



**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** Touch  
**Target:** One text or graphic  
**Duration:** Concentration plus 1 round/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

#### Show me.

This spell creates a visual representation of a piece of text or static graphic. The image performs any acts indicated by the text or extrapolated from the graphic. The animated image is a flat, two-dimensional, full-color animated image and is seen the same way by all parties viewing it.

Images created from text are reasonable representations but not necessarily completely accurate. For instance, a historical biography of King Ferfensia that includes a detailed description or a portrait of the king produces an image corresponding to the text or illustration. A different text that merely recounts an exploit of King Ferfensia but lacks a description of the king merely produces an image of a regal-looking male with the details supplied by the caster. Neither image is guaranteed to resemble what the king looks like in reality.

The spell can be cast upon a book, scroll, tapestry, or other textual or visual representa-

tion. If cast upon a three-dimensional object such as a statue, the image produced is still just a flat, two-dimensional one floating above or in front of the item.

**Focus:** A small graphic motion flip-book.

#### Beauty's Caress

Transmutation  
**Level:** Brd 3, Imagist 3, Clr 4  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

When touched, the target becomes much more attractive, poised, and self-confident. He gains a  $1d4$  per 2/caster level (maximum  $5d4$ ) enhancement bonus to both his Appearance and Charisma score.

#### Blandness

Transmutation  
**Level:** Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** All creatures within a 20 ft. radius  
**Duration:** 1 hour/level  
**Saving Throw:** None  
**Spell Resistance:** Yes

#### Now you look just like everyone else.

The target's Appearance score is lowered or raised to the average Appearance score of that creature's race (see the Appendix for the average Appearance score for creatures). However, it has no effect on animals, constructs, elementals, oozes, plants, undead, or vermin. If a creature is not listed, assume the following Appearance average, based on creature type, assume that its Appearance is changed to 10.

**Material Component:** A tiny clay face that is smooth and devoid of prominent features.

#### Blandness, Greater

Transmutation  
**Level:** Sor/Wiz 6



**Duration:** Permanent

As *blandness*, except that the duration is permanent. This effect may be negated by a *break enchantment*, *remove curse*, *limited wish*, *miracle*, or *wish*.

**Blessed Seed**

Transmutation [Good, Sexual]

**Level:** Clr 4, Pal 4**Components:** V, S, DF, XP**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 hour/level**Saving Throw:** Fortitude negates**Spell Resistance:** Yes***My child shall be a true blessing to the world.***

This spell infuses you with celestial energy that infuses your sperm or womb with power. The next time that you copulate with a member of the opposite gender, it results in a pregnancy, regardless of mundane birth-control methods taken (certain spells, such as *block the seed* prevent this). A *contagion* spell terminates the pregnancy (without inflicting a disease upon the mother, however). In addition, the child gains the half-celestial template, as described in Core Rulebook III.

XP Cost: 500 XP.

**Block the Seed**

Abjuration [Sexual]

**Level:** Body 1, Brd 1, Clr 1, Sor/Wiz 1**Components:** V, S, M**Casting Time:** 1 action**Range:** Personal**Target:** You**Duration:** 1 day/level***Act responsibly.***

You are incapable of getting someone pregnant or becoming impregnated for the duration of this spell. You are still vulnerable to sexually transmitted diseases unless protective measures are taken.

Material Component: A lemon rind.

**Body to Body**

Abjuration

**Level:** Body 6, Clr 6, Joining 6**Components:** V, S, M**Casting Time:** 1 action**Range:** Close (25 ft. + 5 ft./2 levels)**Target:** One creature touched/three levels**Duration:** 1 hour/level (D)**Saving Throw:** Will negates (harmless)**Spell Resistance:** Yes (harmless)***You feel what I feel.***

This spell creates a link with the caster identical to the shield other spell except that it affects multiple targets, and at the caster's option, she may have any spell she casts on herself also affect her targets. The targets must be within range of the caster, but need not be within range of each other.

**Material Component:** A drop of sexual fluid from each of your targets.

**Calm Weather**

Transmutation

**Level:** Drd 5, Imagist 5**Components:** V, S, DF**Casting Time:** 1 standard action**Range:** 2 miles**Area:** 2-mile-radius circle, centered on you**Duration:** Instantaneous (see text)**Saving Throw:** See text**Spell Resistance:** No***Still the winds, calm the storm.***

*Calm weather* removes any transmutations that affect weather such as *control weather* and *control winds*. For each such effect, you make a caster level check (20 + caster level, maximum +20) against a DC of 11 + caster level of the effect. Success means that the spell ends.

If the effect comes from a permanent magic item, *calm weather* suppresses the ability for 1 hour/level.

**Come to Me**

Conjuration (Teleportation)

**Level:** Imagist 7, Sor/Wiz 7**Components:** V, F**Casting Time:** 1 standard action**Range:** Same plane**Target:** One willing ally**Duration:** Instantaneous**Saving Throw:** None**Spell Resistance:** No***I need you now.***

This spell instantly transports a willing ally to



you. The subject recognizes you and understands that the spell is to summon it to you. The creature appears adjacent to you, in a space you choose.

The creature must be in an area where magic can be cast and must be able to travel extradimensionally both from its location and to you. If the creature cannot be subject to the spell, such as being in an *antimagic field*, in an area effected by a *dimensional lock*, or under the effect of a *dimensional anchor* spell, the *come to me* spell automatically fails.

**Focus:** A pair of platinum rings (worth at least 200 gp each) worn by both you and the targeted creature.



### Command

*Just as I say, so shall you do.*

As *command* in Core Rulebook I, except you may also select from the following options:

**Masturbate:** On her turn, the subject drops any items she has in her hands and begins to undress in order to fondle her genitals.

**Orgasm:** The subject experiences an orgasm and stands in place for 1 round. She may not take any actions, but may defend herself normally.

### Cursed Orgasm

Transmutation [Sexual]

**Level:** Clr 3, Perversion 2, Sor/Wiz 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** Touch

**Target:** One creature

**Duration:** 1 orgasm/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** No

*Oh, oh, oh! Oh, ow! It hurts!*

The next time that the subject achieves orgasm, he is wracked with incredible pain that causes 1d6 points of damage per caster level (maximum 10d6 points of damage).

**Material Component:** A drop of sexual fluid mixed with a drop of weak acid.

### Depilatory

Transmutation

**Level:** Brd 0, Imagist 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** Instantaneous and 24 hours

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

**Spell Resistance:** Yes (harmless)

*So smooth!*

This spell enables you to selectively shave hair and prevent its regrowth for 24 hours. It's often used to make legs and other areas soft, smooth, and hairless.

### Desperation

Necromancy [Sexual]

**Level:** Clr 4, Sor/Wiz 4

**Components:** V, S, M.

**Casting Time:** 1 standard action

**Range:** Touch (see text)

**Target:** Creature touched

**Duration:** 24 hours (see text)

**Saving Throw:** Will negates (see text)

**Spell Resistance:** Yes

*No one will ever love you.*

The target is filled with self-doubt and lacks confidence, perceiving himself to be homely, tongue-tied, an inept lover, and incompetent in every social and sexual aspect

of life. Yet, she's filled with a powerful desire to copulate.

The target suffers a -4 penalty on all Appearance- and Charisma-related skill checks.

If the target has sex, the spell ends.

If the target does not have sex, for each hour that passes, he suffers 1 point of ability damage to his Appearance. A creature always has an Appearance score. An Appearance score cannot be reduced below 1 for any reason.

*Multiple desperation effects don't stack.*

**Material Component:** A small mirror.

### Detect Disease

Divination

**Level:** Clr 2, Drd 2, Imagist 2, Pal 1, Rgr 1

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 60 ft.

**Area:** Cone-shaped emanation

**Duration:** Concentration, up to 10 min./level  
(D)

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

**Spell Resistance:** No

#### Let me see what's wrong.

You can sense the presence of disease. The amount of information revealed depends on how long you study a particular area or subject.

*1st Round:* Presence or absence of disease.

*2nd Round:* Number of diseased individuals in the area.

*3rd Round:* The condition (see below) and location of each individual present. The caster also knows the type of infection, the incubation period, and the damage the disease does. If a diseased individual is outside your line of sight, then you discern its direction but not its exact location.

**Conditions:** For purposes of this spell, the categories of condition are as follows:

**Incubating:** The individual is suffering from a disease still in its incubation period.

**Infected:** The individual has a disease that has manifested.

**Immune but Transmitting:** The individual carries a disease and is able to transmit it but is not itself infected.

### Detect Pregnancy

Divination

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

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** No

#### So, how are we today?

You can tell if the creature touched is pregnant or is hosting another creature, such as a slaad's implanted young.

### Disrobe

Transmutation

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

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

**Target:** One living creature wearing clothing, armor, or adornments

**Duration:** Instantaneous

**Saving Throw:** Reflex save negates (see text)

**Spell Resistance:** No

#### Let's see what's under there.

The creature's clothing, including undergarments, belts, and footwear, loosen and fall off its body, leaving it naked. Nonmagical jewelry, including rings, earrings, and necklaces also fall, sliding off as if covered in grease.

Objects that are held remain in the creature's grasp, as well as magic items that are worn. A creature wearing nonmagical armor must make a Reflex save or halve their armor bonus (rounded down) due to the clumsy way in which it dangles off the body. It takes half the time to refit armor loosened this way as it takes to don it completely (see Core Rulebook I). It requires a full-round action to don regular clothing.

### Divine Mark

Transmutation

**Level:** Imagist 0

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

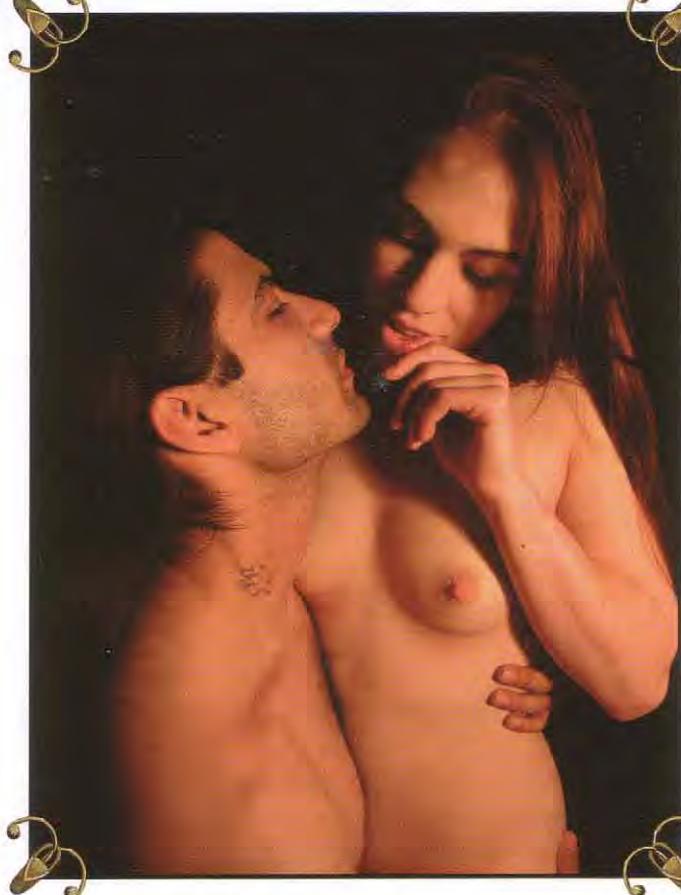
**Target:** Living creature touched

**Duration:** 1 day/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes





### *I mark you as mine.*

This spell allows you to inscribe a small personal mark. It commonly resembles a hickey. The mark is visible unless the target attempts to disguise it with make-up or cover it with clothing (a Disguise check).

### *Eminently Talented*

Transmutation [Sexual]

Level: Brd 2, Imagist 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 hour/level

### *I know what you like.*

This spell grants the caster a +5 competency bonus on Perform (sexual techniques) checks.

### *Engorged Gait*

Transmutation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 standard action

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

Target: One living creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

*My dear, to learn this spell, just think of how a penis swells with an erection. Now, concentrate on the target's feet.*

The target creature's feet (or other means of locomotion) swell and its movement becomes awkward and ungainly. The creature's speed is reduced by one-half (round down to the next 5-foot increment). This affects the creature's jumping distance as normal for decreased speed. Multiple engorged gait effects don't stack.

Even wings and flying speed are reduced unless the flight is extraordinary, magical, or supernatural in nature.

This spell counters and dispels *expeditious retreat*.

### *Engorged Strike*

Transmutation

Level: Body 3, Drd 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

### *Ooh! It's so big!*

*Engorged strike* causes the target's fists to swell, enhancing the puissance of an unarmed blow. Treat the creature as one size category larger for purposes of determining damage dealt from its unarmed strikes.

### *False Confidence*

Necromancy

Level: Clr 3, Sor/Wiz 3

Components: V, S, M.

Casting Time: 1 standard action

Range: Touch (see text)

Target: Creature touched (see text)

Duration: Permanent

Saving Throw: Will half

Spell Resistance: Yes

*You're breaking up with me? A farewell night together? Yeah, I have something special for you....*

The target is filled with confidence, perceiving himself to be attractive, smooth talking, an excellent lover, and competent in every social and sexual aspect of life.

The target actually suffers a -2 penalty on all Appearance- and Charisma-related skill checks. To simulate this the DM should subtract -2 from the players dice rolls secretly.

**Material Component:** A small mirror.

### Fecund Growth

**Level:** Drd 9

**Components:** V, S, DF, XP

**Casting Time:** 1 round

**Range:** Up to 100 ft./level

**Area:** Up to 100 ft./level emanation centered on you

**Duration:** See text

**Saving Throw:** Fortitude negates (see text)

**Spell Resistance:** Yes

#### *Life cannot be restrained.*

A bright green burst of energy emanates from the caster, causing all living entities, including plants, insects, and animals, to undergo tremendous growth. All plant life, including trees (but not plant creatures, see below), triple in size, along with new growth emerging from the ground, over the course of 3 rounds.

In addition, flowers bloom, crops reach their full growth, and trees bear large, nourishing fruit. Fruit, berries, grain, and nuts picked from a fecund area provides the same benefits as a *goodberry* spell for one day per level of the caster—after that time, the fruit falls off the tree, losing all magical properties. Once the duration of the spell ends, the plants resume their normal cycle of growth.

Any creature (including insects and vermin) with an Intelligence score of 2 or lower doubles in size as if affected by an animal growth spell. In addition, they increase by one age category (if applicable). A newborn animal, for instance, ages to adolescence. Normally harmless creatures remain as such, just bigger. Sentient creatures are allowed a Fortitude save. Failure indicates the creatures increases in size as if affected by an *enlarge person* spell, lasting 1 hour per level of the caster.

In addition, the creature must make a second Fortitude save. If it fails, the creature ages by one age category, which may affect their ability scores.

Once the effect ends, creatures return to their normal size, although they remain at the new age category, including any changes to ability scores.

**XP Cost:** 150 XP.

### Fiendish Seed

Transmutation [Evil, Sexual]

**Level:** Clr 5, Perversion 4

**Components:** V, S, XP

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Saving Throw:** Fortitude negates

**Spell Resistance:** Yes

#### *The child shall be a thing of evil.*

This spell infuses you with demonic energy that infuses your sperm or womb with infernal power. The next time that you copulate with a member of the opposite gender, it results in a pregnancy, regardless of mundane birth control methods taken (certain spells, such as *block the seed* still function). A *cure disease* spell terminates the pregnancy, although it causes 1d6 points of damage to the mother in the process. In addition, the child gains the half-fiend template, as described in Core Rulebook III.

**Material Component:** A rotted seed covered in sexual fluid.

**XP Cost:** 500 XP.

### Find a Soulmate

Divination

**Level:** Joining 1

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

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

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

**Spell Resistance:** Yes (harmless)

#### *I know what my heart knows.*

This spell allows the touched creature to immediately know someone who can be a true love (a perfect mate) is, where they are located, and whether they are in love with him as well. This effect is similar to a locate creature spell, although it is not blocked by running water and can only locate the true love if they are on the same plane of existence.



The affected creature is under no compulsion to seek out their true love, although their thoughts are constantly filled with images of the person and a desire to find them.

*Material Component:* Two dolls tied together.

### *Ghost Touch*

Transmutation

**Level:** Clr 4

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Object touched

**Duration:** 1 min./level

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

**Spell Resistance:** Yes (harmless, object)

*A phantom of delight, he came to me. I longed to touch him, but I had no spells....*

Ghost touch makes a weapon, fifty projectiles, or an article of clothing able to interact with incorporeal creatures. An item with ghost touch cast on it counts as either corporeal or incorporeal at any given time.

This spell gives a weapon or ammunition the ghost touch weapon property.

You can't cast this spell on a creature.

### *Grope*

Transmutation [Sexual]

**Level:** Brd 0, Imagist 0, Sor/Wiz 0

**Components:** V, S

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** Concentration

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

**Spell Resistance:** Yes

*Mmm... feels nice.*

This variation of the mage hand spell lets you "feel" a creature from a distance as if you were actually touching it. The creature feels a sensation as if being lightly groped or caressed on their bare skin by a hand, while the caster experiences the sensation as if he were physically touching the target. The caster does not actually touch the target, and does not gain the benefit of any spell, effect, or attack that relies on touch. Grope cannot be used to deal damage or to push the

target in any way.

As long as they are targetted by this spell, the target of grope suffers a -2 penalty on any Concentration checks during the duration of the spell.

### *Healing Sphere*

Conjuration (Healing)

**Level:** Clr 3, Drd 4

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Effect:** One orb of positive energy

**Duration:** 1 minute

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

**Spell Resistance:** Yes (harmless)

*Let my light shine and bring you relief.*

A glowing orb of positive energy sheds light equivalent to a light spell. It hovers near you for the duration of the spell or until you target it at a creature within range (a standard action). You must succeed on a ranged touch attack to hit your target unless it is willing. The orb cures 2d8 points of damage +1 point per caster level (maximum +10).



## Hedonist's Delight

Transmutation

**Level:** Body 5, Brd 5, Imagist 5, Voyeur 6

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 hour/level

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

**Spell Resistance:** Yes (harmless)

*Nothing has ever felt this good . . .*

You confer on the subject heightened sensitivity to pleasurable sensations. Food tastes better, cloth feels softer, sex stimulates more strongly, and orgasms approach awe-inspiring. Any cure spell cast on the target is Maximized. Any Craft check the target undertakes during the duration receives a +2 bonus.

## Impotency

Transmutation [Sexual]

**Level:** Clr 4, Perversion 3, Sor/Wiz 5

**Components:** V, S, M

**Casting Time:** 1 hour

**Range:** Touch

**Target:** Creature touched

**Duration:** Permanent

**Saving Throw:** Will negates

**Spell Resistance:** No

*Come on, come on, come on. What's wrong with you?*

A male creature that is touched by the caster becomes permanently impotent and can never gain an erection. A female becomes frigid and completely disinterested in sex. Beyond the obvious side effects, creatures suffer a -2 penalty on Bluff, Diplomacy, and Intimidate checks, because of frustration and the negative impact to the ego. Impotency is countered by a remove curse.

*Material Component:* A withered stalk of grain.

## Infestation

Conjuration (Summoning)

**Level:** Drd 6

**Components:** V, S, DF

**Casting Time:** 1 round

**Range:** Long [400 ft. + 40 ft./level]

**Effect:** One swarm of insects per three levels, each of which must be adjacent to at least one other swarm

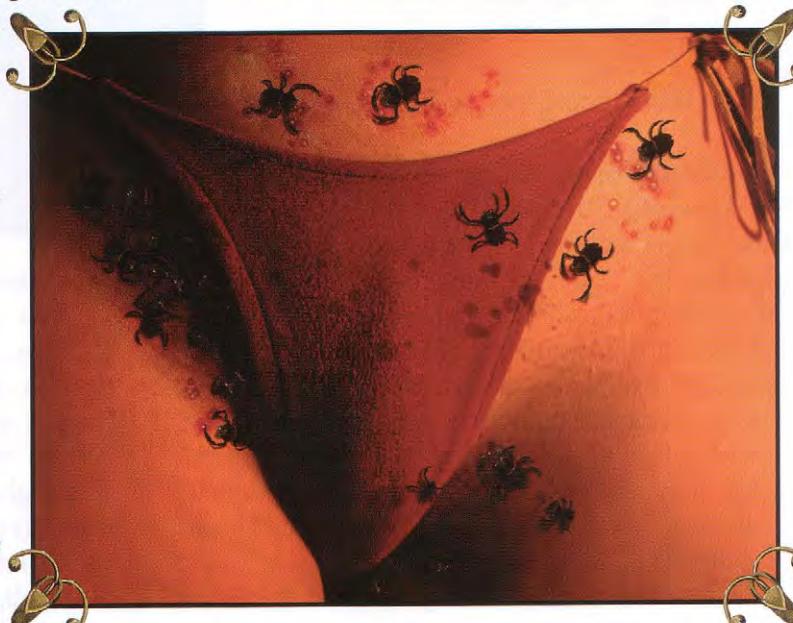
**Duration:** 1 min./level

**Saving Throw:** Fortitude negates; see text

**Spell Resistance:** No

This spell functions in the same as the insect plague spell. Intermixed with these insects are innumerable fine sized creatures called lovers lice. If a creature is damaged from the swarm, they will also be infested by lovers lice that carry one of the following STDs—burning release, crotch plague, or fever touch. See Sexually Transmitted Diseases in Chapter 2: Rules, Skills, & Feats.

These lice cannot be targeted individually and are considered destroyed if the swarm takes enough damage to be dispersed.



## Innocence of the Virgin

Enchantment (Compulsion) [Mind-Affecting, Sexual]

**Level:** Clr 3, Pal 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Effect:** Living humanoid touched

**Duration:** Permanent (see text)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Forget the sins of the body.*

Once touched, the creature affected by this spell loses all knowledge of sex, sexual techniques, and methods of reproduction. The



subject suffers a -10 penalty on Perform (sexual techniques) checks as well as Bluff and Diplomacy checks that deal with seduction or sexual innuendo. Each time the victim has sex with a different partner (or each month with the same partner), the penalty on Perform (sexual techniques) is reduced by -1. Each week of social contact with members of the opposite sex reduces the penalty by -1.

### *Invigorate*

Transmutation [Sexual]

**Level:** Drd 8

**Components:** V, S, F

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 hour/level; see text

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

**Spell Resistance:** Yes (harmless)

*Life returns more powerful than before.*

Powerful, invigorating life force fills the target creature. The target creature gains a +4 enhancement bonus to Constitution and a remarkable stamina as if they had the Endurance feat. In addition, the creature becomes remarkably fertile and has a 100% chance of conceiving if it engages in sex during the duration of the spell (a *block the seed* spell or birth control may affect conception; see Chapter 5: Items for information on birth-control devices).

The creature becomes permanently fertile if it was sterile before, due to age, disease, or magical effects. This spell has no effect on creatures that cannot normally conceive or produce children, such as constructs or undead, or reproduce in a different manner, such as plants.

### *Irrational Attraction*

Enchantment (Compulsion) [Mind-Affecting]

**Level:** Drd 4, Rgr 4

**Components:** V, S

**Casting Time:** 1 action

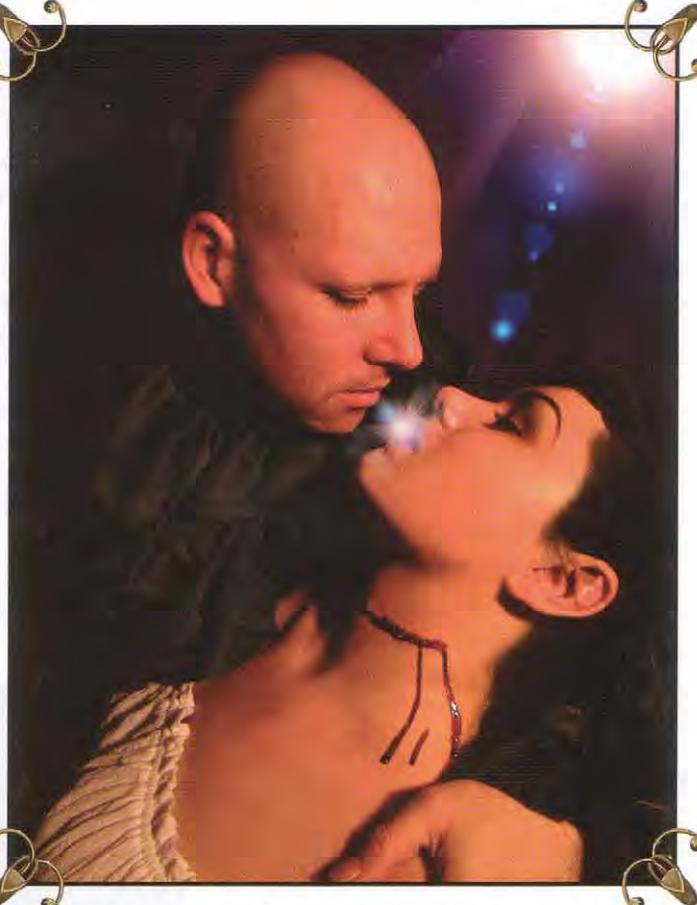
**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** Creature touched

**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes



*I've never looked at... it... that way before.*

This spell causes the target creature to become consumed with an irrational attraction to another being chosen by the caster (which must be within sight). This attraction occurs regardless of race, type, or gender, although source of attraction must be a creature (rather than an object, although constructs are viable). During the duration of the spell, the target does not willingly attack the object of attraction. The target takes no actions other than extolling the virtues and beauty of the object of its desire, although he defends himself as normal, as well as the object of his attraction. If possible, the target does everything in his power to engage in sex with the subject if the subject's gender matches the target's sexual orientation.

### *Jealousy*

Necromancy

**Level:** Clr 3, Imagist 3, Sor/Wiz 4

**Components:** V, S, M.

**Casting Time:** 1 standard action

**Range:** Touch (see text)

**Target:** Creature touched (see text)

**Duration:** Permanent



**Saving Throw:** Will half  
**Spell Resistance:** Yes

#### All your honey for just one bee.

You place a curse on the subject. If the target attempts sex with any creature other than yourself, she experiences wracking pain causing 1d6 points of damage per caster level (maximum 10d6), with a Will save half.

If you have placed a divine or arcane mark upon the creature, you can cast the spell at any range.

**Material Component:** A drop of sexual fluid from the target creature.

#### Kiss of Life

**Conjuration (Healing)**  
**Level:** Brd 5, Sor/Wiz 6  
**Components:** V, S, M  
**Casting Time:** 1 round  
**Range:** Touch  
**Target:** Dead creature touched  
**Duration:** Instantaneous  
**Saving Throw:** None (see text)  
**Spell Resistance:** Yes (harmless)

*The touch of my lips would cause even the dead to rise up.*

The caster can restore life to a very recently deceased creature by kissing it. The caster can bring back to life creatures that have been dead up to 1 round per caster level.

As *raise dead*, except as noted.

Bringing someone back from the dead in this manner is very draining to the caster. He must make a Fortitude save or gain one negative level. Below are modifiers to this save.

Relationship	Save Modifier
Stranger	-15
Acquaintance	-10
Follower/Servant	-5
Animal Companion	+0
Party Member/Close Ally	+0
Blood relative	+5
Cohort	+5
Sexual Partner	+10
Committed Lover	+15

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

**Material Component:** Perfumes, herbs, and powdered gemstones worth 1,000 gp.

#### Liar's Curse

**Transmutation**  
**Level:** Clr 3, Drd 3, Sor/Wiz 4

**Components:** V, S  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** Permanent  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

*Ooh, that felt so good. Tell me again that you love me.*

You place a curse on the subject, choosing either to focus on the target's penis (if male) or nose.

Each time the target lies, the chosen body part becomes larger.

The *liar's curse* cannot be dispelled, but it can be removed with a *limited wish*, *miracle*, *remove curse*, or *wish* spell.

#### Lifebond

**Divination**  
**Level:** Clr 3, Joining 3  
**Components:** V, S  
**Casting Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Permanent  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

*My love, my life, my own.*

When cast, this spell allows the affected creature to permanently know the relative position and condition of a being that has been designated as a true love. The spell only works if the character and the other being are in love with each other. If the love is not true, then the spell fails. The creature can monitor his true love as if by the *status* spell. In most cases, both lovers receive this spell, to allow them to know the condition of the other. Depending upon their philosophy, a creature may have more than one true love.

#### Life Shell

**Abjuration**  
**Level:** Clr 5, Imagist 5  
**Components:** V, S, Special  
**Casting Time:** 1 round  
**Range:** 10 ft.



**Area:** 10-ft.-radius emanation, centered on you

**Duration:** 10 min./level (D)

**Saving Throw:** None

**Spell Resistance:** No

#### *Uh-uhh, you won't be needing that.*

You bring into being a mobile, hemispherical energy field that prevents the entrance of anything or anyone except for living creatures. No nonliving substances, be they arrows, magic items, or clothes may pass into the barrier, though energy attacks penetrate unimpeded. Any items within the barrier when it is created are unaffected.

As with many abjuration spells, forcing the barrier against creatures that the spell keeps at bay strains and collapses the field.

**Special:** The caster of this spell must be completely naked.

#### *Limited Telepathy*

Divination

**Level:** Brd 2, Clr 4, Sor/Wiz 3, Voyeur 4

**Casting Time:** 1 action

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

**Target:** One creature

**Duration:** 10 minutes/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** No

#### *I need you to understand me.*

This spell enables you to create a connection with one other creature with an Intelligence score of 6 or higher within range. You can communicate telepathically regardless of language as long as the target is within range. No special power or influence is established as a result of the spell.

#### *Love Nest*

Evocation [Force]

**Level:** Brd 4, Sor/Wiz 4

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** 20 ft.

**Target:** 20 ft.-radius sphere centered on your location

**Duration:** 2 hours/level (D)

**Saving Throw:** None

**Spell Resistance:** No

#### *Now we can be alone.*

This spell creates a large but cozy tent or yurt

made from sturdy and colorful material. The interior is extremely comfortable, filled with pillows, veils, incense, and candles. If the caster wishes, there is also a small fireplace or stove, complete with a small amount of wood. The love nest provides the same physical protection from the elements as a normal tent. In addition, everyone inside the love nest gains a +5 enhancement bonus on Will saves against any scrying attempts.

**Material Component:** A small crystal bead and bit of incense, which are consumed when the spell duration expires or the *love nest* is dispelled.

#### *Magic Probe*

Divination

**Level:** Brd 2, Clr 2, Sor/Wiz 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

#### *I need to know.*

*Magic probe* reveals all spells currently active on the target. The caster knows the name of any spells and the caster level, but no other details. For example, if the target of this spell is a sorcerer with *mage armor*, *shield*, and *repulsion* cast on herself, the *magic probe* reveals these spells (and the caster level) to the caster of the probe.

#### *Magic Status*

Divination

**Level:** Clr 5

#### *What happened?*

As *status* except you also know the name of any spell cast upon your comrades and the caster level.

#### *Mantle of Love*

Abjuration

**Level:** Brd 2, Clr 2, Joining 2, Pal 2

**Components:** V, S, F

**Casting Time:** 1 action

**Range:** Touch

**Target:** One living creature

**Duration:** 1 minute/level

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

**Spell Resistance:** Yes (harmless)

*"And they will turn me in your arms  
into a naked knight,*



*But cloak me in your mantle  
and keep me out of sight."*

You imbue the subject with magical energy that protects her from harm, granting her a +4 morale bonus on all saves.

If you and the subject of the spell move out of sight of each other, the spell ends.

**Focus:** A heart-shaped ruby worth 50 gp.

### Mind to Mind

Divination

**Level:** Brd 4, Clr 5, Joining 5, Sor/Wiz 4

**Components:** V, S

**Casting Time:** 1 action

**Range:** Touch

**Target:** Creature touched

**Duration:** 10 minutes/level (D)

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

**Spell Resistance:** Yes (harmless)

*You observe what I observe.*

This spell links the caster with one other individual. The caster and target can communicate telepathically. The caster sees what the target sees and hears what the target hears. Any gaze attack to which the target is subjected may affect the caster as well. The caster and the target each make their own saving throws.

Once the spell has been cast upon the subject, the distance between him and the caster does not affect the spell as long as they are on the same plane of existence. If they are ever on different planes, the spell ceases to function.

### Mirror Talk

Illusion (Phantasm) [Mind-Affecting]

**Level:** Imagist 4, Sor/Wiz 4

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** See text

**Effect:** Magical sensor

**Duration:** 1 minute/level

**Saving Throw:** None

**Spell Resistance:** No

*Let me look at you.*

This spell enables the caster to create a link from her focus mirror to a second focus mirror elsewhere on the same plane. She must have carefully studied the mirror, but need not know where it is located.

The link between mirrors enables those in front of the mirror to see through the opposing focus as if it were a window. Sights and sounds pass through the foci. This enables line of sight, but not line of effect.

**Focus:** A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirrors can be of any size.

### Mirror Walk

Conjuration [Teleportation]

**Level:** Imagist 6, Sor/Wiz 6

**Components:** V, S, F

**Casting Time:** 10 minutes

**Range:** Personal and touch

**Target:** You and touched objects or other touched willing creatures

**Duration:** Instantaneous

**Saving Throw:** None

**Spell Resistance:** No

*From the dragon's lair, I step through the mirrors to your bedroom.*

This spell functions as *greater teleport*, except that it creates a link from the caster's focus mirror to a second focus mirror else-



where on the same plane. The caster must have carefully studied the mirror, but need not know where it is located.

**Focus:** A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirror must be tall enough and wide enough to allow the creatures to pass through it. If either mirror is too small to allow passage for a traveler, he cannot pass through.

### *Miss*

Transmutation

**Level:** Imagist 1, Sor/Wiz 2

**Components:** V, F

**Casting Time:** 1 standard action

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

**Target:** One creature

**Duration:** See text

**Saving Throw:** Will negates

**Spell Resistance:** Yes

#### *I'll bet you 1,000 gold your next try misses.*

You may thwart your target's next attack. His next single attack roll (if it is made before the end of the next round) suffers a -10 penalty.

**Focus:** A small wooden replica of an archery target.

### *Orgasmic Vibrations*

Enchantment (Compulsion) [Mind-Affecting, Sexual]

**Level:** Brd 3, Sor/Wiz 4, Pleasure 3

**Components:** V, S, M

**Casting Time:** 1 action

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

**Target:** One living creature

**Duration:** 1 round/level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

#### *Let the bliss course through you.*

A grand, shuddering orgasm overwhelms a living creature that fails its saving throw, making the target dazed for the duration of the spell. A target that makes its saving throw still experiences pleasurable, but merely distracting, sensations.

Spellcasting or concentrating on spells during the duration of orgasmic vibrations requires a Concentration check (DC 20 + spell level). Using skills requiring patience and

concentration requires a Concentration check (DC 20).

**Material Component:** A drop of sexual fluid.

### *Orgasmic Vibrations, Mass*

Enchantment (Compulsion) [Mind-Affecting, Sexual]

**Level:** Brd 6, Sor/Wiz 8, Pleasure 6

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

#### *Everybody must have fun.*

As *orgasmic vibrations*, except this spell affects multiple creatures.

### *Peace Aura*

Abjuration

**Level:** Clr 8, Imagist 7, Denial 9

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Area:** 40-ft. radius emanating from the touched point

**Duration:** 24 hours

**Saving Throw:** Will half (see text)

**Spell Resistance:** No

#### *This hurts me more than it hurts you.*

*Peace aura* wards a particular site, building, or structure against violence.

Anyone attempting to strike or otherwise attack a creature within the warded area, even with a targeted spell, takes 1d6 points of force damage per caster level (maximum 20d6).

A creature with the Evil subtype, such as a demon or shadow mastiff, takes a -4 penalty on its saving throw.

### *Peacock's Beauty*

Transmutation

**Level:** Brd 2, Imagist 2, Sor/Wiz 2

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

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** 1 min./level

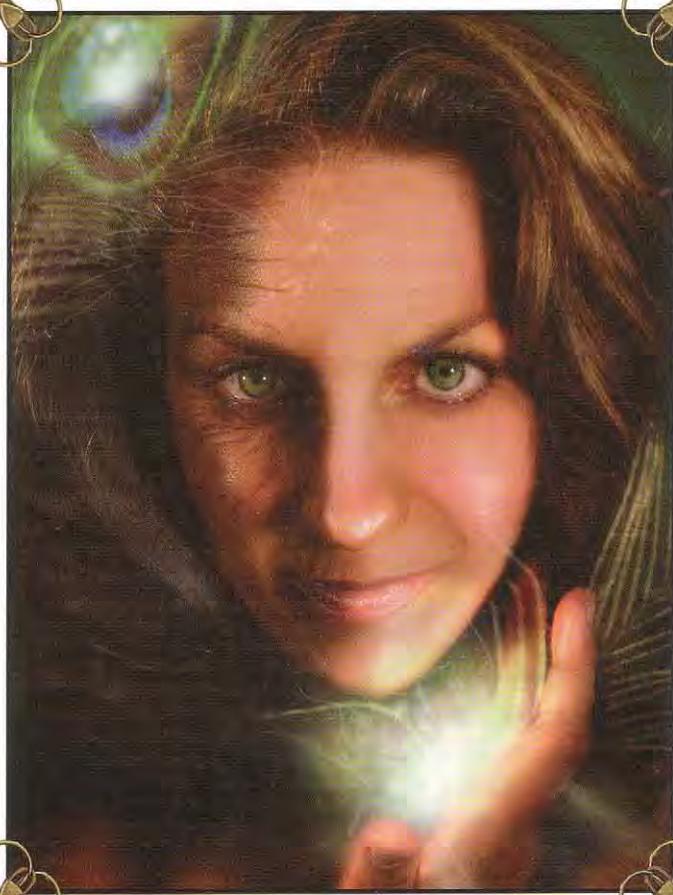
**Saving Throw:** Will negates (harmless)

**Spell Resistance:** Yes

#### *Nice tail!*

The transmuted creature becomes more attractive. The spell grants a +4 enhancement bonus to Appearance, adding the usual benefits





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

**Target:** One living creature

**Duration:** Instantaneous

**Saving Throw:** Will disbelief (if interacted with), then Fortitude partial; see text

**Spell Resistance:** Yes

#### *Too good to be true.*

You create a phantasmal image of the most attractive creature imaginable to the subject simply by forming the desires of the subject's subconscious mind into something that its conscious mind can visualize: the sexiest possible creature. Only the spell's subject can see the phantasmal lover. You see only a vague shape. The target first gets a Will save to recognize the image as unreal. If that save fails, the phantasm touches the subject, and the subject must succeed on a Fortitude save or be dazed for 1d6 rounds and exhausted. Even if the Fortitude save is successful, the subject is dazed for 1 round and fatigued.

#### *Pheromones*

**Enchantment (Compulsion) [Mind-Affecting]**

**Level:** Rgr 3

**Components:** V, S, M

**Casting Time:** 1 action

**Range:** 10 ft.

**Target:** 10-ft. radius emanation, centered on you

**Duration:** 1 hour/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** No

#### *The nose believes when the eye doubts.*

Your body produces a pleasing scent that affects creatures on a subliminal level. Creatures capable of smelling, excluding constructs and undead, regard you with a positive attitude (treat the target's attitude as friendly). You gain a +5 bonus on Bluff, Diplomacy, and Handle Animal checks against the affected creatures. Creatures with the Scent ability must make a Will save as soon as they are within range to smell you.

**Material Component:** A drop of lavender oil.

#### *Pillow Talk*

**Enchantment (Compulsion) [Mind-Affecting, Sexual]**

to Appearance-based skill checks and other uses of the Appearance modifier. Imagists (and other spellcasters who rely on Appearance) affected by this spell do not gain any additional bonus spells for the increased Appearance, but the save DCs for the spells they cast while under this spell's effect do increase.

**Arcane Material Component:** A wisp of feather from a peacock.

#### *Peacock's Beauty, Mass*

**Transmutation**

**Level:** Brd 6, Imagist 6, Sor/Wiz 6

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

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

#### *The beautiful people.*

This spell functions as *peacock's beauty* except that it affects multiple creatures.

#### *Phantasmal Lover*

**Illusion (Phantasm) [Mind-Affecting, Sexual]**

**Level:** Sor/Wiz 3

**Components:** V, S

**Casting Time:** 1 standard action



**Level:** Brd 3, Imagist 3, Sor/Wiz 5  
**Components:** V, S, Special  
**Casting Time:** 1 standard action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One living creature  
**Duration:** 1 min./level  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

*So, what's worrying my little snuggums? What's on your mind?*

A creature subject to this spell can't speak any deliberate and intentional lies to you. An affected creature is not necessarily aware of this enchantment, but may make a Sense Motive check (opposed by the caster's Bluff). If it fails, the target is unaware of the magical compulsion. If successful, she realizes she's speaking more freely than she should and, therefore, may avoid answering questions directly, as long as she remains within the boundaries of the truth. The subject still can't outright lie, but vague or partial answers are possible.

**Special:** You must have had sex with the target within the last 10 minutes.

### Pleasant Dreams

Abjuration  
**Level:** Clr 2, Pal 1, Imagist 2  
**Components:** V, S, DF  
**Casting Time:** 10 minutes  
**Range:** Touch  
**Target:** Living creature touched  
**Duration:** 24 hours  
**Saving Throw:** Will negates (harmless)  
**Spell Resistance:** Yes (harmless)

#### Sleep well.

*Pleasant dreams* protects the creature touched from influenced dreams, whether of mundane or magic origin. It prevents the *nightmare* spell, the *wet dreams* spell, a night hag's dream haunting, and similar sleep disturbances.

### Privacy

Abjuration  
**Level:** Sor/Wiz 3  
**Components:** V, S, F  
**Casting Time:** 1 standard action  
**Range:** 10 ft.  
**Area:** 10 ft.-radius emanation, centered on you  
**Duration:** 10 min./level (D)

**Saving Throw:** None  
**Spell Resistance:** No

#### I don't like to be watched.

You surround yourself with a sphere of power that negates all forms of divination. Divination (scrying) spells cannot perceive anything within the area. The spell or magical effect is suppressed while the target is in the area. Those within are immune to *detect thoughts* and *suspicion*. The ward does not prevent communication and movement into and out of the area.

**Focus:** An opaque silk veil.

### Repulsiveness

Transmutation  
**Level:** Brd, 3, Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 hour/level (D)  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

#### Now your face is as ugly as your heart.

The target becomes hideous to gaze upon, taking 1d6 points of Appearance damage per caster level (maximum 5d6).

**Material Component:** A shrunken, rotting apple carved with a face.

### Resist Temptation

Abjuration [Sexual]  
**Level:** Brd 2, Clr 2, Pal 2  
**Components:** V, S, DF  
**Casting Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level (D)

#### I shall not waver in my resolve.

The caster becomes hardened to sexual advances and magical effects that entice the caster. He gains a +4 resistance bonus on Will saves against charms, enchantments, or spell-like effects that affect the attitude of the victim (such as *charm person*, *charm monster*, a bard's bardic song ability, or a harpy's captivating song) as well as Diplomacy checks that have a sexual overtones.

## Reverse Gender

Transmutation [Sexual]  
**Level:** Clr 2, Perversion 1, Sor/Wiz 3  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 hour/level  
**Saving Throw:** Fortitude negates  
**Spell Resistance:** Yes

*I'm a girl! I'm a girl! No wait... let me double check.*

This spell reverses the gender in the target creature. This has no effect on the creature's ability scores, although it may result in the loss of a prestige class that is gender specific. A pregnant target gets a second saving throw. If it fails, the unborn child dies.

The creature can make another pregnant if changed to a male and can become pregnant if changed to a female. Another *reverse gender* spell returns the creature to its original state, as does *remove curse*. It has no effect on creatures that have no true gender, such as constructs, ooze, and plants. This spell is often combined with permanency to maintain the new gender.

*Material Component:* A small mirror.

## Sanctuary, Mass

Abjuration  
**Level:** Clr 5, Imagist 5  
**Range:** Close (24 ft. + 5 ft./2 levels)  
**Targets:** One creature/level, no two of which can be more than 30 ft. apart.

*Mass sanctuary* functions as *sanctuary*, except that it affects multiple creatures. Affected creatures who attack break the spell for all recipients.

## Seduction

Enchantment (Compulsion) [Mind-Affecting, Sexual]  
**Level:** Brd 4, Sor/Wiz 5  
**Components:** V, S, M  
**Casting Time:** 1 action  
**Range:** Close (25 ft. + 5 ft./2 levels)  
**Target:** One creature  
**Duration:** 1 round/2 levels  
**Saving Throw:** Will negates  
**Spell Resistance:** Yes

*Come to me.*

This spell incites a sudden, overwhelming lust in the target creature, focused on the caster. If the target fails its save, its attitude shifts to "helpful," tempered by the fact that it strives (short of attacking or using magic) to have sex with you. If the target's sexual orientation conflicts with the caster's gender, the target gains a +4 bonus on her save. The actual method of seduction employed by the creature varies by individual. Normally violent creatures show displays of their physical prowess, including attacking others, while more eloquent beings use words and body language to woo their new love.

During this time, the target does not willingly attack, use spells or spell-like abilities on, or even take a negative verbal tone with the object of its desire. The effect ends as soon as the caster attacks or makes a violent gesture (such as casting a spell) on the target creature.

*Material Component:* A small magnet.

## Shadow Life

Necromancy  
**Level:** Brd 6  
**Components:** V, S  
**Duration:** 1 day/level

*A life cut short. A quest left unfinished. One more task to be done.*

This spell temporarily restores a creature to life. It works upon the target like a *raise dead* spell, except at the end of its duration, the target again dies. If a corpse already has been subject to a *shadow life* spell, the new spell fails.

The caster has one negative level for the duration of this spell.

## Share Sensation

Illusion (Figment)  
**Level:** Brd 1, Sor/Wiz 1, Voyeur 1  
**Components:** V, S, DF  
**Casting Time:** 1 standard action  
**Range:** Personal  
**Target:** See text  
**Duration:** 10 min./level

*I will have what she's having.*

This spell targets one creature within sight. It enables you to feel physical sensations just like your target feels. Although the caster feels pleasure and pain as the target does, you do not become wounded when the target takes damage nor healed if the target is cured.



*Spell Meld*

Evocation

Level: Clr 9, Joining 8, Sor/Wiz 9

Components: V, S, M, F, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: 10 minutes/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*Together, we are stronger.*

This spell joins the caster and a willing, spellcasting subject with a strong, mystical connection. Their spellcasting abilities pool together. Either participant in the meld can cast spells from the other's spell retinue. The caster must have an ability score sufficient to cast that level of spell and any material components or focuses required.

**Material Component:** Aromatic oils to anoint the participants' foreheads (worth 250 gp).

**Focus:** A pair of gold lockets (worth at least 5,000 gp each) worn by both you and the melded creature.

XP Cost: 500 XP.

*Succor*

Conjuration (Healing)

Level: Brd 4, Clr 5, Pal 4

Components: V, S, DF

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

*Let nothing harm your body.*

The spell prevents 1 negative energy level or level drain per 5 caster levels (maximum 4 levels). It also prevents the loss of 1 point of ability damage or drain per ability score per 5 caster levels (to a maximum of 4 points per ability score).

*Suspicion*

Divination [Sexual]



Level: Brd 1, Clr 1, Drd 1, Sor/Wiz 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

*Are you getting some?*

This spell gives the caster an image of the target's last sexual encounter. The caster has a brief, mental image of the person with whom the target last had sex. If the target last masturbated, the image is of the target.

*Touch Me Not*

Abjuration

Level: Brd 2, Sor/Wiz 2, Denial 2

Components: V

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will half

Spell Resistance: Yes

**No means no.**

This spell charges your body with protective energy. You gain a +2 deflection bonus to your Armor Class. In addition, an opponent that touches or grapples you takes 1d8 points of damage +1 point per caster level (up to +5). This spell is purely defensive. It does not make you armed, nor can you use it to make a touch attack, though it does deal damage on any enemy with whom you grapple.

An ally can touch you without taking damage.

**True Form**

Transmutation

**Level:** Body 8, Drd 7, Imagist 6

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** Instantaneous

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*As you were born, so shall you be now.*

This spell removes all magic that alters a

creature's true form or nature. It functions as *break enchantment*, but it has a chance to dispel any effect, including those above 5th level. This spell forces shapechangers back into their natural shape.

**Unseen Lover**

Summoning (Conjuration) [Sexual]

**Level:** Brd 2, Sor/Wiz 2

**Components:** V, S, M

**Casting Time:** 1 standard action

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

**Effect:** One invisible, mindless sexual partner

**Duration:** 1 hour/level

**Saving Throw:** None

**Spell Resistance:** No

**Who needs people?**

An unseen lover is a variation of the *unseen servant* spell. It creates an invisible, mindless force that performs sexual acts on verbal command from the caster. The unseen lover is generally shapeless, although it can be commanded to take a

vague form similar to a male or female humanoid, with normal-size physical features. The unseen lover can only use the Perform (sexual techniques) skill, but can only achieve DC 10 (routine performance). Because it is not a living creature, the unseen lover cannot be used to activate any feats that require sexual congress with a living partner, such as Kundalini, Tantric, or Virility.

In all other ways, this spell follows the same rules as *unseen servant*.

**Vision of Exquisite Pleasure**

Enchantment (Charm) [Mind-Affecting, Sexual]

**Level:** Brd 1, Clr 1, Pleasure 1

**Components:** V, S, DF

**Casting Time:** 1 action

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

**Target:** One person

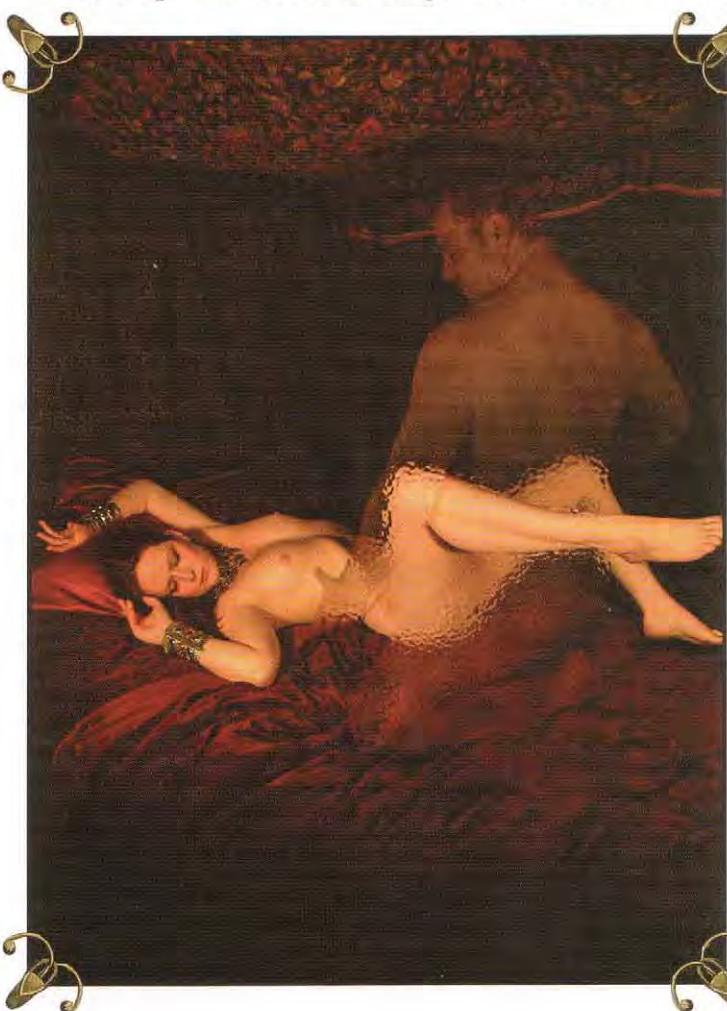
**Duration:** 1 round/level (D)

**Saving Throw:** Will negates

**Spell Resistance:** Yes

*Your deepest desires and innermost dreams.*

Images of tantalizing and overwhelming sexual pleasure consume the



affected target, causing him to pause in his tracks and revel in eroticism. While affected by the spell, the person is stunned. He can make a Will save each round to shake off the effect.

### *Vision of Exquisite Pleasure, Mass*

**Level:** Brd 4, Clr 5, Pleasure 4

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

**Targets:** One or more humanoid creatures, no two of which can be more than 30 ft. apart

*You see what you want and you want what you see.*

As *vision of exquisite pleasure*, except that the spell affects multiple creatures.

### *Wet Dreams*

Illusion (Phantasm) [Mind-Affecting, Sexual]

**Level:** Brd 3, Sor/Wiz 4

**Components:** V, S, DF

**Casting Time:** 10 minutes

**Range:** Unlimited

**Target:** Living creature touched

**Duration:** Instantaneous plus 24 hours; see text

**Saving Throw:** Will negates, see text

**Spell Resistance:** Yes

### *Erotic fantasies.*

You send a pleasant, but tiring vision to a specific creature that you name or otherwise specifically designate. The erotic dream allows restful sleep, but leaves the subject fatigued, though able to regain spells. For the next 24 hours, the subject also suffers a -4 penalty on saving throws against mind-affecting spells.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Modifier
None*	+10
Secondhand (you have heard of the subject)	+5
Firsthand (you met the subject)	+0
Sexual (you have had sex with the subject)	-5
Intimate (you had an ongoing relationship with the subject)	-10

\*You must have some sort of connection to a creature you have no knowledge of.

### **Connection**

Connection	Will Save Modifier
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, a bit of nail, etc.	-10

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, for example.)

Creatures that don't sleep (such as elves and constructs) or dream are immune to this spell. A victim cannot be subjected to more than one *wet dreams* spell at a time.

### *Word of Repression*

Evocation [Sexual, Sonic]

**Level:** Clr 7

**Components:** V

**Casting Time:** 1 standard action

**Range:** 40 ft.

**Area:** Creatures that have had sex within 24 hours in a 40-ft. radius spread centered on you

**Duration:** Instantaneous

**Saving Throw:** None or Will negates; see text

**Spell Resistance:** Yes

### *The sins of the body will be your destruction.*

Any creature within the area who hears the word of repression, and has engaged in sexual activity, except masturbation (see below), within the past 24 hours, suffers the following effects. In cases where this is not known, assume a 20% chance for each individual creature (or your discretion).

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

**Impotency:** The creature is rendered impotent, as the spell, for 24 hours. This has no effect on creatures that do not have sex, such

as undead, constructs, or plants.

**Stunned:** The creature is stunned for 1 round.

**Confused:** The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.

**Killed:** Living creatures take damage. Creatures that do not have sex, such as undead, constructs, or plants are unaffected.

HD	Effect
Equal to caster level	Impotent
Up to caster level -1	Stunned, impotent
Up to caster level -5	Confused, stunned, impotent
Up to caster level -10	Killed, confused, stunned, impotent

In addition, creatures that succumb to any of the effects listed above also suffer a -5 penalty to all Perform (sexual techniques) checks for 1d4 days.

Creatures whose HD exceeds your caster level are unaffected by word of repression.

Creatures that have masturbated only receive a +5 bonus to their Will save.

### Youth's Beauty

**Level:** Drd 8, Sor/Wiz 9

**Components:** V, S, XP

**Casting Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** Permanent

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

**Spell Resistance:** No

### Youth is wasted on the young.

You not only cease showing signs of aging, but actually look more youthful as you age. You look one year younger each year that you age, until you reach an apparent age of between 15 and 30 years old. (You may choose to stop the "age reversal" at any time.) Your Appearance increases by +2 immediately and at each age category that you reach "in reverse." For example, Medit, a human druid, casts *youth's beauty* at the age of 55 (old age category) and gets a +2 bonus to his Appearance score. In three years, his apparent age is that of a 49 year old (middle age category), granting him another +2 bonus to his Appearance.

In addition, you remain sexually virile and are able to become pregnant or impregnate someone else. However, your body still ages as

normal, suffering all other penalties as described in Core Rulebook I. If you die and are brought back to life through *raise dead*, your Appearance reverts to its original score, without the bonuses of this spell. However, *resurrection*, *true resurrection*, *miracle*, or *wish* restores you with the bonuses of this spell in place.

**XP Cost:** 500 XP.

## New Kinks with Old Spells

By introducing sexuality into your game, spells can take on entire new vistas. Described here are some different ways that certain spells can be used with a sexual slant.

**Alter Self/Disguise Self:** These spells allows you to change your physical appearance in almost any way. This spell is extremely popular with spellcasting concubines, prostitutes, and spies, being able to shape themselves into the object of their client's desires. Famous figures are common requests, as well as body shapes with exaggerated physical features, such as an enormous penis (up to double the normal length or girth), a chiseled physique, incredibly large breasts, and full, round buttocks. However, because your true gender does not actually change as a result of these spells, a female who uses *alter self* does not produce sperm, and therefore cannot impregnate another female. A male who transforms into a female does not have a womb and cannot become pregnant due to this spell.

*Disguise self* can provide a +2 bonus to your Appearance—you can also lower it down to a minimum of 1. *Alter self* can provide a +4 bonus to Appearance (or reduced by any amount). If you use this spell to mimic a specific person, a successful Disguise check (DC 15) places your new Appearance score as the same as the target. Note that this increase or decrease in Appearance only applies to Skill checks in social situations—use your normal Appearance score for spells, class abilities, and the like that are keyed off of this Ability score. If in doubt, use the racial average Appearance (see Appendix 1: Creature Appearance Scores).

**Animate Objects:** Animated objects can be directed to assist in sexual activity, responding to verbal commands of the caster. Dildos are the most common objects to be animated, although the wide range of kink that pervades the various races of the world, almost any object has been tried at one time or another. The temples of

Aaluran are noted from having a huge array of items on hand to be animated for use in sexual rituals or for the pleasure of a worshiper. The controller use his own Perform (sexual techniques) skill for checks made to see how well he performed with the animated objects, at a -2 penalty due to the indirect method employed.

**Atonement:** As in the real world, characters who engage in sex during a game runs into consequences, both good and bad. For some characters, sex can have serious consequences, beyond the otherwise normal chances of pregnancy, disease, and emotional, legal, and other impacts. For a character who has taken a vow of chastity, willingly engaging in sex means a serious loss of face in the eyes of whomever that vow was taken (typically the character's deity).

**Atonement** may be used to restore the status of a chaste character who has willingly engaged in sex. However, it has no effect on any prestige class or social status that requires that the character be a virgin.

**Bestow Curse:** This nasty spell can be used with negative sexual connotations in mind. Some

examples of sexual curses include:

- Sexual thoughts and scenarios cause to character to become nauseated.
- The target is unharmed, but his progeny carry one of the curses described in Core Rulebook I.

It should be noted that you can devise your own curses, but they should be no more powerful than the curses described in Core Rulebook I. However, in a game that embraces sexuality, curses can play a major role in a person's sexual behavior.

**Calm Emotions:** This spell can also be used to cool the loins of an oversexed person. Anyone affected by this spell loses any sexual interest for the duration of the spell and gains a +4 enhancement bonus on any Bluff or Diplomacy checks made that have a sexual overtone to them.

**Charm Person/Charm Monster:** These spells improves the affected creature's attitude toward the caster. Obviously, this can be used to convince the creature that they want to engage in sexual activity with the caster—the charmed creature is quite happy to do what is asked. The

### *Sex, Spells, Law, and Morality*

With a wide array of spells that shape and mold a person's mind, the moral, ethical, and legal ramifications of using spells to convince a person to engage in sex must be taken into account.

For instance, in almost all law-abiding societies, using *charm person*, *suggestion*, or other mind-affecting magic to coerce someone into engaging in sex can be considered both an immoral and illegal act. In places where magic is common, people are perceptive enough to know when these sorts of magic are being employed. If caught, the spellcaster is punished—a stiff fine for the first infraction, followed by jail time, or worse for repeat incidents. However, in more lawless areas, using these spells may be considered routine, even accepted by the locals, who see it as just another edge used in the pursuit of sexual conquest.

When it comes to spells, however, lawmakers are in quite a bind as to how to enforce behavior by those capable of casting mind-affecting magic. If magic is common, low-level spells (0 to 4th level) used in this way are considered minor infractions. Higher level spells are much more definitive in their results, and a court of law that determines that such powerful spells were used in a disruptive and coercive manner may impose the same punishment as that reserved for rape.

However, characters capable of casting high-level magic are often of a power level beyond the reach of many law officials. Bringing such a character to justice is more an act of diplomacy than law enforcement, convincing the character he has done wrong and should pay for his crime. If a particular jurisdiction employs its own high-level characters, however, a spellcaster who abuses his powers for sexual gratification needs to be even more mindful of his actions. In campaigns with both high magic and active law-enforcement, powerful spellcasting sheriffs may act as a "vice squad," bringing magical law-breakers in to justice.

A player whose Good character routinely uses these spells to woo another person into engaging in sexual behavior must reconsider if the PC is indeed good, for the very act of employing spells in this manner is coercive in nature, which goes counter to the ethical guidelines of what is considered good. On the other hand, an evil character has no compunctions at all about using coercive magic to bed a desired partner. Some may even prefer to use these methods, eliminating annoying foreplay or any suggestion of seduction.

You, the DM, need to be prepared for the consequences of the player characters and NPCs utilizing spells to coerce another into sexual activity.

caster must still make opposed Charisma checks to get the creature to perform sexual acts that it wouldn't normally do (such as having sex with a different creature type or with the caster if the target is heterosexual and the caster is of the same sex), so compliance is not guaranteed. Beyond the mechanics of using *charm person*, there are serious issues of morality, ethics, and law when using mind-affecting magic to compel a creature to engage in sex. See the sidebar "Sex, Spells, Law, and Morality" for more on this subject.

**Clairaudience/Clairvoyance:** These spells allow a person to see or hear a certain place without having to be there in the flesh. As a result, they are ideal for voyeurism, peering or listening into bedrooms and bordellos with impunity. If used for viewing, remember that *clairvoyance* is affected by darkness, so trying to spy on lovers in a darkened room could be difficult. Also, this spell is keyed to a specific area---if the object of your voyeurism leaves, the benefit of the spell ends.

**Dominate Person/Dominate Monster:** Dominate spells have the same thorny moral, ethical, and legal ramifications as charm spells, although a dominated creature has no say in the matter--further enflaming these tricky issues. See the sidebar for more details.

**Eagle's Splendor:** This spell increases the target's Charisma, which obviously has the benefit of making him appear more appealing. Unlike charm spells, the recipient of this spell is still on his own when it comes to convincing someone to have sex. He still must rely on his Bluff or Diplomacy checks (albeit at a bonus due to the enhancement to his Charisma) to get what he wants.

**Geas/Quest:** These powerful spells force a creature to perform a specific act or suffer debilitating penalties. The affected creature could be compelled to perform sexually explicit acts, such as constant masturbation, stalking a given person, or making it obsess about having sex as often as possible. Depending on the described act, and the availability of partners (willing or not) close by, these spells could have devastating possibilities. Causing a person to be geased into performing perverse sexual acts could have the additional consequence of attracting the attention of law officials, jealous spouses, or angry mobs.

**Glibness:** Obviously, someone with a silver tongue is at a much greater advantage when trying to convince someone to share her bed. While it isn't an overtly unethical to use this spell

to seduce someone, it does skirt the line on what is socially (and morally and ethically) acceptable. See the Sex, Spells, Law, and Morality sidebar below for more on this topic.

**Hypnotism:** Hypnotism does just that---makes a creature more susceptible to suggestions by the caster. In this altered state, a creature may be asked to perform a sexual act, although the creature is allowed a second Will save with a +2 bonus on the save if the request is something that the creature would not normally perform.

**Invisibility/Greater Invisibility:** Extremely useful in combat, *invisibility* has the obvious advantage of letting the caster go unobserved---an ideal voyeuristic spell next to *clairaudience/clairvoyance* or *scrying*. An invisible character may touch a person without losing the spell's effect, and as long as the other person is consensual and nonviolent, the spell remains in effect (although it does end if violence ever occurs). A creature using *greater invisibility*, however, does not become visible while engaging in sex. Sadly, many spellcasting rapists employ this spell to stalk and assault their victims.

On the other hand, some high-powered sexual societies exist in which partners engage in sex with each other while under the influence of greater invisibility---aroused by the idea of having sex with someone you cannot see and who cannot see you, with only sound, touch, taste, and smell indicating who it might be. See Chapter 7: Adventures & Organizations for more information on the Order of the Unseen Lovers, an organization that makes extensive use of these spells for sexual gratification.

**Mage Hand:** This cantrip is popular among apprentices who use it to untie the blouses of maids or lift the skirts of female classmates. Their mentors actively discourage such behavior and many magical academies have applied stiff punishment for those that abuse this minor spell in such a manner. The first offense is usually dismissed after a stern warning---almost every wizard has attempted something similar in his or her youth.

**Polymorph/Baleful Polymorph:** These powerful spells allows you to actually change your physical form to become that of another creature type. Because this transformation is true, as DM, you must decide if a character who switches gender is capable of becoming pregnant or impregnating someone. The consequences are more important than you think. If the polymorph



has a limited duration, such as the by the spell, then a male who becomes pregnant while polymorphed as a female loses the child almost immediately, as his internal organs revert back to their natural form. On the other hand, a female polymorphed as a male may (DM's discretion) produce viable sperm, thus allowing "him" to impregnate a female during the duration of the spell (see Conception, Chapter 2: Rules, Skills, and Feats).

Creatures that can remain polymorphed indefinitely run into the same issues. As long as a pregnant polymorphed "female" retains her form until the moment of childbirth, the child is born as normal. If the polymorphed creature changes form during the pregnancy, two things might happen. In general, if the creature polymorphs again during the first trimester of a pregnancy (or the equivalent, depending on the creature's true race), the fetus perishes immediately, causing 1d6 permanent Constitution drain (Fortitude save DC 10 plus the number of months pregnant half) to the parent, with a 50% chance of rendering him sterile as a result of damage to his reproductive organs. If the parent reverts during the second trimester, the damage is increased to 2d6 permanent Constitution drain (Fortitude save half as above) and a 90% chance of rendering the parent sterile.

The last trimester is even more hazardous, as the creature's body actually resists any attempts to polymorph into another form. The creature must make a Fortitude save with a DC 15 + the number of months into the pregnancy if they wish to polymorph into a different form, with failure indicating the polymorph does not occur. On a success, the polymorph is successful, although the parent suffers 3d6 points of permanent Constitution drain (another Fortitude save half as above) and a 95% chance of becoming sterile.

If the creature remains in the polymorphed form up to the birth, then the resulting child has the same creature type as the parent's true form (which could produce a half-breed if the polymorphed form is different from the other partner).

For this reason, creatures that are capable of polymorphing for indefinite periods are very cautious about the possibility of becoming pregnant and take extreme measures with birth control if they do not wish to conceive a child while in an alternate gender. Certain creatures, notably outsiders and fey, have amazing control

over their own reproductive capabilities and, under most normal circumstances, may simply choose whether or not they get pregnant while in an alternate form.

**Remove Disease:** This spell is vital in areas that run rampant with disease, including venereal disease. Randy adventurers who frequent houses of ill repute have this spell applied as often as they can afford it.

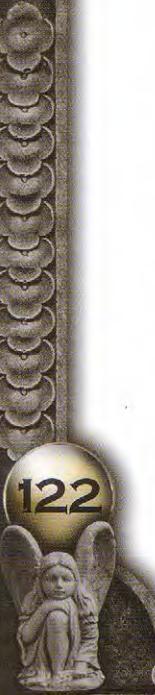
**Scrying:** Scrying may be used in the same way as the *clairvoyance/clairaudience* spell—to watch or listen in on someone when you yourself are not present. It has the advantage of being able to track a specific person, even as they move about.

**Shapechange:** Use of the *shapechange* spell has the same pros and cons regarding sex and pregnancy as polymorph above.

**Suggestion:** *Suggestion* can be used to entice another person to engage in sex with you. If the target is able and inclined to have sex with you in the first place, your chances of success are much greater than normal (with a normal chance of success or a -1 to -2 penalty on the subject's Will save). On the other hand, asking a person that would not otherwise be interested (say of the same gender, a cleric sworn to chastity, or someone of a much higher social status), you should add +2 or more to target's Will save. Use of this spell to coax a person into having sex has the same legal consequences as *charm person* does.

**Telekinesis:** This powerful spell has its sensual aspects as well, allowing the caster to "touch" another being in a sexual way. Indeed, there are some spellcasters, most notably tantrists, that specialize in performing sexual acts solely through the use of this spell. Someone using *telekinesis*, without physically participating himself, may attempt telekinetic sex with another being, albeit at a -2 penalty on Perform (sexual techniques) checks due to the "distant" method and lack of tactile feedback. Alternately, a spellcaster may use this spell to augment a sexual encounter. Each round that the spellcaster uses this spell (requiring a Concentration check, DC 15), he may add a +4 enhancement bonus on Perform (sexual techniques) checks.

**Unseen Servant:** A well known, but little talked about variation of this spell allows a person to engage in sex with the same sort of invisible, mindless, force that produces an unseen servant. See the *unseen lover* spell. The regular *unseen servant*, however, cannot be used for sexual activity.





The items described in this chapter are various tools, toys, clothing, and devices, both magical and mundane, which have an overtly (or sometimes covertly) sexual purpose to them. Depending on a given society's attitude toward sex (and thus sexual items), these items either could be easily purchased from any vendor, or extremely difficult to find. Most of the items here could be commissioned on a case-by-case basis from the appropriate craftsman.

## *Sexual Goods*

Described here are some items and clothing commonly used for sexual play. Table 5-1 provides the costs and weights for these items. For information on birth control devices, see below.

**Ball Gag:** A round rubber ball with straps. The ball is placed in a person's mouth and strapped around the head from behind. While worn, the person cannot speak, and he cannot

cast any spells with verbal components.

**Birth Shield:** This distillate of herbs renders the imbiber (male or female) infertile for  $4d6+6$  (10-30) days. It is 95% effective (see Pregnancy, page 11). Usually taken as a preventative, some women also use a triple dose (taken all at once) as an abortive potion. Many societies that find birth shield acceptable as a preventative do not endorse the use of it to abort. The imbiber of a triple dose must make a DC 20 Fortitude save or lose the child. If done in the first trimester, she takes 1d6 points of damage whether or not she made the Fortitude save. During the second trimester, she takes 2d6 points of damage. Taken during the third trimester, the brew is very dangerous and the drinker takes 5d6 points of damage.

**Birthing Kit:** This specialized kit is similar to a healer's kit, but contains items designed for midwives to help a mother give birth. It provides a +2 circumstance bonus on Heal checks specifically related to childbirth (a regular Healer's kit only provides a +1 circumstance



bonus in this case). A birthing kit is exhausted after ten uses.

**Bloodletter's Kit:** This kit is comprised of a dozen razors, scalpels, pins, needles, and other metal tools. They are used to create superficial wounds that bleed profusely. In the hands of an expert, they can cause exquisite pain that some find highly arousing. Using a bloodletter's kit gives a +2 circumstance bonus on Intimidation checks while being employed on a restrained victim.

**Chastity Belt:** A leather belt with a metal codpiece that fits over the wearer's genitals. It has a lock on the front, which allows it to be removed. This lock must be purchased separately. An Escape Artist check (DC 20) allows the wearer to wriggle free from a common chastity belt, or (DC 30) from a masterwork chastity belt.

**Clamp:** A small metal clamp that can be placed on the skin, commonly the nipple or other sensitive area. A clamp deals no damage, but the wearer suffers a -1 penalty on Concentration checks as long as it is worn (Multiple clamps have no additional penalty).

**Collar:** A tight fighting collar made from leather or metal with a metal ring, that fits around the neck of a creature. It is commonly used in conjunction with a leash (see above).

**Desensitizing Rub:** One dose of this ointment, rubbed into the genitals reduces sensitivity and sexual stimulation. It increases the amount of time that one can sustain sex without making a check (see page 42) by 10 minutes.

**Dildo:** A dildo is a penis-shaped rod used for sexual play, commonly made from wood, glass, or metal. This may be made double-headed for twice the cost.

**Dominator's Garb:** This exotic spiked leather outfit is designed with numerous buckles, spikes, and studs. It grants a +2 circumstance bonus on Intimidate checks, but causes a -2 penalty on Diplomacy checks.

**Health Helper:** If you drink health helper, you get a +5 alchemical bonus on Fortitude saving throws against disease for 1 hour.

**Hood:** A tight-

fighting hood that fits over a Medium creature's head. Most hoods have eye slits and a hole for breathing, which can be closed. Someone wearing a leather hood suffers a -2 penalty on Listen checks while wearing a hood, and cannot see. A metal hood imposes a -4 penalty on Listen checks, and the wearer cannot see if the eye holes are closed.

**Leash:** A leather leash with a metal clasp, commonly attached to a neck collar or other restraint worn by a submissive partner.

**Makeup Kit:** This kit contains a wide array of foundations, eyeliners, paints, brushes, and applicators that are used for adorning the skin. The price listed is for a basic kit—exotic and hard-to-get substances can drastically increase the price. Indeed, entire industries and trade exists to supply people with makeup. In some cultures, both men and women wear makeup. At the DMs discretion, proper use of a makeup kit can grant a +1 circumstance bonus to Appearance checks for 2d4 hours after application. This bonus is negated if the character gets caught in inclement weather, combat, or other situations in which it may get smudged or otherwise ruined.

**Manacles and Manacles, Masterwork:** Manacles can be made to fit any size creature. Most often, creatures of the appropriate size make them, so a Tiny creature is the one to create bindings for a Tiny creature. Medium and bigger manacles are usually made of iron. Smaller ones are made of harder materials such as mithral or adamantine.

A manacled creature can use the Escape Artist skill to slip free (DC 30 or DC 35 for masterwork manacles). Breaking the manacles requires a Strength check (DC 26 or DC 28 for

masterwork manacles). Manacles have hardness 10 and 10 hit points. Most manacles have locks, an additional cost.

**Paddle:** A wide, flat



Table 5-1: Items

Item	Cost	Weight	Item	Cost	Weight
Ball Gag	1 gp	1 lb.	Large	15 gp	10 lb.
Birthing Kit	50 gp	1 lb.	Huge	150 gp	50 lb.
Bloodletter's Kit	30 gp	4 lb.	Gargantuan	500 gp	250 lb
Birth Shield	2 gp	-	Colossal	1,500 gp	1,150 lb.
Chastity Belt			Manacles, Masterwork		
Common	20 gp	2 lb.	Fine	2,000 gp	-
Masterwork	40 gp	2 lb.	Diminutive	1,000 gp	-
Clamp			Tiny	500 gp	1/2 lb.
Collar	2 gp	-	Small	50 gp	1 lb.
Leather	10 gp	1 lb.	Medium	50 gp	2 lb.
Metal	1 gp	-	Large	50 gp	10 lb.
Desensitizing Rub	10 gp	-	Huge	500 gp	50 lb.
Dildo			Gargantuan	5,000 gp	250 lb.
Wooden	2 sp	1 lb.	Colossal	15,000 gp	1,150 lb.
Glass	1 gp	2 lb.	Paddle	4 sp	2 lb.
Metal	2 gp	3 lb.	Wooden	4 sp	2 lb.
Dominator's Garb	75 gp	2 lb.	Leather	6 sp	2 lb.
Health Helper	50 gp	-	Metal	10 sp	4 lb.
Hood			Penis Weights	1 gp+	1 lb.+
Leather	5 gp	-	Piercing Kit	20 gp	1 lb.
Metal	40 gp	10 lb.	Riding crop	5 sp	1 lb.
Leash, 5 foot	2 sp	-	Rattan	1 sp	-
Mask			Leather (short)	5 sp	1 lb.
Leather	5 gp	-	Leather (long)	7 sp	1 lb.
Ornamental	5 gp	-	Scarification Kit	15 gp	1 lb.
Metal	20 gp	5 lb.	Sensitizing Oil	10 gp	-
Makeup Kit	10 gp+	-	Sex Toy Kit	35 gp	5 lb.
Manacles			Slickery	25 gp	-
Fine	200 gp	-	Vershna's Teats	1 sp	-
Diminutive	100 gp	-	Whip (sexual)	5 sp	1 lb.
Tiny	50 gp	½ lb.	Flogger	5 sp	1 lb.
Small	15 gp	1 lb.	Bull	1 gp	2 lb.
Medium	15 gp	2 lb.			

wooden paddle used for spanking. It causes no damage but is very painful (and erotic) when used. If employed as a weapon (-4 to attack), the paddle deals 1d2 points of nonlethal damage.

**Penis Weights:** These are specially designed straps that fit snugly around a male's penis or testicles, from which a weight dangles from a slender chain. The weight eventually gives length to the penis or scrotum. For some cultures, wearing penis weights is a sign that the male has reached adult status. The price given is for 1-pound weights. Heavier and larger weights may be purchased for 1 gp per pound. Weights that are 2 pounds or more impose a -1 penalty on any skills that use Dexterity.

**Piercing Kit:** A piercing kit contains a wide array of needles, clamps, pads, gauze, alcohol, and other implements used to pierce the skin.

The cost on Table 5-1 does not include the price of jewelry, which must be bought separately. A piercing kit is exhausted after ten uses.

**Riding Crop:** A leather or rattan crop normally employed for guiding horses, but commonly used as a symbol of authority. A riding crop is stiff like a paddle but is distinguished by having a small striking surface. A strike from a riding crop deals 1d2 points of nonlethal damage if used as a weapon (-4 penalty on attack).

**Scarification Kit:** This kit is similar to a bloodletter's kit, including scalpels, needles, specialized tools, and mixtures that promote scarring and/or coloration of wounds. A scarification kit is exhausted after ten uses.

**Sensitizing Oil:** One dose of this ointment, rubbed into the genitals, increases sensitivity



and sexual stimulation. It decreases the amount of time that one can sustain sex without making a check (see page 42) by 10 minutes.

**Sex Toy Kit:** A leather case contains dildos, cocksheaths, leather straps, feathers, and silk scarves. It adds a +2 circumstance bonus on sexually focused skill checks. A sex toy kit is exhausted after ten uses.

**Slickery:** This slippery lubricating oil gives the user a +2 competence bonus on Escape Artist checks. One application lasts for 1 hour.

**Vershna's Teats:** These nipple-shaped chocolates aid in conception. They increase the chance of conception (see page 11) by 10%.

**Whip (sexual):** A braided leather length often employed as a weapon or torture device. The sexual version is shorter and thus delivers less force. A whip, like a riding crop, is long with a small striking surface. It is distinguished from the riding crop by its flexible length. Floggers have multiple strands and are used to warm or prepare the skin. They do no damage. Bullwhips (sexual) usually have only a few or even one length and are longer. A strike from a bullwhip (sexual) deals 1d2 points of nonlethal damage if used as a weapon (-4 penalty on attack).

## Aphrodisiacs

Aphrodisiacs are liquids, herbs, food or other substances that can both lower inhibitions and heighten the libido of the person that ingests them. Aphrodisiacs blur the line between alchemy, magic, and mundane substances. Despite rumors to the contrary, you can rule that aphrodisiacs have no actual effect



on the person that ingests them, however there will always be those who believe that they function as described.

Because of their effects, aphrodisiacs function in a similar way to poisons and drugs, dealing ability damage or having some other side effect in addition to its primary effect. Unlike regular drugs, however, there is no chance of addiction.

The legality of aphrodisiacs varies from region to region. Some places see them as acceptable "perks" of sexuality, while others consider them dangerous drugs with the appropriate laws to punish those that peddle, possess, or use them.

In addition, aphrodisiacs run the same ethical and legal risks that coercive magic has. See the Sex, Spells, Law, and Morality sidebar on page 120 for more information.

### Aphrodisiac and Drug Effects

The characteristic of aphrodisiac are described on Table 5-2: Aphrodisiacs.

The effects and other aspects of each drug are described here, along with the various side effects and the results of overdoses if they occur.

**Initial Effect:** The effect of the drug if the initial saving throw is failed. If multiple effects are given, the result of one saving throw indicates whether all or none of these effects occur.

**Secondary Effect:** The effect of the drug if the secondary saving throw is failed. If multiple effects are given, the result of one saving throw indicates whether all or none of these effects occur.

**Side Effects:** Side effects, if any. These occur immediately upon taking the aphrodisiac.

**Overdose:** This describes what constitutes an overdose and the effects if this occurs.

**Black Out:** This blue-black liquid can be taken straight, but is commonly added to a drink. It has a very mild metallic taste (Wisdom check DC 20 to notice). It is made from exotic crushed minerals that are found in desert regions. It encourages sexual activity, but makes the user very sensitive to light.

**Initial Effect:** 1d4 points of Wisdom damage.



**Secondary Effect:** The subject becomes susceptible to commands as per the *suggestion* spell, but only relating to sexual situations and requests for sex.

**Side Effects:** A creature under the effects of black out must make a Fortitude save (DC 15) or become dazzled in bright sunlight or within the radius of a daylight spell. This effect lasts for 24 hours.

**Overdose:** Black Out can be dangerous if overused. Anyone who takes more than one dose in 24 hours must make a Fortitude save (DC 15) or take 1d3 points of Constitution damage.

**Crystal Vapor:** Resembling small crystalline lumps and fine clear powder, crystal powder is burned as incense. It has a pleasant, light smell similar to lemons (Wisdom DC 20 to recognize).

*Initial Effect:* 1d4 points of Wisdom damage.

**Secondary Effect:** Those under the effect of crystal vapor feel euphoria and a heightened libido. The user suffers a -4 penalty to all Bluff or Diplomacy checks versus seduction attempts. However, they gain a +2 bonus to Perform (sexual techniques) checks.

**Overdose:** If more than one dose is taken in a 24 hour period, the user becomes confused as the spell for an additional 1d3 hours.

**Golden Haze:** This aphrodisiac comes in small golden tablets that are ingested. They are easily obtained, but expensive, and popular with hedonists and orgiastic religions.

*Initial Effect:* Everything within the user's vision obtains a beautiful, but distracting, golden glow, imposing a -2 penalty to Spot and Search checks.

**Secondary Effect:** The user becomes extremely sexually aroused and will be impelled to engage in sex if possible. He also gains a +2 alchemical bonus to Perform (sexual technique) checks for 1d2 hours.

**Overdose:** More than one dose per 24 hours means the user's libido is completely suppressed and he slumps into a deep depression. He suffers a -4 penalty to all Bluff, Diplomacy, and Intimidate checks for 1d3 hours.

**Osquin Root:** The root from this plant is chewed to produce a lowered inhibition and increase stamina. It has a foul taste like strong rotting cabbage (Wisdom check DC 10 to notice if mixed in food).

*Initial Effect:* The user becomes nauseated for 2d10 minutes.

**Secondary Effect:** The user gains a 1d8

Table 5-2: Aphrodisiacs

Name	Type	Price	DC
Black Out	Ingested DC 20	20 gp	15
Crystal Vapor	Inhaled DC 18	200 gp	20
Golden Haze	Ingested DC 15	750 gp	30
Osquin Root*	Ingested DC 25	500 gp	-
Red Fire	Inhaled DC 13	20 gp	15

**Name:** The name of the aphrodisiac.

**Type:** The method in which the aphrodisiac is introduced into the creature's system and the DC of the Fortitude save necessary to avoid the effects of the drug.

**Price:** The price of a single dose of the aphrodisiac, assuming that it is readily available. The price can increase drastically if it is banned within the society.

**Alchemy DC:** The DC for the Alchemy check required to make the drug. This assumes that the maker has access to an alchemical laboratory and all the necessary ingredients.

\* This is a natural substance that cannot be made artificially.

Constitution bonus for the purposes of Sustaining Sex (see page 42).

**Overdose:** If the user takes more than one dose within a 24 hour period, he must make a Fortitude save (DC 18) or become permanently sterile.

**Red Fire:** This reddish liquid is commonly applied to a cloth and then inhaled. It is a powerful stimulant that heightens sexual arousal.

*Initial Effect:* The user suffers 1d2 points of Intelligence and Wisdom damage.

**Secondary Effect:** The user gains a +2 alchemical bonus to Charisma for 1d3 hours.

**Overdose:** If two doses are taken with the space of an hour, the user becomes violent and will begin attacking the nearest person, ally or foe. This effect lasts for one hour. It is harmful if swallowed (Fortitude save DC 13 or suffer 1d6 points of Strength damage).

## Birth Control Devices

**Condoms:** The common condom is made from sheepskin or some other animal part that is both flexible and tight fitting. An improvised condom is any sort of barrier wrapped around the penis without having been crafted by some with the Craft (sexual items) skill. A masterwork condom is a superior piece of work, made from thin rubber or some other exotic substance that is much more impermeable than sheepskin.



Condoms reduce the chance of conception from occurring. If sex results in pregnancy (see Conception in Chapter 2: *Rules, Skills, & Feats*) while the male is wearing a condom, make another d% roll, consulting table 5-3. This table shows the percent chance that the condom prevents conception from occurring. A common condom may be used more than once, but each successive usage reduces the chance of protection by 20% (can be reduced to 0%). A masterwork condom may be used a dozen times, with no reduction in the chance of protection. After that, however, its protection is reduced by 10% per additional sexual encounter.

As barriers that prevent bodily fluids from being transmitted between sexual partners, condoms may grant a bonus on resist sexually transmitted disease. Improvised condoms give no bonus on Fortitude save DCs to resist sexually transmitted disease. Common condoms grant a +5 bonus on this save and masterwork condoms grant a +10 bonus.

**Diaphragms:** A diaphragm is a physical barrier placed in the vagina of a female to block sperm from entering the cervix. An improvised diaphragm is any sort of barrier inserted before sex (such as a hollowed out lemon rind) without having been made by someone with the Craft (sexual items) skill. A masterwork diaphragm is a superior piece of work, made from thin rubber or some other exotic substance that is custom made for the user. For our purposes, a cervical cap is a form of diaphragm.

If sex results in pregnancy (see Conception in Chapter 2: *Rules, Skills, & Feats*) while the female is using a diaphragm, make another d% roll, consulting table 5-3. This table shows the percent chance that the diaphragm prevents conception from occurring. A diaphragm (other than improvised) may be used over and over again, although it must be thoroughly cleaned between uses.

Diaphragms provide no bonus on Fortitude saves to prevent sexually transmitted diseases.

**Pessaries:** Pessaries are mixtures of various natural substances that act as a spermicidal agent inside a woman's vagina. They are not as effective as barriers, condoms, and diaphragms, when used alone, but are commonly used in conjunction with other

Table 5-3: Birth-Control Devices

Item Cost	Protection Chance	DC Bonus	Fort
Condom			
Improvised	-	5%	+0
Common	1 sp	70%	+5
Masterwork	10 gp	85%	+10
Diaphragm			
Improvised	-	20%	+0
Common	4 sp	70%	+0
Masterwork	15 gp	80%	+0
Pessary, vial			
Common	5 sp	10%*	+0
Superior	5 gp	20%*	+0

\* If combined with other birth control, the maximum percentage is 99%.

birth control as an additional precaution.

Common pessaries are easily made, requiring a Craft (sexual items) or Craft (alchemy) check (DC 10). Superior pessaries use more exotic and powerful ingredients and require a Craft (sexual item) or Craft (alchemy) check (DC 20).

If sex results in pregnancy (see Conception in Chapter 2: *Rules, Skills, & Feats*) while the female is using a pessary, make another d% roll, consulting table 5-2. This table shows the percent chance that the pessary prevents conception from occurring. The price listed on Table 5-2 shows the price for a single application.

Pessaries provide no bonus on Fortitude saves to prevent sexually transmitted diseases.

## Sexual Services

After a long, arduous adventure, some characters like to relax by the fire. Others prefer hoisting a few tankards in a tavern. For others, sometimes the night is not complete without someone to share their bed and get the sexual satisfaction that they crave. The prices listed on Table 5-3 are for a single "basic" sexual encounter (for streetwalkers and brothel prostitutes), an evening's entertainment (for escorts), or a massage (for masseurs). For exotic, unusual, perverted, or illegal acts, the price goes up considerably. Getting a prostitute to perform a sexual act that he is not interested in doing might require an opposed Diplomacy check. Each

time the character doubles the asking fee, he gains a +2 bonus on this Diplomacy check to see if the prostitute agrees to the request. A failure of 5 or more indicates the prostitute not only refuses, but considers all further "business" concluded.

**Escort:** An escort is a companion, typically for an entire evening, who accompanies a person to social functions. In addition to looking good, an escort has ranks in Diplomacy and is well versed in the art of conversation and social graces. Escorts are not prostitutes, but many include sex as part of the evening's tasks if requested (double the cost of service if sex is expected along with the normal service). It is also assumed that the client pays for the escort's meal or entry fee to a social event, which is priced separately. Most escorts work for a service, which receives orders and provides an escort who fits the client's request. This service typically takes between 20%-50% of the fee.

A poor escort is homely to average appearance (Appearance 8-10) or not particularly eloquent (1 or 2 ranks in Diplomacy or none). A common escort is of average Appearance (App 10-13) and has 2 or more ranks minimum in Diplomacy. An excellent escort is very attractive (App 14-16) and has 4 or more ranks minimum in Diplomacy. A superior escort is beautiful (App 17-19) and has the maximum number of ranks in Diplomacy for her level (if the escort is a non-adventuring expert NPC).

**Streetwalker:** The most common type of prostitute is the streetwalker, a lady (or man) of the evening who woos passersby for sexual favors in exchange for money. Most streetwalkers claim a street corner, alleyway, dock, or other location as her "turf" and fights with others to find the best location. Streetwalkers perform sex wherever asked, typically behind buildings, in alleys, or in the back of a wagon. Pimps and purveyors are common sights, running harems of 1d6 streetwalkers. If a streetwalker has a pimp, haggling for a price is done with them instead—streetwalkers (and clients) who stray outside their pimp's authority risk being beaten, maimed, or killed.

A poor streetwalker is usually ugly, disfigured, obese, or just generally unattractive (App 6-9) and has 1 or 2 ranks (or none) in

Perform (sexual technique). A common street-walker has average Appearance (App 10-13) and has a minimum 2 ranks Perform (sexual technique). An excellent streetwalker is very attractive (App 14-16) and has a minimum 4 ranks in Perform (sexual technique). A superior streetwalker is stunning (App 17-19+) and has a minimum 8 ranks in Perform (sexual techniques). Excellent and superior streetwalkers are exceedingly rare, as most of the best go to work in brothels.

**Brothel Prostitute:** Where a streetwalker takes to the alleys, a brothel prostitute works for a bordello, "gentlemen's' club," or other house where rooms and prostitutes are provided together. Brothel prostitutes have their own rooms in which to service their clients—these quarters can be squalid hellholes or luxurious love nests, depending on the quality of the brothel and prostitute employed.

A poor brothel prostitute is unattractive (App 6-9), 1 or 2 ranks (or none) in Perform (sexual technique), and her room is typically filthy, sparsely furnished—little more than a mat on the floor—and not very private. A common brothel prostitute has average Appearance (App 10-12), has a few ranks in Perform (sexual technique), and has a comfortable, moderately clean room and bed. An excellent brothel prostitute is very attractive (App 13-16), has a minimum 4 ranks in Perform (sexual technique), and her room is clean, pleasant smelling, and private. A superior brothel prostitute is beautiful (App 17-19+), has the maximum number of ranks in Perform (sexual technique) for her level (if nonadventuring Expert class), and has an opulent, pleasing room with incense, drink, and erotic art.

**Master/Mistress:** A master (or mistress for females) is someone who takes a dominant role in sexual play, disciplining the client according to their requests. Despite common perception, most masters are not prostitutes per se, and do not engage in sex with the clients, although sex can occur if requested and additional money paid out.

Unlike prostitutes, Appearance doesn't matter as much with masters—it is their Charisma and force of will that make them marketable. A poor master is either not particularly dominating (Cha 12-13) or little more

Table 5-4: Sexual Services

Service	Cost
Escort	
Poor	2 sp +
Common	4 sp +
Excellent	1 gp +
Superior	1 pp +
Streetwalker	
Poor	1 cp +
Common	1 sp +
Excellent	1 gp +
Superior	5 gp +
Brothel Prostitute	
Poor	5 cp +
Common	5 sp +
Excellent	5 gp +
Superior	10 gp +
Master/Mistress	
Poor	2 sp +
Common	10 sp +
Excellent	10 gp +
Superior	20 gp +
Masseuse	
Common	2 cp +
Full Body	2 sp +
Superior	1 gp +

than a thuggish brute who beats someone with little finesse (2 ranks in Intimidation and few if any ranks in Perform [sexual technique]). A common master is more forceful (Cha 14-15) and has 2 or more ranks in Intimidation and Perform (sexual technique). An excellent master has a powerful personality (Cha 16-17) and is well versed in the art of domination/submission, with a minimum of 4 ranks in Intimidation and Perform (sexual technique). A superior master is someone to be reckoned with (Cha 18-19) and has the maximum number of ranks in Intimidation and Perform (sexual technique) for his level. Excellent and superior masters strive to become Dominators (see Chapter 3: *Base & Prestige Classes*) and charges far more than the norm—but the client is taken to the limits of her threshold for pleasure and pain.

**Masseuse:** A masseuse is someone trained in the art of giving massages, for relaxation, health issues, or for its erotic nature. A talented masseur can knead tired muscles and rub fragrant, relaxing oils into the skin. This is a sensual, not a sexual activity, but is occa-

sionally used as camouflage for prostitution in sexually repressive societies.

A common massage takes about 30 minutes and is a simple rubdown of the shoulders, neck, and head of the client. A full-body massage takes at least an hour and goes from head to toe, working out all the knots in the client's body. A superior massage is a sensual delight, with aromatherapy, soothing music, or a hot bath (or steam room). Specialists exist who perform exotic forms of massage—walking on the back, acupuncture, or extremely rough deep tissue massage.

As the purpose of a massage is to get the person to relax, after half an hour of massage, and if the masseuse makes a Profession (masseuse) check (DC 15), the person receiving the massage suffers a -1 Will save to any enchantments that target him.

## Magic Items

Below are several sections discussing magic items in sexual-themed campaigns, including new items, material and powers.

### Armor and Shield Special Abilities

Although armor and shields seem a bit out of place when talking about sexual matters, some of these protective items can and are used in such a manner.

**Confidence:** Armor and shields with this ability are made of finely polished steel, often embossed with gold. A suit of armor or a shield with this ability grants the wearer a +2 enhancement bonus to Charisma. In addition, the wearer may add their Charisma modifier to all Will saves.

Moderate enchantment; Caster Level: 3rd; Craft Magic Arms and Armor, *eagle's splendor, resistance*; Price: +1 bonus.

**Enticing:** This ability is only found in armor---there are no known instances of shields possessing it. Regardless of the type of armor, the wearer's physical features are accentuated and enhanced, showing tantalizing bits while still providing protection. The wearer of this armor gains a +2 bonus to Appearance. Once per day, the wearer of the armor may cast seduction as if by a 7th-level sorcerer.

Moderate transmutation; Caster Level: 7th; Craft Magic Arms and Armor, *peacock's beauty, seduction*; Price: +1 bonus.

**Fiendskin:** A suit of armor or a shield with this property is made from or covered with demon hide. Three times per day, the wearer can speak a command word to activate a *protection from good* spell upon himself.

Moderate abjuration;  
Caster Level: 9th; Craft Magic Arms and Armor, *fiendish seed, protection from good*; Price +3,000 gp.

**Peace Armor:** A suit of armor or a shield with this property normally is adorned with a dove or other symbol of peace. The wearer can speak a command word to activate a *sanctuary* spell (DC 11) upon herself.

Faint abjuration;  
Caster Level: 5th; Craft Magic Arms and Armor, *sanctuary*; Price +1,800 gp.

**Resolve:** Armor and shields with this ability are always made of dull steel, without



embellishment. A suit of armor or a shield with this ability grants the wearer a +4 bonus on Will saves. In addition, the wearer gains a

+10 enhancement bonus on Diplomacy, Bluff, and Intimidate checks that involve a sexual nature, such as seduction, innuendo, or sexual intimidation.

Moderate abjuration;  
Caster Level: 10th; Craft Magic Arms and Armor, *resistance*; Price: +2 bonus.

### Specific Armors

#### Celestial Argentum

**Breastplate:** This reddish armor is buffed to a shine. It gleams with the holiness of its celestial materials. Its underskirt or suit is of fine mail. Speed while wearing a

celestial argentum breastplate is 30 feet for Medium creatures, or 20 feet for Small. The armor has an arcane spell failure chance of

### You're Not Wearing That to Bed, Are You?

Except in unusual circumstances, the only way to get the full benefit of sex is to strip. For most players, the idea of having their characters go naked can be more disconcerting from a game point of view rather than a social one—the character's armor class goes down, his abilities may drop, and without his trusty sword at his side, he's open to attack!

In a society replete with magic items, there could be an unwritten social rule that some items are never taken off—even during acts of passion. At some point, however, a character has to strip, if nothing more than to win the good will of his partner. Most people prefer to get naked before having sex, but the circumstances dictate what can and can't be worn as well as the reaction of one or both of the partners. An adventurer who decides to get a little action in a back alley with a streetwalker may simply drop his pants to his knees and go at it.

Magic items in the form of jewelry may be kept on without their partner caring that much—rings, amulets, periaps, chokers, necklaces, bracers, bracelets, and scarabs. Few people insist that a person remove every piece of jewelry he might be wearing before sex. However, it might be considered a sign of trust for the complete removal of all magic items to show that he has nothing to hide—or fear. Of course, if the item is particularly large, obnoxious, or disgusting, the presence of a "mere" piece of jewelry garners a negative response. After all, going to bed with someone who wears a hand of glory around his neck is a major turnoff—unless you happen to be a necromancer. . . .

Other items may be worn, but may seem odd or out of place in the bedroom. Anyone insisting on wearing a hat, helmet, phylactery, goggles, belts, gloves, or gauntlets probably gets a poor response (imposing at least a -2 penalty on an Diplomacy checks that might come up during the course of the sexual encounter, although the wearing of such an item may be part of the appeal). Wearing a vest, vestment, shirt, robe, cloak, cape, mantle, or other piece of magical clothing is not uncommon, unless it's so big and bulky that it gets in the way of the act.

And yes, characters suffer the appropriate Armor Check penalty on any Perform (sexual technique) checks while engaging in sex. . . . along with the general distaste and ill will from the other person.



15%, a maximum Dexterity bonus of +5, and a -1 armor check penalty. It is considered light armor (see Celestial Argentum, page 140) and weighs 15 pounds.

No aura (nonmagical); Price 2,100 gp.

**Fiendish Full Plate:**

This +4 fiendskin full plate is favored by the elite among demons, devils, and their half-breeds.

Moderate abjuration [Evil]; Caster Level: 15th; Prerequisites: Craft Magic Arms and Armor, fiendish seed, protection from good, creator must be evil; Market Price: 20,650 gp; Cost to Create: 12,150 gp + 840 XP.

### Weapon Special Abilities

Beyond their ability to inflict physical harm, some magical weapons accentuate aspects of sexuality—for good or ill.

**Disfiguring:** Regardless of type, weapons with this ability are gnarled and ugly, with additional spikes, flanges, and pits



of rust. Any living opponent struck by a disfiguring weapon must make a Fortitude save (DC 16) or take 1d6 points of Appearance damage.

Moderate transmutation; Caster Level: 5th; Craft Magic Arms and Armor, repulsiveness; Price: +1 bonus.

**Dripping:** Upon command, a dripping weapon is sheathed in acid.

The acid does not harm the wielder or the weapon. The effect remains until another command is given. A dripping weapon deals an extra 1d6 points of acid damage on a successful hit. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition.

Moderate evocation; Caster Level: 8th; Craft Magic Arms and Armor, acid splash; Price: +1 bonus.

**Dripping Splash:** A dripping splash weapon functions as a dripping weapon that also explodes with acid upon striking a successful critical hit. In addition to the extra damage from the drip-

### Alternate Spaces for Magic Items on the Body

These options do not create additional spaces in which magic items can be worn. Instead, they provide flavorful opportunities to add more sensuality and diversity to a campaign.

The magic items in this chapter use the additional option for body spaces and have had their prices determined accordingly.

For piercing locations, see the Piercing Locations sidebar on page 84.

#### Core Rules

- One headband, hat, helmet or phylactery on the head
- One pair of eye lenses or goggles on or over the eyes
- One amulet, brooch, medallion, necklace, periapt, or scarab around the neck
- One vest, vestment, or shirt on the torso
- One robe or suit of armor on the body

One belt around the waist

One cloak, cape, or mantle around the shoulders

One pair of bracers or bracelets on the arms or wrists

One glove, pair of gloves, or pair of gauntlets on the hands

One ring on each hand (or two rings on one hand)

One pair of boots or shoes on the feet

#### Additional Options

- One hair comb, forehead jewel, headdress, hair ornament, or mask worn on the head
- One set of eyelash extensions

One scarf, boa, or collar worn around the neck

One harness, or bustier on the torso

One set of breeches, trousers, harem pants, or skirt worn on the lower body

One codpiece worn over the groin, penis sheath, penis ring, or vaginal or anal insert

One shawl around the shoulders

One pair of cuffs or manacles on the arms or wrists

One set of fingernail extensions

A total of two rings, worn on fingers or toes

One anklet



ping ability, a dripping splash weapon deals an extra 1d10 points of acid damage on a successful critical hit. If the weapon's critical multiplier is [ts]3, add an extra 2d10 points of acid damage instead, and if the multiplier is [ts]4, add an extra 3d10 points. Bows, crossbows, and slings so crafted bestow the extra acid damage upon their ammunition. Even if the dripping ability is not active, the weapon still deals its extra damage on a successful critical hit.

Moderate evocation; *Caster Level*: 10th; Craft Magic Arms and Armor *acid splash*; Price: +2 bonus.

**Masochistic:** Upon command, a masochistic weapon is sheathed in a writhing, dark glow. The effect remains until another command is given. A masochistic weapon deals an extra 2d4 points of damage on a successful hit and the wielder takes nonlethal damage equal to half the damage inflicted. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition.

Moderate evocation; *Caster Level*: 8th; Craft Magic Arms and Armor, *inflict light wounds, shield other*; Price: +1 bonus.

**Masochistic Burst:** A masochistic burst weapon functions as a masochistic weapon that also explodes with force upon striking a successful critical hit. In addition to the extra damage from the masochistic ability, a masochistic burst weapon deals an extra 2d8 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 3d8 points of damage instead, and if the multiplier is x4, add an extra 4d8 points. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition. Even if the masochistic ability is not active, the weapon still deals its extra damage on a successful critical hit.

Moderate evocation; *Caster Level*: 10th; Craft Magic Arms and Armor, *inflict serious wounds, shield other*; Price: +2 bonus.

**Pleasurable:** This ability imbues a weapon with sexual energy, so that a creature struck by it is overwhelmed with feelings of pleasure rather than pain. On command, the weapon suppresses the ability until commanded to resume it. Bows, crossbows, and slings so enchanted bestow the pleasurable effect upon their ammunition. A creature struck by a

pleasurable weapon takes nonlethal damage (at no penalty on attack rolls) and must make a Will save (DC 15) or be affected as if by the *orgasmic vibrations* spell.

Moderate enchantment; *Caster Level*: 7th; Craft Magic Arms and Armor, *cure light wounds, orgasmic vibrations*; Price: +2 bonus.

**Sadistic:** Upon command, a sadistic weapon is sheathed in glowing force. The effect does not harm the wielder or the weapon. The effect remains until another command is given. A sadistic weapon deals an extra 1d4 points of damage on a successful hit. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition.

Moderate evocation; *Caster Level*: 8th; Craft Magic Arms and Armor, *magic missile*; Price: +1 bonus.

**Sadistic Burst:** A sadistic burst weapon functions as a sadistic weapon that also explodes with force upon striking a successful critical hit. In addition to the extra damage from the sadistic ability, a sadistic burst weapon deals an extra 1d8 points of damage on a successful critical hit. If the weapon's critical multiplier is x3, add an extra 2d8 points of damage instead, and if the multiplier is x4, add an extra 3d8 points. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition. Even if the sadistic ability is not active, the weapon still deals its extra damage on a successful critical hit.

Moderate evocation; *Caster Level*: 10th; Craft Magic Arms and Armor, *magic missile*; Price: +2 bonus.

**Will Sapping:** Commonly employed by slavers and dominators, will-sapping weapons have a pale, sickly quality to them. A living creature struck with a will-sapping weapon must make a Will save (DC 20) or take 1 point of Wisdom damage. On a critical hit, this point is permanently drained.

Moderate necromancy; *Caster Level*: 7th; Craft Magic Arms and Armor, *bestow curse*; Price: +2 bonus.

### Specific Weapons

The following magic items are created with the qualities presented here.

**Dark Talon:** This +1 *sadistic unholy bastard sword* has a wavy blade. Its grip is made from celestial's thigh bone and is bound in leather made from humanoid skin.

Moderate abjuration [Evil]; *Caster Level*: 15th; Craft Magic Arms and Armor, *unholy*

*blight*, creator must be evil; Market Price: 32,335 gp; Cost to Create: 16,335 gp + 1,280 XP.

**Phallus of the Engorged Satyr:** Carved from the wood of an ancient oak tree, this +2 greatclub is shaped like an enormous phallus. The wielder acts as if he has the Animal Magnetism feat and allows him to cast *irrational attraction* once per day as if cast by a 7-level druid.

Moderate enchantment; Caster Level: 7th; Craft Magic Arms and Armor, *eagle's splendor, irrational attraction*; Price: 23,385 gp; Weight: 8 lb.



## Potions

Incorporating the new spells in the *Book of Erotic Fantasy* adds more potions to your campaign. First, roll to determine if the potion is from Core Rulebook II (01-90%) or from Table 5-5: Potions and Oils (91-100%)

## Rings

Rings, the symbol of marriage and union, are common magic items. Some harness the power of sexuality.

**Disease Detection:** This ring allows the wearer to touch a creature and determine if they are carrying a disease, as per the *detect disease* spell as if cast by a 3rd-level cleric. Adventurers who frequent brothels covet these items.

Faint divination; Caster Level: 3rd; Forge Ring, *detect disease*; Price: 10,800 gp.

**Shielding:** A *ring of shielding* is one of two kinds: Protector or protected. They are created at the same time.

**Protector:** The wearer of a protector version of the *ring of shielding* fulfills the role of the caster of the *shield other* spell.

**Protected:** The wearer of a protected version of the *ring of shielding* fulfills the role of the recipient of the *shield other* spell.

The rings only work when the two parties are within 30 feet. They automatically stop functioning if the wearers are more than 30 feet apart and likewise automatically resume functioning if the wearers resume the 30-foot

proximity.

Moderate divination; Caster Level: 7th; Forge Ring, *shield other*; Price: 10,000 gp (protector), 10,000 gp (protected).

**Status:** A *ring of status* is one of two kinds: Principal or secondary. A principal ring must be created first and then the secondary rings are created and tied to a particular principal ring.

**Principal Ring:** The wearer of a principal ring is aware of the wearers of secondary rings joined to it as if the principal ring wearer had cast *status* on them.

**Secondary Ring:** The wearer of this ring is watched over by the wearer of the principal ring as if the principal ring wearer had cast *status* on the secondary ring wearer.

Moderate divination; Caster Level: 7th; Forge Ring, *status*; Price: 24,000 gp (principal), 8,000 gp (each secondary ring).

**Truth:** This ring throbs gently whenever a lie is said in hearing range of the wearer, as if by the *discern lie* spell cast by a 7th-level cleric.

Moderate divination; Caster Level: 7th; Forge Ring, *discern lies*; Price: 56,000 gp.

## Rods

The phallic nature of rods appeals to many creators who embrace sexuality. They are commonly employed in acts of sex as part of their activation.

**Rod of Repression:** This solid iron rod is unadorned and uncomfortably cold to the touch. If the wielder has access to the Denial domain, she gains a +1 to her caster level when casting any of the spells on that list. Once per day, the rod can release a wave of energy that saps the libido and self-confidence of everyone within 30 feet of the wielder. Any creatures within range must make a Will save (DC 20) or suffer 1d6 points of Charisma damage (to a maximum of 5d6). The wielder gains the same amount to her Charisma score for 24 hours. Any creatures that sustain damage also lose any sexual desire for 24 hours, and gains no benefit from sexual feats, spells, or supernatural abilities. This effect may be negated by a *break enchant-*

Table 5-5: Potions and Oils

Minor	Medium	Major	Potion or Oil	Market Price
01-60	-	-	Depilatory (oil)	25 gp
61-80	-	-	Detect pregnancy (self only) (potion)	25 gp
81-90	01-05	-	Animate image (oil)	50 gp
91-100	06-20	-	Block the seed (potion)	50 gp
-	21-30	-	Eminently talented (potion)	300 gp
-	31-40	-	Engorged strike (potion)	300 gp
-	41-50	-	Mantle of love (potion)	300 gp
-	51-60	-	Peacock's beauty (potion)	300 gp
-	61-70	-	Pleasant dreams (potion)	300 gp
-	71-80	-	Resist temptation (potion)	300 gp
-	81-90	-	Reverse gender (potion)	300 gp
-	91-100	-	Touch me not (potion)	300 gp
-	-	01-30	Blandness (potion)	750 gp
-	-	31-60	Innocence of the virgin (potion)	750 gp
-	-	61-90	Privacy (potion)	750 gp
-	-	91-100	Pheromones (potion)	1,650 gp

ment or remove curse.

**Strong necromancy; Caster Level:** 10th; **Craft rod, doom, enervation;** Price: 61,700 gp; Weight: 3 lb.

**Rod of the Erotic Body:** This flesh-colored rod is shaped like a double-headed dildo—it is both warm and rock hard to the touch. If the wielder engages in sex, he gets an increase to one of his ability scores as if he had one of the following feats—Limber, Virility, Physical Perfection, or Satisfied Glow. He must still make a Perform (sexual technique) check and engage in sex for at least 20 minutes to gain the benefit of one of these feats (see Chapter 2: *Rules, Skills, & Feats*). If he already has one of the feats mentioned above and engages in sex in order to gain its benefit, the bonus is increased by +2.

**Strong transmutation; Caster Level:** 11th; **Craft Rod, bear's endurance, bull's strength, cat's grace, peacock's beauty;** Price: 67,200 gp; Weight: 3 lb.

**Rod of the Erotic Spirit:** This rod is identical in appearance to the *rod of the erotic body* above, except that it is warm and slightly flexible. If the wielder engages in sex, he gets an increase to one of his ability scores as if he had one of the following feats—Kundalini, Self-Aware, or Tantric. He must still make a Perform (sexual technique) check and engage in sex for at least 20 minutes to gain the benefit of one of these feats (see Chapter 2: *Rules, Skills, & Feats*). If he already has one of the feats mentioned above and engages in sex in order to gain its benefit, the bonus is

increased by +2.

**Strong transmutation; Caster Level:** 10th; **Craft Rod, eagle's splendor, fox's cunning, owl's wisdom;** Price: 50,400 gp; Weight: 3 lb.

## Staffs

**Staff of Holy Pleasure:** This staff is made of rowan wood with runes made of silver embedded into the wood. It allows the use of the following spells.

- *Healing sphere\** (1 charge)
- *Succor\** (3 charges)
- *Mass vision of exquisite pleasure\** (3 charges)

**Caster Level:** 9th; **Craft Staff, healing sphere\*, succor\*, vision of exquisite pleasure, mass\*;** Market Price: 29,800 gp.

**Staff of Purity:** Made of clear crystal, this staff catches and reflects the light like a prism.

- *Mantle of love\** (1 charge)
- *Resist temptation\** (1 charge)
- *Prayer* (1 charge)

**Caster Level:** 9th; **Craft Staff, mantle of love\*, prayer, resist temptation\***; Price: 33,000 gp.

**Staff of the Sexually Perverse:** Truly only of full utility to those who have the perversion domain, a staff of the sexually perverse varies greatly in appearance. Some look like misshapen, engorged penises. Others look like a withered branch. They are always shaped like something twisted or unnatural.

- *Cursed orgasm\** (1 charge)
- *Impotency\** (2 charges)
- *Fiendish seed\** (10 charges)

Table 5-6: Wands

Minor	Medium	Major	Spell	Market Price
01-08	-	-	Analyze Fertility	375 gp
09-16	-	-	Depilatory	375 gp
17-24	-	-	Detect Pregnancy	375 gp
25-32	-	-	Divine Mark	375 gp
33-40	-	-	Animate Image	750 gp
41-48	-	-	Block the Seed	750 gp
49-56	-	-	Engorged gait	750 gp
57-64	-	-	Share sensation	750 gp
65-72	-	-	Suspicion	750 gp
73-80	-	-	Vision of exquisite pleasure	750 gp
81-87	-	-	Ale goggles	1,500 gp
88	01-05	-	Detect Disease	4,500 gp
89	06-10	-	Disrobe	4,500 gp
90	11-15	-	Eminently Talented	4,500 gp
91	16-20	-	Engorged strike	4,500 gp
92	21-25	-	Magic Probe	4,500 gp
93	26-32	-	Mantle of Love	4,500 gp
94	33-39	-	Miss	4,500 gp
95	40-54	-	Peacock's beauty	4,500 gp
96	55-57	-	Pleasant Dreams	4,500 gp
97	58-64	-	Resist Temptation	4,500 gp
98	65	-	Reverse Gender	4,500 gp
99	66-70	01-08	Touch me not	4,500 gp
100	71-75	9-12	Unseen Lover	4,500 gp
-	76-77	13-16	Blandness	11,250 gp
-	78-79	17-20	Cursed Orgasm	11,250 gp
-	80-81	21-24	False Confidence	11,250 gp
-	82-83	25-28	Healing Sphere	11,250 gp
-	84-85	29-32	Innocence of the Virgin	11,250 gp
-	86-87	33-36	Jealousy	11,250 gp
-	88-89	37-40	Liar's Curse	11,250 gp
-	90-91	41-44	Lifebond	11,250 gp
-	92-93	45-48	Limited Telepathy	11,250 gp
-	94-95	49-52	Phantasmal lover	11,250 gp
-	96-97	53-56	Privacy	11,250 gp
-	98-99	57-60	Repulsiveness	11,250 gp
-	100	61-64	Ale goggles, mass	15,750 gp
-	-	65-69	Analyze Ancestry	16,250 gp
-	-	70-72	Beauty's caress	21,000 gp
-	-	73-75	Desperation	21,000 gp
-	-	76-78	Ghost Touch	21,000 gp
-	-	79-81	Impotency	21,000 gp
-	-	82-84	Irrational Attraction	21,000 gp
-	-	85-87	Love Nest	21,000 gp
-	-	88-90	Mind to mind	21,000 gp
-	-	91-93	Orgasmic vibrations	21,000 gp
-	-	94-96	Wet dreams	21,000 gp
-	-	97-98	Pheromones	24,750 gp
-	-	99	Seduction	30,000 gp
-	-	100	Succor	30,000 gp

- Baleful polymorph (3 charges)
- Insanity (5 charges)

*Caster Level:* 13th; Craft Staff, *baleful polymorph, cursed orgasm\*, fiendish seed\*, impotency\*, insanity;* Price: 69,850 gp.

## Wands

Adding the new spells in the *Book of Erotic Fantasy* to your campaign creates more options with wands. First, roll to determine if the wand is from Core Rulebook II (01-75%) or from Table 5-6: Wands (76-100%).

## Wondrous Items

Most magic items that are used with sex in mind are wondrous items, as they often take shapes that do not fit into the confines of other types of the other standard magic items.

**Acorns of Heaven:** One of these celestial dryad seeds can be consumed to create an effect identical to the *invigorate* spell.

Strong transmutation; *Caster Level:* 15th; Craft Wondrous Item, *invigorate*, creator must be a dryad; Price 6,000 gp each. Weight: —.

**Amulet of the Eternal Sensation:** This amulet is a badge of membership into the Seekers of the Eternal Sensation (See Chapter 7: *Adventures & Organizations*). It is a simple silver chain with a large ruby that pulses slightly as the wearer becomes aroused. The amulet heightens the sensations and senses of the wearer.

Three times per day, the wearer may use hedonist's delight as if cast by a 5th-level bard. In addition, the wearer gains a constant +2 bonus to Listen and Spot checks while worn.

Faint transmutation; *Caster Level:* 5th; Craft Wondrous Item, *hedonist's delight*; Price: 43,500 gp; Weight: —.

**Avrel's Lubrication:** This glass container is filled with a clear liquid infused with air bubbles. When used as a lubricant during a sexual act, *Avrel's lubrication* reduces the time required for sexual activity for spells and feats (such Kundalini or Tantric) by 10 minutes (minimum 10 minutes) and provides a +4 bonus on Perform (sexual techniques) checks. The user must still make the

required Perform (sexual techniques) check for any spell or effect to occur, however.

As long as the original lid is put back on the container, there is a constant supply of Avrel's lubrication when reopened. If the lid is not put back on, the jar has enough material for three uses before running dry. The container refills if the lid is replaced.

Moderate transmutation; *Caster Level:* 5th; Craft Wondrous Item, eminently talented; Price: 13,600 gp; Weight: —.

**Boots of Authority:** These boots are made of tight black leather and extend all the way up to the hip. When worn, they grant a +5 competence bonus on Intimidation checks. In addition, any creature that attempts to attack or even speak in a disrespectful way to someone wearing *boots of authority* must make (at the DM's discretion) an opposed Will save to do so. If the creature succeeds, it does not have to make another opposed Will save for another 24 hours. This effect ends if the wearer attacks the victim, although she may still verbally berate him.

Moderate abjuration; *Caster Level:* 5th; Craft Wondrous Item, *eagle's splendor, sanctuary*; Price: 42,500 gp; Weight: 4 lb.

**Bustier of Beauty:** This clothing is generally worn by females to emphasize their cleavage and usually laces up the back.

When worn, it adds a +2, +4, or +6 enhancement bonus to her Appearance score.

Moderate transmutation; *Caster Level:* 8th; Craft Wondrous Item, *peacock's beauty*; Price 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight: 1 lb.

**Circle of Sexual Stamina:** This ring-shaped object is worn differently by each gender. Males wear it snuggly fitted to the base of their penis. Females wear it pierced through their labia (requires a Profession (piercing) check DC 10). It grants a +2 enhancement bonus on Constitution checks made to sustain sex (see Sustaining Sex, page 42).

Faint transmutation; *Caster Level:* 5th; Craft Wondrous Item, creator must have 5 ranks in Perform (sexual techniques); Price: 2,000 gp; Weight: —.

**Cocksheath of Pleasure:** This thin, flexible penis casing can be worn by a male or slipped over a dildo. It has bumps and ridges that provide



additional stimulation during intercourse. It provides a +5 competence bonus on Perform (sexual technique) checks for the user.

Faint transmutation; *Caster Level*: 5th; Craft Wondrous Item, creator must be a gnome; Price: 2,500 gp; Weight: —.

**Codpiece of Comeliness:** This clothing is generally worn by males to emphasize their penis. When worn, it adds a +2, +4, or +6 enhancement bonus to his Appearance score.

Moderate transmutation; *Caster Level*: 8th; Craft Wondrous Item, *peacock's beauty*; Price: 4,000 gp (+2), 16,000 gp (+4), 36,000 gp (+6); Weight: 1 lb.

**Crop of the Mistress:** This black-leather riding crop has a silver pommel, resembling two bound hands. The wielder gains a +2 enhancement bonus to Charisma. In addition, the wielder may cast *dominate person* three times per day as if cast by a 9th-level sorcerer.

Moderate enchantment; *Caster Level*: 9th; Craft Wondrous Item, *dominate person, eagle's splendor*; Price: 42,800 gp; Weight: 1 lb.

**Cup of Cruelty:** Long ago, alchemists brewing poisons learned that steeping them in a magic cup enhanced their effectiveness. When used to brew a poison, a cup of cruelty increases the save DC of the poison by 1.

Moderate transmutation; *Caster Level*: 7th; Craft Wondrous Item; creator must have 10 ranks of Craft (alchemy); Price: 5,000 gp; Weight: —.

**False Breasts:** These realistic and attractive looking breasts are carved from a single piece of exotic wood and have concave bases. Despite the material, false breasts are slightly warm and fleshlike to the touch. When placed on the chest of a male humanoid, monstrous humanoid, or fey, they bond in place. After 1 round, the false breasts change until they match the skin tone of the wearer, and both look and feel completely natural. The wearer can then choose the size of the breasts and they remain that size until the false breasts are removed and donned again. The wearer feels sensations as if they were real breasts. It does not bond to the skin of a female, or any creature type other than humanoid, monstrous humanoid, or fey.

Faint transmutation; *Caster Level*: 3rd; Craft

Wondrous Item, *alter self*; Price: 6,000 gp; Weight: 2 lb.

**False Penis:** This realistic looking-phallus and testicles are carved from a piece of exotic wood and has a flat base. Despite the material, the false penis is slightly warm and fleshlike to the touch. When a female humanoid, monstrous humanoid, or fey places the false penis over her own genitalia, it bonds with the skin. After 1 round, the false penis changes until it matches the skin tone of the wearer and functions normally as if she were in fact a male—the wearer can choose the size of the penis. As long as the false penis is worn, the wearer is capable of engaging in sex and impregnating another female. As her own genitals are covered, the wearer cannot get pregnant while wearing the false penis.

It does not bond with the skin of a male, or any creature type other than humanoid, monstrous humanoid, or fey.

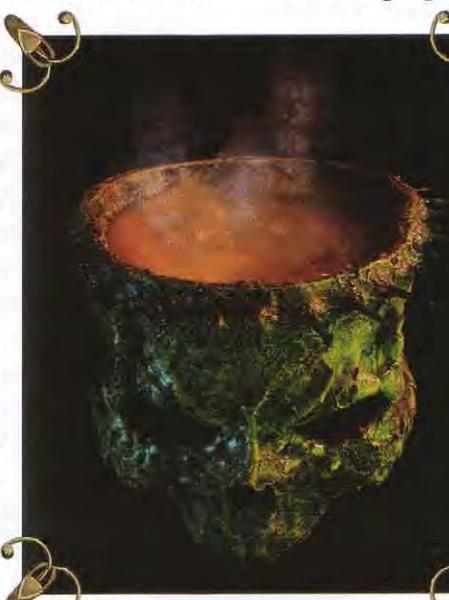
Faint transmutation; *Caster Level*: 3rd; Craft Wondrous Item, *alter self*; Price: 6,000 gp; Weight: 2 lb.

**Ghost Sheath:** Raised designs and patterns of swirls ornament this cocksheathe. It enables a corporeal creature and an incorporeal creature to interact sexually.

Moderate transmutation; *Caster Level*: 7th; Craft Wondrous Item, *ghost touch*, creator must have 5 ranks in Perform (sexual techniques); Market Price: 1,000 gp; Weight: —.

**Gloves of Ghost Touch:** These gray, elbow-length gloves are embroidered with misty swirls of pale gray threads. They enable an unarmed strike to deal damage normally against incorporeal creatures. (An incorporeal creature's 50% chance to avoid damage does not apply to unarmed attacks with gloves of ghost touch.) The gloves can be picked up and moved by an incorporeal creature at any time. A manifesting ghost can use the gloves against corporeal foes. Like a ghost touch weapon, these gloves count as either corporeal or incorporeal at any given time, whichever is more beneficial to the wearer.

The gloves have noncombat uses, too. A corporeal creature desiring to touch a ghost or a ghost desiring to feel a corporeal creature often uses the gloves as a means of interaction.



Moderate transmutation; *Caster Level*: 7th; Craft Wondrous Item, *ghost touch*; Market Price: 6,000 gp; Weight: -

**Gloves of Groping:** These gloves are the favorite of young wizards and perverts, allowing them a good caress without much fear of being caught. Three times per day, the wearer may cast *grope*.

Faint conjuration; *Caster Level*: 1st; Craft Wondrous Item, *grope*; Price: 600 gp; Weight: -.

**Gnomish Kama Sutra:** More societies ban this exotic sex manual than permit its use. Among the Seekers, however, reading and using the book garners much prestige.

This manual grants the user a +5 bonus on all Craft (sex toys), Perform (sexual techniques), and Profession (prostitute) checks.

Faint transmutation; *Caster Level*: 5th; Craft Wondrous Item, creator must be a gnome, creator have 5 ranks in Craft (sex toys), Perform (sexual techniques), and Profession (prostitute); Price: 5,000 gp; Weight: 3 lbs.

#### Harness of Submissiveness:

This finely crafted place leather harness is covered with straps, buckles, and rings; a long leash leads from a collar around the neck. It fits tightly around the body and is uncomfortable to wear. When worn, the harness of submissiveness deals 1d8 points of Wisdom damage. The *harness of submissiveness* may only be removed by the casting of *remove curse*, or by uttering a command word spoken by someone other than the wearer.

Moderate necromancy; *Caster Level*: 7th; Craft Wondrous Item, *bestow curse*; Price: 56,000 gp; Weight: 3 lb.

**Headdress of the Enticing Dancer:** There are two versions of these headdresses, worn by belly dancers and court entertainers. The *lesser headdress of the enticing dancer* is crafted from silver, and grants a +2 bonus to Appearance and +4 competence bonus on Perform (dance) checks. The *greater headdress of the enticing dancer* is crafted from gold and small precious gems, and grants a +4 bonus to Appearance and a +10 competence bonus on Perform (dance) checks.

Moderate enchantment; *Caster Level*: 6th; Craft Wondrous Item, peacock's beauty; Price: 6,500 gp (lesser), 26,000 gp (greater); Weight: -.

**Ointment of Ghost Touch:** This gray, frothy

lotion can be applied lightly to allow the user the ability to interact as if under the *ghost touch* spell for 7 minutes.

Moderate transmutation; *Caster Level*: 7th; Craft Wondrous Item, *ghost touch*; Price: 1,400 gp; Weight: -.

**Shirt of Gentle Repose:** Undead value this garment's ability to preserve their bodies. The shirt continually exerts a gentle repose upon the body wearing it. Also see Can Undead Have Children?, page 38.

Faint necromancy; *Caster Level*: 3rd; Craft Wondrous Item, *gentle repose*; Price: 12,000 gp; Weight: 1 lb.

**Spheres of Enlightenment:** These smooth, lacquer-covered silver spheres have tiny bells inside that chime in a pleasing manner when handled. To be activated, these spheres must be placed inside the vagina of the user. When engaging in sex using the Tantric feat, the spheres of enlightenment gives a +2 bonus to the ability increase.

Faint transmutation; *Caster Level*: 3rd; Craft Wondrous Item, creator must have the Tantric feat, *fox's cunning*; Price: 11,200 gp; Weight: -.

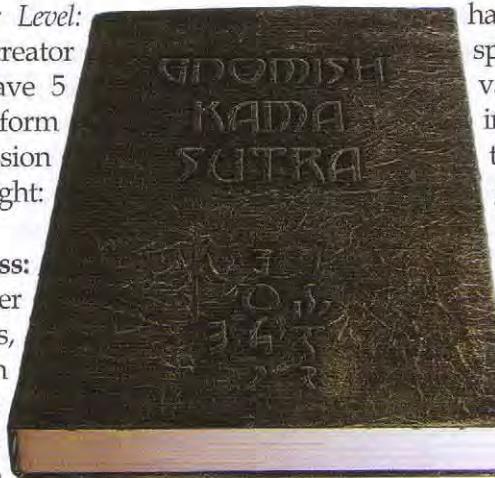
**Violet Shocker:** This slender rod is made from violet

glass that is particularly receptive to static electricity. When rubbed along fur, it picks up a slight charge, which releases a tiny jolt of electricity when touched on bare skin. Three times per day, the violet wand can release a *shocking grasp* as if cast by a 3rd-level sorcerer. Violet shockers are commonly found in the hands of dominators and professional "masters" who specialize in sadomasochism.

Faint evocation; *Caster Level*: 3rd; Craft Wondrous Item, *shocking grasp*; Price: 6,488 gp; Weight: 1 lb.

## Special Materials

**Celestial Argentum:** Celestial argentum armors are one category lighter than normal for purposes of movement and other limitations (for example, whether or not a barbarian can use her fast movement ability while wearing the armor). Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still



treated as light. Spell failure chances for armors and shields made from celestial argentum are decreased by 10%, maximum Dexterity bonus is increased by 2, and armor check penalties are lessened by 3 (to a minimum of 0).

An item made from celestial argentum weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of celestial argentum. (A longsword can be a celestial argentum weapon, while a scythe cannot be.) Weapons or armors fashioned from celestial argentum are always masterwork items as well; the masterwork cost is included in the prices given below.

Celestial argentum has 30 hit points per inch of thickness and hardness 15.

Type of	Item Cost
Celestial Argentum Item	Modifier
Light armor	+3,000 gp
Medium armor	+6,000 gp
Heavy armor	+11,000 gp
Shield	+3,000 gp
Weapon	+2,000 gp

## Cursed Items

Whether through accident or design, some magic items are created that bestow terrible curses on the user. Some magical artificers take great delight in crafting cursed magic items that have an impact on the victim's sexuality---causing infertility, detraction of Appearance or Charisma, or some other insidious effect.

### Specific Cursed Items

**Armor of Overconfidence:** This regal-looking +1 breastplate is finely crafted, with small etchings of valiant warriors doing battle with terrible beasts. The wearer of the armor is filled with an overwhelming belief in his own actions, looks, and social grace.

In truth, the character suffers a -4 penalty on all Appearance and Charisma related checks. In addition, the character becomes prone to making rash and potentially dangerous acts. In combat situations, any time the character tries to take any delay, ready, or other actions that do not involve moving toward the opponent or attacking, he must make a Will save (DC 15). Failure indicates that the charac-

ter forgoes caution and advances toward the opponent or attacks.

Faint necromancy; Caster Level: 5; Craft Magic Arms and Armor, *false confidence*; Price: 31,350 gp.

**Band of the Tainted Lover:** A vengeful wizard with an infamous reputation as a promiscuous sexual scoundrel created the *band of the tainted lover*. Ravaged by a sexually transmitted disease in life, the wizard chose undeath as an escape, performing the ritual to become a lich. In his madness and spite, he forged this cursed item to spread disease among the living, seeing it as a bitter form of revenge.

When this finely crafted cockring is put in place, it can be removed only by means of a *remove curse* spell. While worn, the character becomes a carrier of the fever touch sexually transmitted disease, although he himself does not suffer the effects of the disease. The band of the tainted lover only reveals a magical aura from a *detect magic* spell if cast by a 10th or higher level spellcaster. A *detect disease* spell reveals the presence of the disease in the band only if it is cast by a 10th or higher level spellcaster.

Strong transmutation; Caster Level: 15th; Craft Wondrous Item, *contagion, magic aura*; Price: 90,000; Weight: ---.

## Artifact

**Book of Erotic Fantasy:** Even the mention of the Book of Erotic Fantasy in a sexually repressive society may be enough to cause censure or even ostracism. This work focuses entirely on sensuality and sexuality. To fully consume the contents requires one week of study. Once this has been accomplished, a sexual creature gains a feat of their choice with the Sexual descriptor and one experience level---receiving enough XP to put the character's XP total midway between the minimum needed for his new (higher) level and the minimum needed for the level beyond that.

All characters who are virginal, chaste, castrated, asexual, or otherwise sexually inexperienced or unable to have intercourse (such as through having chosen the Chaste Life feat) who touch the book take 5d4 points of damage. Reading it causes a geas effect compelling them to have sex. Such converts immediately seek out a way to have sex, going to such extreme lengths as the baleful polymorph or regeneration spells.

Strong evocation [sexual]; CL 19th; Weight: 3 lbs.



This chapter presents new deities and creatures that can be added to your campaign. As love, passion, and sex are the most basic of drives, creatures worship deities that represent such aspects. Each of the deities given herein covers a particular aspect of sexuality. Also, several new creatures are detailed to give DMs even more opportunities to use the new rules, skills, feats, and spells presented in this book.

### *The Sexual Nature of Deities*

In a game that embraces sexuality, the dalliances of the deities takes on a completely new meaning. Legends and myths are told of deities coming down from the heavens to mate with the mortals. Sometimes these unions have a happy ending, resulting in a child that inevitably becomes a hero, demigod, or deity in her own right. In other cases, the sexual encounters between deities and mortals have tragic endings, with the

mortal dying, changing in some horrible way, or otherwise becoming cursed. Regardless, children that are borne from sex between the deities and mortals are destined to do remarkable things—for good or ill.

As DM, you must decide how active the deities are in the affairs of mortals. In a sexual campaign, the deities are more than likely wandering the earth, interacting with those around them and seeking mates that please their enhanced senses. Some deities are fussy about whom they have sex with, usually worshipers who exemplify the traits of their deity. Others are much more random and capricious with whom they sleep with—often with long-term consequences. More than a few demigods, heroes, and adventurers come into being after a dalliance between a mortal and a deity. Some families, especially those of royal blood, proudly display their divine heritage, while others do their best to keep it hidden, especially if the deity in question is known for terrible acts and an evil nature.



In general, the more open a deity is with his or her own sexuality, the more open the community that worships him or her will be as well. For example, a society that primarily worships Aaluran is much more inclined to have an open, progressive attitude about sexual relations. Marriages tend toward polygamy or polyamorous relationships, rather than monogamy. Societies that worship stricter deities have much more conservative attitudes about how sex is displayed in public (and, for that matter, in private). In extreme cases, even the display of skin beyond the hands or face is a serious violation of social taboos.

If a deity mates with a mortal, there is a 100% chance of conception—the will of the deity can overcome simple precautions, such as birth-control devices, preventative magical methods, and the like. However, the interdiction of another deity can stay the pregnancy, although such assistance is almost unheard of. Obviously, the ease of childbirth, as well as the outcome of the child, depends on the nature of the deity involved.

## Aaluran

*The Seductive One, The Beguiler, Ruler of Temptation, Bringer of Lust*

### Lesser Deity

**Symbol:** A mask, both male and female.

**Alignment:** Chaotic Good

**Portfolio:** Seduction, sexuality, passion, courting

**Domains:** Chaos, Joining, Pleasure

**Favored Weapon:** Light Mace ("The Caress of Aaluran")



Aaluran (AH-luh-ron) is the hermaphroditic deity of passion, lust, temptation, and the sexual power. Depending on whom you ask, Aaluran is either a male or female deity, and as a result, is worshipped equally by both genders. "His" area of domain covers the stirrings of passion in all beings, regardless of who they are or what. Aaluran loathes combat and war, seeing them as hideous abominations that quench the very thing that he loves—life. Aaluran is a very popular deity, and is often prayed to before a man or woman begins a sexual endeavor. His favors are commonly granted to those that are bold and aggressive in their pursuit of sexual pleasure.

However, his message of promiscuity and sexual freedom go counter to lawful and close-minded deities who see him as a source of chaos and confusion. It is said that Aaluran is the sibling to the god of thieves—a fitting



match considering the similarity in their impact on society. He sends his avatars to wander the world, mating with those that he finds pleasing to the eye and willing to accept his teachings. Despite being a chaotic deity, however, Aaluran is not malicious and does not go out of his way to cause trouble, unless it's spreading sexual awareness and openness to close-minded societies.

### Clergy

Clerics of Aaluran are almost universally attractive beings that embrace life with a gusto. His priests and priestesses are very active, establishing grand, ornate temples where seekers may find comfort as well as traveling into the wilderness to spread the tenants of free love.

Because of their propensity for promiscuity, clerics of Aaluran sometimes run afoul of the authorities within sexually repressed societies, who view them as dangerous elements bent on destroying the social fabric. Clerics that find themselves in this situation will do their best to avoid conflict and educate those around them—if that fails, most are willingly to leave, although a few have created “sexual revolutions.”

Clerics of Aaluran pray for spells at sunset, the time of lovers. The holidays of Aaluran occur primarily in spring and summer, which are considered the times of heightened passion and fecundity. Aalurans clerics sometimes multiclass as bards, rogues, and imagoists—fighters and other martial types are exceedingly rare. Aaluran’s colors are white, gold, and red.

### Dogma

Passion is the most exquisite of emotions. Find that which pleases you and pursue it to the height of ecstasy. The chase is more important than the goal. Do not tie yourself down to just one person, as there are many different experience yet to try. Sex and sexual pleasure are the rights of every being, while denial and repression are the worst crimes imaginable. Do your best to liberate others from their sexual shackles. Males and females are equal in their power and should be treated with respect and equality.

## Alilial

*Midwife to the Gods, Childbringer, the Divine Doula, the Mother's Mother*

### Lesser Goddess

**Symbol:** A fetus in utero

**Alignment:** Neutral

**Portfolio:** Birth, midwives, children, mothers, destiny of the young

**Domains:** Knowledge, Protection, Body

**Favored Weapon:** Dagger (“The Midwife’s Mercy”)



It is said that Alilial (uh-LIL-ee-ahl) was at the birth of the first deities, using her skills and precise touch to help them come into existence. Unable to create life on her own, Alilial learned how to assist in bringing life from beyond into this world. Although considered something of a minor goddess, almost all deities respect her, knowing that it was she that helped bring them into existence. She has assisted in the “births” of all manner of deities.

Alilial is the deity of childbirth, midwifery, and motherhood. She considers all mothers, regardless of race, alignment, and religion to be under her protection. She is not a violent deity by any means, but becomes very angry with those that would endanger, assault, or kill a pregnant female. It is said that Alilial can see the destiny of every child while they are in the womb, and sometimes she imparts this knowledge to the mother through a series of vivid dreams and intuitions. Despite her duties as midwife, she is also aware that sometimes a child was not meant to be brought into this world, and as such is sometimes called upon to help during an abortion.

As a midwife to all the races, the actual appearance of Alilial is hard to specify. To those blessed by her appearance, Alilial appears as an elderly, earthy crone of the same race as the viewer, dressed in plain, practical clothing. Her eyes are deep pools of blackness, filled with stars, and whorls of light, like galaxies.

### Clergy

Clerics of Alilial are almost always women and are respected and honored throughout all



lands. They are called on to help with the delivery of children and provide assistance for a short while after the child is born. (Those that harm a cleric of Alilial are sometimes cursed so that they may never produce progeny themselves.) They are earthy, practical people that do not suffer fools well.

In addition to their duties as midwives, clerics of Alilial teach sexual knowledge, the secrets of birth control, and parenting skills to those in need. Depending on the community, this activity may be woven into the fabric of society or shunned as blasphemous meddling.

Clerics of Alilial pray for spells at sunrise, the time of new beginnings. They heed few holidays, usually those that focus on the birthday of some famous king, saint, or even deity. Her clerics sometimes multiclass as sorcerers, wizards, or bards. Alilial's colors are brown, tan, and the color of blood.

### Dogma

Birth is the first part of a long, event-filled life. Mothers are sacred, as are the fathers who protect their families from harm. It is the duty of the community to protect and provide for mothers, for children are the lifeblood of the people—they are the most precious things of all. Aid should be given to a pregnant female, regardless of her race, her creed, or her status.

### Cevelis

*Lady of Denial, The Chaste One, Watcher of Morality*

#### Lesser Goddess

**Symbol:** A pair of chained hands over a flame

#### Alignment:

Lawful Neutral

#### Portfolio:

Morality, order, chastity, denial of the flesh

**Domains:** Law, War, Denial

**Favored Weapon:** Whip ("The Mistress' Wrath")



Cevelis (suh-VELL-us) is a strict and unrelenting deity who preaches a doctrine of

restraint, sacrifice, and chastity. She is the archnemesis of Zanbos (see below), considering him to be a representation of all that is wrong in the world. Her doctrine dictates that the body is something to be both revered and loathed. Through the body's senses, the world may be experienced with utmost clarity and wisdom, but by abusing the body's tolerance for experience, the senses become dull and thus the body wasted. This dichotomy is the primary message that her clerics and worshipers strive to understand.

The church of Cevelis is both respected and feared, for she and her servants often bring order to lawless lands, but often at a cost to individuals' freedom. In places where her rule is strong, Cevelis' clerics rule with an iron fist, constantly reminding their flock about the dangers of excess. Those who crave to be taught and directed find great comfort in the worship of Cevelis, while those with a chaotic or freedom-loving streak chafe from her message of ascetic living.

Cevelis appears as a gorgeous, yet severe, thin woman with long black hair and a stunning figure. She dresses in tight, constraining leather, covered with buckles, hooks, and other bondage-type gear. Cevelis carries a cruel-looking scourge.

### Clergy

Clerics of Cevelis are self-deprecating individuals who live ascetic and simple lifestyles. They are a vocal group that takes to the streets lambasting the sins of the flesh—fornication, drinking, and eating to excess. Their message often borders on frantic and raving. Most clerics of Cevelis are prone to masochism, whipping their bodies with scourges, holding their skin to flame, or refusing to eat for weeks at a time, all in order to purge the sins of the flesh to make their souls pure. As pain is the only true indication that the body acknowledges this punishment, these clerics perform acts that become increasingly severe so that they may experience pain, believing it is their deity's blessing. Many clerics of Cevelis are well trained in the art of inflicting pain in others—many multiclass into the Dominator prestige class.



## Dogma

The body begins as pure and divine, but becomes tainted over time by overindulgence. Pain is the purest form of measuring Cevelis' blessing. Those of weak will must be taught the lessons of discipline, restraint, and subservience to those that are strong of spirit. Excess should be avoided at all costs.

## Kaladis

*The Binder, Guardian of the Sacred Vow, Watcher of the Marriage Bond*

### Lesser Deity

**Symbol:** Clasped hands held forth at dawn.

### Alignment:

Lawful Neutral

### Portfolio:

Matrimony, union, family, lineage, bonding

**Domains:** Law, Knowledge, Protection

**Favored Weapon:** Longsword ("Oathbringer")



Kaladis (kal-AH-dis) is a stern and no-nonsense deity who formalizes the bonds of a union. He is unconcerned with love, passion, or other emotions---only the legal contract matters. Kaladis takes the long view on issues, especially when it comes to marriage and children and makes his worshipers think about the consequences of their actions. An oath, especially an oath of union, is set in stone and he deals harshly with those who break their word.

Royal families in particular pay homage to Kaladis to help them arrange a proper match that brings peace and stability to their family and to the realm. In royal families where the production of an heir is important, newlyweds commonly pray to Kaladis in order to become pregnant that very night.

Despite being a lawful deity, there are several different factions of the Kaladisian faith. To Kaladis, only the formal, legal bond of union is important: The actual type of bonding does not matter. In some parts of the world, monogamy is the dominant type of relationship; in others, polygamy rules,

along with other, more esoteric unions dominate. The differences in interpreting Kaladis's word sometimes result in factions warring against their Kaladisian brothers and sisters.

Kaladis appears as an elderly, regal man with straight white hair and a thick white mustache. He dresses in simple robes and carries a longsword. It is said that Kaladis watches every wedding ceremony and gives his blessing to a union by making a sound that all hear and recognize as his: a lone ringing of a bell, a single strike of thunder, or the sudden baying of a dog.

## Clergy

Clerics of Kaladis act as ministers and justices-of-the-peace to lawful communities, as well as blessing the birth of children (especially the heirs to a family line). In addition, they also witness contracts and other legal oaths; a contract drawn up in the presence of a cleric of Kaladis is recognized in almost all other lawful lands.

## Dogma

Through the union of individuals comes strength of blood, strength of law, and strength of bonds. Although often thought of in terms of marriage, Kaladis also blesses business and legal contracts of all type. Maintaining the family (whatever the structure) is paramount for stability in the community. Unions should result in many children (if possible) in order to continue the family line, although producing more children than can be maintained is reckless and irresponsible.

Arranging proper unions is crucial; the prospective newlyweds should accept the boundaries of their marriage contracts with understanding and respect. If the match is arranged, those responsible for the arrangement should strive to make good and proper matches. Divorce (breaking of contract) is anathema and should be avoided at all costs. Love should be fostered in a relationship, but is not required if the union is sound, practical, and good for the family and community.



## Vershnat

*The Prolific Mother, Warren Queen, Black Goat with 1,000 Young*

### Greater Deity

**Symbol:** Vagina Dentata

**Alignment:** Neutral Evil

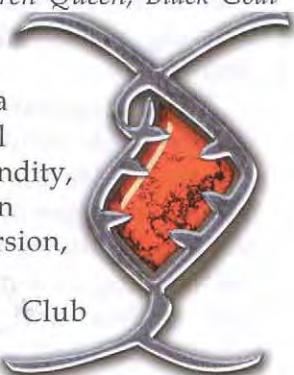
**Portfolio:** Fertility, fecundity,

reproduction, the warren

**Domains:** Evil, Perversion,

Protection

**Favored Weapon:** Club  
("Brood Bringer")



Vershnat (VERSH-nat) is a powerful member of the goblin pantheon, for she represents the act of procreation and the might of the warren through numbers. Although she has few dedicated worshipers, all goblins pay lip service to her for a large family and a worthy mate.

It is said that all the other goblin deities came from the womb of Vershnat, providing a confusing and contradictory family tree. Still, every goblin deity gives respect and deference to Vershnat, knowing that her power is vast and her wrath devastating.

Vershnat maintains cordial relations with every deity in the goblin pantheon. However, she can sense weakness and knows when a deity is under duress, at which point she spreads word among goblinkind to cease worship of the weakling and find someone stronger. She is prone to speaking her mind with painful honesty. Despite this, Vershnat is one of the few goblin deities with a sense of humor.

### Clergy

Clerics of Vershnat create special shrines deep in the warren, which become some

of the most revered and protected areas of the lair. Within such shrines, three sacred objects are found: a huge phallic club, an earth bowl or cauldron, and a clay statue of a squat female goblin that most nongoblins find repulsive, yet at the same time alluring in a base way.

### Dogma

Continuation of the race must occur at all costs, which means taking many mates and producing as many young as possible. True status comes through the number of children one can bring into the world. Weak bloodlines must be purged, as well as children that would be a burden to the warren and the species. Choose a mate that is strong, aggressive, and fertile—all others should be shunned.



## Zanbos

*The Defiler, The Abusive One*

### Lesser God

**Symbol:** A blade held against a blood-stained sun

**Alignment:** Chaotic Evil

**Portfolio:** Rape, destruction, domination, despair

**Domains:** Evil, Chaos, Perversion

**Favored Weapon:** Double-bladed sword ("Terror of Zanbos")



A minor deity who is rarely worshiped and often cursed, Zanbos (ZAHN-bos) is the deity of wanton rape, brutality, and sexual cruelty. Zanbos came into being during a brief and curious coupling between two deities. The myths give hint that a powerful deity of magic needed something that only a tyrannical, evil deity could provide. His asking price was that she share his bed for one night. Despite her powerful magic and ironlike will, the deity of magic became pregnant. The child who would become Zanbos tore itself from her womb and fled into the astral Plane. Though the mother felt deep conflict over the fact that this being was her child, she nevertheless hoped that he would die and be forgotten. Much to her surprise and horror, he survived and grew into his power. Zanbos delights in rape and situations of sexual dominance and brutality. He is commonly worshiped on the battlefield by evil and chaotic beings that give him offerings for the chance to commit rape and plunder freely during a campaign.

Zanbos has many avatars that he sends to wander the battlefields and war-ravaged lands of the Material Plane, spewing dangerous rhetoric designed to incite horrible passion in the warriors and evil races of the world. He encourages the desecration of temples and clerics of a wide swath of deities—only domination matters.

### Clergy

Universally reviled, there are few clerics of Zanbos, and those are found only among evil races that make war their primary activity.

Indeed, those who dedicate themselves to such a foul deity are commonly the rulers of war bands, hordes, and other collections of aggression. Lawful and good deities are hardened in their resolve to fight and defeat Zanbos where they can. Clerics of Zanbos pray for their spells at sunset. As befitting their violent creed, clerics of Zanbos often multiclass as fighters, rogues, or barbarians. Zanbos' colors are black, deep blue, and rust.

### Dogma

The strong shall rule over and dominate the weak. Those who cannot take control are to be made to suffer. Rape is the ultimate expression of domination over those too weak to defend themselves. The warrior shall conquer and take what is rightfully his, regardless of the consequence. Pain and suffering are blessings to be administered to those that stand defiant before you. A child begotten of rape is proof of your domination over the meek.

### Creatures of Passion

In a world where emotions run deep, creatures of passion prowl, looking for lovers or victims. Most of the creatures described here are not geared toward combat: they use seduction, betrayal, or charm to get what they want.

In addition to creatures of passion and perversion, this chapter includes a number of templates with low or no level adjustments, eminently suitable for player characters. Beautiful creatures with exotic features exude sensuality and sexuality. The blood of different species touches these humanoid races. They offer more options for players who want to play someone a bit different.

### Bliss Moles

**Medium Fey (Swarm of Fine Creatures)**

**Hit Dice:** 4d8-4 (10 hp)

**Initiative:** +8

**Speed:** 10 ft. (2 squares), 60 ft. fly (perfect)

**AC:** 14 (+4 Dex), touch 14, flat-footed 10

**Base Attack/Grapple:** -2/—

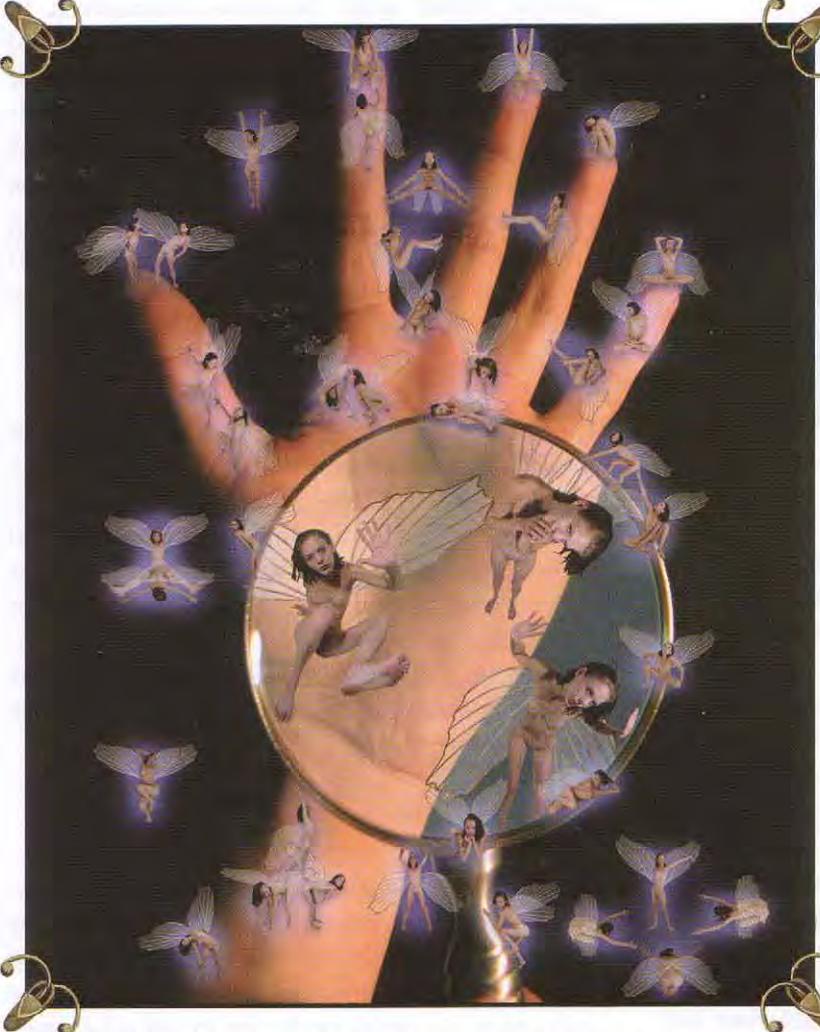
**Attack:** Swarm (1d4)

**Full Attack:** Swarm (1d4)

**Space/Reach:** 10 ft./—

**Special Attacks:** Spell-like abilities, distract-





tion (DC 13), *hypnotic pattern*, pleasurable caress

**Special Qualities:** Immunity to enchantments, low-light vision, swarm traits, hive mind

**Saves:** Fort +0, Ref +7, Will +4

**Abilities:** Str 2, Dex 18, Con 9, Int 6, Wis 11, Cha 15, App 19

**Skills:** Hide +8, Listen +6, Move Silently +8, Spot +6

**Feats:** Alertness, Improved Initiative

**Environment:** Temperate forests

**Organization:** Solitary or revel (5-10 swarms)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral good

**Advancement:** —

Bliss motes are minute fey that delight in sexual desire, passion, and feelings of lust. They spend most of their time consorting with other fey and other forest beings, such as elves, forest gnomes, and centaurs, flitting about in a random manner

or coupling with each other. They are bawdy, flirtatious creatures that enjoy crude pranks and simple sexual play. Bliss motes are dim-witted and tend to be fascinated with new things and people, heedless of the danger they might pose. When they find a being that piques their interest, they cover them, getting under clothes and armor to lick, kiss, and caress the creature's bare skin. Most beings find the attention of a bliss swarm extremely pleasurable and erotic, if distracting and more than a little disturbing.

Bliss motes are extremely social creatures and become despondent if ever separated from the rest of their swarm—an individual mote dies from ennui after 24 hours if it cannot rejoin another swarm. However, a swarm is unconcerned with individual motes and pays no attention when one of them is squashed or eaten by some animal. Individual bliss motes closely resemble pixies, but are much smaller—minuscule, lithe elflike beings with very attractive forms.

Their tiny, dragonfly shaped wings beat at a ferocious rate, allowing them to fly with incredible agility, and letting them to stay aloft almost indefinitely. Although they can become invisible, bliss motes produce a natural light, similar to a lightning bug—they become much brighter when aroused or engaged in sex, but it can suppressed at will. They never wear clothing and take great pride in their bodies. Bliss motes speak Sylvan, but rarely have anything of interest to say beyond crude sexual matters or flirtatious comments. They constantly chatter amongst themselves in a high-pitched tittering.

### Combat

Bliss motes abhor violence, but a swarm can batter an opponent with their wings and tiny fists if angered. They usually harass an opponent for several rounds before fleeing to safety.

**Spell-Like Abilities:** 1/day-lesser confusion (DC 14), *dancing lights*, *detect good*, *detect evil*, *detect thoughts*, *faerie fire*, *orgasmic vibrations*. Caster level 8th. The save DCs are Charisma based.

**Swarm Traits:** A bliss mote swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm composed of Fine creatures is immune to all weapon damage.

Reducing a swarm to 0 hit points or fewer causes the swarm to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. In addition, they cannot be tripped, grappled, or bull rushed, and they cannot grapple another being.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects if the swarm has an intelligence score and a hive mind. A swarm takes a -10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenadelike weapons. If the area effect attack does not allow a saving throw, the swarm takes double damage instead.

Swarms made up of Fine creatures are susceptible to high winds such as that created by a gust of wind spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. Wind effects deal 1d6 points of nonlethal damage to the swarm per spell level (or Hit Die of the originating creature, in the case of effects such as an air elemental's whirlwind).

A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

**Distraction (Ex):** Any living creature that begins its turn with a bliss mote swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

**Hypnotic Pattern (Su):** The attractive lights and movement of a swarm of bliss motes act as a continuous hypnotic pattern, as if cast by an 8th-level sorcerer. The save DC is Charisma based.

**Hive Mind (Ex):** Any bliss mote swarm with at least 1 hit point per Hit Die (or 4 hit points, for a standard bliss mote swarm) forms a hive mind,

giving it an Intelligence of 6. If reduced below this hit point threshold, it becomes mindless.

**Pleasurable Caress (Su):** A bliss mote swarm that enters into a square with a creature begins touching it in a highly erotic manner. The creature must make a Will save (DC 20) or be stunned as long as the swarm remains in the square and for 1d4 rounds after it leaves. If the creature is subject to pleasurable caress for 3 or more rounds, it must make a separate Will save (DC 15 + 1 for each round of contact) or become permanently addicted to the erotic touching of a bliss mote swarm. From that point on, the creature always allows another swarm to touch them (and never willingly attacks a swarm), heedless of the danger that might come from it. This effect may be negated by a *remove curse*, *limited wish*, *miracle*, or *wish*.

**Skills:** A bliss mote swarm has a +4 racial bonus on Listen and Spot checks, and +4 racial bonus on Hide and Move Silently checks in a forest setting.

## Cherub, Celestial

Medium Outsider (Angel, Good, Extraplanar)

**Hit Dice:** 5d8+5 (27 hp)

**Initiative:** +3

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

**AC:** 21 (+3 Dex, +8 natural), touch 13, flat-footed 18

**Base Attack/Grapple:** +5/+6

**Attack:** Wing +6 melee (1d6+1); or +2 distance composite shortbow +11 ranged (1d6+3/x3)

**Full Attack:** 2 wings +6 melee (1d6+1); or +2 distance composite shortbow +11 ranged (1d6+3/x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Special arrows, spell-like abilities

**Special Qualities:** Angel traits, damage reduction 10/good, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 20 and acid 20, spell resistance 18

**Saves:** Fort +5 (+9 against poison), Ref +7, Will +7

**Abilities:** Str 13, Dex 16, Con 13, Int 14, Wis 17, Cha 20, App 19

**Skills:** Concentration +8, Diplomacy +17, Heal +13, Knowledge (any) +12, Listen +12, Move Silently +13, Sense Motive +15, Spot



+12.

- Feats:** Point Blank Shot, Precise Shot<sup>B</sup>, Weapon Focus (shortbow)
- Environment:** Any good-aligned plane
- Organization:** Solitary, pair, or team (3-6)
- Challenge Rating:** 7
- Treasure:** No coins; double goods; standard items
- Alignment:** Usually chaotic good
- Advancement:** 6-8 HD (Medium); 9-16 HD (Medium)

*Though no one could see him smile, the cherub grinned as his arrows hit their mark. He could tell in an instant that love had blossomed, and he flew in ecstatic circles as he watched the two lovers approach each other—their eyes filled with passionate abandon.*

Although abstracted and stylized as a cheerful angelic spirit, the cherub is actually a capricious, mischievous spirit that delights in seeing the chaos caused by acts of lust and love. They are dedicated to spreading love and passion, regardless of whom it effects or the consequences of their actions. For the most part, their efforts are beneficial, though entire communities have gone through chaotic upheaval by the bouts of sexuality inspired by the cherub's arrows.

Cherubs travel often to the Material Plane, in order to inspire love in others, thus furthering the goals of good and continuing the cycle of life, heavily tempered by a chaotic streak.

A cherub appears as a stunning male youth, with an exquisite body and soft facial features. They have relatively small, white-feathered wings. Cherub stand about five and a half feet tall.

### Combat

As creatures of love and passion, cherub abhor violence and only use it as a last resort. They defend themselves if attacked, but most prefer to flee or use their arrows to cause confusion before departing. The cherub prefer their special arrows to regular arrows (which they do carry), but can draw blood if caught in a dire situation.

A cherub's natural weapons, as well as any weapons it wields, are treated as good-aligned for purposes of overcoming damage reduction.

**Spell-Like Abilities:** At will—aid, alter self, charm monster, comprehend languages, cure light wounds, detect evil, detect thoughts, greater invisibil-

ity (self only), suggestion, greater teleport (self plus 50 pounds of objects only); 1/day—dominate person, emotion. These abilities are as the spells cast by a 12th-level sorcerer (save DC 15 + spell level).

**Special Arrows (Ex):** Cherub employ arrows that deal no damage, but instead inspire intense emotions in the target. These arrows remain invisible if the cherub is invisible at the time and disappear immediately after it strikes. The target must make a Wisdom check (DC 18) to realize that he has been struck by one of these arrows.

**Find True Love:** A creature struck by one of these arrows immediately knows who is his true love and where she is, regardless of distance (although the person must be on the same plane). The target must make a Will save (DC 20) or be affected by a geas/quest spell as if cast by an 18th-level sorcerer. The target then tries to find his or her true love.

**Love:** This unique arrow splits into two when fired, targeting two different creatures (that must be within 280 feet of the cherub). The cherub makes a separate attack roll for each arrow. Each creature that is successfully hit must make a Will save (DC 25) or fall in love with the other creature. Each individual's personality dictates how the love is expressed or acted upon. This effect only works on creatures of the same creature type (such as humanoid), but other factors, including alignment, race, or social standing do not matter. The effect of the arrow lasts for one day, but many find that the love outlasts the magic compulsion. It's not unusual for couples brought together by love arrows to remain together for week, months, or even a lifetime.

**Lust:** A creature struck by this arrow must make a Will save (DC 20) or fall in love with the first creature (other than the cherub) that he sees. This lust occurs regardless of gender, race, or other differences. The creature does everything in her power to express her love to the other creature. If the creature is naturally sexual active and has no philosophical reasons not to have sex, she endeavors to persuade his beloved to have sex. If the object of love attacks the target, she must make another Will save (DC 15) each round to negate the effect—she tries to avoid the blows, but does not attack in return, all the while extolling her love for the other being.

**Angel Traits:** Protective aura, speak with any creature that has a language as though using a

spell cast by a 12th-level sorcerer (always active); immunity to electricity and petrification; resistance to cold 20 and acid 20; +4 racial bonus on Fortitude saves against poison; low-light vision; darkvision 60 ft.

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

**Skills:** Celestial Cherub receive a +8 racial bonus on Sense Motive and Spot checks.

## Cherub, Fallen

*The fallen cherub alighted on the balcony of the Caliph's bedchambers and listened to the sounds of passion emanating from the room.*

*A few hours had passed since it had loosed the arrows of lust at its targets-a crude and brutish half-orc mercenary and the elven concubine, a favorite of the Caliph himself. The cherub smiled broadly when it spotted the mound of fine elvish clothing mixed with the crude skins and battered armor of the mercenary. He also saw several scalps, from their coloration obviously belonging to the same clan as the concubine, tied to the warrior's belt. This is why he chose the two as his targets.*

*A sharp cry of an impending orgasm caught his attention. He watched as the concubine, slender, with milky-white skin, rode the massive penis of the half-orc. The concubine's face was twisted with emotion, delight, and a hint of confusion and repulsion. The half-orc's gnarled hands held her tight on his lap, moving her up and down with increasing intensity. The fallen cherub giggled slightly at the sight, knowing those hands could easily snap her neck if the situation were different.*

*Sweat glistened on the flawless skin of the elf, mingling with the musky odor that the orc produced-the scent of lilacs blended with that of an ox in heat.*

*The mercenary's thrusts became forceful, and he began to grunt in time. The cherub shifted his position slightly and watched as he plunged deeper into her. It was obvious that the elf had never encountered something so huge-or merciless-before. The mighty Caliph was rumored to be not nearly as grand when it came to endowment. The mismatched lovers became louder and louder, until they both screamed at their mutual climax. They collapsed in a heap on the bed.*

*The sharp ears of the mercenary then heard the sounds of the guards rushing up the stairs. With a snarl, he pulled himself from the concubine and drew the cruel-looking sword from its sheath on the floor. "I will protect you," he growled. Though naked and still erect, the mercenary obviously intimidated the elven guards who burst through the door.*

*"No!" screamed the concubine, tears streaming. "I love him! Stay your weapons!" Her cries went unheard as the guards charged the mercenary. None of them heard the laughter of the fallen cherub as it took wing and rose into the night sky, looking for other victims to bless with its "love".*

### Medium Outsider (Demon, Evil, Extraplanar)

**Hit Dice:** 5d8+5 (27 hp)

**Initiative:** +3

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

**AC:** 21 (+3 Dex, +8 natural), touch 13, flat-footed 18

**Base Attack/Grapple:** +5/+6

**Attack:** Wing +6 melee (1d6+1); or +2 distance composite shortbow +11 ranged (1d6+3/x3)

**Full Attack:** 2 wings +6 melee (1d6+1); or +2 distance composite shortbow +11 ranged (1d6+3/x3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Special arrows, spell-like abilities, summon demon

**Special Qualities:** Darkvision 60 ft., 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 13, telepathy 100 ft.

**Saves:** Fort +5, Ref +7, Will +7

**Abilities:** Str 13, Dex 16, Con 13, Int 14, Wis 17, Cha 18, App 10

**Skills:** Bluff +14, Concentration +8, Diplomacy +9, Knowledge (any) +12, Listen +12, Move Silently +17, Sense Motive +15, Spot +15.

**Feats:** Point Blank Shot, Precise Shot, Weapon Focus (shortbow)

**Environment:** Any evil-aligned plane

**Organization:** Solitary, pair, or team (3-6)

**Challenge Rating:** 7

**Treasure:** No coins; double goods; standard items

**Alignment:** Usually chaotic evil

**Advancement:** 6-10 HD (Medium); 11-15 HD (Large)

In stark contrast to the loving, good-aligned





celestial cherub, the fallen cherub is a malicious and cruel fiend that causes terror and mayhem through the most unusual of weapons---desire. Fallen cherub are just that: celestial cherub who have been driven to evil through mischief, foul magic, or temptation. They use their abilities to inspire passion in mortals, though only to create horrible, inappropriate pairings. They cause devoted couples to lust after others, sewing distrust and infidelity.

Intimately familiar with base emotions, they investigate an area in order to find out the worst sexual taboos, then "inspire" mortals to perform them. Fallen cherub are the sworn enemies of their celestial counterparts and attack them on sight. These two outsiders wage eternal wars for the hearts, minds, and loins of mortals on the Material Plane, with fallen cherub traveling there in order to force lustful and often destructive thoughts and deeds in others.

A fallen cherub appears as a staggeringly beautiful male youth, with a slender build and smooth skin---though often torn and dripping ichor from their masochistic habit of clawing themselves. They exude an undeniable sexiness, masking a feral nature. However, this beauty is marred by their lack of eyes---only two dark hollows remain, having been clawed out long ago, so as not to gaze upon true beauty again. Despite their apparent lack of sight, fallen cherub can see through alternate methods and suffer no penalties for blindness. They have large wings filled with white feathers, similar to a dove, allowing them the ability to fly with grace. Fallen cherub stand a little over 6 feet tall.

### *Combat*

Fallen cherub are cowards, and only fight when pressed. However, if cornered, they fight with amazing ferocity, using their special arrows to



create confusion among their foes. They prefer to remain invisible, firing their arrows from a distance. If forced into melee, they batter their opponent with their wings and cast cause light wounds before retreating.

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

**Special Arrows (Ex):** Fallen cherub employ arrows that deal no damage, but can inspire intense emotions in a target. These arrows remain invisible if the cherub is invisible at the time and disappear immediately after it strikes. The target must make a Wisdom check (DC 20) to realize that he has been struck by one of these arrows.

**Hatred:** When struck with this arrow, the creature must make a Will save (DC 18) or have his most intense love turn into pure hatred and malice. Whomever the target loves most becomes the target of vitriol and abuse, even attacking him if the opportunity arises.

This affect lasts for 1d6 hours, after which time, she is overcome with guilt and sorrow (treat as shaken), as well as dealing with the consequences of her actions and words.

**Lust:** A creature struck by this arrow must make a Will save (DC 18) or become obsessed with the first creature (other than the cherub) that he sees. This lust occurs regardless of gender, race, or other differences. The creature does everything in their power to express their desire for the other creature. If the creature is naturally sexually active and has no philosophical reasons not to have sex, he endeavors to persuade his beloved to have sex.

If the object of desire attacks the target, he must make another Will save (DC 18) each round to negate the effect—he tries to avoid the blows, but does not attack in return, all the while extolling his passion for the other being.

**Perversion:** A creature struck by one of these arrows is overcome with horrible, inappropriate sexual urges. The target must make a Will save (DC 18) or be affected by a geas/quest spell as if cast by an 18th-level sorcerer. They then attempt to engage in a perverse sexual act as designed by the fallen cherub.

**Spell-Like Abilities:** At will-doom, charm monster, comprehend languages, inflict light wounds, detect good, detect thoughts, greater invisibility (self only), suggestion, greater teleport (self plus 50 pounds of objects only); 1/day-crushing despair,

dominate person. Caster level 12th; save DC 14 + spell level.

**Summon Demon (Sp):** Once per day, a fallen cherub can attempt to summon one succubus with a 20% chance of success. This is the equivalent of a 6th-level spell.

**Demon Traits:** Demon 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 fallen cherub cannot be raised, reincarnated, or resurrected (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). Darkvision 60 ft.

**Skills:** Fallen cherub receive a +8 racial bonus on Sense Motive and Spot checks.

## Demonbred

Those who have a touch of demonic ancestry are the demonbred. They descend from half-demons and usually look like their non-demonic parent.

### Sample Demonbred

This example uses a nymph as the base creature.

#### Naicine of the Lake

**Medium Outsider (Native)**

**Hit Dice:** 6d6+6 (27 hp)

**Initiative:** +3

**Speed:** 30 ft. (6 squares), swim 20 ft.

**Armor Class:** 22 (+3 Dex, +2 bracers of armor +2, +7 deflection), touch 20, flat-footed 19

**Base Attack/Grapple:** +3/+3

**Attack:** Dagger +6 melee (1d4/19-20) or claw +6 melee (1d3)

**Full Attack:** Dagger +6 melee (1d4/19-20) or 2 claws +6 melee (1d3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Blinding beauty, spells, spell-like abilities, *summon monster III*, stunning glance

**Special Qualities:** Damage reduction 10/cold iron, darkvision 60 ft., demon blood, detect law, limited telepathy, low-light vision, resistance to acid 2, cold 2, electricity 2, and fire 2, unearthly grace, wild empathy

**Saves:** Fort +12 (+16 against poison), Ref +17 (+21 against electricity), Will +17

**Abilities:** Str 10, Dex 17, Con 12, Int 16, Wis



17, Cha 19, App 28\*

\*Assumes the benefits of tantric and the Satisfied Glow feasts.

**Skills:** Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Hide +12, Listen +12, Move Silently +12, Perform (sexual techniques) +13, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings)

**Feats:** Satisfied Glow (2), Weapon Finesse

**Environment:** Temperate forests

**Organization:** Solitary, harem (1 nymph plus 11-20 suitors of 1st-3rd level, 2-20 devotees of 4th-6th level, and 2-5 favored of 7th-10th level)

**Challenge Rating:** 8

**Treasure:** Standard

**Alignment:** Chaotic evil

**Advancement:** 7-12 HD (Medium)

**Level Adjustment:** +8

Naicine does not look like a typical nymph, nor does she act like one. Naicine delights in causing suffering. Her tormenting far exceeds the playful teasing of most nymphs. She uses her beauty and sexuality ruthlessly for self-aggrandizement and power.

She speaks Abyssal, Sylvan, and Common.

### Roleplaying Notes

Naicine and her cadre of devoted suitors make for a very sexually oriented encounter. Her suitors may be male, male and female, or female, whichever suits your campaign best.

### Combat

While most nymphs avoid nonfey, Naicine seeks them out. She prefers to fraternize with weak-willed humanoids vulnerable to her supernatural abilities. She enjoys goading her potential paramours into fighting each other, often honoring the winner with her sexual favors.

She has a *bead of force* she uses if attacked. Her spellcasting also gives her many options. She's apt to use a few high-power spells such as *flame strike* next and then drink her potion of *sanctuary*, if still threatened.

Several of the nymph abilities now key off the Appearance score.

**Blinding Beauty (Su):** This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 22\* Fortitude save or be blinded permanently as though by the blindness spell. A nymph can suppress or resume this ability as a free action. The save DC is Appearance-based.

\*Assumes the benefits of tantric and the Satisfied Glow feasts.

**Spell-Like Abilities:** 1/day-*dimension door*. Caster level 7th.

**Spells:** A nymph casts divine spells as a 7th-level druid.

*Typical Druid Spells Prepared* (6/5/4/3/1, save DC 13 + spell level): 0-cure minor wounds, detect magic, flare, guidance, light, resistance; 1st-calm animal, cure light wounds, entangle, longstrider, suspicion; 2nd-barkskin, heat metal, lesser restoration, tree shape; 3rd-call lightning, liar's curse, protection from energy; 4th-flame strike.

**Stunning Glance (Su):** As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 22\* Fortitude save or be

