become pregnant during this exchange.

The actual pregnancy is just as bizarre. The pregnant "female" grows the child in its torso, just as another humanoid would. However, instead of giving birth through a vagina, the child separates from the mother after 9 months in a manner similar to an amoeba splitting. The newborn doppelganger grows quickly, achieving maturity in only five years. It is capable of shapeshifting a mere month after birth, but lacking experience, tends to appear as a miniaturized version of its "mother" during that time. The young doppelganger is unceremoniously abandoned after 6 months, left to fend for itself.

There have been no known instances of a doppelganger giving multiple births.

Dryads

Love from Afar

These elusive tree-bonded creatures tend toward shyness. They often love one or two other creatures deeply and passionately, but usually from afar. On those rare occasions when the beloved learned of the dryad's affections and returned them, only sadness ensued.

A mere humanoid can never return a dryad's love in the same measure with which it is given. When a dryad falls in love, she

House of a Thousand Pleasures

This brothel in the metropolis of Quintari serves a varied clientele of many species, proclivities, and attitudes. It is said that no one has left the House of a Thousand Pleasures unfulfilled.

Part of the brothel's success lies in its staff, which includes talent of every variety and several doppelgangers.

A host or hostess who solicits a full description of the customer's desires greets a client coming to the pleasure house for the first time. The client is then shown to a room. Its furnishing are suitable to the customer's preferences, perhaps fragrant with incense and softly lit with candles, a scattering of pillows, a wide bed, a hard chair, or simply manacles attached to a spare wooden frame. A moment or two later, a knock on the door heralds the entry of the woman or man of the customer's dreams. The courtesan sometimes differs from the client's verbal description given to the host, but is always what the customer really wanted. It's very much like the host read the client's mind.



commits herself to an obsessive, possessive emotion—an all-consuming passion that is totally beyond human understanding. Nothing alive can return their love with the same depth of passion.

Dryad Pregnancy and Childbirth

As there are no male dryads, these achingly beautiful beings must seek out other species in order to reproduce. They typically mate with other fey, but due to their unique physiology, the resulting child has a 50% chance of being another dryad or the same race as the other fey (such as a satyr). However, if a dryad mates with a nonfey, the result is a half-breed. Dryads are notable for having remarkably short gestation times—a mere three months. The dryad is almost completely helpless during this time, and retreats to the safety of her tree, although she must emerge from it for the actual birth. The surrounding trees of a dryad glen often come fully into leaf (or produce fruit) during a dryad's pregnancy, regardless of the season—scholars have failed to fully explain why this occurs.

Felids

Pleasure is sex, sex is pleasure

Felids are exotic, arousing beings that most other creatures find sexually appealing. Felids live for pleasure of all kinds, and consider sex an important part of existence. Like cats, felids are capricious beings that can switch between emotions in a heartbeat, which can be alarming to the unprepared. As a "templated" creature, felids retain many of the personality traits common to the other side of their lineage, but are much more sexually active and playful. They enjoy teasing as foreplay, and can gain just as much joy in watching potential partners get flustered with anticipation.

Having no true society of their own, felids tend to push the social limits of whatever group they reside with. Felids have no particular sexual preference, although most dabble in both genders just to try it out. They find the concept of having sex with other humanoid species intriguing, which most creatures are happy to oblige. Felids reach sexual maturity three years early than their base creature type, which may or may not cause problems within their host society.

Felid Pregnancy and Childbirth

Felids have the same pregnancy rate, difficulty of pregnancy, and chance of multiple births as their base creature type. Like felines, however, felids prefer giving birth alone, carrying for their newborn in privacy for many months before allowing others to come near. Felid mothers are among the most protective around and will fight to the death to keep their child from coming to harm.

Giants

The Bigger the Better

Giants include brutish trolls who disregard emotions and enjoy sex accompanied by blood and pain. Ettins and ogres tend to have simple physical relationships. Ogre mages often possess a sadomasochistic streak and keep a posse of regular ogres around to indulge their whims.

Other giants tend to share their emotions and bodies only with other giants of their kind. Their

emotional and love customs manifest in ways typical for the societies they've created.

Giant Pregnancy and Childbirth

Other than a longer period of gestation, pregnancy and birth among giants is similar to that of humans. Overall, the smaller giants—hill, stone, and frost—are more prolific than their larger cousins. A pregnant female is active up to the last third period of the pregnancy, before relying on the rest of the community to care for her. The birth of a cloud or storm giant is usually preceded by strange weather patterns, brought on by the mother and concerned clan. Strange, swirling mists fill the surrounding landscape during the birth of a baby cloud giant, while terrific squalls highlighted with violent lightning occur during the birth of a storm giant. The cries of a giant mother giving birth can be heard for miles—chilling anyone with the misfortune of hearing it. Multiple births are far more common among the smaller giants and not given much attention, while the larger giants rejoice at twins or triplets.

Giantborn

Giantborn never quite seem to fit, both socially and, often, physically. Less intelligent and often uglier than their nongiant parent, most giantborn are abandoned to their own fate. Some adapt to life well on their own while others find it difficult to become accepted. Because of their ability to change size, giantborn are slightly more accepted in giant communities, although they are still considered inferior, "smaller" beings. Among other humanoids, giantborn are both unusual and suspect, as most people expect them to go on a rampage when angered. Giantborn are simple, but robust lovers who prefer marathon sexual bouts to the subtleties of sexual innuendo, courting, and foreplay.

Giantborn Pregnancy and Childbirth

Giantborn have the same pregnancy rate and chance of multiple births as their base creature type. Due to their powerful builds and natural fortitude, most giantborn mothers have little difficulty with pregnancy or childbirth.

Gnolls

The Pack Endures

Gnoll packs are matriarchal and follow similar mating habits as hyenas, with stronger, tougher females dominating the slightly weaker males. Gnolls undergo periods of heat, at which time all activity ceases except for mating. The actual act of sex is loud and violent.

Gnoll Pregnancy and Childbirth

Gnolls have short gestation periods and produce litters of young. Pregnant females are active up to the last month of pregnancy, spending most of their time before then hoarding a stockpile of meat for their brood to feast on after they are weaned from the teat. Despite their evil nature, male gnolls are extremely protective of their packs and defend pregnant mothers and their young with their lives. Multiple births are the norm, with most pregnancies resulting in litters of four to six young. One or more of these babies die after the first month, usually due to the predations of their larger, more aggressive siblings. Single births are viewed with awe and suspicion by the rest of the pack—these individuals are pushed to the outskirts of gnoll society, but are often the source of clerics, acolytes, and other elevated, and feared, members of society.

Goblinoids

Love Begets

Goblinoids are promiscuous, tending toward the heterosexual and homospecies. They're incredibly fertile and copulation most often leads to pregnancy. Despite this, they tend to have cultural taboos against birth control. Children are a gift from and tribute to Vershnat. While procreation is important to goblinoids, parentage means little among them and they raise their children in communal crèches in their warrens.

Goblin Pregnancy and Childbirth

Goblins are one of the most prolific humanoid races, with short gestation times. Pregnant females are active up to the last month of pregnancy, at which point they rarely leave the safety of the warren. Although not noted for kindness, goblin communities

instinctively protect pregnant mothers with a remarkable ferocity. Sadly, this protective streak ends shortly after birth—only one in three goblin children survive their first year, owing to the violent, dangerous nature of the warren. Multiple births are extremely common, with twins being the norm—four or five children are not unheard of. Goblin females may become pregnant again within only a month from their last pregnancy.

Hobgoblin Pregnancy and Childbirth

Like other goblinoids, hobgoblins are a fecund species that produce large numbers of young in relatively short periods. Unlike goblins, hobgoblins are more concerned with the safety of their young, protecting pregnant mothers and infants with single-minded determination. Pregnant females are physically active until the last month of the term, and are expected to maintain their duties within the horde up until that moment. Females have a higher status among hobgoblins than other goblinoids, and only the largest, healthiest individuals are allowed to breed. Small or weak infants are quickly disposed of, viewed as a burden to the rest of the horde. Multiple births are the norm, with most births resulting in twins or triplets. A hobgoblin mother may conceive again after two months.

Bugbear Pregnancy and Childbirth

Unlike the other goblinoids, bugbears undergo a period of heat, lasting up to three months per year. Females take on many mates, chosen for the strength and status within the clan. Pregnant females are active up to the final two weeks of pregnancy, before deferring to the assistance and protection given by the other females of the clan—males are strictly forbidden from entering the bugbear crèches during this time. Naturally tough, bugbear females can handle all but the most trying pregnancies with ease and are ready to mate again only a few weeks afterward. Bugbears commonly give birth to multiple young, with a slightly higher survival rate among newborns than other goblinoids. However, considering their dangerous lifestyle, most bugbear children die from violence, disease, or neglect after only two years.

Kobolds

Only With My Own Kind

Kobolds epitomize homospecies sexuality. They loathe most other races and dislike socializing with them. The thought of mating with one fills the typical kobold with revulsion.

Interestingly, their dislike of other species does not translate into an appreciation of their own. Love is a foreign concept to them. Even with each other, kobolds tend to be sadistic and cruel. The act of sex turns into a quest for dominance where the dominants humiliate their lessers.

Kobold Pregnancy and Childbirth

Akin to other reptiles, kobolds lay clutches of eggs. Kobolds mate often, with many different partners, and the entire concept of monogamy (at least among a particular clan) is completely alien. A pregnant female is completely active up to the last three weeks of pregnancy, at which point, she is almost completely helpless. She carries her eggs for 6 months, before laying 4 to 8 eggs in a cool, dark place that is kept hidden from creatures looking for a meal. Three quarters of the eggs hatch, and most young have a surprisingly high survival rate for their first year, thus contributing to the staggering population of this fecund species.

Lizardfolk

It is Now Time to Mate

Lizardfolk are fertile during specific times of the year (typically the hottest part of summer) and show no interest in sexual relations outside that time. These mating times are frantic affairs, as males do their best to show their prowess to the coveted females—mock battles, dancing, and eerie rituals occur during this season. Despite this, sex among lizardfolk is noted for its complete lack of passion-sex is utilitarian and necessary.

Lizardfolk Pregnancy and Childbirth

As befitting their name, lizardfolk have similar pregnancies as reptiles. They mate once every few years, before laying clutches of 6 to 12 eggs, kept in a warm, dry space, such as a cave or grotto. Typically, a third of these eggs never hatch, providing food for those young



who do survive. Pregnant females are completely active up until the time that they must lay their eggs—a process that can take several days. Once hatched, the mother tends to her young for a year, providing them first with predigested meat, then with live animals, as they grow to a size at which they can fend for themselves. Lizardfolk practice infanticide with a reptilelike coldness, killing off runts and young that show signs of physical weakness. The corpses are then left for the remaining brood to feed on.

Merfolk and Tritons

Until the Next Moon

Merfolk form deep, but brief emotional attachments. On the first night of the full moon, a merfolk chooses someone with whom to share their body until the next full moon. Sometimes it's someone with whom they've shared before. Often it's someone new. Occasionally, it's a shipboard sailor.

Merfolk prefer to have sex in a body of water large enough to have a tide. The pulse and swell of the waves is like having another, greater being, joining in and blessing their lovemaking.

Merfolk and Triton Pregnancy and Childbirth

Despite their half-fish physiology, merfolk and tritons give birth to live, warm-blooded young. Pregnant mothers are physically active up to the last few weeks of their pregnancy, finding a secluded coral shoal in which to give birth—schools of dolphins are asked to stick close, providing protection against sharks and dangerous beings, such as locathath and sahuagin. Merfolk and triton babies are able to swim mere minutes after their birth. Multiple births are uncommon and regarded with some suspicion and concern by the rest of the community.

Minotaurs

Strong like Bull

These monstrous humanoids are quite animalistic in their mating rituals. Males challenge each other for dominance and the right to breed with a female. Generally, this means single combat, often with charges leading to head butting and gore attacks. They fight until one yields. Female minotaurs find this combat for the honor of having sex with them very

stimulating. The longer the battle lasts, the more aroused the female becomes. The victor then mounts the female from behind while she licks and sooths the losers with her tongue. This whole mating ritual forms a bond among the minotaurs and they keep company together until the female bears a child.

Minotaur Pregnancy and Childbirth

Pregnant females are active up until the last month of their pregnancy, at which time they withdraw to the safety of the cave or lair in order to give birth. Childbirth is painful and the mother frequently bellows loudly the moment that contractions begin. Multiple births are very common, usually resulting in twins, although triplets or quadruplets are not unheard of.

Nymphs

I Know What You Like

Nymphs have a reputation as teases. They enjoy having many humanoids or other fey courting their attention, but they rarely fulfill the desires they build up. If a suitor becomes too forward, the nymph turns on his or her blinding beauty ability to deal with the overeager potential lover.

For those that are actually accepted by a nymph, they are in for the ride of their life. Nymphs are amazing lovers with a good understanding of how to inspire utter passion. Most are drawn to elves, half-elves, and other beings that understand nature—they consider others crude and unattractive. Nymphs refuse to engage in sex anywhere but in woods, pools, and glades of her home. She will refuse to follow a potential lover into a building or even a tent, and will become enraged if he persists. Like many other fey, nymphs find the concept of heterosexuality both amusing and confusing. They will happily have sex with either gender, as long as the potential partner meets her lofty standards of worthiness.

Nymph Pregnancy and Childbirth

As one of the more sexually active fey, nymphs are also more inclined to get pregnant than other fey, if only because they are caught up in the moment and don't care about the consequences. Despite this, most nymphs are rather indifferent mothers, who tolerate

the child inside them until they are born and can be abandoned on the side of a lake or given to someone else to care of.

However, in some cases, such as when the father is magically powerful or destined for greatness, the nymph raises the child with smothering attention, teaching it the secrets of its kind and keeping it far from prying eyes.

Nymph pregnancy is something of an enigma. Some pregnancies can last for almost a full year, while others can reach a conclusion in a mere month. Regardless of the time, the child is almost always born healthy and whole.

Childbirth is relatively easy, and almost always done within the confines of the nymph's watery home. Like many other fey, nymphs commonly produce other nymphs or give birth to a child of the same type as the father-later generations may acquire the feykissed template (see *Chapter 6: Gods & Monsters*). Multiple births are on par with humans-these children are usually identical twins of haunting beauty.

Orcs and Ogres

Nasty, Brutish, and Short

Orcs tend to pride themselves on brevity in sex. The sooner it's over with, the happier they are. Brothels that service orcs usually charge by the minute. Some even hold contests to see how many clients a prostitute can service in a given period of time.

Among their own tribes, sex is intertwined with status, power, and domination. A powerful male will garner the attention of several interested females and will guard his harem with his life. Younger suitors are fought off, driven away, or, more often, killed outright if they challenge an older orc's breeding rights. Every few years, entire tribes of orcs will pick up stakes and move closer to another tribe. Warfare inevitably follows, but so does a replenishing of the gene pool as the victor takes the vanquished females into their harems.

Orcs may interbreed with other goblinoids, although they have a drastically reduced chance of producing viable offspring. Some orc tribes rape with impunity among the civilizations they conquer, regardless of the race.

Orc Pregnancy and Childbirth

While not as prolific as goblins, orcs are known for reproducing at a terrifying rate. Orc pregnancies are short, brutal, and messy, resulting in the death of the female more often than any other race. This does not concern orcs all that much, who see the process as the natural weeding out of weak blood. To compensate for this, there is a slightly higher percentage of females born each pregnancy, which keeps most hordes at an equilibrium. Pregnant females are completely active up to the last two months of the term (no penalty during the second trimester-see *Chapter 2: Rules, Skills, & Feats* for more information on the effects of pregnancy on a mother), before turning to the rest of the harem to keep them fed and protected. Multiples births are relatively common, though fraternal twins are almost unheard of.

Ogre Pregnancy and Childbirth

While ogres can reproduce at any time, most females who show sexual interest exude a powerful musk that can be detected by male ogres almost a league away. Dominant males have to contend with younger suitors who wish to claim an ogre harem for their own-the death rate can be staggering, but works to keep an equilibrium within the race.

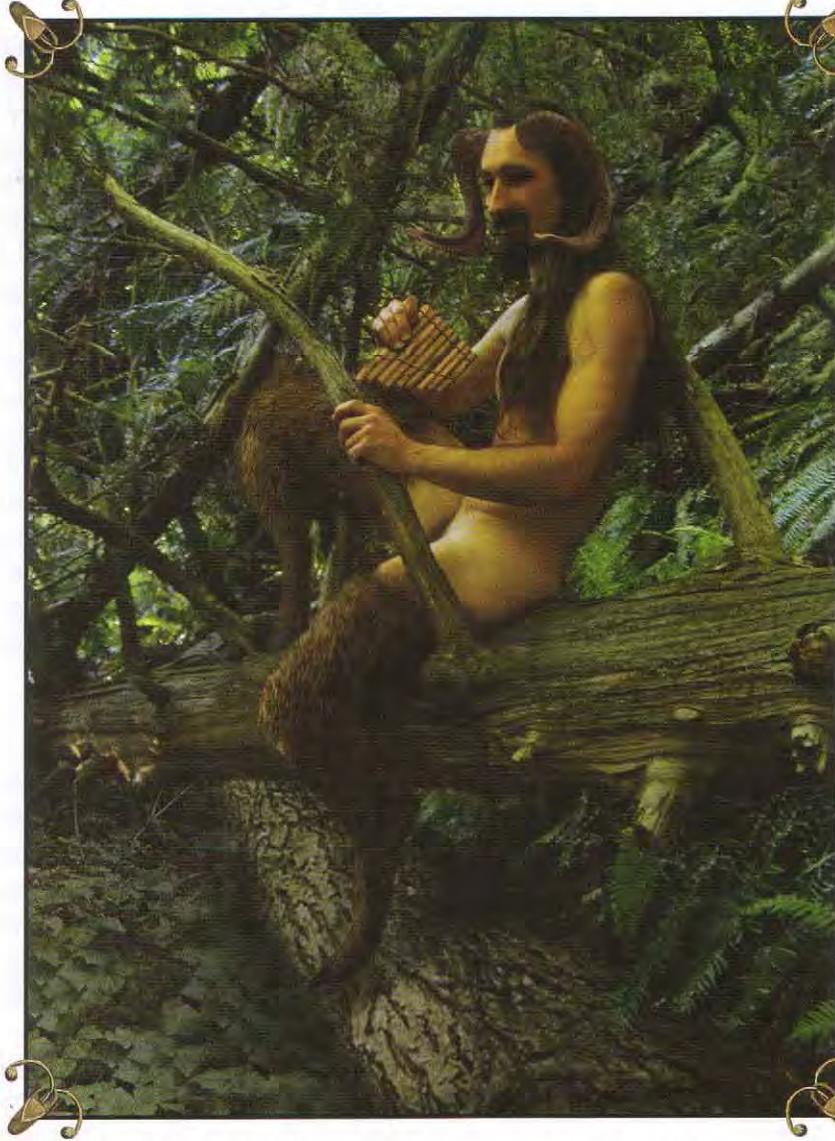
Considering their bulk, it's difficult to tell when an ogre female is pregnant, and they are active until the last week of pregnancy (ignore the -2 penalty to Strength-see *Pregnancy and Childbirth* above). Actual childbirth is painful-the screams and moans of the mother can be heard many miles away. Though dimwitted, males know to protect pregnant females and can become vicious if intruders enter their territory during this time. Multiple births are common among ogres.

Satyrs

How About Now?

Satyrs embody randiness. They live in the moment without cares, responsibilities, or commitments. They're always horny and never turn down an opportunity to have sex. If a humanoid is rumored to be unattainable, a satyr becomes obsessed with the challenge of bedding the person.

Satyrs are bold, rough lovers that enjoy wrestling, scratching, biting, and spanking.



They tend to forget that not all beings are as hardy as they are and may end of bruising and scarring their lover, both physically and mentally. Those that can tolerate such vigorous acts will find satyrs to be phenomenal lovers.

More so than other fey, satyrs fall easily for beauty, and may hound an attractive being for weeks. They have short tempers, however, and may eventually become frustrated, and thus enraged, when their advances go unfulfilled.

Satyr Pregnancy and Childbirth

While most believe that there are only males of the species, there are females, though they are extremely rare, as well as shy. Most satyrs come into being after sex between a satyr and another fey, typically a dryad or sprite. However, female satyrs are unlike

other fey in that almost every pregnancy results in another satyr. Pregnant females are active up to the moment of labor-most maintain their hedonistic lifestyle up to that point, thanks to their remarkable hardiness. Still, the actual childbirth is long and painful. Often ignored by the cavorting males during this time (who spend most of their time drinking and boasting of their sexual prowess), pregnant satyrs seek other fey, centaurs, elves, or gnomes to help them with the birth. Multiple births almost never happen, but oddly, are almost always identical female twins.

Serpentines

Look into my eyes...deeper...

Serpentines are incredibly sexy beings that exude mysteriousness and sexual innuendo. They enjoy sex, but lack the playfulness and intimate bonding common to purely mammalian creatures. For serpentines, sex is both an act of power over others and a way to reinforce their own

lofty self-opinion. Most serpentines have an unusual kink or two, while some are driven by a deep fetish (see Kinks and Fetishes, Chapter 2: Rules, Skills, & Feats). Serpentines enjoy having servants, sycophants, and hangers-on and while they lack a cohesive society, view other serpentines based on the number of servants they have under their thrall. Most use seduction and the promise of sex as a way to control underlings.

Serpentine Pregnancy and Childbirth

Despite the infusion of reptilian blood, serpentines have live births. Serpentines have the same pregnancy rate, difficulty of pregnancy, and chance of multiple births as their base creature type. On the whole, they are uncaring mothers that often abandon their young as soon as they are capable of being on their own.

Sprites

Will I Love You until Dawn? How Dare You Ask Me for a Serious Commitment!

For most sprites, love is like morning dew: sweet and fresh, but evaporating quickly. They enjoy the heady exhilaration of being in love and the rending despair of falling out of love or being abandoned. It's all good.

Sex fits their lighthearted approach to life. The more intense the emotional and sexual experience, the better. Sprite unions are common, with the newlyweds committing to their undying love until the next new moon.



Sprite Pregnancy and Childbirth

As fey, the three primary forms of sprites—grigs, nixies, and pixies—are known for their sexual dalliances and flirtatious nature. While their sexual preference tends toward their own kind, they have been known to charm (through magical means or not) passersby and sample their bodies. Sprites treat pregnancies with curiosity rather than concern, anxiety, or joy. They contemplate the strange new being growing inside them with the same interest as they would sampling a new fruit or meeting with a stranger. However, being creatures of emotion, a sprite mother typically takes on personality traits similar to that of the father. For example, a sprite carrying a half-orc child is prone to violent

outbursts and surly attitude, while those who mate with elves are known for an amazingly peaceful demeanor. The actual birth is relatively quick and painless. However, the fate of the child is up to the whim of the mother. Some nurture the child with doting attention while others abandon the child to her fate. Multiple births are relatively rare, and these children are known for being even more odd, capricious, and curious than others of their kind.

Other Creature Types

This last category covers creatures whose physiognomy is more variant from a human than similar. In addition, it covers creatures whose ability to animate comes from a widely variant source than humans (such as constructs or undead).

Aberrations

Partner or Prey?

Love doesn't much enter into an aberration's worldview. You are either something to eat or something to fuck; little else attracts their attention. They eat when they're hungry and have sex when they're horny. Biological urges ensure the continuation of their

worthwhile can be said about aberrations and sex.

Even intelligent aberrations that form societies, such as aboleths or cloakers, don't experience the surging emotions of love or the creativity for enjoyable sex.

Animals

Love is Interspecies, Sex is Biological

Animals love. They display affection to each other and to other species with whom they interact in positive ways. Domesticated animals tend to be caring toward the domesticating species.

Druids have spoken with animals that deeply care about the emotions and physical



well being of the humanoids with whom they live. Some animals mourn the death of a mate or even another household companion.

The biological drive to reproduce manifests in sex. Almost all female animals go through brief, cyclical periods of heat when they strive to find males of their species with whom to copulate. The females emit a combination of pheromones that incite the males to mount them.

Constructs

Love? I Don't Understand

Nonintelligent constructs naturally have no feelings, but even intelligent constructs lack emotion for love and sensory responses to enjoy sex. Copulating with an unintelligent construct is merely a form of assisted masturbation. Intelligent constructs offer no additional emotional benefits.

However, there is one type of construct, the pleasure golem, that is designed specifically for engaging in sex. See Chapter 6: *Gods & Monsters* for more information on this creature.

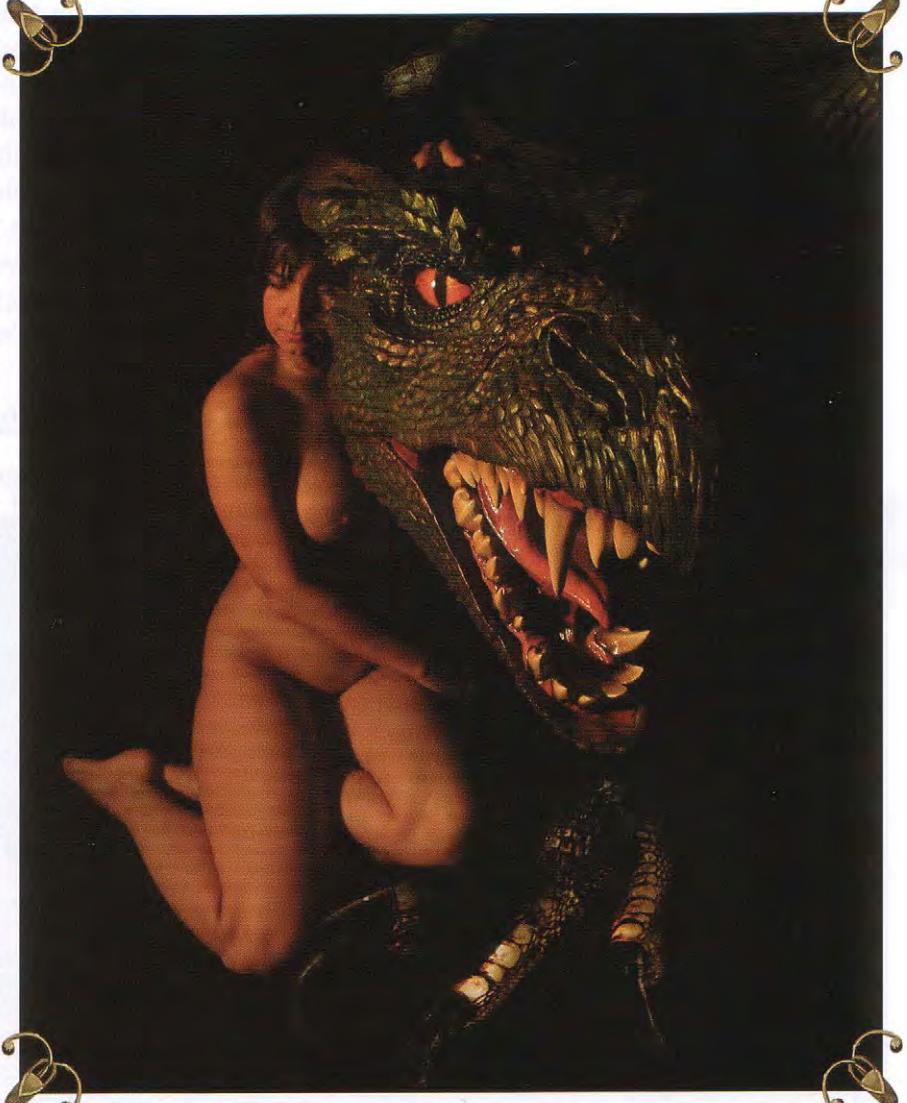
Dragons

I Wonder What It Would be Like to ...

Curiosity drives dragons to experiment sexually. The half-dragon template from Core Rulebook III can be applied to any corporeal creature. This demonstrates that dragons aren't selective regarding species. They're promiscuous. They enjoy sex both for the act and for the interesting crossbred results. Good dragons seek willing partners. Evil dragons sometimes wish to play with their food or even create new delicacies.

Dragon Pregnancy and Childbirth

Dragons have varying gestation time,



depending on the particular color. Dragons lay clutches of between 4 and 12 eggs. Females are very active until the moment in which they lay their eggs (suffering no penalties, regardless of "trimester"-see Pregnancy and Childbirth in Chapter 2: *Rules, Skills, & Feats*) Scholars have noted that pregnant females undergo a more intense version of the natural hoarding, gathering anything that can be of value for the protection of her young.

Dragons are unique in that their eggs require specific environments in order to survive-for instance, red dragon eggs must be placed in abysmal heat, while white dragon eggs can only hatch in extreme cold. Nondragon mothers that mate with dragons find that they are drawn to similar environments that a true dragon would desire. For example, a mother carrying a half-brass dragon child will be drawn to the sea and may spend many hours soaking in the surf,

while a mother expecting a half-blue dragon child may crave dry, arid conditions. Unlike true dragons, nondragon mothers rarely give birth to multiple young.

Elementals

More than one becomes one and more

Elementals don't have sex, per se. Nor do they become pregnant. By happenstance or design, Huge elementals advanced beyond their basic 16 Hit Dice occasionally merge with each other. Sometimes this leads to parts of one or more breaking off together and forming a Small elemental.

In rare instances, an elemental merges with another creature, creating a half-elemental.

Elementals enjoy little. They're much more sensitive to their environment and how well it suits their type. Emotional attachments are also foreign to an elemental's nature.

Oozes

One Ooze, Idiot damages Ooze, Two Oozes

Oozes usually lack intelligence and volition. It reproduces by growing and splitting into two when it reaches its maximum size. Some species split into multiple creatures when injured. Not much else to say.

Outsiders

The multiverse is a many splendored place

The outsider creature type includes every imaginable variation of love and sex. Celestials epitomize honor and virtue in their relationships, almost always having sex only as a manifestation of deep love, respect, and commitment. At the other end of the spectrum, demons have sex with whoever or whatever they can with no considerations of love, respect, or commitment. Most of the planar beings fall in between the two extremes.

Celestial Pregnancy and Childbirth

On their plane of origin, celestials do not breed as normal—they simply come into existence by the will of their deity or from the magical energy of the plane. However, by taking a physical form on Material Plane, they sometimes mate with mortal beings, lending some of their essence to create a child. The end result is, obviously, a half-celestial. Pregnancies with half-celestial children are noted for their ease and relative lack of pain for the mother—as long as the mother is of

good alignment. In the extremely rare instances where the mother is not good, childbirth is much more difficult, sometimes resulting in the death of both the mother and child. A celestial that takes a female form in order to carry a child has pregnancies lasting a number of months equal to its Hit Dice.

Fiendish Pregnancy and Childbirth

Like celestials, fiends do not breed as normal on their plane of origin. On the material plane, however, certain fiends delight (indeed, specialize in) mating with mortals for the sole purpose of creating a twisted child filled with evil. In opposition to celestial pregnancies, pregnancies with fiendish children are extremely painful and difficult, often resulting in the death, or serious injury, of the mother. Unless the child is destined in some vile scheme, fiends could care less about the welfare of both the mother and child after their act of copulation—though some watch from a distance to watch with delight at the horror and torment that inevitably results. A mother that gives birth to a half-fiend child is usually rendered sterile during the process (90% chance). Multiple births are extremely rare, as the dominant fetus quickly absorbs the weaker one early on. If the birth of a half-fiend is considered a horribly unlucky portent, twins are far, far worse. A fiend that take a female form in order to carry a child has pregnancies lasting a number of months equal to its Hit Dice.

The information described above also pertains to the new fiendish templates in Chapter 6: *Gods & Monsters*—demonbred, devilblooded, half-demon, and half-devil.

Plants

Sex and love? Ah, bees and sunshine

Plants are asexual. They have no need for love or sex.

Undead

"So, you've battled a lot of undead. Do you think they ever have sex?"

- Chevel, Bard

"What they do in the privacy of their own crypts is their own business."

- Valeria, Paladin

Undead fall into two classifications: nonsentient and sentient.





Nonsentient

Simply put-Necrophilia.

Most societies regard sex with unintelligent undead as a taboo. Necrophilia of this sort amounts to little more than masturbation with rotten meat or bones. It appeals to few individuals, even among the most depraved.

Sentient

Silent-No breath, no heartbeat, just desire.

Sex with intelligent undead is called intellective necrophilia. Interestingly, while intelligent undead can have consensual sex, many don't have any inclination to do so. Mummies, ghosts, and ghouls, for example, almost never display an interest in sex with either the living or with other undead. Perhaps that's just as well, since they tend to be ugly and unappealing.

In sharp contrast are vampires. These have

a well-deserved reputation for sexiness and sensuality. They often enjoy seeking out living lovers, attracted by the sensuality of warm flesh. Vivriarn, a human wizard who became the consort to the vampire named Duskgleam, wrote that sex with a vampire was like "ice covered in thick velvet."

Ghosts also often yearn for the touch of a lover. Their incorporeal state presents challenges that many have found ingenious ways of overcoming.

Liches sometimes use sex for power through feats such as Kundalini. Many have spellcasting ability that includes spells with the Sexual descriptor. More than one has been known to use spells such as *fiendish seed* to create a child they later raised to become a blackguard or other epitome of evil.

Can undead have children?

In general, the answer is no. However, undead who are careful planners can preserve their bodies sufficiently to maintain reproductive capabilities. A simple *gentle repose* spell can keep an undead's

body viable for insemination or childbearing. However, the reproductive system is a delicate thing. If the body, once dead or undead, is not preserved for merely an hour, all ability to create children is lost and can only be restored through a *miracle* or a *wish*. Once restored, the body still needs to be preserved by magic such as *gentle repose*. Savvy, would-be undead often purchase a shirt of *gentle repose**.

* New item in this book.

Vermilion

The hive must grow.

As mindless creatures, vermin have sex solely for the purpose of procreation. Insectlike vermin typically have a large, immobile queen with numerous smaller drones whose only reason for existence in life is mating with her.



This chapter presents new and variant rules that deal with the topic of sex. Some of these rules may not be suitable for your particular campaign. Remember to ask your DM which rules are acceptable in your game.

Rules? for Sex?

You may ask yourself why the *Book of Erotic Fantasy* includes rules for sex. Remember that the rules presented here are optional, and are tailored to specific instances in which a die roll will make an impact on how the game progresses. For example, many of the feats provided here require a Perform (sexual techniques) check to see if a bonus is granted to the character. This bonus has an impact on the mechanics of the game, and thus a die roll is required.

Just as there are stretches of a game that do not involve any die-rolling, so to are there times when characters will engage in sex

without having to roll dice. If you feel that making a character roll to see how "well" they perform, feel free to do so. Otherwise, ignore it and let the natural course of roleplaying and description carry the moment.

Ability Scores

The *Book of Erotic Fantasy* distinguishes between a character's force of personality and charm (Charisma) and their simple physical appearance (Appearance).

Appearance (App)

For Appearance, add a seventh ability score. Determine it as you do other abilities. When creating a new character, roll for seven attributes, instead of six.

If using an ability score array, add an additional score equal to the average of the array (round up) to be assigned as the player wishes. If using a point-buying system, add points equal to a score of 13.



A creature always has an Appearance score. An Appearance score cannot be reduced below 1 for any reason. This includes through ability damage or ability drain. At the DM's discretion, a character can suffer penalties to his Appearance score after a particularly horrible accident or misfortune (this choice should be used sparingly however).

Skills: Disguise becomes an Appearance-based skill. Bluff, Gather Information, and Intimidate vary between Appearance and Charisma, depending either upon which attribute the skill uses as a class skill or the precise approach used. This gives players and DMs who wish to personalize characters great leeway.

For instance, an attractive woman could sit around a tavern all night listening to the local toughs try to impress her with gossip (using Appearance for Gather Information) or a charismatic bard might ask around and call in favors to find out about a topic (using Charisma for Gather Information). Generally, a player uses whichever ability score he prefers, though a DM may standardize it for her campaign or rule in each situation.

You apply your character's Appearance score to the following.

- Disguise checks. This skill has Appearance as its key ability.
- Bluff, Gather Information, and Intimidate checks. These skills use either Appearance or Charisma as their key ability.

In addition, certain classes have skills that specifically key off Appearance. For instance, the imagist uses her Appearance modifier instead of her Charisma modifier for her Diplomacy modifier and Leadership score.

Appendix I: Appearance Scores provides ability scores for all open gaming creatures in Core Rulebook I and Core Rulebook III. New creatures and templates introduced in this book have Appearance scores integrated into their statistics.

Appearance and Sexual Organs

By introducing sex into your game, the topic of penis and breast size is bound to come up. Players may want to describe (often in intimate detail) the exact dimensions of their penis, breasts, or other physical features. Considering that players are allowed to describe their character anyway, it's fine to let them add such "details" to their character portfolio.

On the whole, the size of a character's genitals, breasts, or other physical features has no bearing in terms of sexual performance—simply having an enormous cock or breasts does not ensure a fantastic night in bed. Remind players that being endowed in such a way does not give a "bonus." If he wants his character to be good in bed, tell him to purchase ranks in Perform (sexual techniques).

Average Appearance Scores

Example Creature	Average Appearance	Average Modifier
Gibbering mouther, zombie	1	-5
Ankheg	2-3	-4
Belker, giant fire beetle	4-5	-3
Bugbear	6-7	-2
Orc	8-9	-1
Dwarf	10-11	+0
Giant owl	12-13	+1
Elf, red dragon	14-15	+2
Dryad	16-17	+3
Copper dragon	18-19	+4
Will-o'-wisp	20-21	+5
Succubus	22-23	+6
Nymph	24-25	+7

Appearance and Age

Juvenile creatures tend to have more attractive, softer, rounder features. Nature or the deities has made them cuter and more lovable than their adult form. They receive a +2 bonus on Appearance-related skill checks. This changes once they reach puberty. Sadly, appearance declines further with age.

Age	Appearance
Juvenile	+2
Adult	+0 (loses +2 bonus)
Middle Age	-1
Old	-1
Venerable	-1

Appearance and Species

Creatures tend to be most attracted to members of their own species. Perceptions of other species' Appearance scores are lower.

Characters suffer a -2 penalty on Appearance-based skill checks outside their species or subtype. Exceptions include elves and fey who have universal appeal across all species.

Aberrations: Generally ugly, even to each other, aberrations tend to have Appearance

scores ranging from 1 to 5. Exceptions are rare, but include some naga that are beautiful.

Animals: Animals have Appearance scores in the range of 5-12. Dire animals look less appealing than their standard-size counterparts.

Constructs: The beauty of these creatures depends upon the skill with which they were crafted. Their Appearance score depends upon the creator's Craft check.

Only the finest masterpieces have an Appearance score above 17.

Craft Check Result	App
Under 5	1-2
6-9	3-7
10-15	8-9
16-20	10-11
21-25	12-13
26-30	14-15
30 +	16-17

Dragons: Good dragons tend to be more attractive with clean, glistening scales. Evil dragons generally neglect their looks and often smell bad.

Fey: Fey epitomize grace and beauty. They have high Appearance scores starting at 10 and often going higher than 20. In addition, they are universally appealing and do not suffer the interspecies penalty.

Giants: Giants have Appearance scores ranging from 6 to 14. The "lesser" giants, hill, stone, and fire, are generally considered ugly to other beings, while storm and cloud giants are much more attractive.

Humanoids: Humanoids tend to have Appearance scores ranging from 6 to 14. Elves and feykissed are the only humanoids to not suffer the interspecies penalty.

Magical Beasts: Magical beasts can be more glamorous and attractive than animals similar in form. A pegasus or unicorn has an appeal that a regular horse lacks. In contrast, magical beasts can often be substantially less attractive than similarly shaped animals. A chicken far outstrips a cockatrice in looks. A lizard is much prettier

than a basilisk. Magical beasts' Appearance scores vary greatly.

Monstrous Humanoids: Monstrous humanoids have Appearance scores ranging from 6 to 10.

Oozes: Oozes have Appearance scores from 1 to 2.

Outsiders: Outsiders' Appearance scores run the gamut of possibilities, since this types includes demons, devils, and angels, among others.

Plants: Plants have scores that range from 3 (hideous) to 12 (rather pretty).

Shapechangers: Being able to change shape is often a benefit and allows for many sexy possibilities. Those with humanoid forms tend to be attractive, often with better than average Appearance scores.

Swarms: A single rat might be rather cute to some. A writhing, pulsing mass of hundreds of rats loses all beauty. Swarms of creatures suffer a -6 penalty to their Appearance score (to a minimum of 1).

Undead: Rotting corpses are not appealing. Decomposing undead have Appearance scores of 1 or 2. In contrast, perfectly preserved, sentient, immortal undead may have an erotic appeal. Vampires tend to be very sexy with Appearance scores in the teens and twenties.

Vermin: Vermin are usually ugly. They have Appearance scores ranging from 1 to 4.

Size and Sex

Sex is most physically comfortable between creatures of the same size category. Much can still be done between creatures of different sizes. A halfling can use fellatio to pleasure an ogre (or vice versa), for example. When creatures of different size categories attempt sexual interaction, each suffers a -4 penalty on all relevant checks (including Perform [sexual techniques] and Sustaining Sex) for each category of difference.

Variant: Spells

When adopting Appearance as an ability score, you may want to use it to determine the DC of Enchantment (charm) spells. Any spell or effect that hides a character's visage in some way, such as invisibility, also negates any bonuses or penalties to skill checks caused by a creature's Appearance score.

Sustaining Sex

Characters who follow a kundalini or tantric philosophy channel sexual energy for spell-casting or self-improvement. Other characters may wish to have prolonged sexual intercourse to express passion, love, or pride.

Sustaining sex over a period of time requires a Constitution-based check from all participants.

Length of Time	DC
20 minutes	10
30 minutes	12
40 minutes	14
50 minutes	16
1 hour	18
2 hours	25
3 hours	30*

*+5 for each additional hour

A large number of synergies can modify this check.

- +2 bonus if you have 5 or more ranks of Perform (sexual techniques).
- +2 bonus for a partner with 5 or more ranks of Perform (sexual techniques). A character can gain this benefit from a maximum of two partners. Additional partners involved in the sexual encounter provide as much distraction as assistance.

• +4 if you have the Endurance feat.

Try Again? The character must rest for 30 minutes before making another check. The DC is one category higher after each sexual encounter in a 24-hour period. A character attempting sustained sex for some benefit, such as the Kundalini feat, gains the benefit of the longest session in which he participated.

Skills

Sex, like any other skill, improves with practice. Here are number of new uses for skills described in Core Rulebook I.

Appraise (Int)

New Use: You can assess a potential sexual partner's stamina and skill. By studying a target for at least 1 minute, you can make some general judgments. The DC is 15 + the target's level and a success reveals the following information:

Stamina Rating

Incredible:	Constitution 20+ or Endurance and Constitution 15+
Strong:	Constitution 15+ or Endurance and Constitution 10+
Average:	Constitution 10+ or Endurance and Constitution 8+
Poor:	Constitution 9 or less

Target Has Perform (sexual techniques) or sexually focused Profession:

Sexuality Rating	Total Modifier to Perform
Incredible	11+
Strong	6-10
Average	1-5
Poor	0 or less

Bluff (Cha)

New Use: This skill can be used to help connect with a potential sexual partner. A successful check makes the target interested in you sexually. Often it means the target is willing to find a private corner, invite you to her place of residence, or go to yours for sex. It also can make the target believe your interest is deeper than a mere sexual encounter.

The target must be a sexually active individual who is willing and able to copulate. This seductive aspect of the Bluff skill does not force someone to do something outside his or her nature. For instance, those who feel they are in exclusive relationships or have taken a vow of chastity cannot be duped into having sex.

Example Circumstances

Example Circumstances	Modifier
The target is drunk, fatigued, energy drained, or otherwise impaired	-5
The setting is social and relaxed, such as a pub or a party	+0
The setting is formal	+5

Craft (Int)

In addition to the applications of Craft given in Core Rulebook I, sexually focused crafts include the following.

- Craft (alchemy) includes making aphrodisiacs, cosmetics, massage oils, and lubricat-

ing gels.

- Craft (bondage gear) includes making gags, restraints, harnesses, and restrictive wear.
- Craft (scarification artist) includes creating ornamental or ritual scars.
- Craft (sexual items) encompasses creating a variety of sexually oriented playthings such as dildos, massage gloves, harnesses, and stimulation rings.
- Craft (tattoo artist) covers creating ornamental or ritual tattoos and all associated tasks such as mixing tattoo inks.

The following table provides the DC for checks involving the creation of new items described in the *Book of Erotic Fantasy*.

Item	Craft Skill	Craft DC
Birth Shield	Alchemy	12
Desensitizing Rub	Alchemy ¹	20
Dominator's Garb	Bondage gear	15
Health Helper	Alchemy ¹	25
Manacles	Bondage gear	20 ²
Sensitizing Oil	Alchemy ¹	20
Slickery	Alchemy ¹	15
Vershna's Teats	Alchemy ¹	15

¹ You must be a spellcaster to craft any of these items.

² The DC increases by 5 for each size category of difference between the creator and the size of the manacles.

Knowledge (*Int; Trained Only*)

In addition to the applications of Knowledge given in Core Rulebook I, knowledge of a sexual nature is included in existing subcategories.

- Arcana (sex magic)
- Local (public laws governing sex and private customs including norms and fetishes)
- The Planes (sexual knowledge related to the planes and outsiders)
- Religion (deities' sexual habits and relationships, sexual taboos pertaining to religion)

Perform (Sexual Techniques) (*Cha*)

Being a capable and interesting lover requires practice, just like any skill. This new category of the Perform skill encompasses an understanding of a wide array of sexual styles and positions. Some people may specialize in seductive, sensual play while others are much more aggressive and rough. Regardless of the actual methods of lovemaking that you know, you combine all your sexual knowledge and ability into one Perform check.

Without this skill, you are not a bad lover, just untrained in the finer, more-subtle aspects of lovemaking. Perform (Sexual Techniques) is a key skill for many of the feats, spells, and abilities for prestige classes in the *Book of Erotic Fantasy*, and characters

Table 2-1: Perform (Sexual Techniques) Result

DC	Performance
10	Routine Performance. If engaging in sex for money, you can earn 1d10 cp/day.
15	Enjoyable Performance. If engaging in sex for money in a prosperous city, you can earn 3d10 sp/day.
20	Great Performance. If engaging in sex for money in a prosperous city, you can earn 3d10 sp/day. You may gain the attention of attractive or powerful people that wish to "try you out." You gain a +1 bonus on Diplomacy checks with that person until the next sexual encounter.
25	Memorable Performance. If engaging in sex for money in a prosperous city, you can earn 1d6 gp/day. In time, you may gain the attention of a patron who craves your sexual ability. You gain a +2 bonus on Diplomacy checks with that person until the next sexual encounter.
30	Extraordinary Performance. If engaging in sex for money in a prosperous city, you can earn 3d6 gp/day. In time, your sexual prowess may garner you the attention of powerful beings, especially those of an erotic nature, such as succubi. You gain a +4 bonus on Diplomacy checks with that person until the next sexual encounter.

without this skill in a game that embraces sexuality may find themselves frustrated to a certain degree.

Although having a high Appearance score helps in getting someone into bed with you, you may not use your Appearance modifier for Perform (Sexual Techniques) checks (see Appearance above)-your Charisma represents your natural self-assurance, charm, and empathy toward your lover.

You cannot use this skill when you would not be able to take 10, such as when you are threatened or distracted. In addition, if you have chosen to take a fetish and do not have access to it, you suffer a -4 penalty or automatically fail (DM's discretion). On the other hand, if you have access to the fetish you gain a bonus of +4.

Any results from a Perform (Sexual Techniques) check last for 24 hours or until your next sexual encounter with that person.

Check: You can impress your partner with your sexual prowess and your attention to their feelings, likes, and kinks.

Profession (Wis)

The following professions are practiced by both males and females and include heterosexual and homosexual activity. The precise repertoire of a given individual varies with the person's interests, cultural heritage, and social norms.

- Courtesan (one skilled in conversation, pleasant company, and subtle sexual innuendo)
- Masseuse (one who knows the body and how to touch it)
- Master (one trained in the art of bondage, sadomasochism, and sexual domination)
- Midwife (someone trained in assisting mothers with giving birth)
- Piercer (one who knows how to safely pierce the body with jewelry and other adornments)
- Prostitute (one who sells sexual favors)
- Purveyor (one who unites buyers of sexual favors with prostitutes)
- Scarification Artist (one trained in the art of safely scarring the skin as adornment)
- Tattoo artist (one who knows how to tattoo the skin using needles and ink)

Sense Motive (Cha)

New Uses: This skill can be used to discover if a person is being faithful to her chosen union. Alternatively, Sense Motive can also be used to determine another person's sexual orientation, especially if she is trying to hide it.

Relationship*	DC Modifier
Stranger	-15
Acquaintance	-10
Follower/Servant	-5
Party Member	+0
Blood relative	+5
Cohort	+5
Sexual Partner	+10
Committed Lover	+15

*If the target falls into multiple relationship categories, use the most favorable.

Sexually Transmitted Diseases

In the dirty, dangerous worlds of most fantasy settings, disease sometimes rears its ugly head. In most campaigns, diseases are the result of foul creatures, vile magic, or, at least, unsanitary living conditions that breed bacteria and viruses. Sexually transmitted diseases are actually some of the most common forms of disease in any world-as people engage in sexual contact, they also expose themselves to infection from their partner. Most sexually transmitted diseases cause little actual damage, but if left untreated, can have long-term negative effects. If unchecked, STDs can decimate a population in short order, both from the disease itself and the fear of engaging in sex, which can reduce a community's population as fewer and fewer children are produced.

In most cases, sexually transmitted diseases can be acquired only through contact with an infected person's semen, blood, or vaginal secretions. Utilizing a prophylactic reduces the save DC to acquire the disease (see Chapter 5: *Items* for more details.) Certain diseases, such as kisser's curse, are acquired through saliva only-sexual protection does not help.

Sexually transmitted diseases are all the more insidious in that they have longer incubation times than most diseases, meaning that the victim may not even be aware that he is



Table 2-2: Sexually Transmitted Diseases

STD	Infection	Fort DC	Incubation	Damage
Asteral's Doom	Sexual	18	6 months	1d8 Str, 3d6 Con ¹
Azure Balls	Sexual	16	1 day	1d3 Dex, 1d3 Dex
Black Withering	Sexual	20	1 week	1d8 Con ^{1,2} , 1d8 Wis ^{1,2}
Burning Release	Sexual	12	1 week	1d3 Dex
Crimson Welts	Sexual	13	1 month	1d2 Dex, 1d2 Cha
Crotch Plague	Sexual	14	1d4 days	1d2 Con ²
Engorgement	Sexual	14	1d4 days	Special
Fever Touch	Sexual	14	1 month	1d2 Con, 1d2 Int ³
Ghoul Fever	Injury, sexual	12	1 day	1d3 Con, 1d3 Dex
Hairy Brute	Sexual	13	1d3 days	1d2 App
Kisser's Curse	Sexual	12	1d3 days	1d3 Dex
Lover's Lice	Sexual	12	1 day	1d3 Dex
Lycanthropy	Injury, Sexual	15	Special	-
Mummy Rot	Contact, sexual	16	1 minute	1d6 Con, 1d6 Cha
Vampirism	Injury, Sexual	20	1d4 days	2d4 Con
Whore's Delight	Sexual	15	1 day	1 Str, special

¹When damaged, character must succeed on another saving throw or 1 point of damage is a permanent drain instead.

²If the character fails twice, he is rendered permanently sterile.

³Each time the victim takes 2 or more points of damage from the disease, he must make another Fortitude save or be permanently blind.

carrying the disease for weeks or months after infection. In his ignorance, a victim might unwittingly spread the disease with many others during this time in which symptoms have not yet manifested.

Social Consequences

A character who has a sexually transmitted disease must also deal with negative social consequences that come with the affliction as well. Even more than regular diseases, STDs are thought to be far more "dirty," especially in areas that have conservative views about sexual activity. A person that is known to carry an STD can be shunned, avoided, ridiculed, or even imprisoned or exiled.

In general, a character with a sexually transmitted disease has a -2 penalty on Diplomacy checks in any situation in which it is known that the character carries it. This penalty can increase to -4 in sexual situations where the other person becomes aware of the disease (such as during a seduction attempt). At the DM's discretion, this penalty may persist, even after the character has been cured of the disease, simulating the general discrimination that most societies have toward these sorts of afflictions. Some diseases, such as kisser's curse and lovers lice (described below), are much more common

and "acceptable," thus reducing the penalty on Diplomacy checks to -1.

Types of Sexually Transmitted Diseases

Described here is a list of sample sexually transmitted diseases. Some are modeled after diseases found in the real world and some are new, with a few that are magical in nature, making their cure all that more difficult. Any disease transmittable through contact, such as mummy rot is also sexually transmittable.

Asteral's Doom: A horrible disease that wastes the body, named after its first victim.

Azure Balls: This disease curiously only affects males, though females act as carriers. It causes intense throbbing pain in the testicles and penis of the subject, which darken to an unhealthy shade of blue/black.

Black Withering: A magically resistant disease (with SR 12 against *cure* or *remove disease* spells). It causes genitalia to blacken, rot, and finally, fall off.

Burning Release: This causes extremely painful urination, high fever, and hallucinations. If the second save is failed and the disease goes untreated for 3 months, there is a 50% chance that the victim suffers permanent insanity (as the spell).

Crimson Welts: This causes sores on the genitals and mouth. This disease may be cured



only through magical means (such as *remove disease*)—if the victim makes both saves, he is still a carrier, with outbreaks occurring every 1d8 months.

Crotch Plague: This disease leaves painful boils all over genitalia and the lower abdomen. These welts can break and ooze if left untreated, in which case the disease may be transmitted through contact (save DC reduce by 2).

Fever Touch: It causes high fever and eventual blindness.

Ghoul Fever (Su): An afflicted humanoid who dies of ghoul fever rises as a ghoul at midnight the night after perishing. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghoul, but it hungers for the flesh of the living and

behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Hairy Brute: This affliction causes coarse hair to sprout in uneven clumps all over the sufferer's body.

Kisser's Curse: This relatively mild sexually transmitted disease causes fatigue, fever, and swollen glands.

Lover's Lice: An infestation of Fine parasites that causes severe itching. This is an infestation rather than disease, although the rules are the same. Lover's lice have 50% chance of carrying another disease (requiring a separate check to avoid contracting it.)

Lycanthropy (Su): This disease afflicts only humanoids and giants. The incubation period is until the first night of the next full moon (see Creating a Lycanthrope and Lycanthropy As An Affliction in Core Rulebook III).

Mummy Rot (Su): Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature that dies of mummy rot shrivels away into sand and dust that blows away at the first wind.



Vampirism (Su): A humanoid or monstrous humanoid that copulates with a vampire might contract vampirism. If the creature dies from the disease, it returns as a vampire spawn if it had 4 or fewer HD and as a full vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction.

At any given time, a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn instead. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Whore's Delight: This mildly debilitating disease saps the sufferer's Strength and had an odd side effect. It causes his or her genitals to excrete a paralytic poison. Someone having sex with a person suffering from whore's delight must make a DC 15 Fortitude save or be paralyzed for 1d4 hours. This disease earned its name from unscrupulous flesh merchants often use doxies and pretty boys suffering from whore's delight to rob unwary customers.

Fetishes

For the purposes of this book, a fetish is an overwhelming sexual desire for an object, material, or situation, without which, arousal and sexual gratification cannot happen. Without the fetish, the person simply lacks arousal.

A character with a fetish suffers a -4 penalty on Perform (Sexual Techniques) checks when attempting to engage in sex without the fetish. Alternately, you may rule that without the fetish, the character automatically fails at any Perform (Sexual Techniques) check. To lessen the blow, the character ignores the penalty and instead gains a +2 bonus on this check when the fetish is included in the sexual act.

Of course, the character must still convince his partner to go along with the fetish, which may require a separate Diplomacy check for extreme fetishes.

Pregnancy and Childbirth

"Through the mother's womb comes the continuation of the universe. Without her, and without the father to provide the vital seed, there would be ... nothing. Our own lives are nothing more than a brace, supporting the line of life that stretches back into the past and far into the future. Without our ancestors, we would not be. Without our children, we would cease to exist. We should be grateful and reverent to those who have been and will come to be."

-Grandmother Graital, Cleric of Alilial

Obviously, one of the potential outcomes of sexual activity is pregnancy and the birth of children. For some, the resulting pregnancy is something to be celebrated. For others, it is a worrisome outcome, with questions of responsibility and duty brought into clear focus. Regardless, pregnancy is an issue that must be considered if you wish to bring the aspects of sexuality into your game.

Pregnancy, while natural, is a hard thing on the mother. As her body undergoes the rigor of bringing a child into existence, the mother experiences physical and mental hardships that few males can even begin to understand. With a few exceptions, a pregnant female becomes more helpless as pregnancy moves along, with the final months (or weeks or days, depending on race) being the most difficult. A female far along in term is much more vulnerable to harm—she moves slower, requires more food, and is more dependent on those around her for assistance.

In general, females of the various humanoid species deal with pregnancy in the same way. For the purposes here, divide the gestation time of the mother's race into thirds (rounded up). Consult the table for penalties that the mother suffers during the various stages of pregnancy. It should be noted that some races have more or less severe penalties during the various stages of pregnancy.

Time of Pregnancy	Result
1st "trimester"	-
2nd "trimester"	Movement reduced by one quarter (round down), -2 penalty to Dexterity
3rd "trimester"	Movement reduced by half, -4 penalty to Dexterity, -2 penalty to Strength

Birth Control

Not everyone who engages in sex wants the act to result in pregnancy. Throughout the world, different cultures and races utilize different methods of birth control to reduce the chance of conception. Described below are some of the most common methods of birth control. For more information on birth control devices, see Chapter 5: *Items* for more details.

Pregnancy Check: Roll once for each month during which the character has sex. DMs may prefer to have a check for each encounter from which pregnancy could occur; in this case, use 10% of the given number for each check.

Birth Shield: Birth Shield is an alchemical elixir that is quaffed before sexual intercourse, preventing pregnancy from occurring. It does not protect from sexually transmitted diseases. See Chapter 5: *Items* for more information on alchemical birth control. Birth shield is created using the Craft (alchemy) skill.

Coitus Interruptus: Otherwise known as the "pullout method," this technique involves the male pulling out of the female's vagina before ejaculation. It is the least effective method of birth control, as it is contingent on the male's ability to successfully pull out before ejaculation (which can be difficult in the heat of passion), as well as the fact small amounts of semen are released prior to ejaculation.

Birth Control Method	% Chance to Prevent Conception
Sexual contact without intercourse	100%
<i>Block the seed</i>	100%*
Birth shield	95%
Barriers (cervical cap, condoms, diaphragms, pessaries)	
Superior masterwork	90%
Masterwork	80%
Normal	70%
Rhythm method	20%
Coitus interruptus	10%

* See spell in Chapter 4: *Magic* for more details.

Condoms: Condoms are sheathes that fit over a male's penis, commonly made from sheepskin or other animal part that is both

tight fitting and impermeable (to a certain degree). They have the added benefit of reducing the chance of spreading sexually transmitted diseases (see Chapter 5: *Items* for more information). Condoms are created using the Craft (sexual items) skill.

Diaphragms/Cervical Caps: A diaphragm (and cervical cap) is a physical barrier placed in the vagina of a female for the purpose of blocking sperm from entering the cervix, typically crafted from ceramic. An improvised diaphragm is any sort of barrier inserted before sex without having been made by someone with the Craft (sexual items) skill. A masterwork diaphragm is a superior piece of work, made from thin rubber or some other exotic substance that is custom made for the user.

Magical Birth Control: In a world with magic, spells exist that prevent conception from occurring. See the *block the seed* spell described in Chapter 4: *Magic* for an example.

Pessaries: Vaginal suppositories used to kill sperm or block their passage through the cervix. The ingredients include a blend of small amount of animal dung (typically that of a crocodile) used as a base, mixed with honey and natural sodium carbonate. This blend creates a gum, which the body's heat melts, forming a barrier over the female's cervix. Pessaries are created using the Craft (sexual items) skill.

Rhythm Method: The rhythm method is a practice in which the female's menstrual cycle is timed so that sexual intercourse occurs at the time when she is least fertile. The success of the rhythm method is contingent on the couple's understanding of when exactly this time occurs. Obviously, the rhythm method is unprotected sex, thus leaving the couple open to contracting sexually transmitted diseases.

Sexual Contact Without Intercourse: Conception can only occur if the male's sperm enters through female's cervix. If vaginal intercourse is avoided, then there is no chance of pregnancy occurring. This includes oral sex, anal sex, cunnilingus, fellatio, and hundreds of other sexual techniques that still allow the couple to enjoy themselves thoroughly.

Table 2-3: Species Conception and Pregnancy

Creature	% Chance of Conception	Gestation	Creature	% Chance of Conception	Gestation
Bugbears	80%**	7 months	Gnome	15%	13 months
Celestial	100%*	1 month per HD	Goblin	50%	4 months
Centaur	60%**	10 months	Halfling	20%	9 months
Dragon	80%	Varies	Hobgoblins	40%	7 months
Dryad	100%*	3 months	Human	20%	9 months
Dwarf	10%	12 months	Kobold	50%	4 months
Elf	5%	24 months	Lizard Folk	75%**	6 months
Fiend	100%*	1 month per HD	Merfolk/Triton	20%	9 months
Giant, Cloud	10%	18 months	Minotaur	30%**	12 months
Giant, Fire	15%	13 months	Nymph	100%*	1d12 months
Giant, Frost	15%	12 months	Ogre	30%	12 months
Giant, Hill	20%	11 months	Orc	40%	6 months
Giant, Stone	20%	12 months	Satyr	100%*	9 months
Giant, Storm	5%	24 months	Sprite	100%*	6 months
Gnoll	30%**	6 months			

* These species can choose whether or not to impregnate or become impregnated, barring use of magic, birth control, and the capability of their partner.

** This percentage is during a specific period of heat (see below); at other times there is a 0% chance of conception.

Conception

Not every sexual encounter leads to pregnancy. Depending on a variety of factors—menstrual cycle of the female, age and health of the couple, and natural reproduction rates—some races are more inclined to get pregnant than others.

Species vary wildly in their ability to conceive. On the whole, the longer-lived species, such as elves and dwarves, conceive at a greatly reduced rate from each copulation, while short-lived ones, especially the goblinoids, can become pregnant practically every time they have sex. Certain creatures, such as dryads, satyrs, celestials, and fiends, have remarkable control over their own bodies, and can simply choose to become pregnant or impregnate a female, unless something would normally prevent this, such as magic or birth-control devices. This increased or reduced birth rate is reflected in the general population of the community—longer-lived races tend to have far fewer members than those with shorter life spans.

Table 2-3: Species Conception and Pregnancy lists the chance that two healthy creatures produce a child as the result of intercourse without the use of birth control

(see Chapter 5: *Items*). In almost all species (and societies), reaching majority coincides at the same time as when the creature becomes fertile—"adulthood," as defined in Core Rulebook I. Dragons are unique in that they become fertile much earlier (starting at the young age category) and remain fertile till they die of old age.

When two creatures mate that both have a 100% chance of conception, three things could happen. If they both choose not to bear children, it does not occur. If a child is wanted, there is a 100% chance of pregnancy, and the child either will be a half-breed (or a pure breed, depending on the races—see Table 2-4: Interspecies Crossbreeding). If the coupling is not consensual, both creatures must make a contested Will save—the highest save indicates the desire of that creature.

Crossbreeding

In a world filled with bizarre and exotic creatures, sex between different species happens with unusual frequency. Creatures of the same type (humanoid, monstrous humanoid, etc.) are able to produce children, though this progeny is a half-breed, with traits of both parents. Some creatures are noted (or infamous) for their ability to