

stunned for 2d4 rounds. The save DC is Appearance-based.

*Assumes the benefits of tantric and the Satisfied Glow feats.

Unearthly Grace (Su): A nymph adds her Appearance modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block reflects these bonuses).

Wild Empathy (Ex): This power functions as the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

Skills: A nymph has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered. She can use the run action while swimming, provided she swims in a straight line.

*Assumes the benefits of tantric and the Satisfied Glow feats.

Possessions: Bracers of armor +2, bead of force, ring of sexual stamina, potion of blur, potion of cure light wounds, potion of sanctuary.

Creating a Demonbred

"Demonbred" is an inherited template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider" with the "native" subtype. It uses all the base creature's statistics and special abilities except as noted here.

Attacks: Demonbred gain two claw attacks in addition to the base creature's attacks, if it did not have them already.

Damage: If the base creature does not have a claw attack, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

Size	Claw Damage
Fine	-
Diminutive	-
Tiny	1
Small	1d2
Medium	1d3
Large	1d4
Huge	1d6
Gargantuan	1d8
Colossal	2d6

Special Attacks: A demonbred retains all the special attacks of the base creature and gains those described below.

Summon Monster (Sp): Once per day, a demonbred can summon an evil creature. This ability duplicates the *summon monster* spell. The level of the spell depends upon the Hit Dice of the demonbred.

Hit Dice	Spell
1-2	Summon monster I
3-4	Summon monster II
5-6	Summon monster III
7-8	Summon monster IV
9-10	Summon monster V
11-12	Summon monster VI
13-14	Summon monster VII
15-16	Summon monster VIII
17+	Summon monster IX

Special Qualities: A demonbred has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Demonbred have a +4 racial bonus on all saving throws against electricity and poison and resistance to acid 2, cold 2, electricity 2, and fire 2.

Demon Blood: For all effects related to race, a demonbred is considered a demon. Demonbred are just as vulnerable to special effects that affect demons as their demon ancestors are, and they can use magic items that are useable by demons.

Limited Telepathy (Sp): Once per day, a demonbred can communicate telepathically with another creature. This ability duplicates the effects of the spell *limited telepathy*. Caster level equal to Hit Dice.

Detect Law (Sp): At will, demonbred characters with at least 5 Hit Dice can *detect law*. This ability duplicates the effects of the spell *detect law*.

Unlimited Telepathy (Su): Demonbred with at least 10 Hit Dice can communicate telepathically with any creature within 100 feet that has a language.

Challenge Rating: Same as base creature +1.

Alignment: Demonbred strongly tend toward chaos, usually disdaining law and order. They sometimes follow their demonic heritage into a life of evil. More often, they're neutral. A few actively pursue good.

Level Adjustment: +1.

Personality: Demonbred tend to be quick-tempered, vengeful, and malicious. They rarely take the time to concoct elaborate plans, but instead act impulsively.

Adventurers: Demonbred frequently feel the call toward chaos and adventure as a way of satisfying the need for constant change.

Devilblooded

Lady Eleanor smiled as she lowered her eyelashes and looked through them at the Duke Ti'Verl.

"Oh, your grace, you say and do the most intriguing things!" she murmured softly, making him lean closer to her to hear her words. She could feel the aura of warmth from his body and knew that he could feel hers. "You're such a man of the world!"

"Well, my dear, I do know a thing or two about life," he said and reached out to tap her arm for emphasis. Eleanor moved her arm slightly as he made his gesture, making sure his hand touched the bare skin of her arm above her gloves.

"I understand your grace will be seated at the high table at the new king's coronation," she said, turning the conversation toward her goal.

"Yes, yes. I'll be seated at the high table," he said as he looked at her and licked his lips. He shifted his feet a bit. Her nearness aroused him and he sought to hide the fact.

"How delightful," she said. "I've not yet had the pleasure . . ." (she paused just long enough for the Duke to focus on the word and begin to use his imagination on what potential it held) "of meeting his majesty."

The conversation lapsed for a moment as the Duke struggled to refocus his thoughts rather than contemplating pleasure and Lady Eleanor.

"Your wife must be delighted to be honored with such a position tomorrow," Eleanor said. As she expected, the Duke bristled at the thought of his shrewish wife and his ardor cooled.

"Oh, she's indisposed. Has been these last few days. Food poisoning, they think," he said.

"Such a pity!" Lady Eleanor murmured, drawing her hand to her heart and his eyes to her décolletage. Food poisoning, indeed. She repressed a



smile. *"Surely, you won't be going unaccompanied?" She looked up at him through her lashes again.*

"No, he won't," answered a woman's clear, firm voice. The Duke and Lady Eleanor turned to regard the newcomer, a tall, blond woman. Shapely, she seemed well-muscled and built for combat. More at ease in armor than the low-cut ball gown she wore which displayed fine cleavage and a few healed combat scars.

The Duke gestured to the newcomer. "Lady Eleanor, let me present my niece, Valeria."

"A pleasure, I'm sure," Eleanor replied.

The two women looked at each other, each taking the other's measure, each finding the other woman to be a significant threat. Valeria reeked of goodness and law to Lady Eleanor. Valeria, for her part, perceived Eleanor to be tainted with evil.

As they continued the social niceties of introductions, the two women smiled at each other, the only polite way of baring one's teeth.

The mating of a devil and nondevil generates a diabolic half-devil. The fiendish bloodline persists for many, many generations. It even-



tually thins to the point where children have only a touch of devilish ancestry and usually pass for human. These are the devilblooded.

Sample Devilblooded

This example uses a 7th-level human rogue as the base creature.

Lady Eleanor

Medium Outsider (Native)

Hit Dice: 7d6+7 (32 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 12, touch 12, flat-footed 12

Base Attack/Grapple: +5/+5

Attack: Dagger +5 melee (1d4)

Full Attack: Dagger +5 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak attack +4d6

Special Qualities: Darkvision 60 ft., detect good, devil blood, evasion, immune to fear, resistance to acid 2 and cold 2, trap sense +2, trapfinding, uncanny dodge (Dex bonus to AC)

Saves: Fort +1, Ref +6 (+10 against fire or poison), Will +2

Abilities: Str 10, Dex 13, Con 12, Int 14, Wis 8, Cha 16, App 15

Skills: Bluff +13, Diplomacy +13, Disguise +12, Escape Artist +11, Gather Information +13, Knowledge (local) +12, Listen +11, Perform (sexual techniques) +20, Search +12, Sense Motive +9, Spot +11

Feats: Alertness, Improved Initiative, Skill Focus (Perform [sexual techniques]), Tantric

Environment: Warm urban

Organization: Solitary, party (2-4 fighters of 4th-7th level), gala (10-150 varied combatants and noncombatants)

Challenge Rating: 8

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

Level Adjustment: +1

Though a devilblooded creature, Lady Eleanor looks completely human except for her black eyes.

She speaks Abyssal, Common, and Elven.

Roleplaying Notes

Lady Eleanor continually seeks to create situations that are to her advantage. She makes an interesting patron for an adventurer or

adventuring party. Eleanor thirsts for information that she can use to her benefit. She would like to find evidence of wrongdoing or depravity among her rivals for her to blackmail them. She also needs to have an occasional indiscretion of her own covered up.

Combat

Lady Eleanor dislikes physical confrontation. She uses her wits and her skill to avoid dangerous situations. She rarely appears publicly without several doughty bodyguards.

Evasion (Ex): While wearing light or no armor, if Lady Eleanor makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she takes no damage. If she is helpless, she does not gain the benefit of evasion.

Uncanny Dodge (Ex): Lady Eleanor retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker. However, she still loses his Dexterity bonus to AC if immobilized.

Possessions: Bustier of beauty +2, cloak of protection +1, ring of protection +1, ring of sexual stamina, potion of cure moderate wounds, 100 gp.

Creating a Devilblooded

"Devilblooded" is an inherited template that can be added to any corporeal creature (referred to hereafter as the "base creature"). The creature's type changes to "outsider" with the "native" subtype. It uses all the base creature's statistics and special abilities except as noted here.

Special Qualities: A devilblooded has all the special qualities of the base creature, plus darkvision with a range of 60 feet. Devilblooded have a +4 racial bonus on all saving throws against fire and poison and resistance to acid 2 and cold 2. They also have a +4 racial bonus on Perform (sexual techniques).

Devil Blood: For all effects related to race, a devilblooded is considered a devil. Devilblooded are just as vulnerable to special effects that affect devils as their devil ancestors are, and they can use magic items that are useable by devils.

Immune to Fear (Su): A devilblooded is immune to fear (magical or otherwise).

Detect Good (Sp): At will, devilblooded characters with at least 5 Hit Dice can detect

good. This ability duplicates the effects of the spell detect good.

See in Darkness (Su): Devilblooded with 10 or more Hit Dice can see perfectly in darkness of any kind, even magical darkness.

Challenge Rating: Same as base creature +1.

Alignment:

Devilblooded lean toward law, valuing order, hierarchy, and planning. They sometimes follow their diabolic bloodline into evil, but more often wind up neutral. Rarely, a devilblooded with actively pursue good.

Level Adjustment: +1.

Personality: Devilblooded tend to be methodical plan-makers. They act only after having considered the options, and the costs and benefits of each. They often expect others to act in a similar manner and capriciousness regularly surprises them.

Adventurers: Devilblooded tend to be ambitious. The adventuring life enables them to gather resources and create and execute plans to further their goals.

felid

Beautiful, silken-furred creatures with slit-pupil eyes, felid clearly show feline ancestry.

Sample Felid

This example uses a 2nd-level halfling ranger as the base creature.

Perlisha

Small Humanoid (Augmented Halfling)

Hit Dice: 2d10+4 (15 hp)

Initiative: +3

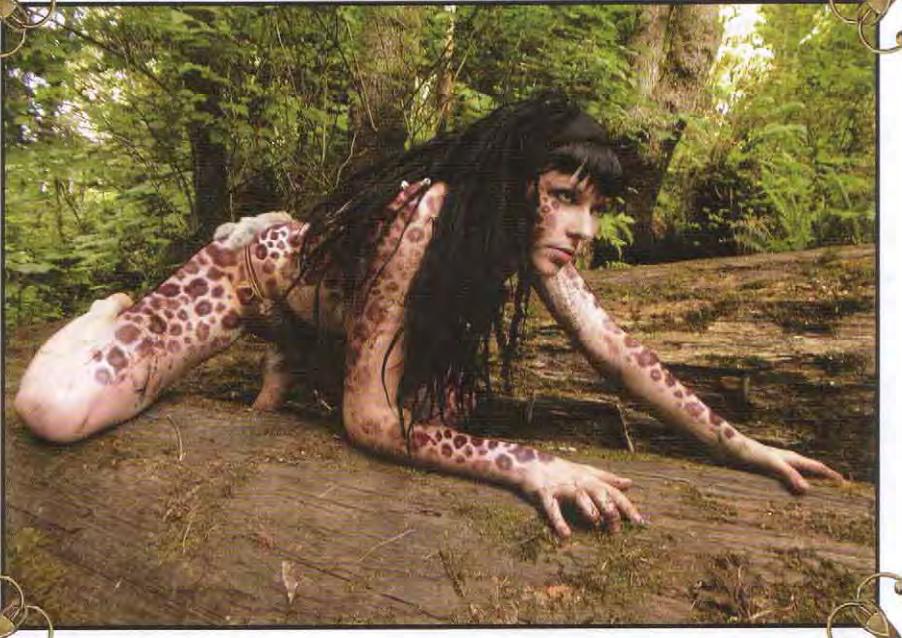
Speed: 20 ft. (4 squares)

Armor Class: 17, touch 14, flat-footed 14

Base Attack/Grapple: +2/-2

Attack: Masterwork longsword +4 melee (1d6) or masterwork sling +8 ranged (1d3)

Full Attack: Masterwork longsword +4 melee (1d6) or masterwork sling +8 ranged (1d3)



Space/Reach: 5 ft./5 ft.

Special Attacks: Favored enemy (aberrations)

Special Qualities: Combat style (archery), wild empathy

Saves: Fort +6, Ref +7, Will +1 (+3 against fear)

Abilities: Str 11, Dex 17, Con 14, Int 10, Wis 11, Cha 12, App 10

Skills: Balance +7, Climb +4, Hide +17, Jump +4 (+6 running jumps), Listen +2, Move Silently +12, Spot +5, Survival +8

Feats: Rapid Shot^B, Skill Focus (survival), Track^B

Environment: Temperate forests

Organization: Solitary, party (1 2nd-level cleric of Aaluran, 1 2nd-level rogue, and 1 2nd-level wizard)

Challenge Rating: 2

Treasure: Standard

Alignment: Neutral

Advancement: By character class

Level Adjustment: +0

Perlisha looks very much like what she is: A ranger who loves the woodlands and all nature. She's most comfortable outdoors.

She speaks Common and Halfling.

Roleplaying Notes

Perlisha enjoys a challenge. She rises to any test, especially if it involves wilderness adventuring or protecting nature.

If the player characters ever need to hire a talented ranger or tracker for an adventure, Perlisha's an excellent candidate.

Combat

Perlsha is an accomplished ranger. She prefers to stalk her quarry, tracking it, and attacking with surprise. Usually, she adventures as a member of a diverse-class party.

Possessions: +1 leather armor, masterwork longsword, masterwork sling, 20 bullets, potion of bless weapon, potion of cure light wounds, 75 gp.

Creating a Felid

"Felid" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Abilities: -2 Str, +2 Dex, -2 Wis, +2 App.

Skills: Felid receive a +2 racial bonus on Climb, Hide, Jump, and Move Silently checks (for running jumps, the Jump bonus is +4) and a +4 racial bonus on Balance checks.

Special Qualities: A felid has all the special qualities of the base creature, plus low-light vision.

Slow Fall (Ex): A felid with 5 or more Hit Dice within arm's reach of a wall can use it to slow her descent. She takes damage as if the fall were 10 feet shorter than it actually is. This distance is cumulative with other slow fall class features.

Bonus Feat: A felid with 10 or more Hit Dice gains a bonus feat from the following list: Acrobatic, Agile, Alertness, Athletic, Improved Initiative, Lightning Reflexes, Skill Focus, or Stealthy.

Challenge Rating: Same as base creature +0.

Level Adjustment: +0.

Personality: Felid have a great love of comfort and tend toward hedonism. They take pleasure and luxuriate in all aspects of sensuality. A warm beam of sunlight, a pleasant fragrance, and a soft pillow are small things that make life sweeter. Likewise, in sexual pursuits, they tend to enjoy fully indulging their senses.

Adventurers: Although hedonists at heart, felid endure the rigors and deprivations of adventure to seek out new pleasures and secure the wherewithal to gratify their desires for sumptuousness. They're most frequently imagists or rogues.

Feykissed

Fey enjoy sexual and emotional dalliances with creatures of all kinds. Rarely, these result in children with a touch of fey blood. Sometimes, a feykissed child can't directly trace its ancestry to a fey.

Sample Feykissed

This example uses a 13th-level elf imagist as the base creature.

Felosio Starshine

Medium Fey (Augmented Humanoid [Elf])

Hit Dice: 13d4 (33 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 21, touch 12, flat-footed 19

Base Attack/Grapple: +6/+4

Attack: Masterwork longsword +5/+0 melee (1d8-2), or masterwork longbow +9/+4 ranged (1d8-2)

Full Attack: Masterwork longsword +5/+0 melee (1d8-2), or masterwork longbow +9/+4 ranged (1d8-2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Charm monster, fascinate, inspired smite evil, spells

Special Qualities: Cohort, damage reduction 10/cold iron, fey blood, sanctuary, universal appeal

Saves: Fort +4, Ref +6, Will +9

Abilities: Str 6, Dex 15, Con 10, Int 10, Wis 12, Cha 15, App 20

Skills: Concentration +16, Diplomacy +21, Escape Artist +4, Hide +4, Listen +3, Perform (sing) +18, Spot +19

Feats: Combat Casting^B, Dodge^B,

Environment: Temperate forests

Organization: Solitary, duo (1 11th-level kundala cohort), party (1 11th-level kundala cohort, 13th-level cleric of Aaluran, and 1 13th-level wizard)

Challenge Rating: 13

Treasure: Standard

Alignment: Neutral good

Advancement: By character class

Level Adjustment: +1

Felosio travels through several countries, always seeking to educate, enlighten, and beautify those he meets. His cohort and companion is Shem, a cleric knot-binder of



Kaladis (see page 78)

He speaks Common and Elven.

Combat

While Felosio doesn't enjoy combat, he knows that while the world is imperfect, there is conflict. He prefers to use his *sanctuary* ability and spells in defense.

Inspired Smite Evil (Su): Twice per day, as a standard action, Felosio can inspire an ally to smite evil. On the ally's next single melee attack roll (if it is made before the end of the next round), the ally a +13 bonus on hit and deals an additional +5 points of damage. If the ally does not make a melee attack or if the target is not evil, the smite has no effect, and the ability is still used up for that day.

Cohort: Felosio has an 11th-level gnome cleric/knot binder named Shem as a cohort.

Sanctuary (Su): Felosio always has a sanctuary effect active upon himself. DC 16; caster level 13th.

Imagist Spells Known (6/8/7/7/7/7/4): 0-analyze fertility*, cure minor wounds, depilatory*, detect magic, detect pregnancy*, light, mage hand, message, read magic; 1st-bless, endure elements, identify, protection from evil, shield of faith; 2nd-aid, augury, cat's grace, heroism, tongues; 3rd-dispel magic, fly, invisibility purge, magic vestment; 4th-freedom of movement, imbue with spell ability, looking glass*, stoneskin; 5th-dispel evil, major creation, teleport; 6th-heal, through the looking glass*.

Possessions: +4 studded leather armor, +2 buckler, ring of protection +2, amulet of natural armor +2, masterwork longsword, masterwork longbow, 20 arrows, wand of longstrider (5 charges), wand of cure moderate wounds (5 charges), 10 gp.

Creating a Feykissed

"Feykissed" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "fey." It uses all the base creature's statistics and special abilities except as noted here.

Abilities: -2 Str, -2 Con, +2 Cha +2 App.

Skills: Feykissed receive a +2 racial bonus on Escape Artist, Hide, Listen, and Spot checks.

Special Qualities: A feykissed has all the special qualities of the base creature, plus low-light vision.

Fey Blood: For all effects related to race, a feykissed is considered a fey. Feykissed are just as vulnerable to special effects that affect fey as their fey ancestors are, and they can use magic items that are useable by fey.

Class Skill: Perform is always a class skill.

Universal Appeal (Ex): Fey and feykissed do not suffer any penalty to Appearance when interacting with creatures of a different species.

Damage Reduction (Ex): Feykissed have damage reduction based on their Hit Dice.

Hit Dice	Damage Reduction
1-5	1/cold iron
6-10	5/cold iron
11-15	10/cold iron
16-20	15/cold iron

Fascinate (Sp): Once per day, a feykissed character with at least 5 Hit Dice and 3 or more ranks in a Perform skill can *fascinate*. This ability duplicates the effects of the bardic music ability.

Charm Monster (Sp): Once per day, a feykissed character with at least 10 Hit Dice can *charm monster*. This ability duplicates the effects of the spell. The save DC is Appearance-based.

Challenge Rating: Same as base creature +0.

Level Adjustment: +1.

Personality: Creatures of passion and moment, feykissed delight in the now.

Adventurers: Feykissed adventure for a variety of motivations including indulging curiosity, acquiring treasure, and enhancing their power or prestige. They tend to be charming and beautiful, thus making excellent bards, imagists, and sorcerers.

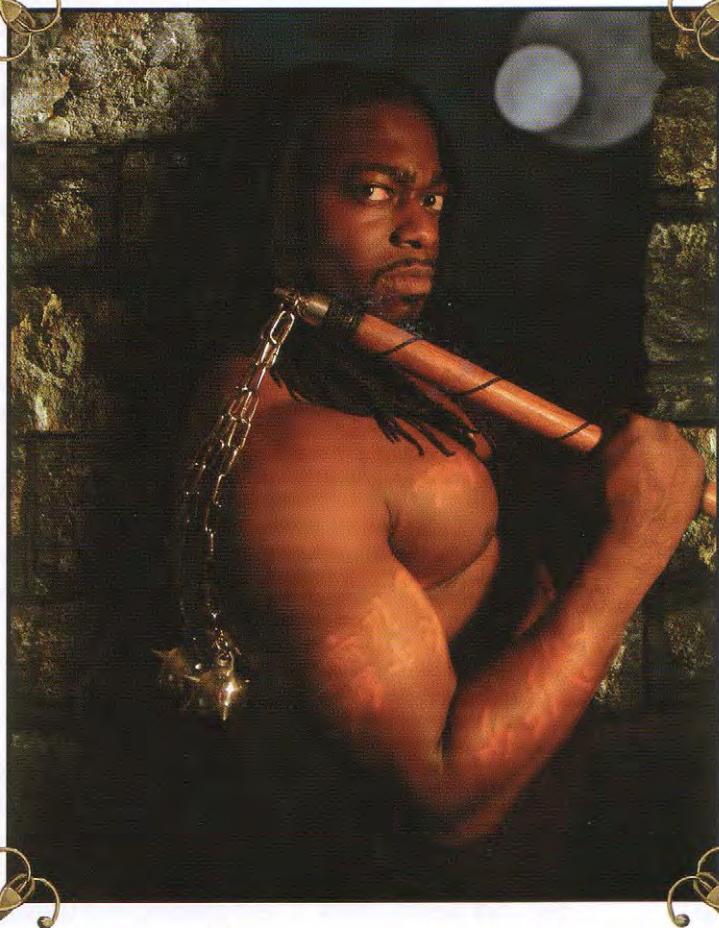
Giantborn

Sexually charged, but emotionally unsatisfied, Hervark exited the sordid whorehouse amid cat calls. "Bye, bye, big boy," a voice too raspy to be sexy called out.

"Next time, we'll charge you by the inch!" another dwarf female called.

"No! By the minute!" another voice mocked.

Hervark felt despondent. He should have known better than to return to the monogamously focused dwarven community of his youth. Going to the house of ill repute might have been a



mistake. The settlement marginalized anything the least bit promiscuous. Yet, he had wanted to see his parents again and have full command of his spellcasting talents. He nursed a perpetual hope that they would eventually accept him. Tomorrow he would see them.

A dwarf, but not a dwarf by some trick of his physiology.

A spellcaster, but a sex magic spellcaster.

Tomorrow would be difficult. It would be the first time he had seen his parents in over 10 years. He prayed to Alilial that just as she shows mercy to her children, his mother and father would toward him.

Giants sometimes breed with humanoids or monstrous humanoids. Those with a touch of giant blood in their bloodlines use the giantborn template.

Sample Gianthorn

This example uses a 1st-level dwarf tantrist as the base creature.

Hervark Gianthorn

Medium Giant (Augmented Dwarf)

Hit Dice: 1d4+7 (10 hp)

Initiative: +1

Speed: 20 ft. (4 squares)

Armor Class: 12, touch 12, flat-footed 12

Base Attack/Grapple: +0/+2

Attack: Morningstar +2 melee (1d8+3) or javelin +3 ranged (1d6+2)

Full Attack: Morningstar +2 melee (1d8+3) or javelin +3 ranged (1d6+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: -

Saves: Fort +6, Ref +1, Will -1

Abilities: Str 15, Dex 12, Con 19, Int 16*, Wis 8, Cha 11, App 8

Skills: Concentration +8, Diplomacy +3, Listen +3, Perform (sexual techniques) +4, Spellcraft +8*, Spot +3

Feats: Tantric, Toughness^B

Environment: Temperate mountains

Organization: Solitary or adventuring party (Hervark and 2-5 1st-2nd-level adventurers)

Challenge Rating: 2

Treasure: Standard

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +2

Hervark looks like a dwarf drawn slightly large. He speaks Dwarven, Common, Giant, and Terran.

Roleplaying Notes

Hervark was abandoned as a baby at an orphanage in a mostly human city. He knows that his heritage is part dwarf and part giant, a rather odd combination. His interest in finding out about his parents has been building, but he fears rejection. He suspects that his tantrist talents come from at least one of his parents.

Combat

Hervark is tougher than a typical 1st-level arcane spellcaster. His dwarf giantblood heritage makes him very well-suited to tantrist spellcasting.

He doesn't seek out fights, but does not avoid one either.

Spells Prepared (3/2+1; save DC 14 + spell level): 0-detect magic, guidance, resistance; 1st-burning hands (CL 2), vision of exquisite pleasure.*



ure**†.

*Assumes the benefits of Tantric and the Satisfied Glow feats.

**Domain spell. Domains: Joining (mending 1/day) and Pleasure (soothing touch 1/day).

†New spell in this book.

Spells Inscribed: 0-acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st-burning hands, endure elements, expeditious retreat, identify, magic missile, shield other**, vision of exquisite pleasure**†.

Possessions: Masterwork morningstar, potion of cure light wounds (2), potion of invisibility, scroll of peacock's beauty, 42 gp.

Creating a Giantborn

"Giantborn" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "giant." It uses all the base creature's statistics and special abilities except as noted here.

Abilities: +2 Str, +2 Con, -2 Cha, -2 App.

Special Attacks: Giantborn receive a +1 racial bonus on attack rolls with thrown weapons. They have inherited some of their giant ancestor's adeptness with throwing rocks and apply it to all thrown objects.

Special Qualities: A giantborn has all the special qualities of the base creature, plus low-light vision.

Toughness Bonus Feat: Giantborn receive Toughness as a bonus feat.

Change Size (Sp): Once per day, a giantborn

with 5 or more Hit Dice can magically change its size. This works just like an *enlarge person* spell, except that the power works only on the giantborn. This is the equivalent of a 2nd-level spell.

Size Increase: A giantborn with 10 or more Hit Dice increase in size by one category gaining associated benefits and penalties (see Size Increases in Core Rulebook III).

Challenge Rating: Same as base creature +1.

Level Adjustment: +2.

Personality: Giantborn often feel awkward and out-of-place in society. Either they're too big for the nongiants around them or too small to fit into giant society.

Adventurers: The archetype of an adventurer with something to prove to himself and the world fits the giantborn well. They often seek danger as a means of testing themselves and proving their worth.

Half-Demon

Demons visit the Material Plane via a number of means, including gates and planar ally spells. While here, they frequently wreak havoc and sow chaos. They delight in disorder and destruction. Their chaotic evil natures manifest in rape and plunder. From these depredations, children are sometimes born.

Sample Half-Demon

This example uses a dronne as the base creature.

Sserra Bloodclaw

Large Outsider (Native)

Hit Dice: 9d10+27 (76 hp)

Initiative: +6

Giantborn and Changes in Size

If your DM allows player characters to be giantborn, consider how the size change affects your character before you decide to play one.

It may seem appealing for Medium human to be giantborn and grow to Large size, gaining +8 Strength, losing -2 Dexterity, gaining +4 Constitution, adding +3 natural armor, and giving up -1 to AC and attack rolls for being Large.

It's more than that.

It means having to rebuy all your character's armor and weapons. It means having trouble fitting into communities designed for Medium and Small characters. Both physical and cultural limitations exist, however. Often, maneuvering or fighting becomes much more difficult. Social interactions can also suffer.

Usually, it also means being the biggest PC on the battle grid. That means being the biggest target. Get used to being picked on. You need your increased Constitution, Strength, and Armor Class.

Giantborn characters can be very fun, but they're also challenging to run. Consider carefully whether it suits you.

Speed: 40 ft. (8 squares), fly 50 ft. (good)
Armor Class: 27 (-1 size, +2 Dex, +16 natural), touch 11, flat-footed 25
Base Attack/Grapple: +9/+17
Attack: Bite +12 melee (2d6+4)
Full Attack: Bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, roar, *summon demon*
Special Qualities: Darkvision 60 ft., demon blood, *detect good*, *detect law*, immunity to electricity and poison, low-light vision, outsider traits, resistance to acid 10, cold 10, and fire 10, scent, spell resistance 17
Saves: Fort +9, Ref +8, Will +4
Abilities: Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12, App 10
Skills: Listen +11, Spot +11
Feats: Blind-Fight, Combat Reflexes, Improved Initiative, Track
Environment: Temperate deserts
Organization: Solitary, pair, or pride (5-10)
Challenge Rating: 9
Treasure: Double standard
Alignment: Chaotic neutral
Advancement: 10-12 HD (Large); 13-27 HD (Huge)
Level Adjustment: +7 (cohort)

Sserra loves combat: the bloodier, the better. He delights in hunting prey, terrorizing it with his roar, and playing with it in a grand cat-and-mouse game.

Combat

Sserra likes to start combat with a roar and a charge. If given time to prepare, he summons another creature, often a chaos beast or celestial dire lion, to provide distraction and flanking opportunities.

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted. The save DC is Charisma-based.

Summon Demon (Sp): Sserra can summon a chaotic evil creature as per *summon monster V*.

Detect Good (Sp): At will, Sserra can detect good. This ability duplicates the effects of the spell *detect good*.

Detect Law (Sp): At will, Sserra can detect law. This ability duplicates the effects of the spell *detect law*.

Skills: Dragonnes have a +4 racial bonus on Listen and Spot checks.

Carrying Capacity: A light load for a dragonne is up to 348 pounds; a medium load, 349-699 pounds, and a heavy load, 700-1,050 pounds.

Outsider Traits: A half-demon cannot be raised, reincarnated or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). Darkvision 60 ft.

Creating a Half-Demon

"Half-demon" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more (referred to hereafter as the base creature).

A half-demon uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-demons are normally native outsiders.

Speed: A half-demon has a 50% chance of having batlike wings. Unless the base creature has a better fly speed, the creature can fly at 50 ft. (good maneuverability).

Armor Class: Natural armor improves by +1 per Hit Die (this stacks with any natural armor bonus the base creature has). Natural armor improves with each additional Hit Die as well.

Attacks: Half-demons have a bite and two claw attacks in addition to the base creature's attacks, if it did not have them already.

Damage: If the base creature does not have a bite or a claw attack, use the damage values in the table below. Otherwise, use the values below or the base creature's damage, whichever is greater.

Size	Bite Damage	Claw Damage
Fine	1	-
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A half-demon retains all the special attacks of the base creature and gains those described below.



Summon Monster (Sp): Once per day, a half-demon can summon a chaotic evil creature. This ability duplicates the *summon monster* spell. The level of the spell depends upon the Hit Dice of the half-demon.

Hit Dice	Spell
1-2	Summon monster I
3-4	Summon monster II
5-6	Summon monster III
7-8	Summon monster IV
9-10	Summon monster V
11-12	Summon monster VI
13-14	Summon monster VII
15-16	Summon monster VIII
17+	Summon monster IX

Special Qualities: A half-demon has all the special qualities of the base creature, plus dark-vision with a range of 60 feet. Half-demons are immune to electricity and poison. They have resistance to acid 10, cold 10, fire 10. As a supernatural ability, they can communicate telepathically with any creature within 100 feet that has a language.

Damage Reduction: A half-demon has damage reduction 5/cold iron or good (if HD 5 or less), 10/cold iron or good (if HD 10 or less), or 10/cold iron and good (if HD 11 or more).

Demon Blood: For all effects related to race, a half-demon is considered a demon. Half-demons are just as vulnerable to special effects that affect demons as their demon ancestors are, and they can use magic items that are useable by demons.

Detect Good (Sp): At will, half-demon characters can detect good. This ability duplicates the effects of the spell *detect good*.

Detect Law (Sp): At will, half-demon characters can detect law. This ability duplicates the effects of the spell *detect law*.

Spell Resistance: Half-demons have spell resistance equal to 8 + their Hit Dice.

Unlimited Telepathy (Su): Half-demons can communicate telepathically with any creature within 100 feet that has a language.

Challenge Rating: Same as base creature +2.

Level Adjustment: +2 (+3 if the template adds or substantially improves a fly speed).

Personality: The dangerous capriciousness of their demonic ancestors often manifests in half-demons. They usually are chaotic in nature and often evil.

Adventurers: Half-demons often have an

"I'll try anything once (as long as it doesn't take too long)" attitude. They adventure to create chaos and cause disruptions to ordered society.

Half-Devil

Demertrion leaned forward in his chair.

"What's she doing now?" he demanded.

The voyeuristic seer clicked her tongue impatiently. "You must wait a moment, my magics take time. Patience."

Patience Demertrion had had in abundance. He had waited long to wreak his revenge upon the nymph. Now, his waiting was at an end. She would pay.

"Ah, now I see her. She's standing in a lily-pad and lotus-blossom strewn pond..."

He ground his teeth together. One more inane comment from the insufferable fool would mean her death. After his usefulness to Demertrion ended, of course.

"And you've seen enough to get me to the location?" Demertrion asked.

"... oh, yes, oh, yes," the cloaked woman gasped, enjoying the vision. "She's naked and looking down at her own reflection. Wait! She hears someone approaching. It's a furry Halfling and a beautiful blond human woman in red armor."

Demertrion's hands tightened on the chair arm. Both Naicine and Valeria? Should he get the mage to teleport him there now or wait to see how the scene plays out.

"Tell me more," the patient half-fiend said.

Devils also frequently visit the Material Plane. Some spellcasters think to use them for various purposes. In turn, devils often use the very spellcaster who summon them their own perpetual schemes for power. More than one devil has organized a cult to worship it, sometimes as a deity and other times in a contractual manner in exchange for the hellspawn's services. The devil sometimes uses sex as a reward for a devoted cult member, as a bargaining tool, or as part of its price for performing some task.

Sample Half-Devil

This example uses a human Paladin 6/Rogue 1/Blackguard 10 as the base creature.

Demertrion

Medium Outsider (Native)

Hit Dice: 6d10+18 plus 1d6+3 plus 10d10+30
(135 hp)

Initiative: +2

Speed: 20 ft. in full plate armor (4 squares); base speed 30 ft.

Armor Class: 24, touch 12, flat-footed

Base Attack/Grapple: +16/+21

Attack: Dark talon +18 melee (1d10+8/17-20)

Full Attack: Dark talon +18/+13/+8/+3 melee (1d10+8/17-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Smite good 5/day, sneak attack +5d6, spells, summon devil

Special Qualities: Aura of despair, aura of evil, command undead, damage reduction 10/cold iron and good, dark blessing, darkvision 60 ft., *detect chaos*, *detect good*, devil blood, immunity to fire and poison, lay on hands, limited telepathy, outsider traits, poison use, resistance to acid 10 and cold 10, see in darkness, spell resistance 28, unlimited telepathy

Saves: Fort +17, Ref +11, Will +9

Abilities: Str 20, Dex 14, Con 16, Int 10, Wis 14, Cha 15, App 8

Skills: Concentration +12, Hide +15, Knowledge (religion) +21, Ride +21

Feats: Cleave, Exotic Weapon Proficiency (bastard sword), Improved Critical (bastard sword), Improved Sunder, Power Attack, Quick Recovery*, Weapon Focus (bastard sword)

* New in this book.

Environment: Any

Organization: Solitary, mission (2-5 14th-level fighters), or army (200-500 assorted devil and half-devil soldiers)

Challenge Rating: 17

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

Level Adjustment: +3

No one falls quite as far or as

hard as a paladin gone bad.

Demertrion is a product of a devil and a female human. As a youth, he fought his diabolic heritage and vigorously pursued the path of righteousness as a paladin. He was the best of the good, fighting with zeal and vigor.

He lived well but loved poorly.

He encountered and fell in love with Naicine of the Lake, a heartless demonbred nymph. He was ugly, but amusing. She had never slept with a paladin before, so she encouraged his attentions. His fascination with her grew stronger. He neglected his paladin duties to spend all his time in her presence. Soon, she grew bored with his devotion, but she wanted to test its bounds. She began to manipulate him, turning him gradually to a path of evil.

Naicine preyed upon his insecurities about his devil ancestry and planted the idea of pursuing his devil father, seeking revenge for largely imaginary wrongs done to his mother and



himself. He maliciously sought his father in the Hells.

Who his father was, no one knew. What happened when Demertrion went to the Hells is equally shrouded in mystery. What is certain is that he quickly rose to prominence in the devils' hierarchy and has importance far in excess of any previous half-breed.

When he rose from the bowels of the Hells, his visage had been twisted to portray a true reflection of his dark soul.

He speaks Infernal and Common.

Roleplaying Notes

If the player characters ever irritate or delight a powerful devil, they may meet Demertrion as the archfiend's means of reward or revenge.

There's a fierce enmity between Demertrion and a paladin named Valeria (see page 16). The PCs may encounter him as Demertrion seeks her or they may even encounter the two as they battle each other.

Combat

Demertrion furthers the goals of the hierarchy of hell. He is very confident and calm and does not get into a fight frivolously.

He uses spells such as *corrupt weapon* to prepare for combat whenever possible. He quickly closes to melee, often driving his foes before him with his aura of despair. Demertrion always uses his bastard sword, Dark Talon (described on page 133), in combat.

Aura of Despair (Su): Demertrion radiates a malign aura that causes enemies within 10 feet of him to take a -2 penalty on all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the *detect evil* spell) is equal to his class level (10th).

Command Undead (Su): Demertrion has the supernatural ability to command and rebuke undead (see Core Rulebook I). He commands undead as would an 8th-level cleric.

Dark Blessing (Su): A blackguard applies his Charisma modifier (if positive) as a bonus on all saving throws.

Detect Chaos (Sp): At will, half-devil characters can detect chaos. This ability duplicates the effects of the spell *detect chaos*.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the *detect good* spell.

Lay on Hands (Su): This blackguard can cure 12 hit points of wounds per day.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Smite Good (Su): Five times per day, Demertrion may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 10 extra point of damage. Smiting a creature that is not good has no effect, but uses the ability for that day.

Outsider Traits: A half-devil cannot be raised, reincarnated or resurrected (though a limited wish, wish, miracle, or true resurrection spell can restore life). Darkvision 60 ft.

Blackguard Spells Prepared (3/3/2/1; save DC 12 + spell level): 1st—*corrupt weapon*, *cure light wounds*, *magic weapon*; 2nd—*cure moderate wounds*, *shatter*, *summon monster II**; 3rd—*deeper darkness*, *protection from energy*; 4th—*freedom of movement*.

* Evil creatures only.

Possessions: Fiendish full plate*, Dark Talon*, belt of giant strength +4, periapt of Wisdom +2, cloak of Charisma +2, 15 gp.

* New in this book.

Creating a Half-Devil

"Half-devil" is an inherited template that can be added to any living, corporeal creature with an Intelligence score of 4 or more (referred to hereafter as the base creature).

A half-devil uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to outsider. Do not recalculate Hit Dice, base attack bonus, or saves. Size is unchanged. Half-devils are normally native outsiders.

Speed: A half-devil has a 50% chance of having batlike wings. Unless the base creature has a better fly speed, such creatures can fly at 50 ft. (good maneuverability).

Armor Class: Natural armor improves by +1 per Hit Die (this stacks with any natural armor bonus the base creature has). Natural armor improves with each additional Hit Die as well.

Special Attacks: A half-devil retains all the special attacks of the base creature and gains those described below.

Summon Monster (Sp): Once per day, a half-devil can summon a chaotic evil creature.

This ability duplicates the *summon monster* spell. The level of the spell depends upon the Hit Dice of the half-devil.

HD	Spell
1-2	Summon monster I
3-4	Summon monster II
5-6	Summon monster III
7-8	Summon monster IV
9-10	Summon monster V
11-12	Summon monster VI
13-14	Summon monster VII
15-16	Summon monster VIII
17+	Summon monster IX

Special Qualities: A half-devil has all the special qualities of the base creature. Half-devils can see perfectly in darkness of any kind, even that created by a deeper darkness spell. They are immune to fire and poison. Half-devils have resistance to acid 10 and cold 10. As a supernatural ability, they can communicate telepathically with any creature within 100 feet that has a language.

Damage Reduction: A half-devil has damage reduction 5/cold iron or good (if HD 5 or less), 10/cold iron or good (if HD 10 or less), or 10/cold iron and good (if HD 11 or more).

Devil Blood: For all effects related to race, a half-devil is considered a devil. Half-devils are just as vulnerable to special effects that affect devils as their devil ancestors are, and they can use magic items that are useable by devils.

Detect Chaos (Sp): At will, half-devil characters can detect chaos. This ability duplicates the effects of the spell *detect chaos*.

Detect Good (Sp): At will, half-devil characters can detect good. This ability duplicates the effects of the spell *detect good*.

Spell Resistance: Half-devils have spell resistance equal to 11 + their Hit Dice.

Unlimited Telepathy (Su): Half-devils can communicate telepathically with any creature within 100 feet that has a language.

Challenge Rating: Same as base creature +2.

Level Adjustment: +2 (+3 if the template adds or substantially improves a fly speed).

Personality: Often pursuing law and evil beyond the bounds of reason, half-devils manifest many of the diabolical traits of their fiendish blood, though not all are evil or lawful.

Adventurers: A desire to impose order and to take control drives many half-devils to

adventure. The most powerful sometimes become blackguards.

Golem, Pleasure

Breathe . . . I can feel my chest fill and vacate. I smell warmth, musk, heat . . . I smell sex. I'm not sure what it is but I know that I want it. That I'm made for it and it is what will fulfill me.

Light . . . it is dim but it swirls with colors and objects. I see a form. It is where the smell came from. I can see the body. I don't know what it is, who it is or what it is thinking. Except this, it wants me and that is enough. It will fulfill me; it will give me what I need to be whole.

"Brilliant Master Draven, the construct is just as I specified. Now are you sure that there is no intelligence or will within it?"

"Do not be concerned, Lord Malfin, this creature is just an object for your pleasure. You may make use of it in any way that you desire and it will not only not object it will respond as if it is in the throes of pleasure. However, you are the one who is the master."

Medium Construct

Hit Dice: 2d10+20 (31 hp)

Initiative: +2

Speed: 30 ft. (can't run)

Armor Class: 15 (+2 Dex, +3 natural), touch 12, flat-footed 13

Base Attack/Grapple: +1/+1

Attack: Slam +1 melee (1d4)

Full Attack: 2 slams +1 melee (1d4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Intoxicating pheromones

Special Qualities: Disguise self, construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +0, Ref +2, Will -2

Abilities: Str 10, Dex 15, Con -, Int 4, Wis 6, Cha 8, App 13

Skills: Perform (sexual techniques) +7

Feats: Skill Focus (Perform [sexual techniques])

Environment: Any

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: -



Most golems are built with combat in mind, able to mete out terrible damage with their fists and shrug off incredible blows. However, some have been created to be both pleasing to the eye and to the touch. The pleasure golem is a construct designed to provide sexual pleasure for its master (or anyone else that the master permits). It can change its appearance to suit whomever it is servicing. It is given the illusion of life through the binding of a spirit from the Elemental Plane of Fire, which gives it movement, body heat, and something unusual for a construct---passion, or the illusion thereof.

In its natural form, a pleasure golem is a patchwork of the corpses from which it was created. The most common type of pleasure golem has a female form. However, this is entirely a matter of tradition as a pleasure golem can change its body to take on both genders and any appearance. Unlike other golems, the pleasure golem does exude heat, which comes from the tiny bit of elemental fire that gives it life. The pleasure golem cannot speak, but does emit arousing noises of pleasure during sexual acts.

Although considered an object of pleasure, with neither will nor intellect, there are persistent legends of pleasure golems exhibiting will or even thought. These tales are most often set-aside as a creator's over-attachment to their toy or guilt for the abuse of a thing that looks too human.

Combat

As the name indicates, pleasure golems are not suited for combat. They avoid hostile action, but lashes out with their fists if attacked. Because certain creators of pleasure golems enjoy violence and having a docile victim, some pleasure golems may not fight back at all if attacked. For a randomly encountered pleasure golem, roll d%: 01-95% standard, 96-100% nonviolent.

Intoxicating Pheromones (Ex): A pleasure golem constantly emits an intoxicating scent that mammalian creatures find alluring. All creatures within 30 feet of the pleasure golem must make a Will save (DC 15) or act as though under the effects of vision of exquisite pleasure spell.

Disguise Self (Su): When

commanded by its controller, a pleasure golem can change its appearance as if by the Disguise self spell as a standard action. It only changes into a form described by its controller.

Immunity to Magic (Ex): A pleasure golem is immune to all spells, spell-like effects, and supernatural abilities, with the following exception. A *cause fear* spell slows (as the spell) the pleasure golem for 2d6 rounds.

Construct Traits: A pleasure golem has immunity to poison, magic sleep effects, paralysis, stunning, disease, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

Construction

A pleasure golem is made from wax and the



flesh of humanoid corpses—the flesh must be extremely fresh, the chosen parts being infused with a special alchemical mixture minutes after the death of the person.

The golem costs 2,000 gp to create, including 750 gp for the construction of the body. Assembling the body requires a Craft (sexual toys) or Heal check (DC 17).

The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 400 XP from the creator and requires the Craft Construct feat, *disguise self, charm person, vision of exquisite pleasure**, *geas/quest, limited wish, polymorph* any object.

*New spell in this book.

Serpentine

Legends speak of snakelike humanoids. Stories vary as to whether these are extraplanar creatures or simply odd beings from the Material Plane. What is known is that from time to time, a child with some snakelike feature (such as textured or scalelike skin, slit pupils, abnormally small ears) is born to humanoids or monstrous humanoids. The child's appearance is odd in some fashion, but nevertheless appealing.

Sample Serpentine

This example uses a 2nd-level half-orc barbarian as the base creature.

Gurthoss

Medium Humanoid (Reptilian)

Hit Dice: 2d12+4 (17 hp)

Initiative: +1

Speed: 40 ft. (8 squares)

Armor Class: 15, touch 11, flat-footed 14

Base Attack/Grapple: +2/+7

Attack: Masterwork battleaxe +8 melee (1d8+5/x3) or masterwork composite (+4 Str bonus) longbow +3 ranged (1d8+4/x3)

Full Attack: Masterwork battleaxe +8 melee (1d8+5/x3) or masterwork composite (+4 Str bonus) longbow +3 ranged (1d8+4/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: ----

Special Qualities: Darkvision 60 ft., rage 1/day, uncanny dodge

Saves: Fort +5, Ref +1, Will +1

Abilities: Str 21*, Dex 13, Con 14, Int 9, Wis 12, Cha 6, App 10

*Assumes the benefits of tantric and the Virility feat.

Skills*: Escape Artist +3, Hide +3, Listen +8, Spot +8, Survival +6

*+2 bonus on all Charisma-and Appearance-based skills when dealing with other reptilian and snakelike creatures.

Feats: Virility

Environment: Temperate hills

Organization: Solitary, raiding party (Gurthoss plus 2-12 orcs)

Challenge Rating: 2

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +0

Gurthoss accentuates her snakelike features by wearing clothing and accessories made from snakeskin, crocodile, and other reptiles.

He speaks Common and Orc.

Roleplaying Notes

Gurthoss is an ambitious half-orc. Though neither charismatic nor good-looking by most standards, she has nevertheless established herself in a position of power, not among humans, orc, or even half-orcs, but among reptilians.

The power-hungry half-orc found a lizard-folk tribe that values leadership by those who prove themselves in combat. Gurthoss is a wonder with an axe, especially when she goes into a rage. She earned the reptilian's respect and honorary status as one of them.

Combat

Though she has a fine bow, Gurthoss prefers hand-to-hand combat and enjoys wading into battle, swinging her battleaxe with great glee. She enters into rage at the first opportunity and enjoys every moment.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, -2 to AC for up to 7 rounds. The following changes are in effect as long as the rage lasts: HD 2d12 +8 (21 hp); AC 13, touch 9, flat-footed 12; Base Attack: +2; Grapple +9; Atk +10 melee (1d8+5/x3, masterwork battleaxe) or +3 ranged (1d8+4/x3 masterwork composite [+4 Str bonus] longbow); Full Atk +10 melee (1d8+5/x3, masterwork battleaxe) or +3 ranged (1d8+4/x3 masterwork composite [+4 Str bonus] longbow); SV Fort +7, Will +3;



Str 25, Con 18

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

Possessions: Masterwork studded leather, masterwork buckler, masterwork battleaxe, masterwork composite (+4 Str bonus) longbow, 20 arrows, 2 potions of cure light wounds, potion of bull's strength, 150 gp.

Creating a Serpentine

"Serpentine" is an inherited template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). A humanoid gains the reptilian subtype. It uses all the base creature's statistics and special abilities except as noted here.

Abilities: +2 Str, -2 Int, -2 Cha, +2 App.

Skills: Serpientes receive a +2 racial bonus on Escape Artist, Hide, Listen, and Spot checks. They also benefit from a +2 bonus on all Charisma- and Appearance-based skills when dealing with other reptilian and snakelike creatures.

Special Qualities: A serpentine has all the special qualities of the base creature.

Scent (Ex): Serpentine with at least 5 Hit Dice have scent. This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When a creature detects a scent, the exact location of the source is not revealed-only its presence somewhere within range. The creature can take a move action to note the direction of the scent. Whenever the creature comes within 5 feet of the source, the creature pinpoints the source's location.

A creature with the Track feat and the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a



track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Level Adjustment: +0

Personality: Serpentine tend to follow the norms of the society in which they grow up.

Adventurers: The same diversity of reasons that lure humans to adventure motivate serpentine.

Succubus, Greater

Xerexeles moved with a catlike grace across the ballroom floor, her midnight black gown shimmering with speckles of diamonds and rubies. Several nobles, including Benelor, the War Master, and Kemlin, the Admiral of the Lord's Royal Fleet, moved with haste out of her way, simultaneously captivated by and fearful of her beauty. Although the body she had chosen pleased



her, the greater succubus was tiring of the charade and wished only to taste the sweet essence of soul and move on.

She curtsied before the High Lord, who watched her lustful eyes. Though advanced in years, the High Lord was still an incredibly powerful wizard; he would taste of pure magic, thought Xerexes, as her eyes raised slowly to meet his.

"Milord," she purred. "It would be an honor if we could have one dance before you retire." He quickly agreed and they made their way to the floor.

Xerexes smiled, which she could see melted any resistance the wizard might have. They danced for a few minutes before the succubus whispered in his ear.

"My great and noble High Lord, it would be my great pleasure if I could have but one kiss, so I may remember this night forever." Mesmerized by her beauty, the High Lord ignored social conventions and brushed his lips across hers....

The next day, the High Lord's naked body was found sprawled out on his bed. Although his body was shriveled and emaciated—the court archmage concluded foul sorcery—the dead lord's face was twisted into exquisite pleasure. They were shocked to see that his penis was missing. The sheets were stained with semen, blood, and a black ooze that defied all attempts to classify it. The flame-haired beauty that had bedded with him the night before was nowhere to be found.

Medium Outsider (Chaotic, Evil, Extraplanar, Demon)

Hit Dice: 14d8+42 (105 hp)

Initiative: +3

Speed: 30 ft., fly 50 ft. (good)

Armor Class: 27 (+3 Dex, +14 natural) touch 13, flat-footed 24

Base Attack/Grapple: +14/+15

Attack: Claw +15 (1d4+3 plus energy drain and poison)

Full Attack: 2 claws +15 (1d4+3 plus energy drain and poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain, improved grab, poison, spell-like abilities, *summon demon*

Special Qualities: Alternate form, damage reduction 10/good silver, demon traits, immunity to electricity and poison, outsider traits, resistance to acid 10, cold 10, and fire 10, spell resistance 23, telepathy 100 ft., *tongues*

Saves: Fort +12, Ref +12, Will +15

Abilities: Str 13, Dex 16, Con 16, Int 20, Wis 18,

Cha 30, App 28

Skills: Bluff +29, Diplomacy +31, Disguise +24, Escape Artist +13, Hide +12, Intimidate +31, Knowledge (arcana) +13, Knowledge (nobility and royalty) +13, Listen +16, Move Silently +13, Perform (sexual techniques) +22, Ride +13, Search +16, Sense Motive +21, Spot +21, Use Rope +20 (+22 bindings)

Feats: Dodge, Iron Will, Mobility, Persuasive*

Environment: Chaotic Evil Planes

Organization: Solitary

Challenge Rating: 12

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 15-20 HD (Medium)

* New in this book

Greater succubi are the undisputed leaders of their lesser kin. Like normal succubi, the greater versions are experts in the art of seduction, temptation, and corruption. They are very meticulous in choosing their victims: kings, mighty wizards, and supposedly incorruptible clerics are their preferred prey. In addition, they use their powers of deception to lure even the most difficult of targets, including angels, in order to introduce blackness to their pure being.

Regular succubi defer to greater succubi in all ways, although being fiends, this control is tenuous, and the more powerful succubi must keep a sharp eye on their charges. Greater succubi commonly provide sexual favors to balor and other powerful demon, in order to increase the chances of gaining aid from them.

Combat

Like their lesser cousins, greater succubi avoid combat where possible. They fight with their claws but prefer inciting dissent and infighting among foes. If forced to fight, a greater succubus tries to use charm monster on a foe to bring it close in for an energy drain. Otherwise, it uses its improved grab ability to get a hold of the foe.

A greater succubus's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and evil-aligned for purpose of overcoming damage reduction.

Energy Drain (Su): A greater succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the greater succubus must start a grapple, which





does not provoke an attack of opportunity (improved grab). The greater succubus's kiss or embrace bestows two negative levels. The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 27 Will save to negate the effect of the suggestion. The DC is 27 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Improved Grab (Ex): To use this ability, the greater succubus must hit with both claw attacks. If it succeeds, it may use its energy drain ability as a free action.

Spell-Like Abilities: At will-charm monster (DC 27), *clairaudience/clairvoyance*, *darkness*, *desebrate*, *detect good*, *detect thoughts* (DC 27), *doom*, *ethereal jaunt* (self plus 50 pounds of objects only), *suggestion* (DC 27), and *greater teleport* (self plus 50 pounds of objects only); 1/day-*unholyl blight*. Caster level 20th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day, a greater succubus can attempt to summon one balor with a 60% chance of success. This is the

equivalent of a 7th-level spell.

Alternate Form (Su): Succubi can assume any humanoid form from Small to Large size as a standard action. This ability is similar to the *polymorph* spell but allows only humanoid forms.

Poison (Ex): The greater succubus's claws produce powerful poison that saps the will of the victim. Wisdom 1d8 primary and secondary (Fortitude save DC 20).

Tongues (Su): A greater succubus has a permanent *tongues* ability (as the spell, caster level 20th). Greater succubi usually use verbal communication with mortals and save telepathic communication for conversing with other fiends.

Demon Traits: Demons are immune to electricity and poison. They have resistance to acid 10, cold 10, fire 10. As a supernatural ability, they can communicate telepathically with any creature within 100 feet that has a language.

Outsider Traits: A greater succubus cannot be raised, reincarnated, or resurrected (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life), darkvision 60 ft.





By allowing descriptions of sex and using the rules described in the *Book of Erotic Fantasy*, new adventures await, both in and out of the bedroom.

Adventure Ideas

Here are 100 adventure seeds that you can use to spur sexual adventures and scenarios within your campaign

d% Adventure Idea

- 1 A sorcerer has mastered a mass reverse gender spell, affecting an entire community.
- 2 A disturbing number of half-fiend babies are being born.
- 3 The mayor of a large city has recently announced that he is gay.
- 4 Prostitutes are being murdered in record numbers.
- 5 The women of a war-torn country refuse sex with their partners until the fighting ceases.

- 6 Halfling nomads have entered into town and begin celebrating a fertility rite. The activity greatly disturbs the populace, which threatens to have them imprisoned or worse.
- 7 A doppelganger has taken the identity of a local priest and goes on a spree of rape.
- 8 A new law decrees that all men must marry by the age of 20 or be drafted into the army.
- 9 Goblins are breeding at an even more accelerated rate, and are beginning to flood the countryside.
- 10 All the elves of a given forest undergo a strange period of heat, lasting for several months.
- 11 A mighty half-devil has begun a breeding program with wildly differing species, resulting in horrid aberrations.
- 12 A local warlord is caught in a sexual scandal involving a divine celibate.
- 13 A polymorphed silver dragon has impregnated all the daughters of the local lord.



- 14 A retired, powerful adventurer puts out a call that she is seeking a suitable man to be her husband and share her household.
- 15 A roving band of minstrels has come into town, sleeping with anyone they can.
- 16 A powerful guardian of morality and his cadre arrives, and begins "purifying" the sexual sins that he witnesses in the streets.
- 17 A strange comet passes overhead, rendering all living creatures sterile for an entire year.
- 18 A vampire has learned a spell that allows her to bear children, which become vampire spawn.
- 19 The ruler of a kingdom has decreed that all marriages be absolved, throwing the realm into chaos.
- 20 A new religion has sprung up, spreading the idea of free love among a very cloistered and conservative society.
- 21 A bastard child of one of the adventurers, the result of a sexual encounter long ago, appears and demands to be acknowledged.
- 22 All the prostitutes of a given city go on strike.
- 23 A fallen cherub incites chaos by causing members of two different, warring tribes or families to fall in love with each other.
- 24 A marauding band of barbarians kidnaps all the women of a small town.
- 25 The adventurers are asked to join a promiscuous sexual secret society.
- 26 An adept is selling trinkets that are said to grant incredible sexual stamina to the wearer—which turns out to be true.
- 27 A rake has wormed her way into the Imperial Court, assassinates the Queen, and disguises herself as the regent.
- 28 The mating season of local green dragons causes untold damage as suitors try to impress the one female enough to become her mate.
- 29 A hag has doomed the bloodline of a powerful family of wizards, causing them to die (with no hope of resurrection) at the age of 30.
- 30 A powerful tantrist releases a spell that reverses the sexual preference of every one for many miles around.
- 31 A medusa petrifies lovers in the act of sex then leaves the statues in the public square for all to see.
- 32 A jilted lover hires an assassin to hunt down one of the adventurers.
- 33 Captured by an enemy, the adventurers are handed over to a dominator to learn the meaning of discipline and respect.
- 34 A band of nymphs has begun seducing young men, some of which haven't returned.
- 35 A local lord demands the right of "First Night," in which he consummates the marriage by sleeping with the bride.
- 36 An epidemic of Astral's doom, a magical STD, is sweeping the countryside, affecting only those who wield magic.
- 37 After a bizarre magical storm, all pregnancies in a given land result in multiple births.
- 38 A covey of hags have conspired to bring two evil people together in order for the resulting child to be a powerful servant of chaos and vileness.
- 39 One of the adventurers begins finding love letters addressed to her inside her gear, but none of her companions are responsible.
- 40 While creating the foundation for a new temple, workers unearth a statue of an ancient, forgotten fertility god, who then comes to life.
- 41 The king has died and the queen declares her female lover as her new legal mate, much to the consternation of the populace.
- 42 Merchants arrive in town with a bewildering array of sexual toys and magic items.
- 43 A new high-class brothel has opened, coinciding with a rash of burglaries of the homes of some of the highest strata of society.
- 44 Every sexually mature virgin in a hundred-mile radius goes missing early one morning.
- 45 An imagist asks the adventurers to help him kidnap a powerful druid's daughter so that he may use her as a subject for his "art."
- 46 A set of royal twins known for their stunning looks and cruelty takes a fancy to one of the adventurers and demands for him to choose one or the other as a lover.
- 47 A swarm of bliss motes begin harassing anyone entering or leaving town. Some people go out to meet them, just for the sexual encounter.

- 48 Strange new trees are found on the outskirts of a forest, whose fruit is a powerful, yet addictive, aphrodisiac.
- 49 A large clan of satyrs holds a small town hostage unless a dozen young women are offered up to them.
- 50 A strange, beautiful woman offers herself to one of the adventurers asking to be impregnated so that she may give birth to the next messiah.
- 51 As they enter into heat, a normally serene tribe of centaurs begins assaulting anyone that comes near.
- 52 After a one-night stand with one of the adventurers, the lover reveals himself to be the regent of the land in disguise.
- 53 A horde of formians take over a small duchy, taking slaves back to be used as breeding stock for the slaves on their home plane.
- 54 A representative of a particularly isolated and inbred clan of dwarves asks the adventurers to help them find other dwarves to bolster their gene pool.
- 55 A perfect aphrodisiac has been discovered, but requires the blood of a unicorn.
- 56 A rival wizard has taken over another's unseen lover (made permanent), directing it to sexually assault others.
- 57 A sorcerer kidnaps exotic animals from zoos and homes to conduct her experiments.
- 58 The adventurers arrive in a town in which a fertility celebration is taking place, where people swap partners for a single day.
- 59 Strange small statues of satyrs with enormous erections start appearing in houses throughout the land.
- 60 All females in a 100-mile radius cease menstruating.
- 61 An ogre falls in love with the local lord's daughter.
- 62 The adventurer with the highest Appearance is abducted and sent to a distant land to become a sexual servant to a cruel crime lord.
- 63 A roving band of frenzied disciples entices young women from a town to leave their families behind and join them.
- 64 Villagers go into a frenzy and begin burning adulterers alive, upsetting the town's stability.
- 65 An elf asks the adventurers to help him fulfill his "textbook" of sexual positions
- 66 A lich has returned from a hundred-year slumber to reclaim the great-great granddaughter of his true love in order to make her his bride.
- 67 A blue dragon begins breeding with a local orc tribe, creating a powerful army of half-breeds.
- 68 A fiend has corrupted a highly revered cleric, causing him to commit unspeakable sexual acts.
- 69 A powerful male wizard proposes to one of the male adventurers, offering a luxurious lifestyle, magic items, and titles, if he agrees to a legal union.
- 70 A famous artist approaches one of the adventurers, hoping that she will pose in a love scene for a painting.
- 71 The adventurers are asked to a hedonistic orgy at the royal palace—intrigue and sexual politics ensue.
- 72 A lesbian dwarf has been exiled from her clan and asks the adventurers to help her get her lover out as well.
- 73 Someone slips a powerful aphrodisiac into one of the adventurer's drinks at a pub.
- 74 One of the adventurer's lovers is revealed to be the son of the ruler of an enemy kingdom.
- 75 A polymorphed dragon seeks to locate and sleep with the most powerful adventurers around in order to have their children.
- 76 The adventurers are falsely accused of kidnapping several concubines from a crime lord's harem.
- 77 During a night of passion, an adventurer's lover inadvertently reveals crucial military secrets.
- 78 After a one-night stand with a stranger, one of the female adventurers discovers her child is a half-celestial.
- 79 During sex, the adventurer feels additional hands from an invisible person.
- 80 During a festival, one of the adventurers notices a mysterious beauty that seems to be following him.
- 81 A sorcerer's pleasure golem has been stolen and he asks the adventurers to get it back.
- 82 One of the adventurer's mentors asks him for help in getting revenge for his wife's infidelity.
- 83 A new law has been passed that wizards may only have sex and get married with those that have spellcasting ability.



- 84 The adventurer's sexual exploits are watched by their enemy via scrying.
- 85 All of the adventurer's gear is stolen after a night at a brothel.
- 86 Outed by his order, a gay paladin asks the adventurers in helping to restore his name and status.
- 87 A doppelganger assumes one of the adventurer's form and commits unspeakable sexual acts.
- 88 While attending a banquet at their order, one of the adventurers is propositioned by the lord's son.
- 89 One of the adventurer's receives a building as part of an inheritance. It proves to be a brothel.
- 90 Various predators of a forest are being poached to near extinction, because it's rumored that their glands make the ultimate aphrodisiac. A druid comes to the adventurers for aid in preventing their demise.
- 91 A tyrannical cloud giant demands virgins to be brought to its mountaintop lair as tribute from a terrified populace.
- 92 A powerful, polygamous family asks one of the adventurers to join with them.
- 93 Fleeing his own wedding, a young man asks the adventurers for protection against the bride's angry family.
- 94 One of the adventurer's allies is seduced by their archnemesis and used against them.
- 95 A small town's festival involves a "sacred lover" who may sleep with anyone she likes.
- 96 While being serviced by a prostitute, one of the adventurers witnesses a murder of a constable nearby.
- 97 During his wedding ceremony, one of the adventurers is attacked by a would-be assassin.
- 98 A bard has learned a powerful new song that quickens the libido in everyone that listens to it.
- 99 While out in the wilderness, one of the male adventurers wakes up with a blue bow tied around his penis.
- 100 The adventurers are challenged to a game of "sexual endurance" by a band of halflings.

Organizations

Described here are some organizations that embrace sexuality in some form. While described in detail, certain elements have been

left intentionally vague, allowing you to insert them in your own campaign with relative ease.

Order of the Unseen Lovers

The eyes deceive when it comes to passion. True attraction comes from the way a person smells, how they feel, their noises of lovemaking. More is revealed through the other senses than merely a person's appearance."

*-The Hidden Lord,
founder of the Order of Unseen Lovers*

The Order of the Unseen Lovers is a private club of powerful wizards, sorcerers, and other spellcasters that is known for its members' hedonistic lifestyles and positive attitude toward sex. Once a month (typically at the full moon), the members of this society gather in the home of one of the members, often a plush ballroom or specially designed love nest that can accommodate dozens of people. At these gatherings, the members feast on sumptuous food, engage in an enormous orgy, and otherwise wallow in decadent behavior. While the purpose of the Order is to engage in rampant sexuality without worries, a great deal of social intrigue and political wrangling occurs at these gatherings as well. A person asked to join the Order of the Unseen Lovers knows that he has been pegged as being a mover and shaker in the highest strata of society. Royalty, powerful merchants, clerics of sexually open (and sometimes not so open) churches, and aristocrats make up the membership of the Order. As one could imagine, membership can be particularly scandalous, especially if a branch of the Order exists in a land with stringent social taboos on sexuality.

The order gets its name from the unusual method in which members maintain their anonymity (or dignity if they are ashamed of their physical appearance) by making judicious use of the greater invisibility spell. As this spell does not end when a person engages in sex (unlike invisibility, see New Kinks for Old Spells, Chapter 4: Magic), members are insured that their physical identity will be unspecified, although most people discern the identity of others through their voice, sexual technique, or other nonvisual cues. It is a rule, however, that no one ever speaks the name of anyone in the Order. Because of this, members refer to themselves in code names, such as Satyrus, Vixen, or the Stern Mistress.

Once inside, a member may share themselves with anyone that accepts their offer.

In order to become a member of the Order of the Unseen Lovers, a candidate must fit the following criteria.

- Be a spellcaster capable of casting greater invisibility or have access to a magic item that produces the spell
- Be sponsored by a member in good standing
- Be a member of the highest levels of society—a lord, rich merchant, respected adventurer, or elder of a church
- Take a vow never to reveal the identity of any members of the order

A typical evening at a gathering of the Order of the Unseen Lovers goes like this. Members arrive at the chosen location (picked at the previous meeting---locations rotate to avoid detection) and enter a secret door, which leads into an outer chamber. In the chamber is cloaked man, wearing a blindfold, who asks the members to remove their clothes. The clothes are placed in a trunk and are returned after the evening's festivities are done, and then the guardian asks the member to cast the spell (or use the item) that makes him invisible. Once complete, the guardian asks the member's code name for the evening (some members change their name from time to time). Once the name is given, the guardian unlocks a second door, often protected with a *glyph of warding*, and then announces the presence of the member, alerting the other members that a new person has entered the room. From that point on, the member is free to indulge as he sees fit---eating, resting, or indulging in sex with others in the room. The orgy lasts until dawn, although any member may leave at any time, by rapping on the door in a prescribed manner, signaling the guard that he wishes to leave.

To give members an additional sense of comfort that they are being unobserved, areas where the Order meet are commonly warded with the privacy spell (see Chapter 4: *Magic*). The more paranoid also use *mind blank* to prevent their thoughts from being read during their hedonistic wallowing.

Adventure Ideas: Here are some adventure seeds that you can use to include the Order of the Unseen Lovers into your campaign.

- While staying at an inn after a long adventure, the characters return to their rooms to find small envelopes on each of their beds. The envelopes contain invitations to "an experience of the senses," signed by "the Hidden Lord." The address leads them to a large house in a wealthy section of town. The characters have been suggested as potential candidates for inclusion into the Order, and this is their initiation.

- The characters have been given a tip that a particular house in the Noble district is hosting a large party, making it ripe for theft and plunder. When the characters break inside, they hear moans coming from behind a door. The characters have stumbled across a meeting of the Order, whose members become extremely irate at the intrusion, and the PCs find themselves attacked by invisible assailants.

- While engaging at a revel with the Order, one of the members is strangled to death. Not wishing to expose the group's activities by going to the authorities, the characters must help in finding the murderer, all enmeshed in a web of sex, lies, deceit, and powerful magic.

Damio's Companionship Service

"Although love is the most basic of things, finding love that is pleasing to both the heart and eye is quite a challenge for anyone. I help in making that match. Of course, no one can compete with me when it comes to finding the perfect match."

—Madame Damio, Proprietor

Damio's Companionship Service is a top-notch escort service that specializes in finding exotic beauties for wealthy clients. Damio began as a prostitute in a huge metropolis, learning her trade first in the streets, then later in a temple of Aaluran located in the merchant district. She quickly became enamored with the variety of people that she serviced—men and women of all cultures, races, and creeds. After a mysterious fire destroyed the temple, Damio left to form her own business. After a few years, Damio had created a vast sexual empire, consisting of brothels, escort services, and the occasional restaurant or business associated with the finer things of life.

Madame Damio uses her many contacts and business savvy to find beautiful people of all races and cultures to appease the varied tastes of the upper class. She has agents everywhere, keeping an eye out for attractive talent that is



willing to relocate to the bigger cities. While most of her prostitutes make "house calls," Damio's Companionship Service also operates several fancy, upscale brothels in each major city. In places where prostitution is accepted, Damio's brothels are cornerstones of society, providing fine locations for discriminating clientele. For those areas where prostitution is illegal or is considered objectionable, Damio strives to be discreet, for in these places, business can still be incredibly lucrative.

Adventure Ideas: Here are some adventure seeds that you can use to include Damio's Companionship Service into your campaign.

- The characters have been hired by Madame Damio to locate new "talent" for her newest bordello. She has received many requests for exotic women from the deep jungles to the south and wants the characters to find at least four people (preferably two of each gender) to come work for her.

- The character with the highest Appearance score is a dead-ringer for a high-class prostitute who works in one of Damio's brothels. This mistaken identity causes all sorts of problems and embarrassment for the character, as he is continually propositioned for sex. Things reach a head when the local crime lord, who has fallen in love with this prostitute, demands that the character join his "family."

- One of Madame Damio's most loyal clients is taking a trip to a distant kingdom, and has paid her handsomely to take along a small harem of his favorite prostitutes. The adventurers have been hired as bodyguards to protect the caravan on its journey. In addition to contending with rough terrain, brigands, and monsters, the characters must resist (or keep hidden) with the harem and their very jealous and paranoid client.

Madame Damio: Female human bard 7/sacred prostitute 5; CR 12; Medium humanoid; HD 12d6+48; hp 88; Init +1; Spd 30 ft; AC 16, touch 14, flat-footed 15; Base Atk +7; Grp +7; Atk +8 melee (*dagger of venom*, 1d4+1/19-20); Full Atk +8/+3 melee (*dagger of venom*, 1d4/19-20); SA fascinate, suggestion, spells; SQ Bardic music, bardic knowledge, countersong, inspire competence +1, aura of sexual ease, sexual healing II, sexual communion, restorative sex; AL CN; SV Fort +5; Ref +7, Will +11; Str 10, Dex 13, Con 15, Int 17, Wis 15, Cha 17, App 21

Skills and Feats: Appraise +8, Bluff +13 (+18 in sexual situations), Concentration +7, Decipher Script +5, Diplomacy +21 (+26 in sexual situations), Disguise +13, Hide +9, Knowledge (arcana) +8, Knowledge (geography) +6, Knowledge (religion) +8, Knowledge (nobility) +8, Listen +7, Move Silently +3, Perform (act) +10, Perform (sexual technique) +25, Perform (sing) +9, Profession (prostitute) +14, Sense Motive +15, Sleight of Hand +7, Spellcraft +13, Use Magic Device +6 (+8 with scrolls); Beauty Smiles, Disarming Looks, Negotiator, Quick Recovery, Sexually Open Society, Skill Focus (Perform [sexual technique]), Spell Focus (enchantment)

Possessions: *Dagger of venom*, bracers of armor +3, ring of protection +2, ring of sexual stamina, bustier of beauty +4, amulet of health (+2), 3 potions of cure light wounds, potion of cure moderate wounds, scroll of dominate person, 4 doses of birth shield, fine clothing.

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

Fascinate (Sp): Damio can cause up to five creatures within 90 feet that can see and hear her to become fascinated with her (sit quietly, -4 penalty on skill checks made as reaction, such as Listen and Spot checks). Her Perform check result is the DC for the opponent's Will save. Any obvious threat breaks the effect. Fascination lasts 15 rounds.

Inspire Competence (Su): An ally within 30 feet who can see and hear Damio 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.

Suggestion (Sp): Damio can make a suggestion (as the spell) to a creature he has already fascinated. A DC 22 Will save negates the effect.

Aura of Sexual Ease (Ex): Damio adds her class level to all Bluff, and Diplomacy checks that have a sexual component to them, including seductions, flirtation, and using sexuality to get her way.

Sexual Communion (Su): To use this ability, Damio must engage in sex for at least 20 minutes, after which time she may cast divina-



tion, eschewing material components, with the maximum chance of success (90%). However, the divination must deal directly with the person that she is engaging in sex with and the question must be asked before the act of sex occurs. She may not use this ability to determine her own future, although she may engage in sex with another sacred prostitute to glean information.

Sexual Healing II: If Damio engages in sex for at least 20 minutes and makes a Perform (sexual technique) (DC 15) check, the subject is cured of any and all the following adverse conditions: confused, dazed, dazzled, exhausted, fatigued, feeble-minded, nauseated, sickened, and stunned. In addition, the act also dispels curses as if by *remove curse* and heals damage as if by *cure serious wounds* cast by a 15th-level cleric.

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

Bard Spells Prepared (6/5/5/3; save DC 13 + spell level): 0-daze, detect magic, lullaby, prestidigitation, resistance; 1st-alarm, charm person, disguise self, hypnotism, unseen servant; 2nd-alter self, calm emotions, detect thoughts, enthrall, minor image; 3rd-charm monster, deep slumber, lesser geas.

Sacred Prostitute Spells Prepared (2/2/1; save DC 13 + spell level): 1st-Block the seed*, detect disease*; 2nd-eagle's splendor, vision of exquisite pleasure*; 3rd-remove disease.

* New spell in this book.

Sample Brothel (*The Velvet Room*)

Described here is a typical brothel owned and operated by Damio's Companionship Service. The Velvet Room is located in a wealthy section of town, typically the Merchant's District, the

Foreign District, or nestled among the manors of the city's elite. The building is ornate and done in a classical style, with erotic imagery adorning the walls and ceiling. The brothel has activity around the clock, with the most business occurring in the evening.

1. Veranda: The front of the brothel has a large, marble veranda with several comfortable chairs and benches for lounging. A few prostitutes are always on the porch, enticing those walking by to come inside.

2. Guard Alcove: Those who wish to enter the brothel must first pass through this small room. A pair of guards waits inside (7th-level human warriors), and asks patrons to remove any weapons they might be carrying. Regulars are given much more leeway in what they can bring inside, as per the permission of the house madam.

Brothel Guard: Male human Warrior 7; CR 3; Medium humanoid; HD 7d8+14; hp 42; Init +0; Spd 30 ft; AC 15, touch 10, flat-footed 15; Base Atk +7/+2; Grp +10; Atk +11 melee (masterwork heavy mace, 1d8+3); Full Atk +11/+6 melee (masterwork heavy mace, 1d8+3) or +8/+3 ranged (masterwork heavy crossbow, 1d10/19-20); AL N; SV Fort +7; Ref +3; Will +2; Str 16, Dex 11, Con 14, Int 8, Wis 13, Cha 10, App 13

Skills and Feats: Climb +4*, Handle Animal +1, Intimidate +5, Jump +5*, Listen +3, Ride +1, Spot +6; Alertness, Skill Focus (Listen), Toughness, Weapon Focus (heavy mace).

Possessions: Masterwork heavy mace, masterwork, heavy crossbow, masterwork bolts (10), masterwork breastplate, potion of *bear's endurance*, 2 potions of *bull's strength*, 3 potions of *cure light wounds*, potion of *cure moderate wounds*, masterwork condom, 4 vials of birth shield.

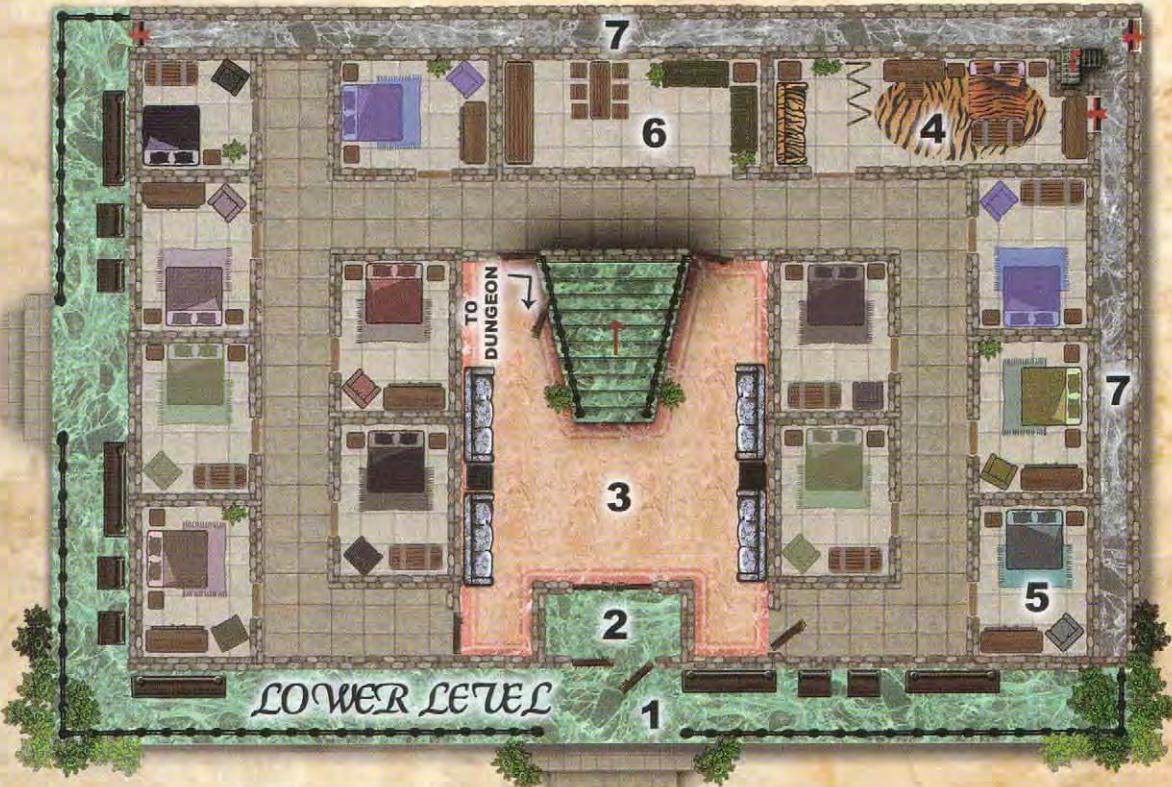
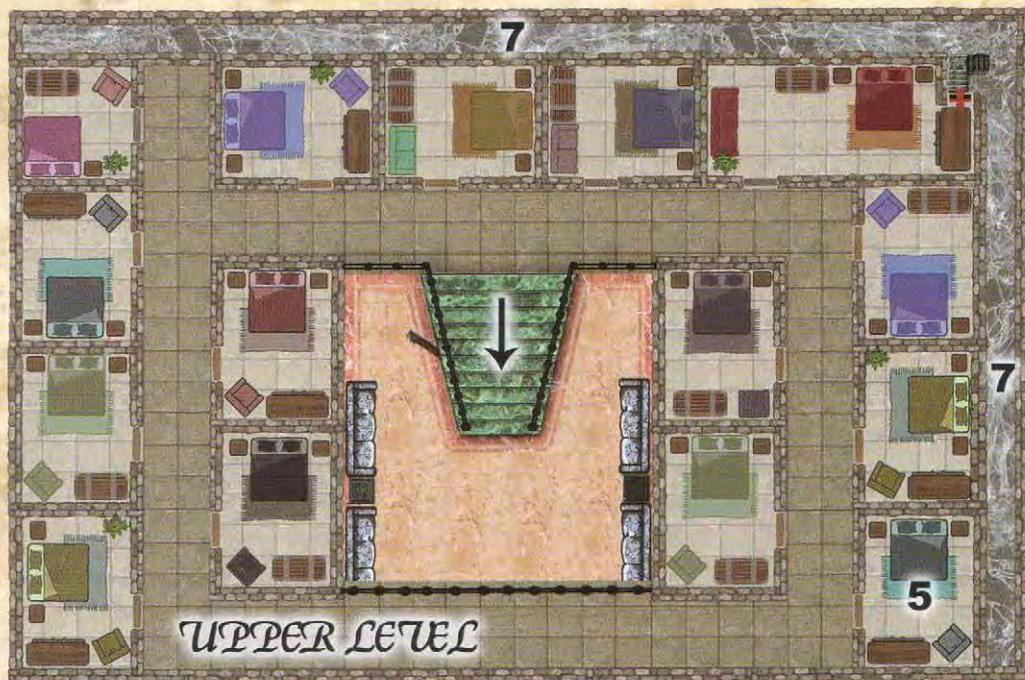
3. Waiting Lounge: The waiting lounge is ornate and very comfortable, with numerous chairs, couches, and pillows for patrons to make themselves at home. At any given time, there are 2d6 people in this room, waiting their turn upstairs, along with 2d4 "hostesses" making small talk and discussing payment for services to be rendered. If any of the patrons gets violent or disruptive, the guards in area 2 come in and eject him.

A huge stairway, with mahogany rails and lined with fine, erotic statues, leads upstairs to



The Velvet Room

1 Square = 5 Feet



more bedrooms upstairs. A small door on the side of the main stairwell leads to the basement, or, more appropriately, a dungeon (see below).

4. Madam's Quarters: These rooms double as the madam's bedroom, as well as the main office for the brothel. It is lavish, with a massive four-poster bed draped with veils, an altar to Aaluran, a desk and chair, and her personal effects. A secret door inside a wardrobe leads a corridor (Search check DC 25). This door has been protected by a *glyph of warding*.

Glyph of Warding: CR 4; spell trigger, no reset; spell effect (glyph of warding [blast], 5-foot radius, 3d8 sonic, Reflex save [DC 16] halves damage); Search (DC 28); Disable Device (DC 28).

5. Bedrooms: Each prostitute has his or her own bedroom. The rooms are cozy and well appointed, varying in taste and décor. Each room contains a large, comfortable bed, pillows, veils, chairs, and a wardrobe. Each prostitute has a large chest that contains a bewildering array of dildos, bondage gear, whips, feathers, and other sex toys that are used at the client's request.

6. Private Lounge: This comfortable room is for the staff only, where they can get away for a while. It has chairs, a few tables, couches, and a small food preparation area.

7. Secret Corridor: This corridor can be accessed only from the madam's quarters. It is located behind the bedrooms on the main floor. A stairwell leads up to the 1st floor, mimicking the layout from below. Slits exist in the walls that allow a person to look inside each bedroom. The slits are disguised on the other side by paintings, statues, or veils (Spot check DC 20), letting the viewer go unnoticed.

8. Dungeon: The basement is only lit with torches, with bare stone walls lacking any ornamentation. Clients with a taste for domination/submission, sadomasochism, humiliation, or pain commonly request this room. At any given time, there are 1d6 clients in this room, along with 1d4 prostitutes and professional masters (those trained in the art of domination and sadomasochism).

The dungeon is filled with an impressive collection of bondage equipment and gear designed for sadomasochism. A cross of domination stands the middle of the room, with straps and winches that can secure

someone tight (adding a +5 circumstance to Use Rope checks against the person bound to the apparatus). Numerous manacles, dangling from the ceiling or attached to the wall can be seen. Two seated harnesses are in opposite corners.

Seekers of the Eternal Sensation

"There are those that see the body as a prison, limiting our spirit from experiencing the universe. We see the body as a conduit to the world around us. There is an endless supply of pleasures in which to experience."

—Oxital, Seeker of the Eternal Sensation

The Seekers of the Eternal Sensation is a cult dedicated to hedonistic delight. Its members are composed of dilettantes, adventurers, wanderers, as well as the idle rich, who wander the globe seeking out new experiences and sensations. For the Seekers, their goal is something called the "Eternal Sensation"—ultimate bliss that will allow them to transcend to a higher level of being. Clerics of various religions scoff at this idea and try to convince them that they are simply describing the afterlife.

As befitting the name, the Seekers are wildly indulgent, partaking in everything that life has to offer. As he wanders from place to place, a Seeker samples new foods, new entertainment, and, most importantly, new sexual partners. They see nothing as taboo, much to the consternation of the authorities, who see them as dangerous lawbreakers.

Most of the members of the cult belong to long-lived races, such as elves, dragons, and certain fey, although there are still plenty of humans and other races that strive to cram in as much hedonism as possible before they die. In order to fight off the boredom and jadedness of the centuries, these Seekers have turned to their body's cravings.

Joining the Seekers grants several benefits. First is a pre-existing network of like-minded individuals who know the best places to get fine wines, exotic concubines, illicit drugs, and powerful, forbidden magic. Plus, the Seekers have vowed to assist one another in times of need, such as when one of their members is imprisoned for going too far with an "experiment."

To rise within the Seekers, a member must go beyond the norm and dabble in almost



everything. In terms of sexuality, this includes bedding both males and females, with a wide variety of races and cultures. As a result, Seekers are almost exclusively bisexual and non-racist, seeing all creatures as beings on the path to the Eternal Sensation---and thus partners in which to find it. For example, a human Seeker that has sex with an elf is one thing, but having sex with a elven vampire is quite another.

Despite this attitude of free love, Seekers do know how to protect themselves and some walk the path of violence, seeing it as just another road to their final destination. For these Seekers, diving into combat brings an almost orgasmic sensation. Other Seekers walk the Path of Pain, in which they see how far their bodies can go in order to find what exquisite sensations lie on the other side.

Because of their deep knowledge of sex and eroticism, many Seekers of the Eternal Sensation become authors or artists that produce remarkable works. Some of the finest erotic literature was penned by Seekers, which may just be simple retellings of the extreme experiences they may have had in their long "career." In repressed societies, most of the works of the Seekers are banned or destroyed if found.

Membership in the Seekers of the Eternal Sensation is a loose affair, with potential initiates being first watched from afar. A member will first seduce the initiate, sampling his body and character, in order to see if he "has what it takes." This involves prolonged sexual sessions, and a test of the initiate's kinks, taboos, and fetishes. After a period of time (which can be years in the case of elves, dragons, or other long-lived races), the initiate is informed of the test. If he refuses to join, there is no dishonor, although the sponsor commonly departs from the area quickly so as not to draw any more attention to herself.

If the initiate accepts, word will be sent out to other Seekers, in order to "properly" introduce him into the cult, resulting in a massive orgy that can last for weeks. At its conclusion, the initiate is named a full member and given a sign of the group, an *amulet of the eternal sensation* (see Chapter 4: Magic). In addition, the new member is given a bit of information about some sensation they may not have experienced yet, leading them on a quest to find it.

Adventure Ideas: Here are some adventure seeds that you can use to include the Seekers of the Eternal Sensation into your campaign.

- Seemingly out of the blue, one of the adventurers finds himself being propositioned by amazingly beautiful people. In truth, he is being "tested" by a small group of Seekers that believe he might have some potential.

- The adventurers are hired by a mysterious and wealthy man who asks them to act as bodyguards for his journey into the desert. Along the way, the man attempts to entice each of the adventurers into bed with him. At the conclusion of the journey, the adventurers find themselves within a blue dragon's lair---the man's partner and lover.

- The young daughter of a cleric of Cevelis has joined the Seekers of the Eternal Sensation and has run away from home in order to find her "peace." Angered and mortified by the cult's actions, the cleric asks the adventurers to bring her back so that she may be brought back into the fold of the family and the strict teachings of Cevelis. If they agree and find the girl, they must weigh her wishes and freedom with that of her father's demands.

Sample Seeker

This example uses a 10th-level halfling rogue as the base creature.

Even while adventuring, Mouchoir savored life's little luxuries. The paladin who hired him for this venture was all business and just didn't seem to understand. Ah, well, he was being handsomely compensated for his troubles. He snuggled into in silk-lined bedroll and dreamed of the city and one of the men to whom he would return.

Gerd wore a blue leather tunic over suede trousers. A human, he reclined on a couch, idly reading.

Mouchoir snuck toward him, getting a mere hand's breath away before clearing his throat.

Gerd dropped the book. "Damn, you startled me!"

The halfling could tell that while the young man's surprise was genuine, his anger was not.

"Terribly sorry," Mouchoir said. "Small feet you know." Both men laughed, sharing a joke that had been told many times before, but never lost its charm. "Let me make it up to you."

"That'll be difficult to do. You've already been



so good to me. Without your patronage, I'd never have had the resources to finish my novel, much less have scribes create a hundred copies, nor get Lady Eleanor to praise it at one of her soirees. What ever could you do to make it up to me?" Gerd paused, with a teasing expression on his face. "Hmmm. Maybe I can think of one thing..."

Gerd reach out to the halfling and started to stroke the soft hair that peeped out from the modest v-neck of his silk shirt.

Soon, the two men were undressed. Hard kisses alternated with soft caresses. Mouchoir moved around so that his hairy chest was against Gerd's back.

Gently, he bit Gerd's neck as he ...

...felt a boot nudge his rib cage.

"Second watch," Valeria said. "Your turn."

Mouchoir

Small Humanoid (Halfling)

Hit Dice: 10d6+10 (45 hp)

Initiative: +5

Speed: 20 ft. (4 squares)

Armor Class: 20, touch 15, flat-footed 20

Base Attack/Grapple: +7/+3

Attack: +9 melee (1d4+1, +1 rapier) or +14 ranged (1d3+1, +1 sling)

Full Attack: +1 rapier +9/+4 melee (1d4+1, +1 rapier) or +1 sling +14/+9 ranged (1d3+1, +1 sling)

Space/Reach: 5 ft./5 ft.

Special Attacks: Sneak attack +5d6

Special Qualities: Evasion, improved evasion, improved uncanny dodge, low-light vision, slow fall (10 ft.), trap sense +3, trapfinding, uncanny dodge (Dex bonus to AC)

Saves: Fort +5, Ref +13, Will +4 (+6 against fear)

Abilities: Str 10, Dex 21, Con 13, Int 10, Wis 11, Cha 12, App 10

Skills: Balance +5, Climb +22, Disable Device +20, Escape Artist +18, Hide +29, Jump +2 (+4 running jumps), Listen +17, Move Silently +27, Open Lock +22, Search +13, Spot +20

Feats: Alertness, Nimble Fingers, Skill Focus (Disable Device), Stealthy

Environment: Temperate urban

Organization: Solitary, party (1 10th-level cleric of Aaluran, 1 10th-level wizard, and 1 10th-level fighter)

Challenge Rating: 10

Treasure: Standard

Alignment: Neutral

Advancement: By character class

Level Adjustment: +0

The creature before you looks like the chubby, prosperous halfling he is. He wears a chain shirt and sports a dagger and sling.

Mouchoir loves the comforts gold buys. His impressive skills enable him to live in ease with periodic bouts of adventuring.

He speaks Common and Halfling.

Roleplaying Notes

Mouchoir loves living the good life. Living at the best inns and dining at the finest restaurants, he spends most of his time and money on luxury items and in hedonistic pursuits. He enjoys the company of youthful, attractive males and acts as the mentor or patron of many aspiring artists and spends lavishly to support them. His purse is never full for long and he frequently adventures to maintain his desired style of living.

If the player characters ever need to hire a talented rogue for an adventure, Mouchoir's an excellent candidate.

Combat

Mouchoir is an experienced rogue. Usually, he adventures as a member of a diverse-class party. He has no great love of combat, but uses his sneak attack ability to good advantage.

Evasion (Ex): While wearing light or no armor, if Mouchoir makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he takes no damage. If he is helpless, he does not gain the benefit of evasion.

Improved Uncanny Dodge (Ex): Mouchoir can only be flanked by a 14th-level (or higher) rogue.

Uncanny Dodge (Ex): Mouchoir retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: +1 rapier, +1 sling, +1 mithral shirt, boots of Elvenkind, cloak of Elvenkind, eyes of the eagle, potion of bear's endurance, potion of bless weapon, potion of cure moderate wounds, potion of fly, masterwork thieves' tools, 230 gp.

Appendix I: Creature Appearance Scores

Some creatures, such as an allip or devourer, may have a great force of personality (Charisma), yet be horrific, disturbing, or downright ugly in appearance (Appearance).

Creature	App	Creature	App	Creature	App
Aasimar	14	Black pudding	-1	Destrachan	2
Aboleth	6	Blink dog	12	Devourer	1
Abyssal dire rat	1	Blue dragon	13	Digester	2
Achaierai	9	Boar	5	Dire animals	-2
Air elemental	10	Boar, dire	3	Djinni	11
Air mephit	10	Bodak	4	Dog	10
Allip	5	Bone devil	2	Dog, riding	10
Androsphinx	12	Bralani	20	Donkey	8
Animated object *		Brass dragon	17	Doppelganger	7
Ankheg	2	Bronze dragon	16	Dragon turtle	7
Annis	6	Bugbear	6	Dragonne	10
Ape	7	Bulette	4	Dretch	3
Ape, dire	7	Cachalot whale	8	Dridger	2
Aquatic elves	13	Camel	10	Drow	14
Aranea	10	Cat	12	Dryad	16
Arrowhawk	4	Celestial		Duergar	8
Assassin vine	8	creatures	+4	Dust mephit	10
Astral deva	15	Celestial lion	14	Dwarf	10
Athach	5	Centaur	9	Eagle	10
Avoral	16	Chain devil	8	Earth elemental	8
Azer	8	Chaos beast	1	Earth mephit	9
Babau	7	Cheetah	12	Efreeti	11
Baboon	7	Chimera	8	Elasmosaurus	6
Badger	6	Choker	5	Elephant	6
Badger, dire	5	Chuul	3	Elf	14
Baleen whale	10	Clay golem	*	Erinyes	19
Balor	8	Cloaker	4	Ethereal filcher	2
Barbed devil	4	Cloud giant	14	Ethereal	
Barghest	7	Cockatrice	2	marauder	2
Basilisk	5	Constrictor snake	8	Ettercap	2
Bat	12	Copper dragon	18	Ettin	7
Bat, dire	10	Couatl	19	Fiendish	
Bear, black	10	Crocodile	5	creatures	-2
Bear, brown	10	Criosphinx	12	Fire elemental	12
Bear, dire	8	Cryohydra	5	Fire giant	10
Bear, polar	10	Dark naga	3	Fire mephit	12
Bearded devil	6	Darkmantle	4	Flamebrother	
Bebilith	2	Deep dwarves	8	(salamander)	5
Behir	5	Deep halflings	10	Flesh golem	*
Belker	5	Deinonychus	5	Forest gnomes	10
Bison	6	Delver	5	Formian	8
Black dragon	8	Derro	6	Frost giant	10

Creature	App	Creature	App	Creature	App
Frost worm	5	Half-dragon, chromatic	-2	Lizard	9
Gargoyle	7	Half-dragon, metallic	+2	Lizardfolk	9
Gelatinous cube	2	Half-elves	12	Locathah	3
Ghæle	20	Half-fiend	-4	Lycanthrope	**
Ghast	2	Half-orc	8	Magma mephit	10
Ghost	+4	Harpy	6	Magmin	6
Ghoul	2	Hawk	12	Manticore	3
Giant ant	2	Hell hound	5	Marilith	8
Giant bee	4	Hellcat	10	Medusa	9
Giant bombardier beetle		Hezrou	6	Megaraptor	5
Giant constrictor snake	8	Hieracosphinx	12	Merfolk	12
Giant crocodile	3	Hippogriff	11	Merrow	6
Giant eagle	12	Hill giant	6	Mimic	4
Giant fire beetle	4	Hobgoblin	7	Minotaur	7
Giant lizard	8	Homunculus	*	Mohrg	1
Giant octopus	4	Horned devil	6	Monkey	10
Giant owl	12	Horses	10	Monstrous centipede	1
Giant praying mantis	2	Hound archon	15	Monstrous scorpion	1
Giant squid	4	Howler	5	Monstrous spider	2
Giant stag beetle	1	Human	10	Mountain dwarves	8
Giant wasp	1	Hydra	5	Mule	9
Gibbering mouther	1	Hyena	5	Mummy	3
Girallon	6	Ice devil	2	Nalfeshnee	4
Glabrezu	5	Ice mephit	10	Night hag	3
Gnoll	7	Imp	7	Nightcrawler	3
Gnome	10	Inevitables	*	Nightmare	5
Goblin	8	Invisible stalker	8	Nightshade	2
Gold dragon	22	Iron golem	3	Nightwalker	2
Gorgon	4	Janni	10	Nightwing	3
Gray elves	14	Kobold	10	Nixie	16
Gray ooze	1	Kraken	4	Nymph	24
Gray render	4	Krenshar	12/3	Ochre jelly	1
Greater barghest	7	Lamia	9	Octopus	6
Green dragon	13	Lammasu	13	Ogre	6
Green hag	7	Lantern archon	18	Ogre mage	7
Grick	2	Lemure	1	Ooze	1-2
Griffon	13	Leonal	17	Ooze mephit	8
Grig	15	Leopard	12	Orc	7
Grimlock		Lernaean hydra	5	Orca	8
Guardian naga	10	Lich	†	Otyugh	4
Gynosphinx	14	Lillend	19	Owl	9
Halfling	10	Lion	12	Owlbear	6
Half-celestial	+4	Lion, celestial	14	Pegasus	15
		Lion, dire	10		

Creature	App	Creature	App	Creature	App
Phantom fungus	4	Skum	3	Weasel	7
Phase spider	3	Snakes	9	Weasel, dire	6
Phasm	12	Solar	23	Werebear	9
Pit fiend	7	Spectre	4	Wereboar	7
Pixie	17	Spider eater	4	Wererat	7
Planetar	27	Spirit naga	2	Weretiger	11
Pony	10	Squid	6	Werewolf	9
Porpoise	11	Steam mephit	12	Whale	8
Pseudodragon	19	Stirge	3	White dragon	14
Purple worm	5	Stone giant	8	Wight	2
Pyrohydra	5	Stone golem	*	Wild elves	13
Quasit	7	Storm giant	10	Will-o'-wisp	21
Rakshasa	16	Succubus	22	Winter wolf	11
Rast	5	Svirfneblin	7	Wolf	9
Rat	5	Tallfellows	10	Wolf, dire	7
Rat, dire	3	Tarrasque	2	Wolverine	8
Raven	9	Tendriculos	3	Wolverine, dire	6
Ravid	8	Thoqua	4	Wood elves	14
Red dragon	15	Tiefling	8	Worg	5
Remorhaz	6	Tiger	12	Wraith	5
Retriever	*	Tiger, dire	10	Wyvern	6
Rhinoceros	5	Titan	15	Xill	5
Roc	5	Toad	6	Xorn	4
Roper	4	Tojanida	8	Yeth hound	8
Rust monster	2	Treant	12	Yrthak	3
Sahuagin	7	Triceratops	5	Zombie	1
Salamander	5	Triton	12		
Salt mephit	11	Troglodyte	7		
Satyr	12	Troll	6		
Scrag	6	Trumpet archon	21		
Sea hag	6	Tyrannosaurus	5		
Sea cat	11	Umber hulk	2		
Shadow	5	Unicorn	24		
Shadow mastiff	12	Vampire (template)	+8		
Shambeling mound	5	Vampire spawn	4		
Shark, dire	3	Vargouille	3		
Shark	5	Violet fungus	3		
Shield guardian	*	Viper	9		
Shocker lizard	9	Vrock	7		
Shrieker	5	Water elemental	10		
Silver dragon	20	Water mephit	10		
Skeleton	2	Water naga	12		

* The Appearance score depends upon the result of the Craft check used to create the construct (see page 41).

** Lycanthropes have Appearance scores averaging their animal and humanoid components.

† Depends upon how well preserved the corpse is. If continually cared for with gentle repose from the moment of death, the score is the same as it was in life. The more rot, the greater the penalty to appearance.

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Larpurl, Human Wizard 6/Metaphysical Spellshaper 1	7	83
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Lady Eleanor, Devilblooded Human Rogue 7	8	157
Sserra Bloodclaw, Half-Demon Dragonne	9	162
Azed Lowborn, Human Fighter 5/Harme Protector 5	10	78
Mouchoir, Seeker Halfling Rogue 10	10	183
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PHIL FOGLIO'S WHAT'S NEW WITH PHIL & DIXIE

SO THIS IS A D-20 MODULE DEVOTED TO SEX.

well well well...

ACTUALLY, THIS MODULE COULD CHANGE THE SOCIODYNAMICS OF GAMING AS WE KNOW IT.

BIG DEAL. ROLL A 20 AND SOMEBODY GETS NAKED.

HEY-I KNOW I LOOK GOOD NAKED, BUT COME ON-



WHAT IS THE ONE THING ANY GAMING GROUP HAS TO PUT UP WITH REGARDLESS OF THE ACTUAL GAME?

RULES LAWYERS!

EXCUSE ME? THE ROMAN LEGIONNAIRES DID NOT USE LONG-SWORDS.



EXCUSE ME? REVOLUTIONARY SOLDIERS COULD NOT BE USING BOWIE KNIVES.



EXCUSE ME? IT IS NOT LEGAL FOR A SHOE TO OWN PROPERTY, LET ALONE A BOARDWALK.



AND A GAME ABOUT SEX WILL BE NO DIFFERENT.

AND THEN, WHEN EXCUSE ME? HE STARTS TO ORGASM, I GRAB HIS-

BANANAS WOULD NOT CAUSE SOMEONE TO-



BUT-

OH, NO! YOU MAY HAVE STUDIED MEDIAEVAL WEAPONS AND LITERATURE AND TACTICS. AND CLOTHING AND ARCHITECTURE, BUT YOU HAVEN'T HAD A DATE SINCE THE TENTH GRADE, SO DON'T TELL ME ABOUT BANANAS!



AND SO THEY WILL BE FORCED TO GO AND DO ACTUAL RESEARCH.

HELLO, MISS, I'D LIKE SOME HELP IN DETERMINING THE ORGASMIC CAPABILITIES OF VARIOUS FRUITS AND VEGETABLES.



WHICH, THEY WILL DISCOVER, CAN BE EVEN MORE FUN THAN GAMING.

NICE... BUT WHAT IF WE USE TWO PUMPKINS AND A ZUCCHINI?

HM- HADN'T THOUGHT OF THAT ONE... BACK TO THE LAB!



AND GAMING MAY NEVER SEE THEM AGAIN.

SAY- WHATEVER HAPPENED TO WHAT'S-HIS NAME?

I SWING WITH THE BEAST.

WHO CARES?

YOU MISS.



THOUGH THEY'LL ALWAYS THINK LIKE GAMERS.



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BUT DARLING, IT'S ONLY SEX!

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