

Shards of Eros: a d20 Campaign Setting for use with Pathfinder

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Preface: *Shards of Eros* is an effort that came out of my compilation of pretty much every rule on sex that I a) could find and b) was compatible or convertible. The supplement I wrote to that effect is called *Pathfinder Vices*. In any case, this supplement comes about as a result of some things I found in the *Netbook of Unlawful Carnal Knowledge*-specifically their information on the plane of Eros-There's a spell in that netbook called *Orgiastic Storm*. While I didn't include the spell itself, neither for PCs nor for NPCs or monsters, it did have such a wide area of effect that it was the perfect setup for the campaign. The premise is that some fantasy world disconnected from whatever campaign setting is currently "canon" was once a fairly... tame place. Humanity pretty much went on about its business and life went on, oh there were wars and so forth, but really what changed the face of Terra-was a cult of Luna, the Goddess of Lust (among Night and other things) attempting to summon *her* for a bit of a party... the goddess of lust herself... Yeah that didn't end well for them, but these *Orgiastic Portals* started opening up all over the world and releasing creatures of Eros and allowing previously unprecedented access to the Plane of Eros. That was 500 years ago. The death rate has declined slightly and the birth rate has risen steeply in the last half millennia, there are numerous metropolises*. Over the years, the civilized races have gotten a different idea about monsters, and some have gone so far as to accept goblins and ratfolk among their ilk. Some of these monsters that have been touched by the plane of Eros don't act much like monsters. The races have changed... some ways sexually, some not. In any case, this campaign setting has numerous changes from the default.

A note on bonuses: Multiple sources gain bonuses to diplomacy rolls against breast fetishists (and a bunch of other bonuses). These do not stack unless they are bonuses of different types (such as a feat

* The plural for metropolis is actually something else Microsoft Office won't let me type.

bonus and a trait bonus). Large Breast bonuses and Small Breast bonuses are mutually exclusive. The former replaces the latter (chronologically speaking), and the bonus remains.

Races

Dwarf

Dwarves have the following Racial Trait changes

Craftsman: Dwarves are known for their superior craftsmanship when it comes to metal and stone works. Dwarves with this racial trait receive a +2 racial bonus on all Craft or Profession checks that create objects from metal or stone. This racial trait replaces the greed racial trait.

Features

Greater Sexual Dimorphism- Dwarven women in *Shards of Eros* have their magic numbers (for figuring vital statistics) increased by 2. They also gain +2 steps to their cup size but this can be no greater than HELLO! This doesn't affect game play unless the GM wants to count it as a racial trait in which case it grants a +2 racial bonus on diplomacy rolls against breast fetishists. Dwarf women don't generally have beards since the Orgiastic Storm (if you want to determine it randomly, dwarf women have a 2% chance to have noticeable facial hair). They do however have thick pubic hair unless they shave it off or use *prestidigitation* to wipe it away. Dwarven males have this bonus to their penis size, e.g. $(\text{height}/12)+2$.



Elf

Features

Slender- Elves reduce *Magic Number* and cup size by 2. If the GM would count it as a racial trait, it grants a +2 racial bonus to diplomacy checks against NPCs with a small breast fetish. If an individual elf has large breasts, they still get +2 to cup size, (ignoring the -2), and the bonus to diplomacy applies to the opposite crowd.

Gnome

Gnomes have the following Racial Trait changes

Master Tinker: Gnomes experiment with all manner of mechanical devices. Gnomes with this racial trait gain a +1 bonus on Disable Device and Knowledge (engineering) checks. They are treated as proficient

with any weapon they have personally crafted. This racial trait replaces the defensive training and hatred racial traits.

Pyromaniac: Gnomes in *Shards of Eros* are treated as one level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using the bloodline powers of the fire elemental bloodline or the revelations of the oracle's flame mystery, and when determining the damage of alchemist bombs that deal fire damage (this ability does not give gnomes early access to level-based powers, only affecting the powers they could use without this ability). Gnomes with Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights, flare, prestidigitation, produce flame*. The caster level for these effects is equal to the gnome's level; the DCs are Charisma-based. This racial trait replaces the gnome magic and illusion resistance racial traits.

Features

"Gnomes possess highly mutable facial characteristics, and many have overly large mouths and eyes [etc]" they may specialize in fellatio gaining a +2 racial to Perform [Sexual Techniques] for the purposes

of fellatio. They may increase this later by taking the-orally aspected-Stuffing Feat (unless the GM is ok with them having the full feat). If this is considered a Racial Trait, it may be taken as **Big Mouthed** in place of their obsessive racial trait.



Half Elf

Half Elves have the following Racial Trait changes

Sociable: Half-elves are skilled at charming others and recovering from faux pas. If half elves attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed. This racial trait replaces the adaptability racial trait.

Features

Half Elves have larger breasts than elves. Eliminate their elf parentage's -2 on cup size and add +1 (including the +1 racial bonus to diplomacy against those with large breasts), Half elves retain their elven slender frames.

Half Orc

Half Orcs have the following Racial Trait changes

Toothy: half-orcs' tusks are massive and sharp, granting a bite attack. This is a primary natural attack that deals 1d4 points of piercing damage. This racial trait replaces the orc ferocity racial trait.

Features

Half Orcs their *Magic Number* and cup size by 2. Half orcs require a charisma score of 10 or higher to benefit from the +2 racial bonus to diplomacy rolls against those with breast fetishes (or pleasing physique). Half Orc males have penis length increased by 2 as well.

Halflings

Halflings have the following Racial Trait changes

Low Blow: halflings train extensively in how to attack larger creatures. Halflings in *Shards of Eros* gain a +1 bonus on critical confirmation rolls against opponents larger than themselves. This racial trait replaces the keen senses racial trait.

Swift as Shadows: Halflings possess incredible stealth even while moving through obstructed areas. Halflings in *Shards of Eros* reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10. This racial trait replaces the surefooted racial trait.

Special Note: Due to the specific existence of druidic fertilizer in *Shards of Eros*, Halflings with Childlike may have up to a D cup.

Humans

The Goddess of Night watches over humanity. Humans of Lunarian cultures have a new racial trait in *Shards of Eros*:

Child of Luna: Humans in *Shards of Eros* get +2 to Heal and Perform [Sexual Techniques] skills. This racial trait replaces skilled.

“Other” Races

Whenever a settlement has a certain number of “others” as part of its population, those other unspecified members can be one of the standard races or one of the following races:

Felid (Book of Erotic Fantasy Classic Converted, 9 RP)

Felids are an ancient race of so called monstrous humanoids with cat like ears and prehensile tails. The rest of their bodies are usually human shaped. They might have a little button kitty nose, but this is not universal, and sometimes they have random tufts of fluffy hair. Felids are gregarious and have a tendency to switch emotions at the blink of an eye, which points to definite chaotic tendencies, though their innocence usually makes Neutral or Evil alignments a poor fit.

+2 Dex, +2 Cha, -2 Wis: Felids are infectiously easygoing, and nimble, but none too quick on the uptake.

Feline: Felids are humanoids of the Catfolk subtype. They are considered Catfolk for the purpose of feats, equipment, class features, and so on.

Medium: Felids are a medium sized creature with no bonuses or penalties due to size.

Normal Speed: Felids have a base speed of 30 feet.

Low Light Vision: Felids can see twice as far as a human in dim light.

Prehensile Tail: Felids can use their tails to carry objects. They cannot wield weapons but can retrieve small stowed objects carried on their person as a swift action.

Cat's Luck: Once per day, when a Felid makes a reflex saving throw, she can roll twice and take the better result. She must decide to use this ability before the saving throw is attempted.

Cat Fall: Felids land on their feet, even when they take lethal damage from a fall, Felid gain a +1 bonus on their CMD to avoid being tripped, Furthermore, a Felid may use Featherfall on herself and her equipment at will as an immediate action (once per turn) reducing effective falling

distance by 60 feet times character level. This ability is not cast as such, but happens when the felid positions her body so she will land on her feet.*

Claws: Felids deal 1d4 lethal damage with their unarmed attacks. These claws are considered primary natural attacks.

Gregarious: When a Felid successfully uses Diplomacy to win over an individual, that creature takes a -2 penalty on attempts to resist any of the member's Charisma based skills for the next 24 hours.

Languages: Felids begin play speaking Common and Feline. Felids with high intelligence scores may also learn Elven, Gnome, Goblin, Halfling, Orc, and Sylvan. Felids speaking any language often have difficulty avoiding punctuating their sentences with "meow"[†]

Wait! Why didn't you just use ARG's Catfolk? - This being a sexual supplement, that race didn't have the sexual flavor I desired. The Felid listed above isn't really what I'd call a direct conversion from BoEF, but the two systems are different. In particular, I don't use an appearance score, but influence using means other than charisma can be simulated with the Pleasing Physique feat. This affects the Felid directly as skills that use the physical attribute still count as charisma based skills for its purposes. The ability to cast Feather Fall on herself at will is also superior to the original Slow Fall benefit, and more in line with the ARG which doesn't seem to include any level dependent traits. This similar line of thinking went into the deletion of the 10th level bonus feat that the original felid had.

Felid Height and Weight:

Gender	Base Height	Height Mod	Base Weight	Weight Multiplier
Male	4'10	2d8	120 lbs.	1d4
Female	4'5	2d8	85 lbs.	1d4

Felid Age:

Starting Age

Adulthood	Intuitive	Self Taught	Trained
12 years	+1d4	+1d6	+2d6

Aging Effects

Middle Age	Old	Venerable	Maximum
20 years	53 years	70 years	+2d20

Goblin

Goblins are defined by their class levels—they do not possess racial Hit Dice. All goblins have the following racial traits:

–2 Strength, +4 Dexterity, –2 Charisma: Goblins are fast, but weak and unpleasant to be around.

Small: Goblins are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their CMB and CMD, and a +4 size bonus on Stealth checks.

Goblinoid: Goblins are humanoids with the goblinoid subtype

Fast: Goblins are fast for their size, and have a base speed of 30 feet.

Darkvision: Goblins can see in the dark up to 60 feet.

* A combination of Nimble Faller, and the At Will Spell Like Ability trait. It is worth an extra 2 RP.

† I say often, because I don't recommend strictly requiring this, though you might give points to a player that does it in stressful situations.

Hard Head, Big Teeth: Goblins are known for their balloon-like heads. Goblins in *Shards of Eros* gain a bite attack as a primary natural attack that deals 1d4 points of damage. This racial trait replaces skilled.

Languages: Goblins begin play speaking Goblin. Goblins with high Intelligence scores can choose any of these bonus languages: Common, Draconic, Dwarven, Gnoll, Gnome, Halfling, and Orc.

Goblin Height and Weight:

Gender	Base Height	Height Mod	Base Weight	Weight Multiplier
Male	2'8	2d4	30 lbs.	1d4/2
Female	2'6	2d4	25 lbs.	1d4/2

**Goblin Age:
Starting Age**

Adulthood	Intuitive	Self Taught	Trained
12 years	+1d4	+1d6	+2d6

Aging Effects

Middle Age	Old	Venerable	Maximum
20 years	30 years	40 years	+1d20

Ratfolk

+2 Dexterity, +2 Intelligence, -2 Strength: Ratfolk are agile and clever, yet physically weak

Ratfolk: Ratfolk are Humanoids of the ratfolk subtype.

Small: Ratfolk are small and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, and a -1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks.

Slow Speed: Ratfolk have a base speed of 20 feet

Darkvision: Ratfolk can see in the dark up to 60 feet.

Rodent Empathy: Ratfolk gain a +4 racial bonus on Handle Animal checks made to influence rodents

Cornered Fury: *Shards of Eros* Ratfolk can fight viciously when cut off from friends and allies. Whenever a ratfolk with this racial trait is reduced to half or few of her hit points and has no conscious ally within 30 feet he gains a +2 racial bonus on melee attack rolls and to Armor Class. This racial trait replaces swarming.

Scent: *Shards of Eros* Ratfolk have the Scent ability but take a -2 penalty on perception checks based primarily on sight or hearing. This racial trait replaces tinker.

Languages: Ratfolk begin play speaking common. Ratfolk with high Intelligence scores can also choose from the following: Aklo, Draconic, Dwarven, Gnoll, Gnome, Goblin, Halfling, Orc, and Undercommon.

Ratfolk Height and Weight:

Gender	Base Height	Height Mod	Base Weight	Weight Multiplier
Male	3'7	2d4	65 lbs.	1d4
Female	3'4	2d4	50 lbs.	1d4

**Ratfolk Age:
Starting Age**

Adulthood	Intuitive	Self Taught	Trained
12 years	+1d4	+1d6	+2d6

Aging Effects

Middle Age	Old	Venerable	Maximum
20 years	30 years	40 years	+1d20

Tiefling

+2 Dexterity, +2 Intelligence, -2 Charisma: Tieflings are quick in body and mind but are inherently strange and unnerving.

Native Outsider: Tieflings are outsiders with the native subtype.

Medium: Tieflings are medium and gain no bonus or penalty due to their size.

Normal Speed: Tieflings have a base speed of 30 feet

Darkvision: Tieflings see in the dark for up to 60 feet.

Skilled: Tieflings gain a +2 racial bonus on Bluff and Stealth checks.

Fiendish Resistance: Tieflings have cold resistance 5, electricity resistance 5, and fire resistance 5.

Fiendish Sorcery: Tiefling sorcerers with the Abyssal or Infernal bloodlines treat their Charisma as 2 points higher for all sorcerer class abilities.

Languages: Tieflings begin play speaking Common, and either Abyssal or Infernal. Tieflings with high Intelligence scores can choose from the following: Abyssal, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, and Orc.

Alternate Racial Trait

Gliding Wings: Tieflings born of certain winged spawn of the underworld often have moderately sized wings sprouted from their shoulders. Though these wings don't themselves provide lift, they effectively prevent falling damage and allow 5 feet of lateral travel for every foot of falling, and reduce falls to a speed of 60 feet per round. Height cannot be gained without the use of updrafts. The GM may allow the detection of updrafts with a Survival or Perception check. Mean tieflings can use *produce flame*, (or a more powerful spell for that matter) dropping the flame onto a flammable object to ignite it, thus creating an updraft.

Spells and bonfires produce 1 foot of updraft per point of *average* damage. This mitigates falling and increases altitude. For example, the 2d6 points on a wall of flame, or pyroclastic flow deals 7 points of average damage which produces a 7 foot per round updraft. Don't count nonlethal damage such as the 1d4 for being in extreme temperatures, both the 1d6 damage from breathing extremely hot air, and the 1d6 for flame contact counts if the character is using an updraft of a fire that is a larger size category than the creature. If the character flies to an altitude lower than the fire's diameter, he suffers damage as if being caught in a wildfire, but may utilize updraft to escape the effects on subsequent rounds unless he lands. Hot desert conditions don't produce an updraft since there's not significant cold air for the hot air to move through. The maximum height at which the character can utilize the updraft is determined by the GM, but diameter multiplied by average damage seems fair.

If a creature has a CMB modifier for size, divide updraft by this modifier. If the CMB modifier is negative, multiply by its opposite. Gliding Wings replaces skilled*

Alternate Tieflings: Tieflings born of Succubae and Erinyes often have gliding wings and swap Charisma and Intelligence.

Tiefling Height and Weight:

Gender	Base Height	Height Mod	Base Weight	Weight Multiplier
Male	4'10	2d10	120 lbs.	2d4
Female	4'5	2d10	85 lbs.	2d4

**Tiefling Age:
Starting Age**

Adulthood	Intuitive	Self Taught	Trained
60 years	+4d6	+6d6	+8d6

Aging Effects

Middle Age	Old	Venerable	Maximum
150 years	200 years	250 years	+6d%

New Race: Blissborn (11 RP for those with the Advanced Race Guide)

In all fairness, most people are conceived in an utterly blissful moment, and only a small subset of parents is subjected to the horrors of rape. What Blissborn refers to is a creature-part humanoid, part construct-that is born of a union between a humanoid father, and a Pleasure Golem mother assisted by the *personal fluidic enhancer* spell. Like constructs blissborn mature quite quickly, age very slowly, and almost universally have beautiful (or handsome) figures.

The blissborn are a very care free people and their free spirits find them in good company with gnomes and elves. Being a very young race, the blissborn don't have extensive histories, and most people who identify a person as a blissborn may look down upon their partially construct nature as they might a half elf or half orc. They often find it more convenient to join such societies as Haven or Cross Cove. They are also known for an immense curiosity for the world and much like halflings, they often find themselves taking up the life of a nomad or adventurer. Their highly varied nature leads them to have strong chaotic tendencies, and leanings toward Good or Neutral. Much like their mothers, they have a strongly sexual nature, but much like their fathers, they have an understanding what it means to rape, and are strongly opposed to any unwilling sexual activity. Blissborn with an Evil alignment are *extremely* rare. Those who do take up a life of adventure or travel often become rogues or arcane spellcasters, though they can be of any class, except the Gunslinger class or a class that has grit as a feature.

+2 Charisma, -4 Wisdom, +2 Strength: Blissborn are charming and structurally stable, but are somewhat oblivious.

Half Construct: Blissborn gain a +2 racial bonus on saving throws against disease, mind-affecting effects, poison, and effects that cause exhaustion or fatigue. Blissborn cannot be raised or resurrected. Blissborn do not breathe, eat, or sleep unless they want to gain some benefit from

* The "skilled" racial ability was originally replaced with vestigial wings, but since vestigial wings was worth 2 points and skilled was worth 4, the race was being gimped by 2 points. All out flight was worth 4 RP but this gimped certain types of sorcerers that would get the ability at 15th level, (or earlier as a dragon disciple) so I settled on the gliding wings which were worth 3 RP.

these activities such as benefitting from potions or regaining spells. Neither of these activities is required for the Blissborn to survive or remain in good health. Blissborn, being part construct have an incredibly rapid pregnancy term, producing a baby in a matter of days instead of the lengthy process their maximum age would otherwise indicate.

Medium: Blissborn are medium creatures and receive no bonuses or penalties due to size.

Normal Speed: Blissborn have a base speed of 30 feet.

Skill Bonus: Blissborn gain +2 to Perform [Sexual Techniques].

Pleasing Physique: Blissborn are always pleasing to look at and may use the highest score between Strength, Constitution, or Charisma with Sexual Techniques. They also subtract 1d4 from their waist measure, add 1d4 to their bust and increase cup size 2 levels.

Languages: Blissborn begin play speaking Common. Those with high Intelligence scores can learn any language except secret ones such as Druidic.

Blissborn Height and Weight:

Gender	Base Height	Height Mod	Base Weight	Weight Multiplier
Male	5'5	2d4	120 lbs.	2d4
Female	4'11	2d4	85 lbs.	2d4

Blissborn Age:

Starting Age

Adulthood	Intuitive	Self Taught	Trained
12 years	+1d4	+1d6	+2d6

Aging Effects

Middle Age	Old	Venerable	Maximum
175 years	263 years	350 years	+4d%

New Race: Rune Dwarves (13 RP)

These dwarves are a small subculture of dwarves who believe that while Terramus is the Earth, and he did make Inebra, before Inebra was born, there was another spontaneously born of fire melted rock. This true first dwarf was Navanor Runeformer. Rune Dwarves are smaller than other dwarves, and though they are friendlier, others find them to be considerably more impulsive. Rune dwarves are much like regular dwarves in their respect of tradition, honor of family, and so forth, but deviate from standard *Shards of Eros* dwarves in one major respect. Most *Shards of Eros* dwarves think that Arcane Magic is an abomination, mostly tolerated in sorcerers and Soul Forgers. Rune Dwarves however, see themselves as marked by the true first dwarf, Navanor Runeformer. At puberty they gain pinkish markings on their arms and legs that gradually become redder and spread across their bodies as the decades pass. As the dwarf passes from adulthood to middle age however, the red gives way to brown and then black as the rune dwarf becomes elderly. Though rune dwarves can detect magic from birth, culturally they consider themselves adults about the time that their second spell-like ability manifests.

+2 Constitution, -2 Strength, +2 Intelligence, -4 Wisdom: Rune Dwarves are hardy, but weak, and smart but impulsive.

Medium: Rune Dwarves are Medium Creatures and receive no bonuses or penalties due to size.

Slow and Steady: Rune Dwarves have a base speed of 20 feet but their speed is never modified by armor or encumbrance.

Darkvision: Rune Dwarves can see in the dark up to 60 feet.

Rune Dwarf Luck: Rune Dwarves receive a +1 racial bonus on all saving throws.

Craftsman: Rune Dwarves create truly remarkable work of metal and stone. They receive a +2 racial bonus on all craft and profession checks related to metal or stone.

Pyromaniac: Rune Dwarves are treated as +1 level higher when casting spells with the fire descriptor, using granted powers of the fire domain, using bloodline powers of the fire elemental bloodline, using the revelations of the oracle's flame mastery, and determining the damage of alchemist's bombs that deal fire damage. This trait does not give rune dwarves early access to level-based powers; it only affects powers that they could already use without this trait. If the rune dwarf has a charisma score of 11 or higher, he or she gains the following spell-like abilities: 1/day—*dancing lights, flare, prestidigitation, produce flame*. The caster level for these spell-like abilities is equal to the user's character level.

Stoneseer: Rune Dwarves add +1 to the caster level of any spells with the earth descriptor that they cast. Rune Dwarves also gain the following spell-like abilities: constant—*nondetection*; 1/day—*magic stone, stone shape, stone tell*. The caster level for these spell-like abilities is equal to the user's character level.

Detect Magic: Rune Dwarves can use detect magic as a constant spell-like ability with a caster level equal to the user's character level.

Rune Dwarf Height and Weight:

Gender	Base Height	Height Mod	Base Weight	Weight Multiplier
Male	3'+	2d4	140 lbs.	2d6
Female	3'3	2d4	110 lbs.	2d6

Blissborn Age:

Starting Age

Adulthood	Intuitive	Self Taught	Trained
12 years	+1d4	+1d6	+2d6

Aging Effects

Middle Age	Old	Venerable	Maximum
175 years	263 years	350 years	+4d%

Racial Sexuality and Marriage

Dwarves

From a physiological standpoint you'd think a race with a wholesale bonus to constitution would be a bunch of baby factories, churning them out like nothing, but dwarves are less fertile than their fortitude would otherwise indicate. The default system discussed in Pathfinder Vices dictates that both parents must *succeed* at a fortitude save (DC 25 for adults but +5 for each step outside that age category). Dwarves in *Shards of Eros* take a -2 racial penalty on this save, thus becoming pregnant less frequently. This is a justification of sorts for some of their customs.

Dwarves typically have marriage for life, and members of different social statuses may marry, but the parents of the lower status individual must pay the equivalent of 1 year of Cost of Living to the higher status spouse. This may be done in smaller installments. For example someone with a wealthy lifestyle pays 1200gp/year marries the child of parents who live an average lifestyle, thus it will take the parents 10 years to pay the debt. This is in addition to the standard cost of living, thus the parents of the poorer spouse now have a 30gp cost of living. Marriage is for life and can only be broken if specific contract terms are breached:

Non-consummation- the unwilling party is at fault and must pay the willing party restitution.

Non-payment- if the poorer family cannot pay the spouse their monthly payment more than thrice per year, the richer spouse may divorce and the poorer spouse must perform some suitable work to work off the difference if the rule is enforced.

Infertility- This one is difficult to enforce since dwarven law has so many provisions.

Fertilization- By dwarven edict resulting from the dragon attack of 479 B.S. the resultant dip in dwarven population caused the royal family to enact laws that permitted a family to fertilize outside their marriage. They are as follows:

- If a wife does not fertilize within 1 year of her marriage, her husband may permit his male siblings to attempt to fertilize her.
- If in turn, each of the husband's male siblings after a year each fail to fertilize the wife, she may permit her own male siblings to attempt to fertilize her. This is strictly her decision and carries no legal penalty either way.
- A woman may not commit this incest unless she has already attempted to fertilize with her husband's siblings.
- If in turn they fail to fertilize her, may designate an unmarried surrogate mother from among her female siblings that her husband may attempt to fertilize for 1 year with no legal repercussion, doing so until she has no unmarried female siblings.
- All of these methods may utilize a gnomish insemination device.
- If a woman wants to use artificial methods and a male relative wants to use natural methods he can be tried for incest and rape.
- If *and only if* these methods all fail, the marriage may be dissolved at the will of either member of the relationship with no other repercussion, and remaining debt of the parents is dissolved.
- Surrogate mothers are permitted, though dwarven succession law does not recognize illegitimate children. If sperm from a male other than the husband is used, illegitimacy is more difficult to prove.

Dwarves may not legally marry other races except humans or gnomes, who are the only other races they can reproduce with (dwarf/human couplings produce either dwarves or humans while dwarf/gnome couplings produce dwarves or gnomes). Some dwarf parents may (and often have the legal right to) arrange marriage, but just as often, dwarves marry for love. Dwarves in arranged marriage learn to shape and cultivate love rather than disdaining the toils their parents put them through.

While dwarves are not particularly *creative* lovers, they often make up for it in their physicality. Their no-nonsense attitudes often arise in the bed as they rarely indulge in any kinks, and other races take great humor in the fact that some parents provide their newly adult children with a bare bones clinically written manual. Quite a lot of dwarves manage to get by with a copy of *Swollen Dwarf Mountains* though.

Homosexual marriage is legal among dwarves but the law requires that females be willing to be surrogate mothers for heterosexual couples, and that homosexuals of either gender follow the fertilization rules discussed above (applicable to the siblings of the surrogate and the male). Homosexual relationships are more common during wars as the population of one gender dwindles, or a unit's members grow to love each other.

Rune Dwarves think other dwarves are particularly stuffy and tend to view sexuality in a more free-spirited manner akin to the gnomes. While not as stuck on group relationships as gnomes, they tend toward more female-centric sexuality. That is, the men are usually heterosexual and the women are mostly bisexual with occasional lesbians and rare fully heterosexual women. Rune Dwarves are also frequently nudists, loving to display the runes that Navanor has given them. As they have relatively few rune dwarf redoubts (usually no bigger than a small city), they often have to follow laws about dress code that they think are prudish. In their own private homes, they are free to do as they will-except in all but the most restrictive areas-and often strip down.

Dwarven pregnancy is a long (16 month gestation) process where each trimester takes 5 months, 10 days. The pregnant mother is one of the most revered and protected members of society. The clan matriarchs seclude the expecting mother for most of the duration and chants are performed to ease the pregnancy. Though their pregnancy isn't particularly difficult, birthrate is low. Dwarves have one additional child per *10 full points* by which each partner exceeds the Pregnancy DC.

Dwarves and Stout: Fetal Alcohol Syndrome isn't well represented except where I noted in Pathfinder Vices that the child suffers the ill effects of its mother's addictions, and the drug itself. Dwarven Stout in the Adventurer's Armory is "*said to be as filling as a meal*". For a dwarf, this is true, and any creature with a dwarf subtype and a positive constitution modifier may drink one mug of this drink (or one drink of any type with dwarf or dwarven in the title) and be nourished as if they had just eaten a meal. They may drink up to their safe limit (see *Overdose* in Pathfinder Vices) without harming their child, but should they become sickened, the child will be born with a moderate addiction. A mug is 4cp and a gallon is 4sp and has 10 servings*. Base DC for stout is 12. Fire Ale is also common amongst dwarves. Those who drink it often bear children of the Barbarian class. (Typically Armored Hulk, Brutal Pugilist, Drunken Brute, Scarred Rager, or Titan Mauler Archetypes)

Elves

Elves are a very free spirited society. After reaching puberty, all elves go through a long period of self-discovery lasting about twenty-five years in which they explore essentially all sexual kinks and sleep with anyone or anything willing (called the Blooming) but they eventually settle down. Although elves make love a great deal, they usually do so in normal ways, with perversions being rare. Aloof and fleeting, they may have sexual relationships lasting anywhere from a single hour to multiple decades, both of which are relatively short for elves. Elves do however have lasting friendships with those they've been involved with. Elves aren't as likely as other races to be bound by any arbitrary concept such as marriage, at least not to an individual.

They may individually use marriage for social stratification, legal title, position, lands and so on, but nothing in elven law or custom ties any elf down to any single member of a group marriage. If a woman marries a man she is linked to his wives the same way. Likewise if a man marries a woman, he is linked to her husbands the same way. In this way elves may have multiple husbands and wives. Elf law does not restrict intermarriage among other races, and marrying a member of another race makes that person a citizen of Ironwood (or another country or city state if applicable in your campaign). Elves can only crossbreed however with humans.

* A gallon of alcohol is listed as weighing 8 pounds and a gallon sized clay jug is listed as weighing 9 lbs. Doesn't seem like it would be convenient for an alkie to carry around. In any case, dwarves have come up with an innovation in metallurgy that allows them to store their ale in tin jugs that weigh 1/2 lb and are worth 3sp. You can also buy Mithril jugs that are of a similar weight and worth 250gp. Mithril mugs weigh the same but they are thicker.

Elves often view eternal love as a hoax. Much like humans, elves may be of varied sexuality, but unlike humans, an individual elf may be homosexual for 100 years then heterosexual for 10, then bisexual for 200, and so on. Most other races find it useful to label elves as generally bisexual, though elves consider sexuality far more mutable than other races would. Most elves find BDSM to be distasteful and crude, and consider sex to be an artistic talent, though dwarves almost always have the opposite opinion.

It is also worth noting that all elves' ears are about as sexually sensitive as breasts, and a great deal of elven foreplay centers around them. One intimate greeting among elves is rubbing their ears, and a particularly *strong* show of affection is to kiss, suck, or nibble the tip of an ear.

Elven gestation takes nearly two years with each trimester lasting roughly 7 months 20 days. During these 23 months, elven mothers form an almost psychic bond with their child (*never* check post partum depression for elves). All childbirth rolls for elves (including the midwife's roll to reduce labor time and the midwife and husband's Aid Another roll) are at +5, but if they become pregnant again within 5 years they take -5 on all rolls due to elven frailty (*instead of* +5). Elves may birth Half Elves with humans or Half Orcs with orcs. This is more difficult and results in +0 to childbirth rolls (-10 if within 5 years of the last birth) and takes 16 months. Elves have one additional child per full 10 points by which each parent succeeds their save.



Gnomes

For a gnome, sex is just another game. They have the most intricate sex toys and manuals (the GM may allow Obsession Logs on Profession: Courtesan to apply to Sexual Techniques rolls. On the other hand these may be a bit scatter brained with a lot of tangential notes in the margins and provide no bonus to anyone but the gnome). They look at mates as puzzles to be understood. They attach no more formality or commitment to sex than sharing a meal. Gnomes are often bisexual and lean toward orgies. They are very open minded towards what other species call perversions, and a gnome couple rarely repeats the same sexual position twice in one year.

Marriage isn't codified in gnomish law, but gnomes in the lands of other races may get legal marriages according to that race's customs but retain group relationships. They often use these legal marriages to designate a primary mate to avoid the confusion that might otherwise accommodate their communal situation, or attain status. Such arrangements usually don't feature an infidelity clause. Gnomes are quite adventurous in the bedroom and are willing to try *anything* once, and often have the Stuffing feat. For gnomes, elaborate foreplay may allow them to use Sexual Techniques in the Excitement phase for its full effect. Gnomes do not gain pleasure from pain unless their alignment would allow them to do so. Such gnomes are typically shunned from normal gnomish society.

Gnomes have a 13 month gestation and retreat to their burrows during the last three months. Gnomes who crossbreed with dwarves bear either a dwarf or a gnome (race is determined randomly). Dwarf childbirths are difficult for gnomes without Stuffing and they take a -4 penalty to all rolls associated with bearing the child without that feat. For gnomes that do have that feat, dwarf childbirths take no penalty and gnome childbirths are at +4. Gnomes that have relations with humans create halflings. Halfling birth is easy due to the smaller head, gnomes without Stuffing get +2, and those with it get +6. Gnomes cannot otherwise interbreed. Gnomes have one child plus 1 per full 5 points by which each parent succeeds their save.

Half Elves

If raised among humans or elves, half elves have difficult puberties. Elven parents do not accept that their half breed children should have urges so early, and indeed most of their friends do not understand even what the urges are. This is somewhat alleviated by masturbation or celibacy. Often, a half elf goes to a human society, where potential partners are far younger, and more willing.

A half elf among humans sustains child interests longer than her human friends, and if she enters a sexual relationship, it is often one she does not fully grasp. Her lack of interest may be seen among some ignorant humans as frigidity, elitism, racism or something just as negative. Even still, during childhood, some human children do not want to play with another child half a decade older. Half elves lean toward bisexuality but are just as often heterosexual, and are typically only synchronized with other half elves. This often leads them to kindle flames with Rune Dwarves who share their sense of alienation, and who have a smaller gap in maturity than either of the half elf's parent races.

A half elven pregnancy sits on the middle ground for that of her parents. Elves view it as incredibly short and painful, while humans view it as long and serene. Half elven mothers in other societies get more or less attention based on the dominant race of the society she lives in, and if a half elf crossbreeds with a human or elf, she gives birth to a full human or elf that has a trait for the blood of the other race. This may or may not require the Extra Traits feat depending on the GM's stance on traits. Half elves have one child plus one per full 7 points by which each parent succeeds their save.

Half Orcs

Half orcs enjoy rough sex, with their sexual encounters resembling bar brawls (with or without the glass shattering on the other partner's skull...) half orcs don't often attach sex and emotions, and they often confuse terrified screams as those of ecstasy. Though they may have some attraction to fairer races such as elves, half elves, and humans, they often become disappointed at the other's need for a more subtle form of love making. Half orcs consider anything other than vicious pounding to be a huge waste of time. Though half orcs don't understand homosexuality, a particularly strong leader may get by with it by virtue of both being a leader and being willing to anally punish any transgressors to his rule. This actually gives homosexual or bisexual orcs and half orcs an easier time of it.

Half orcs may seek to dominate in orcish society using sex to gain respect and manifest superiority, and orcs and half orcs alike seek as many mates as possible. In human societies, those half orcs that don't resort to outright rape will often need to find a mate that will overlook his horrendous appearance. Orcish females have an easier time of it, though more because some men will do *anything* rather than because the women look better than men. A common dare is to seek a 'tuskjob' from a half orc prostitute. Though half orcs are adults at 14, they may be legally restricted from sex due to the age of majority in their region.



Half orc pregnancy is horrifying, with a duration of 4 months. Human mothers of half orcs take -10 on all childbirth rolls, while half orc mothers take -5. In both cases, pregnancy with a half orc is accompanied by an incredible craving for raw meat. Half orcs have one child per 3 points by which each parent succeeds on their save.

Halflings

In *Shards of Eros*, a gnome may mate with a human to bear a halfling, but halflings themselves, mate with each other. They typically view sex the same way gnomes do, but are less prone to insert foreign objects into orifices. Halflings have marriage and relationship customs that are as varied as the societies they live in, but will interbreed with anyone they like, or who they think needs the company. They are less prone to do this among other races because they are aware of the vastly differing sexual customs, but exceptions do exist. Other humans view these foibles as they would the halfling view of kleptomania. The halfling doesn't mean anything by it so why stay mad?

The first summer of a halfling's adulthood they partake in an orgy that includes all able bodied, eligible, and willing adults and those that have already reached the age of 20. A halfling may choose his or her mate from among these people as long as the mate agrees. A halfling may still choose someone unable to bear a child if he senses a connection to her, and he may want to invite her specifically to the orgy, but she must be eligible and agree to do so for custom to allow him to marry her.

Halflings have 7 month gestation periods that are neither difficult nor easy. They have one child per 3 points by which both parents make their saves. Halfling females can't crossbreed, but halfling males can impregnate human females. The children are considered short humans. Halfling births are cause for celebration. Every member of the parents' extended families that lives in the community will attend the festivities associated with a birth (can you just imagine over 100 halflings in the same room?). In any case, halflings have a birthrate of 1 + 1 per 3 points by which each parent succeeds their saves.

Humans

Human *sexuality* is the literal most diverse sexuality in the world. Human *laws and customs* however, are usually the most prudish. Open taboos, however minor, are very rare and when they arise, they become serious social issues. Homosexuality of either gender is significantly frowned upon, unless its participants can keep it a secret. Infidelity is grounds for divorce, even where no sexual penetration occurred. Anal sex is to be avoided at all cost, as is sex with those of different social status. The second can be alleviated by marriage, which consolidates the status level of the lesser member. In *Shards of Eros*, nudity and pornography are fairly commonplace, and pornographic periodicals have come a long way since Swollen Dwarf Mountains. Monogamy is nearly universal among humans and legally is only allowed to take place between members of the opposite gender and for life (except where grounds for divorce exist). Humans have one child plus 1 per 5 points of their margin of success on their save.

Others

(includes monsters that might be encountered in a sexual capacity)

Blissborn

Blissborn are very care free and extremely free spirited on the most part. The area they live in is usually the most sexually open area in the settlement. Blissborn in their sexual maturity look so much like humans that their legal age rarely comes up. In fact they are mostly born in "red lamp" districts, and rarely leave. They are willing to perform most sexual acts that don't involve bondage, pain, humiliation, or breach vows of their partner. They are extremely against sexual slavery and rape, (often violently so), but not opposed to legal, willing, and well compensated prostitution. You could almost call them white knights but they prefer pink (except the guys who prefer red). Blissborn have 1 child plus 1 per 2 points of margin on their save.

Centaur

Centaur go through a rutting season in the summer in which all members of the species become focused on sex and become extremely emotional. A centaur has its first rut at the age of 12, at which point they are driven outside the herd to find their mate. This often results in spontaneous contests of strength and skill to prove their worth to a prospective mate - Rarely these bouts result in serious injury or death. Centaur usually are casual about sex and switch partners often, but usually settle down and learn to control their urges. Though customs of different tribes persist, centaurs of human background are more likely to cover up than those of elven background (the statistical difference between the two is negligible, though if the centaur has elf ears, they are as sensitive as those of an elf) and even then, some of those tribes don't see the big deal.

Dragon

Curiosity, and the ability to crossbreed with anything drives dragon curiosity. Dragon males typically have penises that are Space/10 feet long. This usually prevents them from mating with women who don't have the Stuffing feat. Humans have children that usually have the Draconic sorcerer bloodline (though if a GM wants to include dragon born in his campaign, he can make port over or convert them as necessary. As written, dragonborn are not present to such a degree as to be considered a race). Human mothers often find that they are drawn to the environment associated with the type of dragon that they will bear, for example a red dragon mother may sunbathe in the desert, while a half brass dragon may seek out the ocean to bask several hours a day in the surf. Dragon mothers inseminated by humanoid creatures will lay a clutch of 3d4 eggs.

Felid

Felids have a great love of pleasure and are often downright hedonistic. They delight in all aspects of pleasure, whether a warm sunbeam, pleasant fragrance, tasty food, soft pillow, or even in the sexual pleasure of indulging in all their senses. To felids, sex is pleasure and felid live for pleasure of all kinds. Felids aren't particularly concerned about gender preference, but dabble in both genders to try it out. They find the idea of sex with other races intriguing, and often also find that members of other races (*particularly* humans and elves) are more than happy to oblige. They enjoy playful teasing as part of foreplay and get just as much joy in seeing their partner get flustered with anticipation. Felid have a tendency to switch emotions at the blink of an eye, which points to definite chaotic tendencies. Since Felids are considered adult at 12 years, they may be at odds with human law which widely regards 18 as the age of adulthood, and Dwarven Law which widely regards 40 as the age of adulthood. Elves and gnomes are particularly understanding in that department and recognize cultural differences. Felids have one child plus 1/3 margin of success on their save

Goblins

Goblin sexuality is almost universally heterosexual homospecies. Goblins breed and mate unceasingly. With a short (4 month) gestation period and frequent ovulation, the reproductive rate of goblins is astonishing. The DC for a pair of goblins to have a child is 5 points lower for their age group. They have one child plus 1/2 margin of success on both parent's saves. Since males are completely dominant, they mate whenever they want - all of the women in a tribe will be pregnant at any given time. Homosexuality isn't common but is generally ignored. Goblins can bang any goblins beneath them on the pecking order without worry, and as far as straight goblins are concerned it only increases their chances of having children. Lesbians are generally treated the same as straight women. Though goblins are considerably more protective of mothers, their children are often left in this communal area to fend for themselves.

Medusae

Medusae are interesting creatures. Since medusae are exclusively female, the only respite for the medusae (which are actually quite sexual) are either lesbianism or xenophilia. They frequently mate with non-medusae while in disguise, and upon their lover's orgasm, turn him to stone for later use. Medusae have pan-humanoid surrogacy. They may mate with any humanoid or monstrous humanoid and produce a child. Males are members of the father's race, while females are medusae. They frequently go slightly insane and forget the difference between living and stone lovers, and have been known to fall desperately in love with inanimate statues. Rarely, a medusa becomes an oracle and takes the clouded vision curse, thus becoming able to control her gaze.

Minotaurs

Minotaurs are sexually aggressive creatures who care greatly about reproducing and get in to explosive fights to prove their worth to a lover, fights that rarely kill but don't end until one competitor stops moving. A female finds this courtship ritual very arousing and suffers 1d6 inhibition loss *per round* she watches the fight for her companionship. If the fight goes on long enough, she may orgasm multiple times. Homosexual minotaurs are generally exiled. The first minotaur was born of a god-cursed human that had been having sex with cattle, thus minotaur may mate with humans. A human that bears a minotaur baby will take -10 on any rolls related to child birth due to the painful scrapes of horn nubs and hooves.

Nymphs/Dryads

Everyone wants to do nymphs. This requires a character of either gender with a charisma score more than half of the nymph's own score and 10 ranks in Sexual Techniques. If characters possess the Pleasing Physique feat, they may use the chosen attribute in place of charisma for determining nymph attraction. These guidelines may also be valid for dryads. Nymphs and dryads will only partner with those willing to do so in the full splendor of their natural environs. They will not enter a building or even a tent, and will become enraged if their potential partner insists. Nymphs and dryads don't have what most people would call pregnancy. Instead whenever they would be inseminated, they push out a seed the size of a walnut that burrows into the ground or the bottom of the glade. The seed grows into an aquatic flower or tree within 3 months, which upon budding, opens to reveal a pubescent nymph or dryad. This flower or tree becomes the focal point of the nymph or dryad's territory. Though nymphs are not dependent on the plant, they see themselves as guardians of the area and will never willingly leave it.

Orcs and Ogres

Orcs are the kings of pre-mature ejaculation and see sex as nothing but a contest to see how fast they can go. Brothels that service them often charge by the minute, or have price minimums. As an incentive,

some such brothels will hold contests to see how many orcs the prostitute can have sex with before she passes out from exhaustion, though typically they have a girl with an orc fetish or specialty doing this. Orcs can crossbreed regularly with humans or elves, and some have suspected that orcs can crossbreed with dwarves too, but this speculation is difficult to prove.

Ogres have little sex drive, being too dull and aggressive to focus on it, but once every three months females go in to heat and exude a musk that can be detected by male ogres a league away. Males smelling the pheromones become lustful and, upon finding her, have wild, sweaty sex with the female. Unfortunately, Ogres can also smell the menstruation of humans and elves and will often try to have sex with them as well. *Shards of Eros* takes the default stance that Ogres cannot produce half ogres as given on Bestiary 2 p. 204, however the GM may allow the build presented on Advanced Race Guide p. 230, omitting the paragon attributes and reducing its cost to 15 to stand in for Half Ogres.

Ratfolk

"Ratfolk are extremely communal and live in large warrens where they feel an intense bond with their large families and kin networks as well as with ordinary rodents of all sorts" Not sayin' that they're incestuous or bestial toward less humanoid rats... but really no other races really care one way or the other to find out... 'cept maybe the orcs. They just sort of stay out of the rats' ways and leave them to their own devices if they don't bother people. Ratfolk have 1 child plus half their margin of success on their save

Tiefling

Tieflings generally have sexual inclinations as their alignment dictates (those of good or lawful alignments tend toward more procreative and less exploitive sex while those of Chaotic and Evil alignments tend toward the more sadistic or masochistic interactions, as well as those that might break vows). Also, they often suffer from sexual exploitation due to prejudice against them, and are typically forced in to prostitution in urban environments. Tiefling pregnancy and childbirth is very similar to that of humanity, but with additional difficulty due to the nubs on their child's skulls (-2 on rolls). Tieflings have 1 child plus 1/3 their margin on their save.

Vampires

Vampires are filled with their own form of black life, and have a strong sexuality. They center it around their ability to create new vampires through draining blood, and are aroused and pleased by this act. Vampires desire to seduce willing victims for their kiss of undeath, and prefer to do so with romance. They are not incapable of normal coupling, however, and do enjoy it on occasion. Whatever sexuality they had before remains largely unchanged. Note also in *Shards of Eros*, there is a variant vampire called a Seducer that may *only* drain energy using sex.

Can Undead have children?

Short answer, no, long answer: Maybe. A *gentle repose* spell can preserve the reproductive organs of a lich or vampire that becomes one intentionally, though it needs to be recast, or enchanted onto an item, because even a single hour of non-preserved junk means no bun in the oven without a *wish* or *miracle*. Even then, once the reproductive system is restored, *gentle repose* needs to be maintained. Pregnancy term for undead creatures is typically the duration of their initial race. This all goes out the window if a certain plathook is rolled...

Class Restrictions

I know that various d20 system games extol the virtues of allowing all races to play all classes, and they even removed the restriction on the “Stalwart” Defender that they may only be dwarves ... Personally I didn’t see the problems with all that. As a result, some classes have race restrictions. I don’t restrict favored class as 3rd edition does however.

Gunslinger

With guns being a new technology (treat all firearms as *early firearms*, except those found in Mechanos ruins), all races except Human, Dwarf, and Gnome are restricted from the Gunslinger and from class Archetypes based on Guns such as the Spellslinger, or from class features such as the rogue talent “grit” (unless specifically noted for their race). In essence, guns use the Emerging Guns rule on Ultimate Combat p. 135. All characters may still take Exotic Weapon Proficiency (Firearms).

“Stalwart” Defender

Dwarven Defenders are an old stand-by and it depresses me something fierce (apologies for my hickish upbringing) that this class was opened up to other races. It’s kinda like saying “We don’t like prestige classes based on race” buuuuut that can’t be the case because of the Arcane Archer, which is restricted to elves or half elves. *Shards of Eros* reverts to the original Dwarven Defender title and race restriction, but keeps the Pathfinder statistics.

Dwarves

Dwarves are restricted from *Arcane* Spellcaster classes other than Sorcerer and the Soul Forger Magus Archetype. Dwarves with the appropriate number of Craft or Profession ranks may purchase Master Craftsman and the appropriate Item Creation feats to create items without using magic, or be divine spellcasters. Dwarves are not restricted from class features that give them Spell-Like Abilities such as the rogue’s Major and Minor Magic talents, or ninja tricks. Dwarves are not restricted from the Alchemist class though they are rarely members of it. The APG also suggests that dwarf cavaliers are “rare” and “not to be trusted”, but the Lion, Shield, and Star seem perfectly suited to the dwarven ideal and members of those orders would be great for NPCs.

The Rune Dwarves can be any arcane spellcasting class (both hybrid or full) as well as Clerics (of Navanor), Rogues (with magic talents whenever possible), Monks (of the Four Winds and Martial Artist Archetypes), and Barbarians (the energy and elemental rage powers are *particularly* appropriate), Magus, or any archetype that might have arcane aspects that I have missed as of this writing. The GM is free to restrict them from classes that are entirely mundane, such as the fighter.

Elves

Elves are hoity-toity and all nobler-than-thou and such. They are restricted from the Barbarian class unless the GM permits otherwise (for example because of a good back-story, and *maybe* they could be allowed the Urban Barbarian), though even then, rangers or druids are better fits. Sorcerers are also treated with something akin to pity. As an elf, it is more common-and indeed more advised-for arcane spell casters to be wizards than sorcerers. They are also restricted from Gun based classes. Elves view alchemy as crude but they are only advised socially to avoid it.

Felids

Felids aren’t particularly technologically savvy, nor do they concentrate well. They are restricted from the Alchemist, Gunslinger, and all arcane spellcasting classes (except bard). They may not take any class that uses arcane spells, infusions, or extracts, but they may take the Pimp class. Felids can be clerics and

take nature related domains as well as the Community domain. They don't really have an organized religion as such, but these domains are generally assumed to come from the "mother cat", or what other races call Mother Nature.

Gnome

Gnomes are mostly tinkerers and pyromaniacs, typically arcane spellcasting classes are pyromancy themed, but this isn't a restriction as such. As agnostics (*not* atheists), gnomes don't practice religion but (GM willing) may worship the divine concept of fire, free from the abstraction of deification and may choose Fire, Sun, or Chaos among their domains. Some gnomes may also develop something akin to machine worship, paying homage to the memories of Mechanos and take the Artifice domain, or the Construct subdomain. Many evil humanoids and monstrous humanoids die laughing at the sight of a raging Gnome Barbarian.

Goblins

Most commonly, goblins are Rogues (or Experts), though Barbarians (or Warriors), Alchemists, Clerics who venerate fire and Sorcerers are common as are Flame Oracles. Fighters are far less common, and Monks or Paladins are nearly unheard of. The GM should restrict Goblins from any class that requires a code of conduct (but divine magic and alignment restrictions other than Lawful and Good are OK). Goblins can't be Gunslingers. Goblins don't restrict any class they could otherwise take because of gender.

Half Elves

Half Elves are only restricted from gun based classes except the Spell Slinger, and Holy Gun Archetypes, and the Pimp (Rogue Archetype) discussed in the classes section of this document. Most full elves regard this as a quirk of their human birth. Humans think elves are dicks for that show of pretentiousness. Barbarians are particularly common among members of the race that take human or elven disdain personally, as are Rangers and Druids. Clerics are rare since Half Elves find no solace among worshippers of human or elven gods. Those that do, however, follow gods of love (possibly to compensate for something they never felt they had) or lust.

Half Orcs

Half Orcs are restricted from all arcane spellcasting classes other than sorcerer, and from all gun based classes except the Pimp Archetype. Half Orc clerics are almost exclusively worshippers of Bella Regina. Half Orc Monks are often of the Martial Artist archetype.

Halflings

Due to their cosmopolitan nomadic nature, halflings can take any class not based on guns. Halflings also have as many words for "rogue" as dwarves have for "mountain", and as a result, there is bound to be a halfling or two somewhere that has the "grit" rogue talent. The players may be among that small list of halflings. Halflings count more barbarians among their number than gnomes do, and contribute just the same to the ranks of the laughing dead.

Ratfolk

Ratfolk can't take any class that uses the grit feature, nor can they take arcane spellcasting classes due to their squeak.

Tiefling

Tieflings cannot take any class that uses the grit feature, nor may they take the Good domain if they are clerics.

Gender Restrictions

Shards of Eros allows for **optional** gender restrictions based on how real world restrictions might accommodate a multiracial demographic. That is to say that certain classes may restrict genders as real world classes did or might change gender restrictions based on a different outlook (such as clerics of real world Christianity being restricted to male might be altered to require that clerics are the same gender of their deity) Examples follow:

Core Rulebook

Barbarians- Barbarians of a hunter/gatherer society may restrict their women to the Commoner, Druid, Expert, Oracle, Ranger, Rogue, or Witch classes. Barbarians based on Viking backgrounds probably require women that are just as tough as men and don't restrict their classes.

Clerics- restricted to the same gender as their deity if the GM uses this rule. Characters of the other gender are better fits as monks or paladins.

Fighter- certain areas may or may not allow females to join the *military* but this does not restrict the fighter *class*. A perfect example: Falgaroth doesn't allow women to join the military but they may join the Adventurer's Guild. The Falgaroth military may in turn hire out mercenaries of either gender from said guild. This keeps the antsy men from having to take orders from women other than the queen with whom they are (de facto) comfortable taking orders from. Gladiator Archetypes (APG) were written about in real world Roman writing, referred to as *gladiatrices*. Thus fighters may be of either gender.

Wizards- some races (particularly humans, but not all humans) may be less egalitarian and restrict learned professions such as Wizard to males. Other races (particularly elves) have no such restriction.

Even still, Enchantresses are surprisingly common.

APG

Alchemist- Some races (or a small portion of a race) may prohibit the alchemist class to males based on its status as a learned profession; however gnomes are certainly not among this number, nor are goblins.

Court Performers (Bard) are typically male in masculine dominant societies, so Bards of that archetype from certain areas may not be females. Thalia herself uses male members from the Guild of Entertainers.

Police work is also male centric so Detective Archetypes are typically not female

Cavalier- in APG the Cavalier is consistently referred to in the masculine, though this may or may not be deliberate. In particular, as social orders they may *require* male gender to even accept the Edicts of a given order.

Much like the Detective Bard, the Investigator Rogue is usually a male.

Witch- from a social standpoint male "witches" are often not referred to by that label, instead something like "Warlock" or another class title like sorcerer, or magus. Male members of other classes may have witch spells but this is entirely coincidental. As a result, the males may be restricted from the Witch class.

Ultimate Combat

Bards of the Dervish Dancer Archetype are referred in UC as masculine, however, female dervishes should be allowed.

Fighters of the Tactician Archetype are considered a learned profession and some areas may restrict them to males. This restriction isn't universal.

Magi of the Skirnir Archetype may be restricted to females in societies based on Viking culture.

Paladins of the Holy Tactician Archetype have definite real world presence among the female gender and shouldn't be prohibited.

Samurai- Typically historical Samurai are thought of as exclusively male. Some groups might allow females to take the Ronin Order.

Ultimate Magic

Bards of the Geisha Archetype should be restricted to Females, unless the GM allows Kabuki to follow the same progression.

Oracles of the Enlightened Philosophers may be restricted from females in areas where learned professions have those restrictions.

Classes

New: Beguiler (Witch Archetype, BUCK conversion)

Cauldron (Ex): At first level, a beguiler gains the Brew Potion feat as a bonus feat and a +4 insight bonus on Craft (alchemy) checks. This ability replaces the standard hex gained at first level.

Natural Wiles (Su): At second level, a witch gains the Charm hex. She may automatically improve the reaction of 1 creature by 1 step as if she had passed a diplomacy check for a number of rounds equal to her Intelligence Modifier. This ability is resisted by Will, and whether or not it succeeds, the target cannot be affected by this hex for 1 day. At 8th level the ability shifts the target's attitude by 2 steps. The GM may allow this class feature to retroactively enhance breast size by 1 or two steps depending on its level. This hex replaces the standard hex chosen by witches at second level. This is a mind affecting charm effect.

Friendship Brew (Su): At 4th level, the beguiler can instill her natural wiles in potion form by incorporating her sweat and other bodily fluids into the recipe. The drinker becomes friends with the next person they meet, though the friendship may break naturally, it is otherwise permanent. This is a mind affecting charm effect

Charm Focus (Su): At 6th, 12th, and 18th levels, the beguiler's brews and abilities with the Charm descriptor become more difficult to resist. The save DCs for all such potions or abilities originating from the Beguiler gain +2.

Lust Brew (Su): At 8th level, the beguiler can create a Potion of Lust, even if she does not have the Pheromone Enhancer spell. This ability works the same way that the Master Craftsman feat works except that a beguiler without 4 ranks in Craft (Alchemy) can't use it (but they still have it should they ever gain 4 points in Craft (Alchemy)). The lust brew is a mind affecting charm effect.

Improved Familiar (Su): at 10th level, the beguiler gains a Trouser Snake as her familiar. The snake may be commanded not to obstruct penile entry into her vagina or anus. This familiar grants +3 to Sexual Techniques.

Witch's Brew (Ex): At 10th level, the beguiler gains the ability to brew two identical potions simultaneously, though she must pay full materials cost for both potions. At 15th level, she may brew three identical potions but must pay the materials cost for all three. This ability replaces the first Major Hex that a witch would otherwise choose at 10th level.

Ecstasy (Su): At 14th level, the glance of a beguiler can send her target, which must be within 60 feet, into screaming throes of ecstasy. This ability otherwise functions as the Agony major hex.

Eternal Potion (Su): At 16th level, the beguiler gains this Alchemist Discovery, which she can apply to a potion she created with the charm descriptor. The potion becomes permanent for the drinker, but unlike the alchemist ability, the potion's effect cannot be dismissed by drinking another potion and willing it to be permanent. Instead, the potion may be removed as if it is a curse.

Curse of Orgasmic Death (Su): At 18th level, the beguiler gains the death curse grand hex. This hex functions exactly like the standard death curse, but has the special effect of causing a bloody orgasm.

New Patron Theme-Lust: 0-Delayed Blast, Detect Pregnancy/Fertility, Divine Romantic Interest, Hide Sexual Orientation, Personal Fluidic Enhancer, Personal Prophylactic, 1-Assist Labor, Detect Venereal Disease, Divine Sexual Experience, Lactation, Libation Goggles, Skank, Speedy Undress, 2-Bernadette's Illusory Nakedness, Bernadette's Constant Orgasm, 3-Change Sex, Pheromone Enhancer, 4-Change Orientation, Black Tentacles, 5-Blast of Semen, Clothes to Chocolate/Cream/Oil, 6-Accellerated Pregnancy, 7-Flash, Impregnate, Power Word: Orgasm, 8-, 9-

Beguilers aren't strictly required to choose this theme, but it does make things easier...

Buccaneer (Gunslinger Archetype, Advanced Race Guide)

Deeds: A buccaneer swaps four of the normal gunslinger deeds for the following deeds.

Seadog's Gait (Ex): At 1st level, the buccaneer gains the Sea Legs feat (*Ultimate Combat* 117) as a bonus feat. If she spends 1 grit point, she can ignore difficult terrain until the end of her turn. This replaces the Quick Clear deed.

Pirate's Jargon (Ex): At 3rd level, the buccaneer's baffling palaver of nautical jargon and piratical cant provides a +2 bonus on Bluff and Intimidate checks. Furthermore, she can spend a swift action and 1 grit point to cause a single living creature within 30 feet to make a will saving throw (DC = 10 + 1/2 her buccaneer level + her Charisma modifier) or become confused for 1 round. This is a mind affecting language dependent effect. This replaces the Pistol Whip deed.

Rope Swing (Ex): At 7th level as long as the buccaneer has at least 1 grit point, she gains a bonus on Acrobatics and Climb checks equal to her gunslinger level when climbing or swinging on a rope. If she spends 1 grit point, her move while climbing or swinging on a rope does not provoke attacks of opportunity. This replaces the dead shot deed.

Captain's Curse (Sp): at 11th level, a buccaneer can spend 2 grit points to use *old salt's curse* as a spell like ability. At 15th level she may use *black mark* instead. The caster level for these spell like abilities is equal to the buccaneer's class level, and the save DC is equal to 10 + her buccaneer level + her Charisma modifier. This replaces the lightning reload deed.

Grit (Ex): Like the sea itself, a buccaneer is a force of nature, instead of using her Wisdom modifier to determine the number of grit points she gains at the start of each day, she uses her Charisma modifier. This ability works in all other ways like the gunslinger's grit class feature.

Liquid Courage (Ex): At 2nd level, a buccaneer gains the ability to fortify her drink with grit. The act of drinking is a standard action that provokes attacks of opportunity and each drink provides 1 grog point. Grog points can be used in place of grit points to fuel deeds or grit feats (including those requiring at least 1 grit point to use). The buccaneer can gain a maximum number of grog points each day equal to her constitution modifier (minimum 1), and they last for 1 hour, or until used, whichever comes first. She gains a morale bonus on saves against fear and a dodge bonus to AC against attacks of opportunity equal to her current grog point total. This ability replaces the Nimble Ability.

Bonus Feat: In addition to combat and grit feats, a buccaneer can select from the following feats as her bonus feats: Expert Driver (water vehicles only; *Ultimate Combat* 100), Master Siege Engineer (*Ultimate Combat* 109), Siege Engineer (*Ultimate Combat* 118), Siege Gunner (*Ultimate Combat* 118) or Skilled Driver (water vehicles only; *Ultimate Combat* 119).

Exotic Pet (Ex): At 5th level, a buccaneer gains a familiar as a wizard of half the buccaneer's class level (though the exotic pet never gains the ability to deliver touch spells or share spells). This pet is typically a monkey or parrot (use the stats for a raven), Such animals are useful scouts, even in the thick of combat. As long as the pet is within 30 feet of the buccaneer, the buccaneer also gains the benefit of evasion. This ability replaces gun training 1.

Sword and Pistol: At 9th level, a buccaneer gains Sword and Pistol (*Ultimate Combat* 117) as a bonus feat even if she does not meet the prerequisites. This ability replaces gun training 2.

Gun Training: A buccaneer gains this ability only at 13th level with a single type of firearm.

Raider's Riposte (Ex): At 17th level, whenever an enemy misses a Buccaneer with an attack of opportunity, it provokes an attack of opportunity from the buccaneer. This ability replaces gun training 4.

New: Cleric of Inebra (Archetype)

Alignment: A cleric's alignment must be either neutral good, chaotic good, or chaotic neutral.

Class Skills: A Cleric of Inebra adds Craft (alchemy) to her list of class skills. Though she already has profession, it's worth noting that the character can take Craft (brewing)* if she doesn't want to mess with other potions or whatever. The DC to make a beverage is the same as the DC to resist the beverage, and distillation takes more than 1 week, so the brewer makes monthly rolls instead (multiply check result by 5)

Class Features

The following are class features of the cleric.

Aura (Ex): A Cleric of Inebra has an aura of a strength relative to her level that is either good, chaotic, or both (see the *detect evil* spell for details).

Diminished Spellcasting: A Cleric of Inebra's number of non-domain spells per day for each spell level is one less than normal (for example, a 4th-level cloistered cleric has three cantrips, two 1st-level spells, one 1st-level domain spell, one 2nd-level spell, and one 2nd-level domain spell). If this reduces the number of spells per day for that level to 0, she gains only the bonus spells she would be entitled to based on her Wisdom score for that level, plus her domain spell for that level.

Alewife's Channeling (Su): Clerics of Inebra channel the powers of Ale. chaotic good clerics of Inebra can only choose the healing effect, but chaotic neutral clerics of Inebra can choose either harm or heal. Once the decision is made it is final.

Heal—The cleric of Inebra blesses all alcoholic beverages in her radius. Creatures ignore the nauseated and sickened conditions, as well as ability damage and drain from poison, until the end of your next turn. This does not bring back to life creatures killed by Constitution damage.

Harm—Creatures are nauseated for 1 round. A variant channeling either modifies positive channeled energy when used to heal or modifies negative energy when used to harm.

When using positive energy to heal, affected creatures gain only half the normal amount of healing but also receive a specific beneficial effect. When channeling negative energy to harm, affected creatures take only half the normal damage but take an additional penalty or harmful effect; a successful saving throw negates the additional penalty or effect but does not reduce the damage any further. Creatures that would normally ignore the effect of a particular channel (such as undead with respect to a positive energy channel used to heal) ignore the variant effect of that channel. A cleric of Inebra doesn't add a d6 to her channel damage at 7th, 11th, or 15th levels due to Rage Powers, and she doesn't add a d6 at 9th level in exchange for Strong Brew.

Domains: Clerics of Inebra may choose the Chaos, Good, and Charm, domains, as well as the Family, Ferocity, and Seasons subdomains.

Catch Off Guard (Ex): Clerics of Inebra have less focus on spells and more on fighting, thus in exchange for diminished spellcasting, Clerics of Inebra earn Catch Off Guard at first level.

Strong Brew (Ex): A 9th level or higher cleric of Inebra using Profession (brewer), or Craft (alchemy) may create alcoholic beverages that add a channel bonus to their normal DC. Thus if the cleric of Inebra has 4d6 channel energy damage makes dwarven stout (DC 12), the stout becomes DC 16.

Rage (Su)[†]: At 7th level, you can enter a fearsome rage, like a barbarian, for a number of rounds per

* The DC to make a beverage is the same as the DC to resist the beverage, and distillation takes more than 1 week, so the brewer makes monthly rolls instead (multiply check result by 5). For example, to make stout (DC 12), the cleric takes 10. She has heroic scores and skill focus so she adds (2+3+3) to get 18. Having already done the math, she knows she can make 1080 sp worth of brew (270 gallons) in a month by taking 10 so she spends 36 gold on the brew, takes 10, and creates her 270 gallons of brew. If the GM didn't allow her to take 10, and she rolled a 9, her progress would be $17 \times 12 \times 5 = 1020$ sp (255) gallons of brew. Because the brew is separated into large 50 gallon tanks, she may gain partial batches.

[†] I didn't like the rage domain's spell selection, so I opted to allow the rage domain power (a level early) in exchange for lesser Channel Energy damage, while still allowing Inebra's clerics to earn Ferocity powers. Plus I thought ferocity was more befitting of a mother protecting her family, which is reasonable considering Inebra's domains.

day equal to your cleric level. At 11th and 15th level, you can select one rage power. You can select a rage power that possesses a level requirement, *but* your barbarian level is equal to 1/2 your cleric level.* These rounds of rage stack with any rounds of rage you might have from levels of barbarian. This ability replaces the +1d6 on Channel Energy damage normally gained at 7th level, as well as the extra dice gained at 11th and 15th levels.

New: Chaste Virgin (Paladin Archetype, BUCK conversion)

The chaste virgin is someone who devotes their life to abstinence, refraining entirely from what they see as sins of the flesh.

Code of Conduct: The chaste virgin gains the divine virginity feat which imposes its own restrictions on the chaste virgin, in addition to any standard paladin restrictions.

Iron Celibacy (Su): At 2nd level the chaste virgin is immune to seduction attempts.

Influential Celibacy (Su): At 3rd level, the chaste virgin gains the effects of aura of resolve instead of aura of courage. influential celibacy replaces aura of courage.

Channel Energy: The chaste virgin's vows prevent her from gaining the lay on hands ability, however she is able to channel energy into her surroundings as a cleric. She gains +1d6 on her channel energy damage whenever she would otherwise gain a mercy. This ability replaces lay on hands and mercy.

Unicorn Mount (Su): As long as the chaste virgin is able to claim the benefits of her divine virginity feat, she may call a unicorn into service as a mount. This unicorn seems especially understanding since it doesn't hold unwilling sexual activity against the chaste virgin. The ability otherwise functions like the standard divine bond ability that it replaces.

Purity of Mind (Ex): The chaste virgin suffers no penalty to act if excited or aroused. This ability replaces the Aura of Resolve normally gained at 8th level

Slow to Climax (Ex): at 11th level, sexual actions against the chaste virgin cause only half inhibition loss. This ability replaces aura of justice.

Coitus Interruptus (Su): at 14th level the chaste virgin's smite evil and channel energy features restore inhibition loss equal to their amount of damage or healing.

Transcend Arousal (Su): At 10th level, the chaste virgin's dedication to shunning all things carnal reaches the ultimate stage of enlightenment. She shed her gender, becoming effectively "sexless" (though she retains the cosmetic signs of her previous gender). She can no longer be aroused through sexual contact and is incapable of engaging in sex or orgasm. She is immune to spells and abilities that rely on one's sex drive to be effective. Her type changes to outsider, which means (among other things) that she is no longer affected by spells that specifically target humanoids, such as *charm person*, but she can be hedged out by a *magic circle* spell against her alignment. Additionally, she gains damage reduction 5/+1.

New: Dominator (Fighter Archetype, female: Dominatrix, BUCK conversion)

The Dominator is a warrior who uses pain and tyranny to achieve his own ends. In battle, those of weak will or strength bow down to his might or run away in fear. At the peak of his ability, the Dominator can use his whip to cause pain and to compel his victims to obey his every whim.

Armor and Weapon Proficiency: The dominator is not proficient with heavy armor or shields.

Disease Resistance (Ex): At 2nd level the Dominator gains +1 to resist any disease that isn't also a curse like mummy rot or lycanthropy. This (inherent) bonus increases by +1 for every 4 levels beyond second to a maximum of +5 at 18th level. This ability replaces bravery.

Whip Crack (Ex): At 2nd level whenever a dominator makes an attack or sexual maneuver using a whip, he may attempt an intimidate check as a free action. Furthermore, the dominator's weapon

* I inserted this caveat because I thought Sexual Rage was awfully befitting of a cleric that has the fertility domain.

training attack bonus applies to the intimidate check. This ability replaces the bonus feat normally gained at 2nd level.

Sexual Sneak Attack: At third level, the Dominator gains a sneak attack that deals +1d6, plus an additional d6 every 4 levels after 3rd to a maximum of 5d6 at 15th level. This ability otherwise functions exactly like the harem assassin's ability of the same name. This ability replaces armor training.

Arousing Sneak Attack: At 4th level, the Dominator gains this feat for free even though he does not meet the prerequisites. This ability replaces the feat normally gained by fighters at 4th level.

Dominator Training: At 5th level, the dominator selects the dominator weapon group, containing the following weapons: dagger, paddle (treated as a club), riding crop (a small rapier that does nonlethal damage), spiked armor, spiked chain, spiked gauntlet, unarmed strike, and whip. The dominator's weapon training bonus improves by +1 on attack rolls and +2 on damage rolls for every four levels beyond 5th, to a maximum of +4 on attack rolls and +8 on damage rolls at 17th level. The dominator does not gain training in any other weapon groups as he gains levels. This ability replaces the standard weapon training ability.

Cohort: At 8th level, the dominator gains a cohort as if he had purchased the Leadership feat, but gains no other aspect of that feat. The dominator figures his Leadership score differently for the purposes of determining cohort level. His cohort gets off on cruelty, so that provides a +2 bonus rather than a penalty. The type of cohort a dominator attracts respects strength rather than charisma, so use that attribute modifier instead. Finally, the attack roll bonus that a dominator gets from his Dominator Training ability is applied to his leadership score. A dominator's cohort must be two or more levels lower than himself. This ability replaces the feat normally gained by fighters at 8th level.

Lick My Boots (Sp): At 19th level, as a spell like ability, the dominator may subject anyone who is at least aroused by her dominance to a Greater Command effect. They are allowed a will save to resist with a DC of 19+the dominator's Charisma Modifier. This ability replaces armor mastery.

Drunken Master (Advanced Player's Guide)

Most monks lead lives of moderation and quiet contemplation. But monks of Inebra find perfection through excess. Powered by strong wine, he uses his intoxication to reach a state where his *ki* is more potent, if somewhat fleeting. A drunken master has the following class features.

Drunken Ki (Su): At 3rd level, a drunken master can drink a tankard of ale or strong alcohol and gain one temporary *ki* point. The act of drinking is a standard action that does not provoke attacks of opportunity. The monk can have a maximum number of drunken *ki* points equal to 1 plus one additional point for every two levels thereafter (5th, 7th, and so on). The monk can gain this temporary *ki* even before he gains a *ki* pool at 4th level. These drunken *ki* points last for 1 hour or until spent, whichever is shorter. As long as he has at least 1 drunken *ki* point, the monk can spend 1 *ki* point as a move action to move 5 feet without provoking attacks of opportunity. This ability replaces still mind.

Drunken Strength (Su): At 5th level, a drunken master can spend 1 point of *ki* as a swift action to inflict 1d6 extra points of damage on a single successful melee attack. The monk can choose to apply the damage after the attack roll is made. At 10th level, the monk may spend 2 drunken *ki* points to increase the extra damage to 2d6. At 15th level, the monk may spend 3 drunken *ki* points to increase the extra damage to 3d6. At 20th level, the monk may spend 4 drunken *ki* points to increase the extra damage to 4d6. The monk must have at least 1 drunken *ki* point to use this ability. This ability replaces purity of body.

Drunken Courage (Su): At 11th level, a drunken master is immune to fear as long as he has at least 1 point of drunken *ki*. This ability replaces diamond body.

Drunken Resilience (Ex): At 13th level, a drunken master gains DR 1/— as long as he has at least 1 point of drunken *ki*. At 16th level, the DR increases to 2/—. At 19th level, it increases to 3/—. This ability replaces diamond soul.

Firewater Breath (Su): At 19th level, a drunken master can take a drink and expel a gout of alcohol-fueled fire in a 30-foot cone. Creatures within the cone take 20d6 points of fire damage. A successful Reflex saving throw (DC 10 + 1/2 the monk's level + the monk's Wis modifier) halves the damage. Using this ability is a standard action that consumes 4 *ki* points from the monk's *ki* pool. The monk must have at least 1 drunken *ki* point to use this ability. This ability replaces empty body.

New: Eromancer (Bard Archetype, BUCK Conversion)

The eromancer is a mage who has tasted the flow of love and pleasure across the fabric of reality. A master of ritualistic sex magic, she can bestow great boons and heal horrible wounds with an intimate touch, creating magic through the sheer power of her erotic spirit. Frequently acting at odds with established authority, they're also blessed with skill for the roguish arts of running away, hiding, and looking good doing it.

As PC's, eromancers usually serve to "buff" other party members before engaging in significant encounters using their sexual ritual magic, as well as occasionally serving as the charismatic "face" of the party.

Eromancers are usually wanderers leaving a trail of broken hearts and jealous lovers as they go. They are often found working secretly in nations under the control of conservative mores, shaking things up, often at great personal risk to themselves. Eromancers often have always powered their spells with sheer erotic energy, attaining the peak of their powers early in their teens, all the while not realizing that they are doing things in a unique way.

Weapon and Armor Proficiency: Eromancers are also proficient with medium armor and with riding crops. Eromancers are also proficient with leather armor and can cast while wearing it without incurring the normal spell failure chance.

Diminished Spellcasting: Eromancers know 1 spell less than a normal bard at each level. An eromancer's spell list is derived from the standard bard spell list, and any spell listed in Pathfinder Vices as a bard spell.

Aroused Casting (Su): The eromancer gains this feat at 1st level even if she does not normally meet the prerequisites. This ability replaces countersong.

Kama Sutra (Ex): An Eromancer adds half her class level to skill checks with the Perform (erotic dance, flirtation, and sexual techniques) skills, with Profession (courtesan), and Profession (pimp/madam). She may make skill checks with these skills untrained. The eromancer is considered to have this many ranks in the associated skills for the purpose of feats learned. If the eromancer actually has ranks in one or more of those skills, they stack with her Kama Sutra bonus for the purposes of determining feats. This ability replaces Bardic Knowledge

Dazzling Display (Ahem!)(Ex): The eromancer gains this feat at first level even if she does not meet the prerequisite. This feat replaces inspire courage +1.

Sexual Supremacy (Su): At 2nd level, the eromancer gains Sexual Healin'. Instead of the normal requirements, may use 1 round of bardic performance in exchange for one minute of Sexual Healin'. The eromancer heals damage equal to the amount of inhibition losses she causes for each sexual maneuver as normal. At 6th level, the eromancer gains the Orgy feat. At 10th level, the eromancer gains the Fertile feat. At 14th level, the eromancer gains Bukkake Mode (or Cytheria Mode if female). At 18th level, the eromancer gains Multiorgasmic, and may expend rounds of Bardic Performance instead of the normal requirement to continue having sex after orgasm. These feats are gained whether or not she meets the prerequisites. This ability replaces versatile performance.

Inspire Competence (Su): At 3rd level, an eromancer gains this ability as a standard bard would, however it deserves special mention to note that the eromancer may spend an additional round of bardic performance for both her sexual healin' and her inspire competence bonus to apply

Merciful Healin' (Su): At 5th level, an eromancer may select a mercy normally allowed to a 3rd level paladin that she may use with Sexual Healin'. Use of mercies does not require the eromancer to expend additional rounds of performance. At 8th level, she may select a mercy allowed to a 6th level paladin. At 11th level she may select a mercy allowed to a paladin of 9th level, at 14th level, she may select a mercy allowed to a 12th level paladin. At 17th level, she may select another mercy available to a paladin. This ability replaces inspire courage 2-4, dirge of doom, and frightening tune.

Sex Fiend (Ex): At 5th level, the eromancer may take 10 on any check for a skill listed in her Kama Sutra ability. At 9th level, the eromancer gains the Skank feat, willingly accepting Nymphomania and one fetish and gaining a specialization of Sexual Techniques without suffering a penalty to all other forms. At 10th level the eromancer may use this ability twice per day, and gains the Skank Feat for a second partner (she can service two partners without penalty) and another fetish. At 15th level the eromancer may use this ability three times per day and gains the Skank Feat, another fetish, and either another partner or another specialization. At 17th level, the eromancer may take 20 on any skill check listed in her Kama Sutra ability. This ability replaces inspire greatness, loremaster, inspire heroics, and Jack of all Trades.

Geisha (Archetype, Ultimate Magic)

In some cultures, the professional entertainer is a prestigious role. Specially trained entertainers called geisha are praised for their appearance and skill at conversation, music, dancing, singing, poetry, and calligraphy. A geisha provides social intimacy and status but not physical intimacy.

Weapon and Armor Proficiency: Geisha are proficient in all simple weapons and one monk weapon. Geisha are not proficient in any armor or shield; unlike bards, geisha are subject to arcane spell failure even when casting in light armor or when using a shield. This replaces the normal bard armor and weapon proficiencies.

Tea Ceremony (Su): By spending 10 minutes preparing an elaborate tea ceremony, a geisha may affect her allies with inspire courage, inspire competence, inspire greatness, or inspire heroics. The ceremony's effects last 10 minutes. The geisha must spend 4 rounds of bardic performance for each creature to be affected.

Geisha Knowledge: A geisha adds half her class level (minimum 1) on Craft (calligraphy) checks, Diplomacy checks, Knowledge (nobility) checks, and one type of Perform check; she may make checks with these skills untrained. This replaces bardic knowledge.

Scribe Scroll: A geisha gains Scribe Scroll as a bonus feat.

New: Harem Enforcer (Fighter Archetype)

Vigilance (Ex): At 2nd level and every 4th level thereafter, the guild enforcer gains +1 to resist seduction attempts and charm/compulsion effects. Furthermore, he gains +1 to his perception skill. This ability replaces bravery.

Screaming Agony(Ex): Certain parts of a person's body have more nerves in them than others. These are usually erogenous zones but other types of people know about these zones as well – for other reasons than pleasure. The guild enforcer knows the right spots for the wrong reasons and how to hit them, hard, to reduce even the largest of opponents to a ball of squealing agony. At 3rd level, and every 4th level thereafter, the Guild Enforcer may gain a Favored Enemy (to a maximum of 5 enemies at 19th level), which functions exactly as the Ranger's favored enemy, but may only be selected from among the available humanoid subtypes. This ability replaces armor training and armor mastery.

Sneak Attack: At 5th level the guild enforcer gains sneak attack dealing an extra +1d6 to anyone denied their dexterity bonus, helpless, or otherwise unaware of the Guild Enforcer. At every level she gains a weapon training level, or the weapon mastery ability, she gains +1d6 to her sneak attack damage instead (to a maximum of 5d6 at 20th level). This ability otherwise functions like sneak attack and stacks

with sneak attack gained from other sources to determine total damage dice. This ability replaces weapon training and weapon mastery.

New: Madam (Fighter Archetype)

Cup Size: Due to her repute, the madam is likely to have an enchanter client with which she trades favors. Her initial cup size may be no smaller than DD, and may advance by +1 size each time she gains a level of repute as long as it has not already exceeded HELLO!

No Means No!: Madams are adept at getting rowdy men to leave the girls alone when they won't do what the man says, or even to leave the madam alone when they try to take her unawares. At second level, the madam gains sneak attack. Damage bonus increases by +1d6 at every level when a fighter would normally gain bravery. This ability is commonly used on unconscious men, or with the Bluff skill (Oh please don't hurt me!), but otherwise functions as the rogue's sneak attack. It stacks with levels in other classes with sneak attack to determine total sneak attack bonus. This ability obviously replaces bravery.

Lady of the House (Su): At 3rd level, the Madam has access to a house worth a total amount equal to the amount she would normally allocate to weapons for her level as determined by CRB p 454*. This does not mean that she cannot purchase weapons, just that she must do so with other allocations as the GM wills (or as the GM and player negotiate, if this class is being pursued by a player). While she is in the house, she gains a bonus to all rolls to influence others and to gain income (add this bonus when calculating brothel income from all sources). This bonus starts at +1 and increases by +1 for every level she would normally gain armor training or armor mastery (maximum +5 at 19 level). This house is effectively bonded to the madam, and should she lose it, she may purchase another house and take 1 week to bond with it. This ability replaces armor training and armor mastery.

Classy: The Madam gains this feat at 4th level in place of the standard Fighter Feat

Repute: At 5th level, the fighter gains +1 to Diplomacy and Intimidate checks in a region containing no more than 1000 people. At 9th level the bonus increases to +2 and the region contains 5000 people or less. At 13th level the bonus increases to +3 and the region to 25000 people. At 17th level, the bonus is +4 and the region is 100,000 people. At 20th level the repute is nearly worldwide and the bonus is +5.[†] Madams decrease the DC to find their establishment by an amount equal to their Repute score. This ability replaces weapon training and weapon mastery.

Leadership: At 8th level, the fighter gains Leadership in place of the normal bonus fighter feat. If her leadership score gives her more than 10 first level followers (which she will use as prostitutes) she must pay 1 upper level character per 10 prostitutes to be security staff. This costs 10gp x the follower's Base Attack Bonus per month[‡]. The madam that pays average cost of living for her prostitutes is considered fair, while one that pays poor cost of living is "Aloof" and one that doesn't pay is cruel.

Pillow Talk (Sp): at 10th level, after she has caused her target to orgasm and they have returned to the excitement or plateau phase, the Madam may enact a suggestion effect to coerce her target to reveal secrets to her. As with suggestion this *should* be framed in a seemingly innocent way "So, tell me about what you do..." Pillow Talk may be used once per day at 10th level twice at 12th, three times at 14th, and at will at 16th level (though the madam must still bring the target to orgasm). This ability replaces

* Adventuring *players* may allocate any amount they want into the house but should allocate this amount at minimum.

[†] Though the wording is ambiguous, you can place your whorehouse in a larger settlement and only have a small portion of it (say... just the red lamp district) gain the effects of the bonus. A settlement typically has districts composed of 10-20% of its population. Typically a Madam settles in an area where either the district size or the entire town is composed of the number of people that her Repute allows her to affect. This may contribute to why some Madams move to greener pastures periodically

[‡] Actually going by the footnote provided in GMG, a 1st level guard gets 3sp/day which is 90sp or 9 gold per month. It should be a given that a madam wouldn't want to have her guards throwing spells about, so they'd naturally need to be better at melee combat. It can also be assumed that the linear progression is acceptable to anyone wanting a steady job, but that anyone of level 7 or higher has caught on to the larger earnings of adventuring, and wouldn't fall under the madam's leadership.

the bonus fighter feats for levels 10-16

House of Respite (Su): At 18th level, anyone within your house that reacts to you at Friendly or Helpful level that is engaged in a sexual encounter regains HP equal to any inhibition lost as if their partner had Sexual Healing. This ability replaces the bonus 18th level feat.

House of Rejuvenation (Su): at 20th level, anyone under the effects of your House of Respite ability that receives healing may be relieved of the fatigue condition as if they had come under the effects of a paladin's mercy ability. This effectively prevents exhaustion, but check for fatigue and exhaustion anyway, because if someone has sex long enough to become exhausted normally, they are still at risk of sexual delirium, or gaining the nymphomania insanity (they *won't* become rubbed raw, since House of Respite heals that damage.).

New: Noble (Archetype)

Many centuries ago, some people were so great at oratory that they convinced others to let them have control of large areas of land. These people are known as kings, and soon had so much land that they had to delegate some of the responsibility to others. Those people are characters of this archetype.

Silver Spoon: Everyone knows that nobility are born with silver spoons in their mouths. Nobles start with 3d6x100gp, and they make 10x the normal amount on Perform [Oratory] checks. A noble's oratory checks take the form of legal decrees. They also get +2 on rolls to resist disease due to the properties of silver. Nobles spend all their time learning about law, history, and politics so they don't have time for magic. This ability replaces *Spells* and *Cantrips*.

Noble Decree: The noble's Bardic Performance *always* takes the form of oratory, and has auditory, but not visual components. The noble's Countersong uses bellowed speech rather than singing, and Fascinate only requires auditory components

Heraldic Expertise (Ex): A noble gains a bonus equal to his bard level on Diplomacy, Knowledge [history], Knowledge [local], Knowledge [nobility], and Perform [Oratory] checks (minimum +1). Once per day, the noble can also reroll a check against one of these skills, though he must take the result of the second roll even if it is worse. He can reroll one additional time per day at 5th level and every five levels thereafter. This ability replaces bardic knowledge.

Wide Audience (Su): At 5th level, a noble can choose to affect a 60-foot cone instead of a 30-foot radius with bardic performances that affect an area. In addition, for every five levels beyond 5th, the area of such powers is increased by 10 feet (radius) or 20 feet (cone). If the power instead affects multiple creatures, it affects one additional creature than normal for every five levels beyond 5th. This does not affect powers that affect only a single creature. This ability replaces lore master and jack of all trades.

Leadership: A noble gains Leadership at 6th level rather than 7th as he is more inspiring than your average bear... er, um... bard. This ability replaces versatile performance.

Landlord: at 7th level, a noble has a stronghold, automatically gaining the accompanying +2 to his leadership score. He may also tax those within his area to pay his loyal followers. Typical tax per capita is 3gp (this is assumed as part of Average cost of living or all of poor cost of living). A higher rate causes a leadership penalty, while a lower rate causes a bonus.

To determine the population of the settlement, compare NPC Gear of the Heroic Level (CRB p. 454) to the Purchase Limit of the area (as given on GMG p. 205). For example a 20th level noble could own a Metropolis and divide the other 59,000 between smaller settlements (1 small city, 1 large town, 1 small town, 3 villages, 5 hamlets, 13 thorps is a good example), while a 7th level noble has no more than a small city and a hamlet (though the 4,650gp is probably spread more evenly across several small towns, villages, or hamlets). The 20th level character's taxation is around 300,000 while the 7th level character could earn up to 30,000 in taxes.

This goes to pay loyal followers plus any extra standing army, civic works, and so on, but the Noble may *fairly* delve into this for up to 3d6x300 gp/month (at a daily perform check of DC 30, including the x10 multiplier for Silver Spoon). He can of course dip deeper, but his is generally viewed by the people as bad juju and they tend to start rebellions for it.

Mass Suggestion (Sp): This ability comes at 15th level for the noble rather than 18th level, it replaces Inspire Heroics.

Righteous Cause (Ex): At 18th level, the noble can lift a crowd's emotions and turn them toward a common purpose. Fascinated creatures must make will saves (DC 10 + 1/2 the bard's level + the bard's Charisma modifier) to resist. Those who fail are affected by *mass suggestion* of a plausible idea that lingers with them for one day. Typical uses of this ability are to spark patriotism during a war, build a beneficial structure such as an orphanage, or donate money to a cause. This ability is taken instead of Mass Suggestion since that ability was already taken.

New: Paladin of Luna (Alternate Class)

As an alternate paladin class, the Paladin of Luna uses the table below to calculate BAB, Save Bonuses, and Spells per day

Alignment: Chaotic Good

Hit Die: d10

Class Skills

The Paladin of Luna's class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (religion) (Int), Perform (sexual techniques, erotic dance, or flirtation only) (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are class features of the Paladin of Luna.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1 st	+1	+2	+0	+2	Aura of chaos, detect evil, smite evil 1/day	—	—	—	—
2 nd	+2	+3	+0	+3	Anarchical defiance, lay on hands	—	—	—	—
3 rd	+3	+3	+1	+3	Aura of tirelessness, divine health, mercy	—	—	—	—
4 th	+4	+4	+1	+4	Channel positive energy, smite evil 2/day	0	—	—	—
5 th	+5	+4	+1	+4	Divine bond	1	—	—	—
6 th	+6/+1	+5	+2	+5	Mercy	1	—	—	—
7 th	+7/+2	+5	+2	+5	Smite Evil 3/day	1	0	—	—
8 th	+8/+3	+6	+2	+6	Anything to Please	1	1	—	—
9 th	+9/+4	+6	+3	+6	Mercy	2	1	—	—
10 th	+10/+5	+7	+3	+7	Smite Evil 4/day	2	1	0	—
11 th	+11/+6/+1	+7	+3	+7	Aura of Resolve	2	1	1	—
12 th	+12/+7/+2	+8	+4	+8	Mercy	2	2	1	—
13 th	+13/+8/+3	+8	+4	+8	Smite Evil 5/day	3	2	1	0
14 th	+14/+9/+4	+9	+4	+9	Aura of Chaos	3	2	1	1
15 th	+15/+10/+5	+9	+5	+9	Mercy	3	2	2	1
16 th	+16/+11/+6/+1	+10	+5	+10	Smite Evil 6/day	3	3	2	1
17 th	+17/+12/+7/+2	+10	+5	+10	Aura of Chaos	4	3	2	1
18 th	+18/+13/+8/+3	+11	+6	+11	Mercy	4	3	2	2
19 th	+19/+14/+9/+4	+11	+6	+11	Smite Evil 7/day	4	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+12	Aura of Chaos	4	4	3	3

Weapon and Armor Proficiency: Paladins of Luna are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura of Chaos (Ex): The power of a Paladin of Luna's aura of chaos (see *detect chaos*) is equal to her paladin level. Since paladins don't smite chaos, they don't get a special damage bonus against her.

At 14th level, the Paladin of Luna's weapons are treated as good-aligned or chaos-aligned for the purpose of overcoming damage reduction.

At 17th level, a paladin gains DR 5/law and immunity to compulsion spells and spell-like abilities. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against compulsion effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

At 20th level, the paladin becomes a conduit for the power of Luna. Her DR increases to 10/law. Whenever she uses smite evil and successfully strikes an evil outsider, the outsider is also subject to a *banishment*, using her paladin level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). After the *banishment* effect and the damage from the attack is resolved, the smite immediately ends. In addition, whenever she channels positive energy or uses lay on hands to heal a creature, she heals the maximum possible amount.

Detect Evil (Sp): This ability functions exactly like the standard paladin ability.

Smite Evil (Su): This ability functions exactly like the standard paladin ability.

Anarchical Defiance (Su): At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all saving throws.

Lay On Hands (Su): A Paladin of Luna earns this ability at second level. It functions exactly as the standard paladin ability.

Aura of Tirelessness (Su): At 3rd level, a paladin of Luna is immune to the fatigued condition. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fatigue effects. At 10th level, the paladin is immune to exhaustion and grants the morale bonus against its effect as well. This ability functions only while the paladin is conscious, not if she is unconscious or dead

Divine Health (Ex): At 3rd level, a paladin is immune to all diseases, including supernatural and magical diseases.

Mercy (Su): This ability functions exactly as the standard paladin ability, except that the Paladin of Luna adds a mercy to her 3rd level list. Infertility: The paladin may cure infertility in the target for 24 hours, temporarily disabling the Sterile/Barren feat. If the target of the mercy has sex within 24 hours of gaining this mercy it gains +5 to impregnate.

Channel Positive Energy (Su): When a Paladin of Luna reaches 4th level, she gains the ability to channel positive energy as a cleric equal to her paladin level –3. She can use this ability a number of times per day equal to 3 + her Charisma modifier. Using this ability does not expend uses of lay on hands, as it does with other paladins. This replaces the standard paladin's channel positive energy ability.

Spells: A Paladin of Luna adds the following spells to her list of spells: 1st—*sleep*, 2nd—*touch of idiocy*, *remove disease*, 4th—*confusion*.

Divine Bond (Sp): At 5th level, when a Paladin of Luna gains the Divine bond ability, she must choose to bond with her companions, granting each ally within 30 feet one teamwork feat she possesses as a bonus feat as a standard action. All allies must receive the same feat, but do not need to meet the prerequisites of this bonus feat. This ability does not function if the paladin is flat-footed or unconscious. Allies must be able to see and hear the holy tactician in order to gain this benefit. Changing the bonus feat granted is a swift action.

Anything to Please (Su): At 8th level, the Paladin of Luna can compel a creature within 30 feet to attempt to please her as a standard action. The creature receives a Will save to negate this affect. If the save fails, the creature attacks the paladin's enemies for 1 round, gives her its most valuable item (or one of her choice, such as the keys to her friend's prison cell, at which point she has 1d4 rounds to grab her friend and leave the room), or drop prone at her feet and grovel for 1d4 rounds. Alternately, she can compel it to have sex with her at which point it is at the mercy of its own inhibition. This ability is more powerful than the standard ability given to clerics. Use this ability instead of that one. Paladins of Luna can use this ability once per day at 8th level and one additional time per day for every four levels beyond 8th. This is a mind-affecting effect

Aura of Resolve (Su): A Paladin of Luna gains this ability at 11th level. It otherwise functions like the standard paladin's Aura of Resolve. Sticklers to the Chaotic theme might call it Aura of Stubbornness.

Code of Conduct: A Paladin of Luna must be of Chaotic good alignment and loses all class features except proficiencies if she ever willingly commits an evil act. Additionally, her code requires that she snub authority (unless the authority is acting with good will), act with her own interest in mind as long as the act isn't evil, help those in need (provided they do not use the help for evil ends), and punish those who harm or threaten innocents. As a paladin of the Goddess of Lust she *cannot refuse to perform any sexual act upon request* that isn't harmful to her, though she may charge for it or move to a more discreet locale unless the request specifically forbids moving to a discreet locale (such as exhibitionism).

Associates: While she may adventure with good or neutral allies, a Paladin of Luna avoids working with evil characters or with anyone who consistently offends her moral code. She can ally with Lawful allies but should expect constant bickering. Under exceptional circumstances, a paladin can ally with evil associates, but only to defeat what she believes to be a greater evil. A paladin should seek an *atonement* spell periodically during such an unusual alliance, and should end the alliance immediately should she feel it is doing more harm than good. She may accept only henchmen, followers, or cohorts who are chaotic good.

New: Pimp (Rogue Archetype)

Pimp Slap: * Whenever a Pimp "sneak attacks" a creature that is denied her Dexterity bonus to AC with an unarmed strike or the Pistol Whip deed[†] he may attempt an Intimidate check against her as a swift action. This ability otherwise functions like the standard Sneak Attack gained by the rogue and stacks with it and other forms of sneak attack for the purposes of determining damage. This ability replaces Trapfinding.

Black Market Connections (Ex): This rogue talent (Ultimate Combat p.69) is taken in place of Evasion. The Pimp still gains his normal second level talent.

Comfortable Lifestyle: at 4th level, the Pimp has the resources that he does not need to pay for a lifestyle that accommodates Average cost of living: He can secure any non-magical item worth 1 gp or less from his home in 1d10 minutes, and need not track purchases of common meals or taxes that cost 1 gp or less. This ability replaces Uncanny Dodge.

Firearm Training (Ex): A Pimp gains Exotic Weapon Proficiency (Firearms) at 3rd level. This ability replaces trap sense.

Grit (Ex): a 6th level Pimp gains the Amateur Gunsmithing feat and the Pistol Whip deed (in place of the deed normally allowed with the purchase of Amateur Gunsmithing). This ability replaces the normal rogue talent gained at 6th level. If using Race Restrictions, the GM may allow characters other than dwarves, gnomes, halflings, and humans to gain the class features normally allowed to rogues of 6th level rather than banning them from the class.

Entourage (Ex): at 8th level, the pimp earns the Leadership feat as a bonus feat. As a person who makes women have sex for a living in exchange for room and board, *and* takes their money, the pimp may take leadership penalties depending on how well he treats them. he receives the same modifiers to leadership score as the madam, and should probably pay the same amount to his security staff (10gp x BAB).

Improved Leadership (Ex): The Pimp adds half his Pimp levels to his leadership score. This ability replaces Improved Uncanny Dodge.

Sexual Favors: At 10th level, and every two levels thereafter, the Pimp has a large enough client base (read: dirt on people) that he may call on one NPC boon per session for each level of Sexual Favors. The

* Some GMs may change the word Pimp in the title of this ability to a word that is demeaning to women.

[†] Note that if you are using the Race restrictions, only humans, dwarves, gnomes and halflings may take a class feature that requires grit. Half Elves may take certain classes involved with guns including this one.

Pimp also leads a wealthy lifestyle without needing to pay for it: he can secure any non-magical item worth 5 gp or less from his belongings in his home in 1d10 minutes, and need only track purchases of meals or taxes in excess of 10 gp. At 16th level he has an extravagant lifestyle without needing to pay for it: he can secure any non-magical item worth 25 gp or less from his belongings in his home in 1d10 minutes (lots of black market drugs fill this bill). He need only track purchases of meals or taxes in excess of 100 gp. This ability replaces the normal rogue talents at 10th, 12th, 14th, 16th, 18th, and 20th levels.

New: Ravager (Barbarian Archetype, BUCK Conversion)

Fast Movement (Ex): whenever a barbarian would normally gain trapsense (3rd level and every three levels thereafter until 18th), a Ravager gains Fast Movement +10 feet instead (to a maximum of +70 feet at 18th level, or a hustle speed of 20 m/h). This ability obviously replaces trap sense.

Sexual Rage (Ex): At second level whenever a ravager is performing sexual maneuvers (which normally take a minute), he may expend a round of rage to apply the modifier for his adjusted strength score to his Sexual Techniques check. This ability replaces the normal Rage Power gained at second level. Characters who are not barbarians but have the rage class feature may purchase this ability as a Rage Power when they are able to purchase rage powers, if they are able to purchase a second level rage power.

Improved Grapple (Ex): At 4th level, a ravager gains this feat as a bonus feat regardless of whether he has the prerequisites. This feat replaces the rage power gained at 4th level

Improved Bull Rush (Ex): At 8th level, the ravager gains this feat as a bonus feat regardless of whether he meets the prerequisites. This feat replaces the rage power gained at 8th level.

Improved Trip (Ex): At 12th level, the ravager gains this feat as a bonus feat regardless of whether he meets the prerequisites. This feat replaces the rage power gained at 12th level.

Greater Grapple (Ex): At 14th level the ravager gains this feat as a bonus feat regardless of whether he meets the prerequisites. This feat replaces the rage power gained at 14th level.

Greater Bull Rush (Ex): At 16th level the ravager gains this feat as a bonus feat regardless of whether he meets the prerequisites. This feat replaces the rage power gained at 16th level.

Greater Trip (Ex): At 18th level the ravager gains this feat as a bonus feat regardless of whether he meets the prerequisites. This feat replaces the rage power gained at 18th level.

If the barbarian has already selected any of these feats before he would gain them in place of a rage power, he may select a rage power as normal.

Rage Powers and Notes:

Renewed Vigor: the healing effect that this rage power has on the body resets the save DC vs. fatigue.

Renewed Life: This rage power can provide a more balanced alternative to the ability provided in the Book of Unlawful Carnal Knowledge.

Appropriate Rage Powers: Body Bludgeon, Ghost Rager, Low-Light Vision, Renewed Vigor, Roused Anger, Sprint, Strength Surge, Superstition.

New: Slave (Barbarian Archetype, Inspired by Quintessential Temptress and BoEF)

Getting into the mindset of a real slave is extremely difficult, if not impossible. Slavery in the true sense of total ownership no longer exists in the real world and the fantasy games of certain areas of the BDSM scene and the dodgier parts of the internet in no way replicate what it would really mean to be owned body and soul by another human being.

Slavery is an uncomfortable subject that many feel ill at ease with but from the thralls of the Vikings to the institutionalized slavery of the Roman Empire slavery has been an important historical aspect and one worth exploring. In other words, there is more to it than wearing a studded collar and saying 'yes

master.’ Consider playing either version of this archetype if a member of your party has the Noble bard archetype.

Weapon and Armor Proficiency: A slave is not proficient with medium armor or shields, and he is only proficient with one fighter weapon category that represents how he gained his freedom. Slaves do not lose racial weapon proficiencies gained through weapon familiarity or similar racial traits. If he used his chains as a flail for example, he has the chain category of weapons, while if he helped the princess escape her royal duty to marry someone she didn’t love, he may be proficient with light blades (and indeed is likely the one who taught her fencing). The slave gains a masterwork version of one of the weapons within his category as if he had chosen the Heirloom trait. Manacles are treated as a flail or spiked chain.

Skills: A slave does not gain Handle Animal (Cha), Knowledge (nature) (Int), or Survival (Wis) as class skills; instead, she gains Diplomacy (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Linguistics (Int), and Profession (Wis) as class skills.

Illiteracy: A slave is illiterate, and may never become literate due to superstitions about the idea.

Optional Variant: Some slaves are chosen by a noble or royal family to protect the virtue of the heiress. These slaves often serve as the tutor to the girl in the ways of the world and replace Illiteracy with “Eunuch”. They have been fully castrated to eliminate any risk of inseminating or deflowering their charge. A Eunuch can seek a Restoration spell in play to regain the use of his penis again, however he must take the Sterile feat at the next opportunity.

Terrifying Visage (Ex): A slave adds 1/2 his class level on Intimidate checks against humanoids who are not beaten savagely with any significant regularity. When dealing with barbarians, the slave may choose to add this bonus on Diplomacy checks instead. The DC of any fear effect created by the slave also increases by 1. This ability replaces fast movement.

Invulnerability (Ex): At 2nd level, the slave gains DR/— equal to half her slave level. This damage reduction is doubled against nonlethal damage. This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

100 Lashes (Ex): At 3rd level, a slave can ignore 1 point of bleed damage per round. This amount increases by 1 every three levels beyond 3rd. At 15th level, a slave can ignore 1 bleed effect each round. This ability replaces trap sense.

New: Tantric Monk (Archetype, Inspired by BoEF)

Alignment: A tantric monk may be of any alignment.

Stunning Fist (Ex): At first level the Tantric Monk’s stunning fist changes cosmetically. The stun effect is accompanied by an orgasm. Since the target has just had an orgasm she enters the excitement phase (or the Plateau phase with a DC 30 check or). If the tantric monk chose to deal nonlethal damage, he may afflict twice his damage as inhibition loss on his target.

Bodily Perfection (Ex): At second level, a tantric monk gains the feat of his choice between Pleasing Physique, Sexual Finesse, and Tantric. This replaces the attribute used for sexual techniques and other sexual skills to one of his choice. This increases cup size by 2 for females or penis size by 2” for males. At 9th level, female tantric monks gain 1 level of stuffing, while males gain an increase in penis length by 50% of its original value. At 12th level, the female tantric monk gains Stuffing 2 while the male increases his penis length by 50% of its base value. At 13th level, the female tantric monk gains Extradimensional Orifice and the male increases his penis length by 50% of its original value. This ability replaces evasion, improved evasion, abundant step, and diamond soul.

Extreme Endurance (Ex): At 5th level, a tantric monk gains immunity to fatigue. At 10th level, he also gains immunity to exhaustion. At 15th level, he gains immunity to stunning. At 20th level, he gains

immunity to death effects and energy drain. This ability replaces purity of body, diamond body, and perfect self.

Glamorous Ward (Su): When unarmored and unencumbered, the tantric monk adds his Charisma bonus (if any) to his AC and his CMD. In addition, a tantric monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four tantric monk levels thereafter, up to a maximum of +5 at 20th level. In order to receive this bonus, the Tantric Master must be wearing no armor, no cloak, cape, or mantle, no robe, no vest, vestment, or shirt. At 5th level, the tantric monk gains immunity to disease (he does not need to limit his clothing options to retain this benefit). This ability replaces the standard monk's AC Bonus

Sexual Ki (Su): The Tantric Monk gains Pheromone Secretion at 4th level, Pleasure Touch at 6th level, Horny Ray at 8th level, Multiorgasmic at 10th level, Improved Pleasure Touch at 10th level, and Strong Pheromones at 12th level. These feats come whether or not the Tantric Monk meets their prerequisites and replace slow fall.

Sexual Healin' (Su): At 5th level the tantric monk heals any members of sexual activity he is involved in equal to the amount of inhibition loss that he specifically causes as long as he is performing the sexual activity while he has ki points. This ability replaces High Jump

Merciful Healin' (Su): at 7th level the tantric monk can use Sexual Healin' to relieve one or more harmful conditions. The tantric monk chooses one of the following harmful conditions at 3rd level: fatigued, shaken, or sickened. When the tantric monk channels energy he can remove the chosen condition from one living creature that he heals. At 6th level, he can choose another condition. It can be one of those he didn't choose at 3rd level, or one of the following conditions: dazed, diseased, or staggered. He can remove the selected condition or the one he chose at 3rd level from up to two creatures that he heals. He gains another condition at 9th level, and can choose an above condition or one of the following conditions: cursed, exhausted, frightened, nauseated, or poisoned. He can remove that condition, or a condition he previously chose, from one or two creatures that he heals. Finally, at 12th level, he can choose a lower level condition or one of the following conditions: blinded, deafened, paralyzed, or stunned. He can remove that condition or one he previously chose from up to three creatures that he heals. Feats and effects that affect a paladin's mercy also affect this ability. This ability replaces wholeness of body.

Quivering Palm (Ex): As a special effect, whenever a tantric monk activates his quivering palm, the subject has a massive orgasm, whether or not they survive the attack.

Perfect Self: the Damage Reduction that a tantric monk gains is mitigated by alignment damage from an alignment that directly opposes his own. If a player wants to avoid this by picking true neutral, the damage reduction is bypassed by *all* alignment based attacks.

New: Tantric Wizard (Wizard Archetype, Inspired by BoEF)

Bonus Feats: A tantric wizard may take any feat that has spell levels as a requirement in place of normal wizard feats, or level dependent feats. She may also take Stuffing and Extradimensional Orifice as wizard feats.

Charismagic: the tantric wizard casts spells using her charisma modifier instead of her intelligence modifier.

Code of Conduct: A tantric wizard cannot refuse to perform a sexual act upon request, however she may charge for it or move to a more discreet locale unless the request specifically forbids moving to a more discreet locale.

Erotic School

Aroused Casting: The caster gains this feat for free at first level instead of Scribe Scroll.

Sexual Bonding: At first level, the Tantric Wizard creates a bond with one or more sexual partners, who may also be her adventuring companions. She may have sex with those she has bonded to in order

to prepare her spells or restore her spell slots as if she had Sexual Energy. She does not wake up exhausted as others normally would. Furthermore, she may bestow sexual energy upon bonded sexual partners, thus allowing them to recover spell slots or points in various pools.

Sexual Discoveries (Ex, Sp, or Su): A Tantric Wizard may learn sexual feats as if they were bonus wizard feats. She must still meet the prerequisites. If a feat emulates a spell, it is Sp. If it adds to or requires an ability that would be considered supernatural, it is Su. Otherwise it is Ex.

New School: Erotic School

Enchanting Smile (Su): the tantric wizard gains a +2 enhancement bonus on Bluff, Diplomacy, and Intimidate skill checks. This bonus increases by +1 for every five wizard levels she possesses, up to a maximum of +6 at 20th level. At 20th level, whenever she succeeds at a saving throw against a spell of the enchantment school, that spell is reflected back at its caster, as per *spell turning*.

Beguiling Touch (Sp): the tantric wizard can charm a living creature by touching it. Creatures with more Hit Dice than her wizard level are unaffected, as are creatures in combat and those with an attitude of hostile toward her. Creatures receive a Will saving throw to negate the effect. The DC of this save is equal to 10 + 1/2 her wizard level + her Charisma modifier. Creatures that fail their save are affected by *charm monster* for a number of rounds equal to 1/2 her wizard level (minimum 1). This is a mind-affecting effect. She can use this ability a number of times per day equal to 3 + her Charisma modifier.

Irresistible Demand (Sp): At 8th level, the tantric wizard can force others to do her bidding. As a standard action, she attempt to dominate a creature as though using the *dominate monster* spell, except that the creature must have a number of Hit Dice equal to or less than her wizard level. The targeted creature receives a Will saving throw each round to negate the effect. The DC is equal to 10 + 1/2 her wizard level + her Charisma modifier. She can dominate creatures for a number of rounds per day equal to her wizard level. These rounds do not need to be consecutive. She must concentrate as a standard action to maintain control over a dominated creature.

New: Voyeurs (Cleric Archetype, Inspired by BoEF)

Alignment: Whether or not they worship a deity, spying on others is an inherently evil act (granted, justifications for it exist, but the act itself is an evil that is sometimes done for greater good), therefore voyeurs must choose an evil or neutral alignment.

Focused Domain: The voyeur must always choose the Voyer domain, though he may choose another domain such as love or lust.

Alternate Channeling (Su): Voyeurs deal half damage with their channel energy, but they gain the following effects: Creatures gain a channel penalty on saving throws against divinations for 1 minute. Creatures using Sense Motive against affected creatures for the next minute gain a channel bonus on Sense Motive checks.

New Domain: Voyeurism

Send Senses (Sp): As a standard action, you place a scrying sensor at a point within medium range (100 feet + 10 feet/wizard level) that you can see and have line of effect to. You can see or hear (not both) through this sensor for number of rounds equal to 1/2 your cleric level (minimum 1). The sensor otherwise functions as a *clairaudience/clairvoyance* spell with a caster level equal to your cleric level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Penetrating Vision (Su): a voyeur takes gawking to a new level. At 8th level, he may see through thin barriers (no more than an inch thick) such as clothing or armor as if affected by a constant *Bernadette's Illusory Nakedness*. This vision does not hinder his ability to notice the objects; they merely appear

translucent. In addition once per day he may use *true seeing* with a caster level equal to his voyeur levels.

Domain Spells: 2nd- *detect thoughts*, *Bernadette's illusory nakedness* 3rd- *seek thoughts**, *clairaudience/clairvoyance*, *witness*, 4th- *arcane eye*, *detect scrying*, 5th- *prying eyes*, *scrying*, 7th-*greater scrying* 8th-*greater prying eyes*,

New: Prestige Class: Harem Assassin (Inspired by BUCK's Houri)

Not all assassins are black clad proto-ninja, sneaking their way across the rooftops in black pyjamas and springing out on people with swords and throwing knives. Some are more subtle and mature and often far more successful, despite their lack of haute couture bedtime attire. The harem assassin uses her beauty and desirability to get close to her target, seducing her way past the guards or even into the target's bed. Once there it is simplicity itself to administer a poison or to use a stiletto blade to best effect, slipping quietly away and leaving the body there until someone thinks to check why they have had a grin fixed to their mug for twenty-four hours straight.

Hit Die: d8.

Requirements

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

Alignment: Any evil.

Skills: Sexual Techniques 5 ranks, and another sexual performance skill (either erotic dance or flirtation) at 2 ranks.

Feats: Dick/Motorboat choke

Special: The character must kill someone during a sexual act. The attribute which controls Sexual Techniques must be at +1 or higher.

Class Skills

The assassin's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

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

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+1	+0	Sexual sneak attack +1d6, death attack, disease carrier
2 nd	+1	+1	+1	+1	+1 save bonus against poison, uncanny dodge
3 rd	+2	+1	+2	+1	Sexual sneak attack +2d6
4 th	+3	+1	+2	+1	+2 save bonus against poison, hidden weapons, true death
5 th	+3	+2	+3	+2	Improved uncanny dodge, sexual sneak attack +3d6
6 th	+4	+2	+3	+2	+3 save bonus against poison, quiet death
7 th	+5	+2	+4	+2	Sexual sneak attack +4d6
8 th	+6	+3	+4	+3	+4 save bonus against poison, hide in plain sight
9 th	+6	+3	+5	+3	Sexual sneak attack +5d6, swift death
10 th	+7	+3	+5	+3	+5 save bonus against poison, angel of death

Weapon and Armor Proficiency: Harem assassins are proficient with the dagger (any type), rapier, sap, and short sword. Harem assassins gain no armor or shield proficiency.

Sexual Sneak Attack: Harem assassins may utilize Sexual Techniques for feints instead of the normally allowed Bluff skill. The DC for this is 10 + BAB + Wisdom modifier, or 10+ Sense Motive Ranks. Harem Assassins that don't have sneak attack from another source may only perform this kind of sneak

attack. This ability otherwise is exactly like the rogue sneak attack ability. The extra damage dealt increases by +1d6 every other level (1st, 3rd, 5th, 7th, and 9th). If an assassin gets a sneak attack bonus from another source, the bonuses on damage stack.

Death Attack (Ex): If an assassin studies her victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). Studying the victim is a standard action. The death attack fails if the target recognizes the assassin as an enemy (although one you're having sex with is difficult to discern as an enemy, at the GM's discretion, the harem assassin may need to make a sexual bluff check separately for the death attack to work) the attack might still be a sneak attack if the target is denied her Dexterity bonus to her Armor Class or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin.

If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, she must make the death attack within the next 3 rounds. If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack.

Disease Carrier: Harem assassins have been cured of sexual diseases so much that they are immune to their effects. A harem assassin must still make the initial save versus a disease she is exposed to for the purposes of determining what she can inflict. Harem assassins often afflict themselves with Whore's Delight to render their targets helpless for death blows. This ability does not include diseases that are also curses like Mummy Rot or Lycanthropy, nor does it apply to level or ability drain.

Save Bonus against Poison: At 2nd level, the harem assassin gains a +1 saving throw bonus against poisons. This bonus increases by +1 every two levels.

Uncanny Dodge (Ex): At 2nd level, a harem assassin has such experience with streetwalking that she cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A harem assassin with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a harem assassin already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Hidden Weapons (Ex): At 4th level, a harem assassin becomes a master at hiding weapons on (or inside) her body. She adds her assassin level to all Sleight of Hand skill checks made to prevent others from noticing them. Additionally, a harem assassin may insert rape protector (a cylinder with down facing spikes on the inside, worth 10gp) or a small dagger (1d3 damage for both) into her vaginal or anal cavity without hurting herself and may apply a poison to the blade with a delivery method other than contact with no risk of poisoning herself. The blade and the rape protector automatically strike anything put in the orifice, but with the dagger, a Sexual Techniques skill roll needs to be made. On a 1, both she and her attacker are poisoned. This tactic does not count as actively attacking.

True Death (Su): Starting at 4th level, anyone slain by a harem assassin's death attack becomes more difficult to bring back from the dead. Spellcasters attempting to bring a creature back from the dead using *raise dead* or similar magic must make a caster level check with a DC equal to 15 + the harem assassin's level or the spell fails and the material component is wasted. Casting *remove curse* the round before attempting to bring the creature back from the dead negates this chance. The DC of the *remove curse* is 10 + the harem assassin's level.

Improved Uncanny Dodge (Ex): At 5th level and higher, a harem assassin can no longer be flanked. This defense denies a rogue the ability to sneak attack the assassin by flanking her, unless the attacker has at least four more rogue levels than the target has assassin levels.

If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Quiet Death (Ex): At 6th level, whenever a harem assassin kills a creature using her death attack during a sexual act, she can also make a Bluff check, opposed by Perception checks of those in the vicinity to prevent them from identifying her (um, I guess he's all tuckered out...) as the assailant. If successful, those nearby might not even notice that the target is dead for a few moments, allowing the assassin to avoid detection.

Hide in Plain Sight (Su): At 8th level, a harem assassin's streetwalking experience allows her to use the Stealth skill even while being observed. As long as she is within 10 feet of some sort of shadow, she can hide herself from view in the open without having anything to actually hide behind. She cannot, however, hide in her own shadow.

Swift Death (Ex): At 9th level, once per day, a harem assassin can make a death attack against a foe without studying the foe beforehand. She must still sneak attack her foe using a melee weapon that deals damage.

Angel of Death (Su): At 10th level, the harem assassin becomes a mistress of death. Once per day, when she makes a successful death attack, she can cause the target's body to crumble to dust. This prevents *raise dead* and *resurrection* (although *true resurrection* works as normal). The assassin must declare the use of this ability before the attack is made. If the attack misses or the target successfully saves against the death attack, this ability is wasted with no effect.

New: *Prestige Class: Honored Mother (Inspired by my pefophilia and attraction to dwarves)*

Some societies have low pregnancy odds and birth rate. Reproductive medicine hasn't advanced to the point where one can go to a sperm bank or preserve his own sperm for artificial insemination. Those societies have laws protecting the sanctity of marriage in the event that the couple wants to introduce a surrogate mother. Honored Mothers usually come from good strong stock, but are kept out of combat.

Hit Die: d12

Requirements

To qualify to become an honored mother, a character must fulfill the following criteria:

Alignment: honored mothers sign a contract to give up their babies when they are weaned from the breast.* Adhering to this contract requires a Lawful alignment. You also agree not to get your baby mutated by a demon, but chances are this may be more difficult than it sounds.

Gender: Female, and not Hermaphrodite.

Fortitude Save: +4 total

Skills: Perform [sexual techniques] 1 rank

Feats: Fertile

Special: The character must have become a mother for no reason other than to provide another couple with a child. Additionally, even if a character qualifies for the class immediately, such as a one with 18 constitution who has put a point in Sexual Techniques and gained the Fertile feat, must wait until second level to take this class. Birthrate may be no greater than 1 + 1/5 margin of success.

Class Skills

The honored mother's class skills are Craft (Int), Diplomacy (Cha), Heal (Wis), Perform [sexual techniques] (varies), Profession (Surrogate Mother, Con) Ride (Dex), and Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

* This takes around three times the racial gestation period of the honored mother. You can add or subtract 1 dice of a type no larger than 25% of this period (such as a d6 for humans who have a base weaning period of 27 months)

Class Features

The following are class features of the honored mother prestige class.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+0	+0	Birthing Hips, Lactation +1, Motherly Glow +1, Tough Titties 1
2 nd	+1	+1	+1	+1	Lactation +2, Stuffing +4
3 rd	+1	+2	+1	+1	Lactation +3, Motherly Glow +2, Tough Titties 2
4 th	+2	+2	+1	+1	Lactation +4, Stuffing +8
5 th	+2	+3	+2	+2	Lactation +5, Motherly Glow +3, Tough Titties 3

Weapon and Armor Proficiency: The honored mother is proficient with light armor and simple weapons.

Lactation: The honored mother's breasts are constantly leaking milk*. This milk is of the highest quality and nutritional value for all babies she is currently breast feeding. This increases her breast size dramatically (er... most of the time). Recalculate her cup size using the most advantageous features of any class she has previously taken. For example, if she came to be an honored mother from a class with a HD smaller than d12, use d12 to determine base cup size, or if her previous class had weak fortitude, use this class's fortitude. Furthermore, for every level she gains in this class, the honored mother gains +1 to her cup size and bust until she reaches HELLO!

Extra Cost of Living: Since an honored mother is "eating for two", when she is with child, she pays 50% more than the standard cost of living given on p. 405 of the Core Rulebook.

Motherly Glow: An honored mother provides half her class level rounded up to her partner's fortitude save to inseminate her. She gains twice this bonus (Inherent) on diplomacy checks involving children or those who appreciate the act of motherhood. This bonus stacks with the circumstance bonus granted against pregophiles at certain stages of pregnancy.

Tough Titties (Ex): The amount of lactation and being sucked on that your average honored mother needs to go through makes her breasts quite rugged. Honored Mothers gain DR/magic equal to their level in this class. Due to the sheer size of her breasts, it isn't worth it to bother about fripperies like hit location and whatnot. Just assume that the breast is always in the way.

Birthing Hips: Honored mothers increase their hip size by 1/2 their Sexual Techniques ranks, even if the GM isn't using that rule by default. In addition, they add +1 per level of honored mother, and apply this total to all childbirth rolls they make. For example if a dwarf has 5 ranks in Sexual Techniques and 5 levels of this class, she gains +7 to her hip size and adds +7 to all her childbirth rolls. This may mitigate or eliminate racial penalties to certain childbirth rolls (including elven frailty) In addition, Honored Mothers may take a special Profession skill based on Constitution that they may put ranks in even after they finish advancing in this class. Furthermore, an honored mother divides her standard race's margin of success required to have multiple births by two. For example a dwarf or elf can now have 1 child per 5 points of success, and a gnome can have 1/3 points of victory. Increase the Belly Expansion number given in Pathfinder Vices by an amount equal to the Honored Mother's Birthing Hips score. When the honored Mother is not pregnant, increase her waist measure by half this score.

Stuffing: At 2nd and 4th levels, the honored mother gains the stuffing feat, eliminating -4 and -8 in penalties for inserting larger objects into her vagina (and increasing the length of object that can be inserted). She can have no more than 2 levels of Stuffing from any source. If this class feature would

* Surprisingly, honored mothers often work in dwarven or elven coffee shops since so many customers want a squirt (2 fluid ounces, worth 1 sp) of their milk added to the coffee. An honored mother can be assumed to have 6 cups of milk per level of lactation. An honored mother can provide milk for 1 child per level of lactation. Any excess levels provide for 24 customers (usually 20 customers per tavern space show up at each meal). The GM may allow Profession (Barmaid) and Profession (Surrogate Mother) to be used concurrently, with the honored mother getting tips for her milk, and a stipend from the father. This isn't nearly as tiring as combining prostitution with stripping.

increase her beyond that point, she gains Skill Focus in Sexual Techniques. If she already has that feat, she may gain another sexual feat of her choice if she meets its prerequisites.

Example: Hilda Stoutlegs was once a simple Prostitute (Expert). She had 8 Str, 10 Dex, 17 Con, 12 Int, 13 Wis and 12 Cha, but was known more for her Pleasing Physique. As a prostitute, she had the following Statistics:

Magic Number is 27 (including +2 for being a dwarf)

- a) Bust is $(27+4+3)$ 34GGG
- b) Waist is $(27-3)$ =24
- c) Hips are $(27+1+3)$ =31

Over the course of about two and a half years, she had *a lot* of sex, eventually becoming a 2nd level character. She got pregnant and after much internal turmoil, aborted the baby. Her brother caught wind of her reputation and thought she should be doing something respectable. He asked her to be a surrogate. Hilda, feeling regret at her abortion and knowing that the baby would be in good hands with her brother, was honored and graciously accepted. Hilda used a gnomish insemination device. The baby was a boy, was born healthy. She earned the name Stoutlegs for her role as a surrogate for her brother, and later she bore twins by natural insemination for a second couple. A year ago she weaned her brother's first child and had another child with him by natural insemination, choosing that method because the insemination device made her feel uncomfortable. Her brother's second baby is still on the breast but Hilda plans to have her weaned by 3 years. Hilda is now an Expert 2/Honored Mother 5. She has the following Statistics:

- a) Bust is $(27+4+3)$ (+5 for Lactation 5)=39HELLO!
- b) Waist is $(27-3)$ (+4 for birthing hips)=28 (32 plus baby weight modifiers when pregnant)
- c) Hips are $(27+1+3)$ (+8)=39

Her breasts didn't get much bigger, but she is better able to support them with her extra musculature, her hips have grown significantly, and she can produce 1 child per full 5 points margin of success on both her client's and her own pregnancy roll. At 4th level she gained a point in Constitution, increasing her fortitude save by +1 (current total +11) and can impregnate on a roll of 14+ (able to produce up to 2 babies in her own right). Her babies are typically 1d4+5 inches long plus any increases from daddy.

Trait Modification

Calistrian Prostitute- The *Shards of Eros* equivalent of Calistria is Luna, thus Calistrian Prostitutes have their traits renamed Lunarian Prostitute. Other traits may have their normal effects, but their flavor text may reflect campaign differences (such as Fortified Drinker being tied to Inebra.)

The World

500 years ago, a cult of Luna, the Goddess of Night (as well as Lust and a bunch of other things) got together and decided to liven up things by trying to summon their goddess. They may or may not have succeeded, no one knows for sure. What we do know however is that the burst of light blinded all for a half a mile out. These "Orgiastic Portals" started opening up, spewing forth creatures in the act of having sex. They also took citizens of Terra (caught in sexual acts) to the plane of Eros, always to places where someone was having sex. Rumor has it that the population doubled that year. Certainly laws on public indecency were relaxed. The dwarves had to increase their armory productivity as orcs got more restless and rape and pillage raids were more common. Elves had to take on conscription for the same problem.

The Mythos

The world didn't just start with the Orgiastic Storm. According to scholars, the Elder Wars ended in 1326 B.S. (Before Storm). Not much is known about the Elder Wars except that they were between the gods and the first race, and that Elder ruins have inscriptions of fearsome magic. The end of the Elder Wars was brought about by the creations of these powerful magics and that of the gods which would have destroyed the world that they had created. The Elders called for a treaty and an agreement was made.

The Elders sacrificed a great princess named Madala to the gods. They were pleased with her beauty and not wanting it to go to waste; the first elves were made of her ashes. Her spirit transcended to the realms of the gods and was found by the god Eros who begged her to marry him. She accepted and their unions brought forth a beautiful daughter named Luna whose beauty was known to all the gods, though Eros continues to make love to Madala to this day. Luna gets most of her appreciation from the humans that believe that they were created by her for some greater purpose (inaccurate, they were playthings). Luna didn't like her playthings being destroyed, so she arranged for a few rather miraculous recoveries from fatal illnesses. Luna, who was the Goddess of Night also took up the mantle of Rest due to these miracles.

Sometime later, the Lunarian king's brother was convicted of killing another noble and he was exiled from the kingdom to the caves of the Northlands. There he discovered dwarves who believed in the once *human* God of Law and Oaths, Ogmar Oathbinder, and his loving wife Inebra, Dwarf Goddess of Drink, Fertility, Celebration, and Harvest-who transformed her husband into a dwarf as a result of a bet that she won-and in Inebra's father Terramus. In the king's brother's travels, he later encounters a subjugated race of dwarves covered in runes that revered "The Runeforger" and were prone to magic.

The presence of the goddess Inebra engendered in Luna a certain amount of jealousy and it manifests on the mortal world in the way of the Dwarf Wars lasting more than thirty years. This jealousy actually embodied the spirit of the god Diabolos who came forth to Luna to put a contract on Inebra. Luna did this, but when Diabolos was defeated by Ogmar he attempted to seek payment from Luna anyway, warping her mind with an overpowering addiction to sex when she denied him. Ogmar stepped in at this point and not having any grudges mediated the dispute. Though he could do nothing about Diabolos' retribution, Ogmar was able to bind Diabolos to the contract and Diabolos was sealed to the underworld for his breach of the contract. Some say this is why devils obsessively follow the *letter* of a contract. Diabolos' reign extends to Demons and Daemons as well.

Truly feeling anger over his defeat by Luna and Ogmar, Diabolos rapes Madala with whom he had contact because the underworld was connected to both Eros and Prime Material, and she has the child Domina. Domina grew up warped by Diabolos' contact with her. Constantly tortured by her perverted madness and seeking to inflict her pain on others, she gathered a following of drow who had a similar outlook.

Eventually as the elves began to explore, Domina set upon the world a civilization of blighted beings. While further to the north in the Orclands, human towns began to pray for the strength to defeat the orcish raids. They were noticed by the goddess Bella Regina who asked for nothing but the souls lost to war be sacrificed in her name. Bella Regina was widely revered as an *orcish* goddess up until this point, but true to the fashion of most warlike cultures, she abandoned her charges at the drop of a hat and took up the mantle of War primarily.

Pantheon

A note on subdomains: If a specific subdomain is listed, the deity is incapable of granting its base domain. Likewise, those with full domains can only grant those domains unless they are specified to have direct control over subdomains. In this way, the subdomains are really alternate domains. For example, Ogmar Oathbinder cannot grant the Blood subdomain or the War domain, though he has the Tactics subdomain, nor can he grant the Devil subdomain of Law, even though he has that main domain.

Diabolos

NE God of the Underworlds

Domains: Evil (all subdomains), Strength, Trickery

Favored Weapon: ranseur

Domina

LE Goddess of pain and tyranny

Domains: Madness (all subdomains), Blood subdomain

Favored Weapon: whip

Eros

CN God of Love

Domains: Charm, Love subdomain, Daemon subdomain

Favored Weapon: bow

Inebra Oathbinder

CG Goddess of Drink, Harvest, and Fertility

Domains: Chaos, Good, Charm, Family Subdomain, Seasons subdomain, Ferocity subdomain

Favored Weapon: improvised

Luna

CG Goddess of the Night and Rest

Domains: Darkness (all subdomains), Lust subdomain, Healing (all subdomains)

Favored Weapon: glaive

Madala

NG Goddess of Sacrifice

Domains: Martyr, Healing, Resurrection subdomain, Ash subdomain

Favored Weapon: spiked chain

Navanor Runeformer

N God of Runes and Magic

Domains: Artifice, Magic, Protection, Runes, and Luck

Favored Weapon: warhammer

Ogmar Oathbinder

LG God of Law

Domains: Good, Law (Archon and Inevitable subdomains), Tactics subdomain, Glory (all subdomains)

Favored Weapon: greatsword

Sola

N Goddess of the Sun

Domains: Fire, Sun (all subdomains)

Favored Weapon: scimitar

Terramus

LN God of the Earth, the Unshakeable Truth

Domains: Earth, Law, Honor subdomain, Heroism subdomain, Strength, Resolve subdomain

Favored Weapon: greataxe

Bella Regina

CE Goddess of Slaughter

Domains: Death (all subdomains). Loss subdomain, Decay subdomain

Favored Weapon: heavy flail.

Heavenly matters aside the timeline below represents the most widely believed history of the *Shards of Eros*:

1326 B.S. - The Ironwood Dynasty is formed. It is little more than an autocracy. The elves that formed it believed themselves to be descended from the ashes of the ascended princess Madala.

1220 B.S. - The Lunarian Tribes of human barbarians unite against orcs and goblins and create a Hammurabi style code, but there is a council, and there is the concept of a fair trial.

1200 B.S. - The Lunarian Tribes squabble over lands. The king Lanaark's brother Andros Maximus is accused of

assassinating another noble. Lanaark exiles the man to the caves of the northland. Andros Maximus discovers Dwarves who have believed in their own gods.

1172 B.S. - The Lunarian Tribes attack these strange dwarf creatures not realizing they aren't monsters. 30 years of war ensues.

1143 B.S. - The flying Gnomish city of Mechanos approaches Lunaria. The Lunarians think the gnomes must be gods, but the gnomes tell them through dwarves (who have contact with surface

dwarves but have not revealed this to humans) that they are foolish. The humans try to strike the heathen gnomes down but the gnomes escape to their flying castle. Dwarf Wars end.

1131 B.S. - The gnomes attempt to establish peace talks and trade with Lunaria, there's a bit of a tussle here and there, but the humans declare that if the gnomes settle *on the ground*, they will trade.

1129 B.S. - Mechanos anchors on an island that is surrounded by 3 rivers.

1114 B.S. - The dwarves of Dwarfheim seek Lunarian help in fighting off goblins, orcs, and giants. The Lunarians, seeing the effectiveness of the dwarves allowing their females into battle adopt a similar stance, permitting females to join the military.

1110 B.S.- The drow of the Ironwood Dynasty attack the elves and separate believing that traditional elven worship has no place for their goddess Domina.

1103 B.S. - The Ironwood Dynasty orders conscription, and requests help from humans to fight off the drow of the Darkwood Alliance.

1097 B.S. - The Lunarians establish the trade town Falgaroth. Their dealing with gnomes and dwarves has lessened their dependence on Luna. Humans begin to adapt more gods.

1082 B.S. - Gnomish farming techniques are incorporated into human lifestyle. Falgaroth grows to a small city.

1079 B.S. - The *Elvish Armistice* is signed. Ironwood recognizes Darkwood's sovereignty.

1063 B.S. - the Ironwood elves renew their appreciation of the sun goddess Sola.

1042 B.S. - Importing beer from Dwarfheim prompts humans to begin worshipping Inebra. She appears topless in ancient Lunarian Frescos.

1021 B.S. - Citizens rebel against the Lunarian Queen. She is made a spectacle and executed. A council forms and the city-state is called the

Falgaroth Republic. It is led by Tiberius Maximus.

1014 B.S. - Tiberius-having turned the Falgaroth Republic into a socialist state-and enacted controls on everything-is killed. The various factions fragment and fall into a dark age.

496 B.S. - Gnomes pave routes in the Falgaroth Basin.

489 B.S. - Gerard Magnis I unites Falgaroth clans against the Orcs. Invents Phalanx tactics.

479 B.S. - Dragons awaken from their slumber and attack the dwarves. Dwarves seek help from "Adventurers".

469 B.S. - a meteor strikes Ironwood Castle on the night of Princess Ayala's Birth.

454 B.S. - Felids are discovered. Trade between Felicia and Ironwood commences

450 B.S. - Ayala manifests bloodline powers and becomes Ayala Starsoul.

435 B.S. - The humans of Falgaroth reverse engineer firearms independent of gnomish mechanations.

421 B.S. - The first Elder Ruin is discovered in the Northlands.

Soul Forger Amrin Runecrusher's soul was forever changed as the runes spoke to her.

412 B.S- Orc warbands take The Orclands from the western Dwarfheim.

406 B.S. - Goblins move out of the Orclands. Some goblin settlements live in peace south of Dwarfheim.

395 B.S. - Drought causes wildfire in the Ironwood, and huge crop loss in Falgaroth.

373 B.S. - Falgaroth ships firearms to the dwarves to help them against the orcs.

358 B.S. Earthquake causes massive landslide in the Southrun Wall opening up new passes. Falgaroth humans discover settlements on the other side.

343 B.S. Ironwood Elves in galleys explore the seas around the continent and discover Shady Sands on the other side Southrun Wall.

334 B.S. - The Great Die Off of the Elves, reducing their population to half its size was induced by a virus contracted in their (sexual) dealings with Southrun.

323 B.S. - Dragons from the Southrun Wall attack Mechanos.

312 B.S. - Massive blizzards in Dwarfheim lead to famine in the northlands.

306 B.S. - Tyrannical ruler Kethos the Great comes to power in the Darkwood.

294 B.S. - Realistic painting and sculpture in Ironwood prompts Queen Ayala Starsoul to relax restrictions on dress code.

290 B.S. - Amrin Runecrusher starts a rebellion in Dwarfheim to end discrimination against dwarven spellcasters. The conflict is known as the Soul Forger War.

284 B.S. - Amrin Runecrusher dies giving birth to the sorcerer Khadvar Bloodshard.

270 B.S. - the Runecrusher faction discovers mithral.

259 B.S. - a terrible plague befalls the Stonefist faction; the Runecrushers deny any involvement.

249 B.S. - the Runecrusher faction claims Republic status, and elects Khadvar Bloodshard as Prime Councilor. The Runecrusher Republic is organized into states and counties.

242 B.S. - cultists in Southrun summon lesser creatures of Eros. The Drow summon Domina's Pawns. (Drow with the Creature of Eros template).

229 B.S. - Khadvar Bloodshard has a visitation from Inebra Oathbinder and manifests the Destined bloodline.

218 B.S. - Barbarian humans from the Orclands, venerate the goddess Bella Regina. Raids in her name plague the countryside.

209 B.S. - The whole of the Orclands descend upon Mechanos. The gnomes form an organized fighting retreat into the Southrun Wall and escape to Falgaroth through the Fal Pass. Bella Regina barbarians inhabit the towns and enslave any stragglers. The race of halflings is born of a crossbreed between humans and gnomes.

197 B.S. - Having destroyed a large portion of the farmland and killed the farmers of the isle of Mechanos, the Bella Regina barbarians cause the Mechanos Drought.

186 B.S. - The Bella Regina Barbarians leave the Mechanos

Ruins. Some halflings become nomadic.

171 B.S. - Halflings in Mechanos discover crop rotation.

162 B.S. - Halflings become rich on Mechanos Tobacco. Climate becomes rainier over the next 15 years

135 B.S. - Stonefist faction enlists the aid of Falgaroth firearms in the Soul Forger War. Falgaroth mercenaries take the Bloodshard Keep.

118 B.S. - a railway is built underground between Stoneholm and Falgaroth.

105 B.S. - Stennar Rock Cutter commissions an 80 foot statue of *Inebra and Ogmar's First Dance* that stands inside Stonefist Keep to this day. Climate becomes hotter for the next 15 years.

100 B.S. - Ice caps melt in the Northland Peaks causing flooding in Ironwood, and the Falgaroth Basin.

90 B.S. - Prosperity in Falgaroth due to the train.

82 B.S. - Government reforms in Dwarfheim outlaw discrimination on the basis of magical birth, magical study becomes a permissible craft. Socially however, it is still restricted to Rune Dwarves. Lands in the east are formally named Soul Forge Province in recognition of the efforts of Amrin Runecrusher. Gharin Bloodshard takes the name Soulforgar.

67 B.S. - Dwarves discover adamantine.

56 B.S. - Having no male heirs to the throne, Brannock Stonefist's death results in the

first solo female ruler Hilda Stonefist (his wife) to rule from the unprecedented age of 29!

44 B.S. - Drow in Darkwood prohibit the worship of gods other than Domina.

36 B.S. - Southrun Cultists summon Eros Creatures leading the citizens of Falgaroth to become sexually free.

24 B.S. - Dragons attack the Mechanos Tobacco fields.

15 B.S. - Ayala Starsoul dies. Lorient Starsoul takes the throne of Ironwood.

6 B.S. - Blizzards strike the Orclands. Violence is reduced.

0 A.S. - The Orgiastic Storm. The country of Southrun is decimated by its intensity. Only a few outliers survive the initial blast. The area becomes known as the Stormblight Desert.

3 A.S. - Lorient Starsoul marries Warmistress Aldana and legalizes same sex marriage in the lands of Ironwood. Narsil Stormborn is appointed the new Warmaster.

15 A.S. - The Southrun Portal to Eros opens.

31 A.S. - Marla Stonefist I born. Hilda's marital status causes considerable grumbling from the masses.

36 A.S. - Bella Regina and Domina worshippers are ordered Kill on Sight in Falgaroth.

47 A.S. - Dragons attack the Orclands. Bella Regina Barbarians attempt to escape to Falgaroth, but those that do are killed.

53 A.S. - Halflings migrate en masse to Ironwood. Elves initially regard them as "less

than people” and they experience racial injustice.

64 A.S. - Caladon Stormborn, brother of Narsil takes a halfling arrow aimed at Queen Lorie.

Kethos the Great dies.

75 A.S. - Slavery outlawed in Falgaroth. Punishable by death of the slaver.

87 A.S. Crotch Plague epidemic in Falgaroth.

82 A.S. - The serf class eliminated in Falgaroth as citizens are now permitted to own land.

92 A.S. - Falgaroth becomes a metropolis.

98 A.S. - Marla Stonefist I rises to power. She allows a sorcerer Glimdar Silverfist (Arcane Bloodline) to sit on the Imperial Council.

115 A.S. - Magically driven hydraulics improve mining operations in the capital settlement of Stoneholm. Sewers are also developed. The area becomes a metropolis.

119 A.S. - Dwarfheim becomes a Monarchial Republic. The monarch retains veto and ratification rights, and emergency decision, but the elected council acts as the primary governing body.

130 A.S. - Falgaroth income tax is set to 10% per month. (Assuming five 6 day weeks per month, this gives a character with +8 skill 45 gold on average and reflects 4.5gp in taxes per person. It is assumed to be part of the cost of living for an average or better lifestyle).

145 A.S. - a *potion of plant growth* dubbed *druidic fertilizer* increases crop yield over the next year by 30%.

154 A.S. - prosperous crop yields induced by druidic fertilizer cause earlier and lengthier puberty and increases in breast growth among humans and dwarves.

167 A.S. - A cold snap brings about colder climate.

177 A.S. - Ironwood City is officially a metropolis.

180 A.S. - Girard Magnis XVIII dies without an heir or spouse. Harold Spencer is chosen among a council of nobles to lead.

185 A.S. - Social pressures on Harold I prompt the creation of occupational Guilds and their heads' membership to the House of Commons.

King Harold I marries Queen Emily and enacts laws establishing line of succession.

194 A.S. - a palatial entry to Domina's Bordello appears on the plains north of Southport in Darkwood.

204 A.S. - Falgaroth attacks and fails to destroy the portal to Domina's Bordello.

213 A.S. - Barbarians of Stormblight Desert, maddened by Mindfire siege the city of Falgaroth

217 A.S. - The area surrounding Domina's Bordello becomes rainier. Mindfire spreads into the city of Falgaroth.

228 A.S. - tied on clothing becomes popular in Falgaroth.

239 A.S. - Demon Fever and Devil Chills spread to epidemic proportions as sexual interactions with those creatures spikes. Lorie Starsoul contracts Demon Fever

241 A.S. - Lialda Demonsoul is born. Warmistress Aldana slays the demon responsible for afflicting the queen and becomes Regent Queen of Ironwood.

252 A.S. - Silver plate "luminography" is invented. Soon after, the first pornographic periodical Swollen Dwarf Mountains features dwarf women with DDD or larger breasts disrobing from various armors.

Gharin Soulforgier dies and his son Harvir rises to the seat of Guardian of Soulforgier Province.

266 A.S. - Dwarf gunslingers incorporate squad level guerilla tactics into their battles. In a show of unity with the Soulforgier Province, they allow the mages there to enchant their weapons with *training shot*.*

272 A.S. - Half elves and half orcs are recognized as races. Some migrate to and assimilate with Falgaroth. Some choose to isolate themselves in their own settlements.

278 A.S. - A gold rush in Three Rivers Point causes mass migration into the area. Three Rivers Point is added to the Falgaroth-Stoneholm Railway.

* **Training Shot:** Training shot can be made to deal nonlethal damage as a *merciful weapon*, and upon striking the target, it leaves a satisfactory splatter that has the appearance of blood. Characters using training shot are not entirely defenseless however, since they are able to speak a command word to deal lethal damage without the merciful damage bonus. Faint conjuration; CL 5th; Craft Magic Arms and Armor, *cure light wounds*, *arcane mark*; Price 2125 gp on the weapon, or 42 gp, 5 sp per shot.

287 A.S. - Cross Cove's dam breaks causing a flood on Falgaroth's western ports.

302 A.S. - the unveiling of the Lunarian Museum in Falgaroth induces a revival in the Lunarian faith.

318 A.S. - Dwarves forge Cold Iron.

329 A.S. - Elzbeth Barret thwarts an attempt on Harold IV and is knighted. She is the first female human to be granted a rank for reasons other than marriage.

338 A.S. - The Great Stoneholm Fire destroys the train between Falgaroth and Stoneholm.

339 A.S. - At great displeasure of the citizens, Lialda Demonsoul is coronated. She manifests Abyssal Bloodline powers.

351 A.S. - Drow Siege the city of Falgaroth. General Elzbeth Barret wears breast-less armor into battle with seiging drow who suffer a crushing defeat. This prompts citizens to wear clothing without breasts to the extent that public decency laws *can't even be enforced*.

General Barret kills council members that vote against a war in retaliation to the drow siege.

360 A.S. - Barret orders conscription of soldiers. Any family caught holding back able bodied citizens is executed and their assets seized. Public decency laws eliminated in Falgaroth. Lewd conduct laws still exist

373 A.S. - Drow summon Pawns of Domina to infect

Barret's forces with sexual diseases, including Nymphomania. Barret's own men bind and gang rape her until she dies of exhaustion.

381 A.S. - Barret's War ends with the downfall of Drow as a civilization, due to sheer strength in human numbers. They retreat underground but the land becomes part of Falgaroth. Darkwood is renamed Westreach.

392 A.S. - Thalia Magnis is born.

408 A.S. - Thalia Magnis is acknowledged as a High Sorceress in Westreach, at an unprecedented age of 16! Falgaroth's own Mages Guild snubs the decision on the belief that she is too young.

410 A.S. - Ethnic cleansing by the orcs in the Orclands leads to the massacre of the town of Cross Cove with civilian deaths exceeding 1200 half breeds.

The orcs are declared monsters as are various goblinoids.

410-422 A.S. - Falgaroth declares war on the Orclands (under Gerard XIX) in retaliation of the Cross Cove Massacre. The slogan "*Remember Cross Cove!*" becomes a popular anti-orc epithet in this time.

419 A.S. - Falgaroth prospers as a result of gold recovered from orcish banditry and raider operations.

427 A.S. - Marcus Spencer claims to be the illegitimate grandson of Harold III. Though he is not granted succession rights this does ignite considerable fervor with the populous of Falgaroth. Gerard

XIX grants him an honorary rank of Captain.

434 A.S. - Humans of the Orclands escape to the fort at Three Rivers Point. The humans teach the Falgaroth soldiers evasion tactics and witchcraft.

445 A.S. - A *major* dragon attack on Falgaroth leads to the death of Gerard III. Succession is questionable but after a vote from the House of Commons, Marcus Spencer is coronated.

Marcus Spencer marries Theresa Mathers. They have a child Byron Spencer.

459 A.S. - Elf druids are consulted to devise disease resistant plants.

471 A.S. - a failed casting of *remove disease* results in massive plant born *contagion*. Byron Spencer is coronated. "Mad Lord Byron" legalizes prostitution and slavery, institutes a harem, raises taxes, and generally runs things like a tyrant.

Westreach declares its independence and the Falgaroth Civil War begins. *Imperious Sorceress* Thalia Magnis (apparent age 16, see *Advanced Race Guide*), born in Westreach leads its army.

480 A.S. - Byron Spencer chooses to face her directly and is killed by Thalia Magnis (now 88) who believes herself to be a descendant of the Magnis family line. Thalia usurps the throne. Changes are instituted which end the *contagion*. Slavery is illegalized again. Westreach retains its independence. Thalia's position ensures favorable trade. In a show of good faith, her position

as Empress is ratified by a now impotent council.

498 A.S. - Thalia Magnis (now 106) commissions the Adventurer's Guild for any

Mechanos or Lunarian artifact that can be found in the Mechanos Ruins or the Elder Temples. In addition, the Adventurer's Guild is licensed

to carry out bounties commissioned by members in good standing of the Falgaroth Council.

Calendar

BS is before Storm, AS is After Storm. There are 12 months in a year, which the people refer to as cycles. The cycles are arranged below in order from the first of the year to the last:

Cycle of the Bear
Cycle of Spirit
Cycle of Rain
Cycle of Bloom
Cycle of Birth
Cycle of Sola
Cycle of the Dog
Cycle of the Heart
Cycle of Planting
Cycle of Harvest
Cycle of Wind
Cycle of Frost

Each month is divided into 5 weeks with six days each. The names of the 6 days are as follows:

Soladay
Lunaday
Runeday
Belladay
Feyday
Layday (commonly used as a day of rest)

Notes: Monthly earnings are discussed in Pathfinder Vices, as well as Shards of Eros. Multiply by 2.5 to get monthly earnings for craft (Check Result x DC sp/wk) or professions (1/2 check result/wk), and by 30 to get monthly checks for perform skills. The Appendix shows new totals.

Holy Days and Festivals

The New Year- Soladay the 1st, Cycle of the Bear
Festival of Lovers- Third week, Cycle of Spirit
Founding of Westreach- Runeday the 9th, Cycle of Bloom
Runecrusher Day- Layday the 12th, Cycle of Birth
Summer Solstice- Soladay the 25th, Cycle of Sola
Festival of the Storm- Second Week, Cycle of the Heart
Harvest Festival- 5th week of Cycle of Harvest
Festival of Remembrance of the Dead- Layday the 30th, Cycle of Harvest
Westreach Independence- Feyday the 17th, Cycle of Wind
Dwarven Reunification- Lunaday the 2nd, Cycle of Frost
Winter Solstice- Soladay the 25th, Cycle of Frost

Plane of Eros

It is where wet dreams come to life. It is where angels go on their honeymoons. It is where pleasure is made manifest. The plane Eros is not the origin of all things sexual, passionate, and lustful, but it is where most of them end up eventually. The plane appears, for the most part, as a vast translucent cloud of pastel smoke, containing small 'sub planes' that could hold almost anything. Terrain in the Plain of Eros resembles the soft flesh of a humanoid (usually female breasts, but caves take anal or vaginal appearance, and monoliths are decidedly penile and are of every girth and length imaginable). Areas that feature sexual organs may periodically (every 6d6 hours in which a sentient being has been present) release sexual tension, creating a grease effect in a 30 foot radius for 24 hours that can be transferred to any person or object present. If a building is in the area, it may be difficult to get into due to having a slick doorknob. If the organ is male, the fluid can be used to impregnate women (it succeeds its fortitude save automatically) if she is not barren.

Many quasi-deities make their homes here, and all who know how to reach this place enjoy spending time here. The plane Eros is primarily a transitive plane – it can be accessed using sexually powered magic and the ritual sacrifice (knowingly and purposefully) of a spell slot. This requires a inhibition equal to $5 \times (7 - \text{the level of the spell slot used})$, for example a 6th level spell requires 5 inhibition and a 1st level spell requires 30 inhibition. Sacrificing a 7th level spell requires 1 inhibition and sacrificing a 0th level spell requires 35 inhibition. Actually casting *planeshift* or *Eros shift* requires that the caster kiss another person, but doesn't require inhibition loss. Shifting out of Eros requires the same expenditure and can only be used to transport the caster to a location where someone is doing something sexual.

Plane of Eros Traits

The Plane of Eros has the following traits.

- 1) Subjective Directional Light Gravity: Those traveling through the Plane of Eros move by arousal. Breasts will *never* droop here, and an orgasm allows any person to move through the plane in any direction at "hustle" speed for 1d6 rounds or until they land. The plane has a constant *personal fluidic enhancer* effect. This allows women to be *squirters* even if they weren't already! Falls deal d4s instead of d6s (maximum 20d4) due in part to the gravity, and to the soft fleshy terrain, and anyone falling is assumed to have "deliberately jumped" (DC 15 Acrobatics check to ignore the first 10 feet). If you *did* deliberately jump, ignore 20 feet of the fall instead of 10. Those who are landing from an orgasmic flight do not fall unless they ended their flight on a previous round, or unless they are near an area that has ejaculated (because it is *greased*). *Feather fall* and Cat Fall are twice as effective here.
- 2) Erratic Time- Ever heard the phrase "time flies when you're having fun"? If you're having sex or performing some other highly entertaining activity, a minute on Eros is a day in the Material Plane which can pile up to about 1 Eros day per 4 Material years, if you're sitting around not doing much but maybe eating, chatting, or being a barfly, and not much is happening to alleviate boredom, a whole day on Eros is a minute on the Material Plane, or 1 Material day per 4 Eros years. In either case, any aging or whatnot happens after you re-enter Prime Material.
 - a. This may mean that two characters experience time differently, leading to interesting roleplaying possibilities (What? How did the elf age 266 years [200 days of nearly constant sex (8 daily hours) is 96000 minutes/360 since a minute on Eros is a Material Day and years in Shards of Eros are only 360 days long] and I only aged three and a half hours? [200 days working the farm would be more like 3h20m]).
 - b. In some ways performing the *same exact task* can have differing effects on people. Someone who goes into the Savage Plains might be in constant fear of his life and experience slow time, while another Chaotic Evil 20th level character enters the same area

- and goes on a killing spree (*very enjoyable* for such a character) and experiences fast time.
- c. Assess time based on the most frequent activity, if you want to get the particulars, however if you want to wing it, feel free to come up with whatever bullshit reason you want.
 - d. If a character gets pregnant here, and stays less than their full term, but the erratic time would push the pregnancy past term, this *does not happen spontaneously*. The mother enters the material plane at full term and will go into labor 1d6 days later.
- 3) Infinite Size
 - 4) Sexual Morphic/Sentient Trait: sex here may arouse the terrain if the terrain has either line of effect or line of sight, altering it as described above. Features of the terrain may have sex with each other provided they are within reach. Entering an orifice may arouse the terrain, causing the *grease* effect described above. Things that damage flesh cause bleeding or bruising of the terrain but it isn't known whether the terrain or the plane takes damage. Working the farm does not damage the flesh. So far none of the gods calling this home have sought restitution for damages against the terrain. Healing spells, abilities, and so forth may be applied to the terrain to repair visible damage. The Sexual Healin' feat may apply to terrain in a 30 foot radius. Any sexual diseases that participants in sexual activity outdoors are afflicted with may be transferred to a 30 foot radius of the terrain. In any case, casting any aimed spells counts the 30 foot stretch of terrain as a Colossal creature (this is specifically relevant for spells that don't have area effects such as *remove disease*). Eros has empathy and may have Telepathy in some places, though it doesn't seem to have any mouths anywhere. For the purposes of saving throws (until I come up with a better rule) it is assumed to have Constitution, Dexterity and Wisdom of 25 (+7) and +12 for all saves (for total saves of +19).
 - 5) No Elemental or Energy Traits
 - 6) Mildly Chaotic-Aligned- Enhanced Sex-Magic: All spells enhancing lust and sex are automatically enhanced and empowered.

Features of the Plane of Eros

There are many locations worth visiting in Eros, either for entertainment or because there are things worth killing and looting out there.

The River of Pearl

Said to erupt from the penis of Eros himself, this milky white river streams in a direction determined to be roughly "south" as humanoids in the area understand it, but there isn't a solar cycle (more like a constant pinkish twilight with the flickering appearance of a candle whose flame is never seen) to discern east or west. The "origin" of this stream is a huge lake, the bottom of which has never been found. Women who bathe in water that has *any* of this substance *will* become pregnant if they have a uterus; even if they were originally barren (that feat has no effect here). This *will not* cause complications such as those that arise from an egg fertilized in a fallopian tube. Couples pay exorbitantly (500-600gp) to get Eros Shifted to the River of Pearl just for this purpose, not realizing that the plane itself warps their child so that she (increase the gender determination roll by +5) will eventually become a steaming skanky fuck-sack.

The Grave of Madala

The only truly earthy place on the plane of Eros (the rest of which is by all appearances fleshy breast-like mounds or other areas of a humanoid body), this area has *extremely* fertile soil, and huge hillocks to the north and south sides of the west end of the area. It is said that the food produced here is capable of supporting double the mortal population of Eros at any given time, and it produces grain that feeds livestock finer than any creature on the Prime Material. Food here is treated as a stronger form of Ambrosia (from the *Advanced Race Guide*). Ambrosia normally allows +2 on saving throws against

negative energy, energy drain, and death effects for 1 hour after consumption, however due to the nature of the plane, food in Eros provides +2 on *all saves* for 1 hour after consumption (except those versus its addiction, and against Nymphomania), and causes a DC 20 severe addiction, as well as Nymphomania (characters become sickened, DC 20 on any day they haven't had sex). People have been known to experience breast and penis growth, vaginal tightening, and any number of body changing effects here (eating the food on the plane is sufficient cause to purchase appearance traits or feats beyond first level.)

Domina's Bordello

This palatial harem is a haven for practitioners of BDSM. The main hall where prospective clients wait for a partnership is surrounded by rooms stocked with bondage gear and rent of a room is steep (1000 gp/hour). The lobby is enchanted *with divine sexual experience, divine romantic interest* and *pheromone enhancer*. People in the room can detect who is attracted to them, but not whether they are also attracted to others. Accidental death is fairly common, so the rooms are enchanted with the *true resurrection* as well. It is said that the goddess Bella Regina has a place in the Bordello where she practices combat every night.

Luna's House

Home of the Mother of Night, Luna; anyone is welcome here, for a price, be they mortal or angel or fiend. Throughout most of the universe, this House is considered neutral ground (DC 30 Will save to attack anyone) - but the area around it is not - If you're going to enter this House, you'll have to get past the near-constant brawl between juxtaposed outsiders on the front porch (GMs use *any encounter table from any source* you have). It's said to be worth a thousand deaths to enter this place. Luna's house is a huge inn that is larger on the inside than it appears on the outside. When you finally get inside, aside from the 1000 deaths, you find that it is only 1000 gp/night. You are attended by a servant of any race, gender, and appearance you desire; age is viewed as a Prime Material construct on the plane of Eros, and the only observed obstacle to a good time is willingness. They provide for your every need. If you are in need of sex, they provide it. Food, drinks, all provided. Massage, mud bath, sauna, done. If you are there with a significant other, both of you get attendants but they won't provide sex unless you *specifically* ask for it. Many a couple has come to the house and gotten two female attendants because the wife simply wanted to make the husband happy, and though far less common, the same is not unheard of for husbands to do for their wives.

They have a house band that performs nude and takes any request. They know any song that has ever been playing while someone was in a state of arousal. They know songs from *different worlds* in the Prime Material plane that have been playing while someone was in a state of arousal. Behind the main tavern floor of Luna's house, there is a theater that performs sexual plays. You can request specific plays between showings. The actors know any play that shows up in the Scriptorium (including plays that could be sexually explicit but weren't in their original incarnation)

One might think that the luxurious ski resort theme is not practical here, but all they need to do is arouse a nearby monolith and cause it to ejaculate onto a breast hill behind the building. It isn't the same due to the lack of blistering cold, but you can ski nude. Don't worry about leaving once you get in however, because once in, you get a pass that actively repels foes to a distance of 30 feet (DC 40 will save to resist). It is only valid for the duration of your stay, and once this is over, it becomes an inert piece of paper. You can pay for another at the front desk if this happens.

Another feature of Luna's House is the bed and breakfast feature that comes free with the purchase of any room in the house. It features "hill milk" straight from the breasts around back (not the one that gets skied on), chilled overnight, and hill cheese, aged many years before served. Both the milk and the cheese have sweeter flavor (that can't be discerned as belonging to any humanoid race) than any dairy product on the material plane, and neither causes lactose intolerance issues. Luna's House also has a microbrewery beside the kitchen where they can ferment and distill alcoholic beverages. They make *Luna's Hill Brew* from the milk which has varying degrees of alcohol ranging from 2% to 50% (the word brew is replaced with a different word based on alcohol content: *Beer* is around 2-5%, *Mead* is 5-10%, *Stout* is 10-15%, *Wine* is 15-30%, and *Rum* is anything stronger). Eggs are stolen from Rocs on the Savage Plains (where they lay them yearly), and they occasionally allow one to hatch for its meat which comes in rather larger proportions (only a small cutlet from a selected area is needed to cover half a plate). Luna's has the entire menu from the Game Mastery Guide p. 201.

The Vault of Perversion

The drow keep an outpost here that is the dark shadow of the Plane of Eros. It contains a copy of every piece of pornography ever painted, etched, spoken, written, or formed of illusion, as well as every dwarven luminograph. It has *everything*, including infinite pieces of worthless, poorly drawn art, disturbing, unnatural perversion, or vile, disgusting malefaction. It has *real snuff*. It's a vast trove of goods, but few are willing to search for their desires in this hell hole. As for the question, "Why?" Their answer is simply, "Because it can be done."

The Savage Plains

This vast savannah is the incarnation of masculinity, forcing all who exist there to strive to fight harder, run faster, think quicker, and be stronger than ever before, every day, or fall behind. The environment is fiercely dangerous (+35 on Encounter Rolls) and impedes magic (DC 20+SL to avoid losing the spell or spell slot), but those who survive the trials get the Nymphs every evening... On the downside, this sheer masculinity of this savage landscape imposes itself on any woman unlucky enough to be stranded here, eventually dooming them to eternity as one of the Nymphs... unless they escape... (GMs wanting to have fun with this can give them the "Creature of Eros" template if they fail a will save with a DC of 20+days spent on the plains, then later escape). This may be problematic for GMs of bards or sorcerers (or the like) who come in the hopes of getting off with +4 Cha, but you should make it extra hard on them.

Creature of Eros (inspired by EAN's Creature of Lust)

'Creature of Eros' is a template that can be added to any corporeal aberration, animal, beast, fey, giant, humanoid, magical beast, monstrous humanoid, plant or vermin (referred to hereafter as the 'base creature'). The creature gains the 'outsider (Erotic)' subtype. It uses all of the base creature's statistics and abilities except as noted below.

Hit Dice: Change to d8. Class hit dice are unchanged.

Speed: Same as the base creature.

Special Attacks:

Induce Lust (Su) A Eros creature retains any of the special attacks of the base creature and in addition gains the supernatural ability to induce lust in those creatures around it. All creatures within 30 ft. must make a Will save (DC 10 + ½ creatures hit dice + Charisma modifier) or give in to their lust immediately, stopping what they were doing and engaging in intimate and passionate relations with the nearest viable candidate (once they start, they are considered Aroused).

Addictive Coitus (Ex) Creatures who fail a Will roll with a DC equal to the creature's Sexual Techniques check at the time of orgasm gain an addiction that (instead of the normal effects of a Moderate

Addiction) sickens them on any day they haven't had sex with someone possessing this feat (though it need not be the original creature)

Special Qualities: Same as the base creature.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Dex +2, Con +2, Cha +4. All Eros creatures are extremely dexterous, enduring, attractive, well proportioned and gifted with prodigious sexual characteristics.

Skills: A creature of Eros has 8 skill points, plus its Intelligence modifier, per Hit Die. Perform [Sexual Techniques] and Perform [Flirtation] are automatically class skills for them. Treat skills from the base creature's list as class skills and other skills as cross-class. If the creature has a class, it gains skills for class levels normally.

Feats: A creature of Eros receives a number of feats equal to 1 + 1 per every 2 Hit Dice after the first (so, 1 at 1 HD, 2 at 3 HD, etc.). In addition, all creatures of Eros possess the Endurance and Pleasing Physique feats for free.

Climate/Terrain: Same as the base creature.

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +1.

Treasure: Half standard.

Alignment: Usually chaotic neutral.

Advancement: Same as the base creature.

Terran Society

Terran Society is something that your standard fantasy setting would consider unorthodox at best, and a freak show at worst. This isn't because there's anything more morally objectionable than the wholesale slaughter of misunderstood intelligent beings (goblins, who would be content to an alignment other than Neutral Evil if it weren't for constant prodding by orcs and other bullying bastards) but because sex is considered morally objectionable even when it is literally doing no actual harm to anyone, just by virtue of the fact that it isn't as private in Terran Society as it is in earth society. Indeed, sex is what allows humanity to thrive but it is seen as some sort of nasty vile necessary evil (consider earth's reaction to the subject of nudism which is by definition *not sexual*-but merely natural-if you don't believe me). This is not so in Terran Society. For one, there's no story about fig leaves to color one's perception. But I digress; an increased comfort with a sexual society is not the subject of any rules interpretation, because you can't put rules on the soul of a society (except perhaps by giving it a generally Chaotic Good alignment). What you can put rules on are things like settlement dynamics and social roles.

Terran Towns have a new statistic (Prostitute %) which is calculated by adding Corruption, Crime, Economy, and the absolute value of Society (because high society represents an area that is more open minded while a low society represents an anarchy in which prostitution thrives), and subtracting Law (remember that subtracting a negative is the same as adding a positive).

Falgaroth (total population 98,400; needs notable NPCs)

For example, take the metropolis of Falgaroth. It is a metropolis because it has more than 25,000. In fact it has several districts with thousands of people in them. It has the industrial district on the south side which is populated primarily by dwarves, gnomes, and a smattering of tinker minded people. Anyone too stupid or too "non-tech" might not want to stray in here without knowing someone first. The Industrial District is also home to the Guild of Alchemy and the Guild of Engineers. The industrial District is currently working the kinks out of the highly explosive Alchemical Driven Bus (**House Rule:**

alchemically driven vehicles that become “wrecked” have an explosion dealing 1d10 per 100 HP to a radius of 10 feet per square of alchemical engine unless the driver can make a DC 30 Craft (Alchemy) or Knowledge (Arcana) check. At the GM’s option, masterwork engines may reduce the DC by 5). The alchemists are loath to admit that they might need help from wizards.

It has the University District to the north which houses the Mage’s Guild, the Adventurer’s Guild, and the University of Theology which is known to support temples to every non-evil god known to be worshipped. The University District has the largest concentration of elves.

The Market District is in the center of town and has the largest concentration of shops, stalls, and stores in the entire nation for which the city is the self named capital. The establishments herein cater to the sale of all products produced in the city, whether they are alchemical, magical, or firearm. They also cater to the surrounding area with their daily farm fresh food stalls, and exotic goods from far off lands.

The “Tourist” District is on the west side of town, adjoining the river where a plethora of people of various races congregate to eat, drink, be merry, and see the sights. It is more collectively known by its citizens as the Red Lamp district because prostitution is a legal taxable business in Falgaroth. Falgaroth taxes its citizens, but in truth, Falgaroth taxes everyone, adventurers just don’t notice it because the crown takes a third of the cost for their room, board, and entertainment directly from the innkeeper, pimp, or whatnot.

On the east side, facing the vast stretch of land least likely to contain an attacker (Stormblight Barbarians haven’t attacked for nearly 300 years) is the Palatial District. People living in this district are wealthy indeed. Guild heads, nobles, and very well to do adventurers call this area home. In any case, since Falgaroth itself sits in a strategic location, *each district* must have the strategic location quality.

Falgaroth Industrial District

LN Metropolis District

Corruption +4; **Crime** -1; **Economy** +5; **Law** +6; **Lore** +4; **Society** +10

Qualities academic, insular, prosperous, superstitious, strategic location, tourist attraction

Danger +10

Demographics

Government Council (the Guild of Engineers has autonomy as long as Thalia doesn’t get upset by something they do)

Population 27,000 (14,000 dwarves; 10,000 gnomes; 1,000 humans; 500 halflings; 1,500 other)

Notable NPCs

Marketplace

Base Value 24,000 gp; **Purchase Limit** 150,000 gp; **Spellcasting** 7th

Minor Items *; **Medium Items** 4d4; **Major Items** 3d4

Prostitutes 12% (3,240)

Falgaroth University District

CG Large City District

Corruption 0; **Crime** 3; **Economy** 5; **Law** 2; **Lore** 5; **Society** 1

Qualities academic, holy site, prosperous, strategic location, tourist attraction

Danger +10

Demographics

Government Magical

Population 12,500 (5,000 elves; 3500 half elves; 2000 humans; 1000 gnomes; 500 halflings; 500 other)

Notable NPCs

Marketplace

Base Value 12,800 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Prostitutes 7% (875)

Falgaroth Market District

CN Metropolis District

Corruption 4; **Crime** 6; **Economy** 7; **Law** 1; **Lore** 4; **Society** 7

Qualities notorious; prosperous; racially intolerant (half orcs); rumormongering citizens; strategic location; tourist attraction

Danger +20

Demographics

Government Council (Merchant's Guild)

Population 29,000 (15,000 humans; 7000 dwarves; 4000 gnomes; 2000 elves; 1000 others)

Notable NPCs

Marketplace

Base Value 30,400 gp; **Purchase Limit** 200,000 gp; **Spellcasting** 8th

Minor Items *; **Medium Items** 4d4; **Major Items** 3d4

Prostitutes 23% (6,670)

Falgaroth "Tourist" District

N Large City District

Corruption 2; **Crime** 3; **Economy** 5; **Law** -1; **Lore** 3; **Society** 5

Qualities notorious; prosperous; rumormongering citizens; strategic location; tourist attraction

Danger +20; **Disadvantage** Plagued (anyone who buys-or is forced to accept-the services of a whore has a 5% chance of catching a sexual disease. There is negligible chance of catching another disease at random)

Demographics

Government: Council (Brewmeisters and Alewives Guild runs the show and the Guild of Entertainers has prostitutes as well as other entertainers there legally.)

Population 16,400 (8000 humans; 4000 half elves; 2000 elves; 1000 gnomes; 500 halflings; 500 dwarves; 200 half orcs, 200 others)

Notable NPCs

Marketplace

Base Value 15,200 gp; **Purchase Limit** 100,000 gp; **Spellcasting** 8th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Prostitutes 16% (2,624)

Falgaroth Palace District

NG Large City District

Corruption 2; **Crime** 1; **Economy** 5; **Law** 3; **Lore** 3; **Society** 3

Qualities insular; magically attuned; prosperous; strategic location; tourist attraction

Danger +10

Demographics

Government: Autocracy (Her Imperial Majesty, High Sorceress Thalia Magnis)

Population 13,500 (10,000 humans; 2,000 half elves; 1,000 elves; 500 other)

Notable NPCs

Her Imperial Majesty, High Sorceress Thalia Magnis (NG Female Imperious Sorceress 20)

Marketplace

Base Value 14,400 gp; **Purchase Limit** 85,000 gp; **Spellcasting** 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Prostitutes 8% (1,080)

Social Stratification in Falgaroth

Title in Falgaroth is granted based on skill as an aristocrat or noble. Title *typically* assumes that you have ranks in Perform (orator) equal to class level, but you *may* be granted title for adventurous bravery. Cavaliers may be granted title based on their Cavalier Level, and characters in the military are granted rank based on deed while NPCs are granted rank according to Base Attack Bonus. Spellcasters and guild members are granted guild rank based on caster level or profession/craft ranks.

Status	Aristocrat/Bard (Noble) Level	Character Level [*]	Military Rank [†]	BAB	Guild Rank [‡]	Skill Ranks/Caster Level
King/Queen	15	-	Palace Commander	+15	High Artisan	17
Prince/Princess	13	-	Palace Guard	+13	Court Artisan	15
Duke/Duchess	11	11	General	+11	Grandmaster	10
Marquis/Marquise	9	9	Commander	+9	Master	5
Count/Countess	7	7	Captain	+7	Journeyman class	3 rd 4
Baron/Baroness	5	5	Lieutenant	+5	Journeyman class	2 nd 3
Baronet/Baronets	3	3	Sergeant	+3	Journeyman class	1 st 2
Knight/Dame	1	1	Soldier	+1	Apprentice	1

Cross Cove

N Small Town

Corruption 0; **Crime** -1; **Economy** 0; **Law** 1; **Lore** 2; **Society** 1

Qualities prosperous, insular

Danger 0

Demographics

Government: Autocracy

Population 1,800 (1,000 half elves; 500 half orcs, 200 goblins, 100 others)

Notable NPCs

Marketplace

Base Value 1,300 **Purchase Limit** 7,500 **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 1d6 **Major Items**-

Prostitutes nil

Short for Crossbreed Cove, this area is a town composed primarily of Half Elves, but is also home to a few half orcs, and some goblins that have managed to shake off their forefather's reputations as ravenous beasts. In fact, in *Shards of Eros*, players have the option to play goblin characters.

^{*} Cavaliers of this level may be granted Status based just by belonging to the cavalier order and *maintaining its edicts*. Other adventurers may may gain the appropriate status as a quest reward.

[†] City Watches typically go up to Captain Rank, though Falgaroth has a Commander as well.

[‡] The word Artisan is replaced with the name of the profession or craft, such as Court Armorer, or High Sorcerer. Lawyers must be at least Master rank.

Lakeside Valley

Technically just outside the Falgaroth Basin, and only accessible from the basin through the North Pass, Three Rivers Point is considered a stepping stone for going pretty much anywhere, but only the elves of Ironwood truly have access to the Lakeside Valley, since all they have to do is cross Ironwood Lake. Everyone else has to cross either mountains, or the Mechanos ruins. When the elves cross the lake, they commonly stop at the small Centaur village of Palomecia.

Three Rivers Point

N Large Town

Corruption 0; **Crime** -1; **Economy** 2; **Law** 1; **Lore** 2; **Society** 0

Qualities insular, notorious, prosperous

Danger 5

Demographics

Government: Autocracy

Population 4,300 (2000 humans, 1,000 elves; 500 half orcs, 500 half elves, 200 goblins, 100 others)

Notable NPCs

Marketplace

Base Value 2,600 **Purchase Limit** 15,000 **Spellcasting** 5th

Minor Items 4d4 **Medium Items** 3d4 **Major Items** 1d6

Prostitutes less than 26.

Palomecia

CG Hamlet

Corruption 0; **Crime** 1; **Economy** 1; **Law** 0; **Lore** 0; **Society** 1

Qualities strategic location

Danger 0

Demographics

Government: Autocracy

Population 55 (30 centaur, 10 elves, 7 humans 3 half elves, 3 goblins, 2 half orcs)

Notable NPCs

Railyn Moonchild (CG elf Commoner 8/Honored Mother 5)*

Retired Smith Neville (NG Exp 3)

Corina Smith (NG Exp 6)

Marketplace

Base Value 260 **Purchase Limit** 1,000 **Spellcasting** 1st

Minor Items 1d6 **Medium Items-** **Major Items-**

Prostitutes 3% 1 centaur, 1 elf

Optional Rule: GMs that want to start a game at a level higher than first may allow players to choose centaur characters. Alternately, the Centaur race from Advanced Player's Guide provides a 1hd alternative. This isn't quite accurate though because it fails to account for the centaur's use of medium weapons, which ought to give a RP reduction (probably 2 points if I had to eyeball it.) In any case I'm not going to list the racial stats of either option here because I'm not particularly committed to adding centaurs, or starting a game above 1st level.

* Two of the half elves are children, and one, an adult belonging to Railyn Moonchild. She bore her first child (a girl) 35 years ago for the town blacksmith, Neville Smith. Neville's daughter has taken over the business and is quite accomplished at her job.

Stoneholm

The capital of Dwarfheim isn't nearly as large as Falgaroth, but it is both prosperous and formidable. It is also the home of pornography mogul Heidi Boneskinner (220 AS to present), creator and first model of Swollen Dwarf Mountains. This would not been possible without Silver Plate Luminography which is an alternate form of photography discovered when it was found that silver plates reacted with certain types of liquefied cave moss when exposed to bright flashing light to produce images that could then be transferred to paper. The first image was accidental, of a cave ceiling in the process of excavation when a miner's pick sparked on an ore vein. The process of Luminography has advanced to a point similar to earth's 19th century still photography. The magazines were printed on presses that were salvaged from the ruins of Mechanos and later traded to Stoneholm. The three districts are Surface, Castle, and Mine. Boneskinner Periodicals is on the surface, having been "shunned" by "respectable" dwarves. Though her achievements are socially shunned, she has been given the title Master Entertainer.

Stoneholm Surface District

CG Metropolis District

Corruption +8; **Crime** +5; **Economy** +9; **Law** +4; **Lore** +4; **Society** +3

Qualities seedy; pious (Inebra); prosperous; strategic location; superstitious; tourist attraction

Danger +10

Demographics

Government: Secret Syndicate (The Low King has official ruler ship, but the Boneskinner Estate has the authority to control all imports and exports to the city)

Population 26,500 (20,000 dwarves; 5,000 gnomes; 1,000 humans; 500 other)

Notable NPCs

Master Entertainer Heidi Boneskinner (CG female dwarf Fighter (Madam Archetype) 20)

Honorary Dwarf Jerid Headbanger Ironseeker (LG male human expert 5)

Marketplace

Base Value 30,400 gp; **Purchase Limit** 200,000 gp; **Spellcasting** 7th

Minor Items *; **Medium Items** 4d4; **Major Items** 3d4;

Prostitutes 63% (16,695, 5% chance to contract a sexual disease on interacting with prostitutes)

New Modifier- Seedy: The town is known for its open practice of prostitution. Unlike notorious towns, members of seedy towns might not actually mug you or otherwise mob you blind, but finding prostitutes or diseases is easy. Triple the total prostitutes derived from adding the totals of Corruption, Crime, Economy, the opposite of Law, and the absolute value of Society. Prostitutes cannot exceed 70% assuming 30% of the populous represents those who are either infirm, elderly, or children. Prostitution exceeding 50% indicates significant male prostitution. (*Corruption +2; Society -4, Law -2; increase base value by 30%; increase purchase limit by 50%. In addition, anyone who has sexual encounters in the town has a 5% chance of contracting one of the diseases described in the spell Detect Venereal Disease.*)

The Boneskinner Estate

Hilda Boneskinner, once a lowly madam, made herself a household name more than 200 years ago with the exploitation of Luminography technology, and the free (or rather, very costly) exposure of her own monumental upper torso. The news of Luminography caught like wildfire and she was approached by a gnomish newsman about possibly making a periodical specifically devoted to taking luminographs of breasts and writing about the models. Luminographs of the original Heidi Boneskinner pictorial sell for thousands of gold, *signed* luminographs usually increase the value tenfold. The Boneskinner Estate still functions as a whoring tavern, but retains a darkroom to facilitate periodical sales (7gp/magazine). Her

monthly income tax actually exceeds the district's base value, It can be said that the majority of money in the district is Boneskinner money.

Floor 1

- 2 storage rooms (750 gp, 20 x 40)
- 2 Basic Taverns (2,700 gp, 20 x 40)
- 2 basic Kitchens (4,000 gp, 20 x 40)

Floor 2

- 6 Fancy Bedrooms (24,000 gp, 60 x 40)

Floor 3

- 4 Orgy Rooms (12,000 gp, 40 x 40)
- 2 Fancy Suites (10,000 gp, 20 x 40)

Income

56,430 gp/month from 38 prostitutes
40,192 gp/month from 5,750 periodicals*
1800 gp/month from food sales
1224 gp/month from liquor sales

Costs

3,000 gp/month to the 50 editorial staff.
2,650 gp/month to pay security staff (13 highest level followers earn 10 gp x BAB each week)
1,200 gp/month to feed customers 3 meals a day
612 gp/month to keep bite er... um... customers liquored up
142 gp/month for luminography equipment
240 gp/month to the wenches
120 gp/month to the cooks
60 gp/month to the Luminographer

Heidi Boneskinner owns the place free and clear

Net Profit: 91,622 gp. Assuming that the editorial staff rolls 10 on its craft rolls. Lesser rolls produce negligible profit dips.

Stoneholm Castle District

LN Metropolis District

Corruption 4; Crime -1; Economy 7; Law 8; Lore 5; Society 6

Qualities insular, pious (Ogmar Oathbinder), prosperous, strategic location, superstitious, tourist attraction,

Danger +10

Demographics

Government: Autocracy

Population 26,500 (20,000 dwarves; 5,000 gnomes; 100 humans; 500 other)

Notable NPCs

Marketplace

* The DC to create a Luminograph is 20, and its value is 10 sp. Due to Heidi's Lady of the House bonus, checks to create luminographs regularly hit DC 23. 23 x 20 allows a weekly production of 46 luminographs, but they only use about a half dozen or so. The editorial staff pieces together 1 periodical from the pictures, then goes to the presses at a DC of 5 and a value of 69 sp. Each staffer (of which there are 50) is able to make 23 issues on a press each week

Base Value 25,600 gp; **Purchase Limit** 150,000 gp; **Spellcasting** 8th
Minor Items *; **Medium Items** 4d4; **Major Items** 3d4;
Prostitutes 8% (2,120)

Stoneholm Mine District

By earth's Renaissance period, some sources indicate *"silver could profitably be extracted at a rate of 0.5 lb. per ton of ore."* Also *"In 1 minute, using only her hands, a character can clear rocks and debris equal to five times her heavy load limit. The amount of loose stone that fills a 5-foot-by-5-foot area weighs 1 ton (2,000 pounds)."* A character with STR 10 can clear 500 lbs of dirt per minute.

Multiply weight by 5 for cubic footage (a five foot cube can be cleared in 20 minutes) and double time for packed earth. Thus a miner in a mine that is primarily dirt can clear 3 squares in an hour, and yield 2.5 pounds of silver ore per square.

"Armed with an appropriate tool, such as a pick, crowbar, or shovel, a digger can clear loose stone twice as quickly"

Mines are rarely made of "dirt", but primarily made of stone. A cube of stone has 900 hp and hardness 8. A character who can consistently deal 9 points of damage can deal up to 4 points of damage per round and take around 23 minutes to demolish a square of rock. As written, no d20 system game extrapolates why it is less effective to use a heavy crossbow (which deals d10) or a Dwarven Waraxe or Bastard Sword (which can deal 9 points on *an average strike* from an 18 STR character) than a Heavy Pick (which deals 7 points on average). It is generally assumed that players don't mine, but what is oddly not explicitly stated is that anyone who tries this ends up with a notched wall and a blunt sword or axe. It is also probably NPCs will use the appropriate tools (picks and sledges) but a pick must roll 5 or 6 to deal damage to a wall at STR 18 (a 33% chance). A "sledge hammer" is the equivalent of a warhammer, and has a 12% chance for a character of STR 12 to deal damage. This can be improved somewhat by assuming that the warhammer is hitting a chisel which ought to do about a d4. Though it isn't explicitly stated, the pick and chisel's damage should be combined. A 9 or greater for ST 12 can occur on a 1,7; 1;8; 2,6; 2,7; 2,8; ;3,5; 3,6; 3,7; 3,8; 3,9; 4,4; 4,5; 4,6; 4,7; 4,8;. Or 15/32 rolls (46% chance).

If a typical miner clears a 5 foot cube in 23 minutes 46% of the time, we can assume that a typical clear time is more like 50 minutes (rounding to an hour). A Profession (Miner) check (DC 10) allows this and reduces time by 1 minute per 5 points above the DC. It is assumed that miners know better ways of doing things than what I have put here, but I'm working with what I got.

If a mine such as the one discussed can clear a 5 foot cube per miner in an hour, or 8 such cubes in a day (40 tons), it can generate 20 lbs of silver per miner (100 gp). Furthermore, the miners can continue to smelt the silver multiple times until the remaining slag has no useable silver. This reduces the need of endless expansion, but the smelting must be done on the surface to ventilate any vapors from impurities such as lead, which can then be used for sling bullets (gold smelting used mercury amalgamation and produced similarly poisonous fumes). An interesting side note of silver mining is that sometimes it has gold/silver ores, which require double smelting. If 20 lbs of this ore is produced it has a value of 550gp.

Stoneholm's mine is just such a mine, and needs 310 miners to generate the castle's and the mine's Purchase Limit each day (the surface supports itself with its periodical exports). The other members of the community are assumed to be support personnel providing healing, potions, culinary service, tavern brawl space, and all sorts of miscellaneous jobs. Note that this mine isn't "notorious" as such but is rife

with mine explosions, cave ins, and so on that mines in general have a reputation for fireball traps, cave ins, and gas traps.

LG Large Town District

Corruption +0; **Crime** 1; **Economy** 1; **Law** +0; **Lore** +0; **Society** 1

Qualities notorious; prosperous; strategic location

Danger +15

Demographics

Government: Autocracy

Population 2,600 (2,000 dwarves; 500 gnomes; 100 humans)

Notable NPCs

Foreman Guldur Stonebasher (LG male dwarf fighter (Weapon Master Archetype, Heavy Pick) 12)

Marketplace

Base Value 3,400 gp; **Purchase Limit** 20,000 gp; **Spellcasting** 3rd

Minor Items *; **Medium Items** 4d4; **Major Items** 3d4;

Prostitutes 3% (78)

Social Stratification in Dwarfheim

Much like with Falgaroth, Dwarfheim is a largely feudal society. They have requirements similar to humans for the progression of title. They recognize that in order to rule, certain people in the chain of command must not fight, so they still have Aristocrats. Any first level character is considered a clan mate unless he wants to play begin play clanless. If you aren't at least a clan mate, you're clan-less, a child, a slave, or not a dwarf. It is rare for clan-less to rise above their low position. A clan-less may earn his clan title only by its acknowledgement from three Clan Kings or by the Mine King of the area in which he resides. Once he has a clan he may petition other clan-less to join his clan, and may apprentice or marry members of other clans. Changing clans can only be done by marriage, or changing to the clan in which a dwarf earned his Master Craftsman status.

Professionals of any craft or profession always earn their status on their own laurels. There is no room for some hoity toity noble to come in like he owns the place and pick up an honorary master smith title. In fact, this sort of thing is a prospect that any dwarf - noble or otherwise - would find very abhorrent.

Status	Aristocrat/Bard (Noble) Level	Character Level [*]	Military Rank [†]	BAB	Guild Rank [‡]	Skill Ranks/Caster Level
Low King/Queen	15	-	Low Commander	+15	High Artisan	17
Prince/Princess	13	-	Low Guardian	+13	Court Artisan	15
Duke/Duchess	11	11	Sentinel	+11	Grandmaster	10
Mine King	9	9	Guardian	+9	Master	5
Clan King	7	7	Defender	+7	Journeyman 3 rd class	4
Clan Elder	5	5	Warden	+5	Journeyman 2 nd class	3
Clan Mate	3	3	Senior Warrior	+3	Journeyman 1 st class	2
	1	1	Warrior	+1	Apprentice	1

^{*} Paladins of Ogmar Oathbinder of this level may gain status by virtue of their belonging in a paladin order respected in Dwarfheim. Other characters may be awarded the status based on personal deeds.

[†] City Watches typically go up to Defender Rank, though some areas may also have a Guardian. Sentinel or higher military ranks may be chosen as part of the Low King's Royal Guard. Defender rank is demarcated upon entry to the Dwarven Defender prestige class.

[‡] The word Artisan is replaced with the name of the profession or craft, such as Court Armorer, or High Sorcerer. Lawyers must be at least Master rank.

Westreach

Westreach is an area once widely regarded as a tyrannical drow stronghold. It lost that status by being on the losing side of a war with a power hungry General Elzbeth Barret and later sought independence. The current Empress of Falgaroth fought on the side of Westreach for that Independence, and though she now rules Falgaroth is widely respected as the hero of Westreach.



Martha's Mound

Martha's Mound is actually called Harris Hill for the hill it sits upon beside the Westreach stretch of the Black River, but outside the town, everyone calls it Martha's Mound, because that's where you can find the hot little minx (5'1) of the same name with the massive breasts. Martha's father Jack Harris seems completely oblivious to the fact that Martha gets slammed more than a screen door in a hurricane every night. She keeps the customers coming to the bar and so he keeps her on. Brother Ben on the other hand thinks his sister is the most beautiful girl there is and doesn't like her being in her line of work. He's making a decent living as a trapper and has a larger hut that he'd like her to move into. She keeps saying no because she thinks people would talk, never mind the fact that they already think he has been one of her customers on multiple occasions.

CN Hamlet

Corruption +2; **Crime** -0; **Economy** -0; **Law** -8; **Lore** -2; **Society** -6

Qualities seedy (see next page, three unspecified prostitutes other than Martha have Whore's Delight)

Danger -5 (The entire town uses the Tavern Encounter Table on GMG p. 213)

Demographics

Government secret syndicate (Not much in this here town 'cept the tavern and Martha's Hut)

Population 40 humans, 10 dwarves, 8 gnomes, 2

elves,

Notable NPCs

Martha the Buxom Harris (Village Harlot)

Oblivious Daddy Jack Harris (Barkeep)

Jealous Brother Ben Harris (Village Idiot)

Healer Lucas Hamm (Cleric of Luna 5)

Marketplace

Base Value 260 **Purchase Limit** 1,500 **Spellcasting** 1st

Minor Items 1d6

Prostitutes 54% (33 including 3 dwarves, 4 gnomes and both elves)

Southport

Southport is the capital of Westreach and not nearly as large as Falgaroth. It sports a better navy than the other city though, and trades all the way from Ironwood City to Hell's Port (in the Stormblight Desert).

N Large City

Corruption +0; **Crime** +2; **Economy** +5; **Law** +2; **Lore** +5; **Society** +2

Qualities academic, holy site, prosperous, strategic location, tourist attraction

Danger +10

Demographics

Government autocracy

Population 16,750 (10,000 humans; 2,000 elves; 1,500 felids; 1,000 halflings; 1,000 humans; 500 goblins, 500 ratfolk 250 other)

Notable NPCs

Marketplace

Base Value 12,800 gp; **Purchase Limit** 75,000 gp; **Spellcasting** 9th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4

Prostitutes 7%

Ironwood

Ironwood is mostly rural, a nation of small towns with only the Ironwood City itself being internationally known. On the most part, the towns of ironwood reside in the canopies of trees, with each tree supporting one or two houses at most. Areas that lack trees settle on the ground. Ironwood City also sits on the ground as it is too large for any single grove to bear. Having served as the stronghold for an anti drow war for several years, Ironwood City still has significant anti drow sentiment. This would be problematic if it weren't for the fact that pretty much everyone hates drow, but it is worth noting due to the presence of a nearby underground nation of them. In addition to the elves, the Ironwood Forest supports a significant population of Felids. While these folk are usually congregated in small tribal style villages, they do settle in an area that they (much to the humor of other races) call Felicia (pronounced fell-ee-see-a rather than fall-ee-sha). Both towns are included below.

Ironwood City

CG Metropolis

Corruption +4; **Crime** +5; **Economy** +6; **Law** +4; **Lore** +5; **Society** +5

Qualities academic, magically attuned, prosperous, racially intolerant (drow, half orc), tourist attraction

Danger +10

Demographics

Government: Autocracy

Population 25,500 (20,000 Elves; 4000 Half Elves; 1000 humans; 500 gnomes)

Notable NPCs

Marketplace

Base Value 27,200 gp; **Purchase Limit** 170,000 gp; **Spellcasting** 9th

Minor Items *; **Medium Items** 4d4; **Major Items** 3d4;

Prostitutes 20% (5100)

Felicia

Felicia is a *very* popular town on the east side of the country of Ironwood, considering its size. The Felids that take up the overwhelming majority of the population are *very* accommodating to tourists that happen by. Violence in the town is quite rare, but that's not to be said about other crimes. It can be truthfully said that more than half the population of this town is having sex at any given time. Most other countries might consider this illegal because it happens on the streets, however, the Felids inhabiting the area don't seem to have gotten around to writing any law books. At first glance, they don't seem to have hired any guards either, but in reality, if one looks closely, they notice that the Felids working in the town guard are often having sex too!

A lot of people spend their money in Felicia... a lot of people *lose* their money in Felicia as someone happens by and ruffles through the haplessly abandoned clothes. This general carelessness is *believed* to be the source of the rumors about Ninja Catgirls running the place. In reality, no one really cares to enforce what other people would consider laws, though this isn't because the place is actually corrupt... This sort of hedonistic bent leads others to believe that the society is one of low morals, unless of course, it's the sort of mentality you understand.

CG Large Town

Corruption +4; **Crime** +3; **Economy** +4; **Law** -8; **Lore** +0; **Society** -3

Qualities prosperous, seedy, tourist attraction

Danger +5

Demographics

Government: Secret Syndicate

Population 2,550 (2,000 Felids; 400 gnomes; 100 humans; 50 tourists of various races)

Notable NPCs

Marketplace

Base Value 3,600 gp; **Purchase Limit** 20,000 gp; **Spellcasting** 5th

Minor Items ; 3d4*; **Medium Items** 2d4; **Major Items** 1d4

Prostitutes 66% (1683, *anyone who has sexual encounters in the town has a 5% chance of contracting one of the diseases described in the spell Detect Venereal Disease*)

Stormblight Desert

The Stormblight desert was once home to the thriving isolate nation of Southrun. They were strong yet spiritual followers of the goddess Luna, and one of the few human sects of Domina. Their decadence was their downfall as their perversion caused them to irrationally summon Luna. Her power was so intense that upon her arrival, thousands of orgiastic blobs were spontaneously created from her supplicants in their throes of death. The moisture and humidity are intense in the Stormblight since it rarely is released in rainfall. The smell often reminds travelers there of a wet dog. Only the outermost regions experience any reprieve from either the smell or the muggy weather. There are two primary settlements in the desert, one is Haven, and the other is Southrun Portal. Though it is believed that Eros Portals dot the desert, the Southrun Portal is the only one close enough to the edge to support sane humanoid life.

Haven

Founded in 272 A.S., Haven is a settlement that fuses a more primal (but less violent) orcish society where leadership is born of accomplishment with an elven lifestyle which is the embodiment of free spirited interconnectedness with nature. The result is a culture where non-traditional intuitive magic such as witches, oracles, and summoners can truly thrive. Though the society may seem pacifist at heart, one thing that is absolutely required to be considered a citizen is military service. If you don't join for at

least 5 years, you are ineligible to sit on the council, which always has 7 members and decides which propositions to enact as laws. Any citizen may make a proposition, at town hall, and in a perfect world they are voted on within the week. In reality, what actually happens is that the top three most popular issues are voted on in any given week. The city is rife with Ratfolk and Giant Rats.

CG Large Town

Corruption +0; **Crime** +0; **Economy** +1; **Law** -1; **Lore** -2; **Society** +5

Qualities insular, magically attuned, prosperous

Danger +5

Demographics

Government: Council

Population 4,600 (3,000 half elves; 1000 half orcs; 500 halflings, 100 other)

Notable NPCs

Marketplace

Base Value 3,000 gp; **Purchase Limit** 17,000 gp; **Spellcasting** 7th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Prostitutes 7% (322)

Shady Sands

Shady Sands is a statistical anomaly. Its continued existence defies all logic, yet for some reason, people don't just come in with a small army and wipe it off the face of Terra. This probably has to do with its weird legal system. Its laws are as follows:

1. Shady Sands is a shared community, anything brought into the community is to be shared amongst it. Theft does not exist in the community.
2. Shady Sands is a sexual community. Your continued presence here indicates that you are a willing participant in any sexual act involving a living and/or sentient being. This law is not applicable to animals or people who are not their culture's required age to be an adult.
3. There is no infidelity, the men and women of the community give themselves to it as needed however any couple may enter and never interact sexually with anyone else if both partners share the same vigor.
4. There is no violence except in legal enforcement.
5. Violators of any law will be banished, or failing that, executed by a council appointed enforcer.
6. The only way to change the laws is to change the mind of the leader or change the leader.

The legal system alone would engender its own annihilation were it not isolated beyond the Southrun Wall. It seems against all odds to have a good run of tourists who come, leave whatever they don't want, engage in debauchery until they are rubbed completely raw, and they finally leave. Characters that spend time in Shady Sands are permitted to learn any sexual feat they would otherwise meet the prerequisite for, and can put ranks into Perform [Sexual Techniques] even if the GM requires that such things involve training time. The entire town uses the Tavern list on GMG p. 213 but replace the "shopkeep" entry with "village idiot" (there are a lot of village idiots in Shady Sands). <writer aside: this town has been in every campaign I've ran for 13 years and I have yet to find a player that can see past the sex far enough to recognize the place should probably be burned to the ground. In any event, the place isn't actually malicious or particularly evil (except where sexual issues are concerned) so I found that while modifiers like "Anarchy" and "Notorious" gave decent numbers, they didn't really give the right feel. Thus I had to invent a new modifier. It has not been play tested, nor should it be considered balanced, but it does make a seedy town>

CN Large Town

Corruption +2; **Crime** +1; **Economy** +2; **Law** -2; **Lore** +1; **Society** -4

Qualities seedy, strategic location, tourist attraction

Danger +5

Demographics

Government: Council

Population: 2,600 (1,000 humans 700 gnomes, 500 elves, 300 half elves, 100 other)

Notable NPCs

Marketplace

Base Value 3,000 gp; **Purchase Limit** 15,000 gp; **Spellcasting** 5th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Prostitutes: 42% (all adults in Shady Sands are willing, but only 1,092 are good enough to charge)

Hell's Port

A mysterious haven for pirates and other lowlifes that also features lots of tieflings. The horrifying thing about this area is that it is indeed a portal to hell, and the portal seems to always be open, but the demons in the area don't seem to have any concerns about leaving their domain. It would seem as if something strange is going on with the area. Naturally, the area is popular because in the spring, competitions are held to see if anyone can kill the local Archdevil.

LE metropolis

Corruption +8; **Crime** +5; **Economy** +2; **Law** -3; **Lore** +4; **Society** -2

Qualities holy site, notorious, prosperous, seedy, strategic location, superstitious

Danger +40; **Disadvantages** anarchy

Demographics

Government anarchy

Population 51,000 (30,000 Tieflings; 10,000 humans; 5,000 elves; 2,000 half-elves; 1,000 gnomes; 3,000 other)

Notable NPCs

Marketplace

Base Value 32,000 gp; **Purchase Limit** 250,000 gp;

Spellcasting 8th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Prostitutes: 60%

Shards of Eros Bestiary

This section contains the monsters specifically relevant to the *Shards of Eros* campaign. It includes monsters and NPCs from standard Pathfinder books (and various books on sex) as well as those of my own devising. Note: Creatures with Sexual Techniques scores list both their normal inhibition score and their inhibition score for GMs using *Me Love You Long Time* after the /.

Creamy Ooze CR 1

400 XP

N Medium-size Ooze

Initiative -5 **Senses** Blindsight 60 ft

DEFENSE

AC: 5 (-5 Dex)

HP 14 (3d8)

Fort +1, **Ref** -3, **Will** -4.

Defensive Abilities ooze traits^{*}; **Immune** cold, fire.

OFFENSE

Speed: 10 ft.

Melee Slam +3 (Slam 1d4)

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Improved grab, constrict (1d6+1 plus acid).

STATISTICS

Abilities: Str 12, Dex 3, Con 11, Int —, Wis 1, Cha 1.

Base Atk +2 **CMB** +3 **CMD** 13

SQ camouflage, spurt, essence of bukkake

ECOLOGY

Climate/Terrain: Urban.

Organization: Solitary.

Treasure: 50% chance to drop a Pearl of Power (I), otherwise *no* treasure.

Found in places where lots of sex takes place and people do not necessarily clean up well after themselves, the creamy ooze forms where the 'stuff of life' meets certain chemical reagents. Often surviving in the back alleys by catching pets beating them unconscious and slowly dissolving them, as well as feeding on rubbish the creamy ooze can be an unwelcome surprise for urban explorers. Pearlescent in color and with an unmistakable smell, the creamy ooze moves slowly but is capable of sudden dashes or 'spurts' of movement.

Combat

The creamy ooze always strikes from ambush, lying in wait and suddenly springing to attack when targets approach.

Baleful Impregnation (Ex): A creamy ooze that has grappled a female's torso may forgo its constrict attempt, and its acid damage to drip down into her vagina. Female targets that are not barren must make a pregnancy check with a DC 10 less than normal (15 for adults, 20 for young adult and middle aged, etc).

^{*} Bestiary p. 308

Essence of Bukkake(Su): Non-intelligent oozes are normally not able to take feats, but due to the fact that the creamy ooze is the spooze of over 100 men, it is perfectly reasonable for the ooze to naturally have Bukkake Mode.

Improved Grab (Ex): With this ability the ooze must first strike with its slam attack. If it gets a hold it can constrict, covering and squeezing its opponent.

Constrict (Ex): The ooze deals automatic slam damage with a successful grapple check. Any clothes are also horribly stained and go crusty unless washed within 24 hours.

Camouflage (Ex): It takes a successful spot check (DC 15) to recognize motionless creamy ooze for anything other than a big puddle of ejaculate. Obviously this camouflage is only effective where you might expect to find such phenomena, such as a brothel, dock, alleyway, bed, church confessional, er... well, pretty much anywhere Urban.

Blindsight (Ex): The ooze's entire body is its sense organ and it can sense by scent and vibration within 60 feet.

Spurt (Ex): By expending one of its hit points the creamy ooze can move in a sudden spurt in addition to its normal movement. This enables it to move an additional 20 ft. per round and if this would move it onto an area occupied by another creature it gains a free additional attack.

Eros Nymph CR 8 (modified from the Bestiary 1)

XP 3,200

CG Medium fey, outsider (erotic)

Init +5; **Senses** low-light vision; Perception +14

Aura blinding beauty (30 ft., DC 21)

Defense

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 60 (8d6+32)

Fort +6, **Ref** +11, **Will** +9

DR 10/cold iron

Offense

Speed 30 ft., swim 20 ft.

Melee mwk dagger +10 (1d4/19–20)

Special Attacks stunning glance, Unearthly Beauty

Spell-Like Abilities (CL 8th)

1/day—*dimension door*

Spells Prepared (CL 7th)

4th—*summon nature's ally IV*

3rd—*call lightning* (DC 16), *cure moderate wounds*, *water breathing*

2nd—*barkskin*, *flame blade*, *resist energy*, *tree shape*

1st—*charm animal* (DC 14), *endure elements*, *entangle* (DC 14), *obscuring mist*, *produce flame*

0—*detect magic*, *guidance*, *light*, *stabilize*

Statistics

Str 10, **Dex** 21, **Con** 18, **Int** 16, **Wis** 17, **Cha** 25

Base Atk +4; **CMB** +9; **CMD** 27

Feats Endurance, Pleasing Physique, Agile Maneuvers, Combat Casting, Addictive Coitus, Weapon Finesse

Skills Diplomacy +18, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Sexual Techniques +16 (Inhibition 10/26), Stealth +16, Swim +19

Languages Common, Sylvan

SQ inspiration, unearthly grace, wild empathy +21

Ecology

Environment temperate forest

Organization solitary

Treasure standard (dagger, other treasure)

Special Abilities

Addictive Coitus (Ex) The beauty of the nymph, the tightness of her body, the sound of her moans, her muscle control, flexibility, and so on... These are all things that make sex with a nymph absolutely wonderful. Creatures who fail a Will roll with a DC equal to the Nymph's Sexual Techniques check at the time of orgasm gain an addiction that (instead of the normal effects of a Moderate Addiction) sickens them on any day they haven't had sex with someone possessing this feat (though it need not be the original nymph, or even a nymph at all)

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 21 Fortitude save or be blinded permanently. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Induce Lust (Su) All creatures within 30 ft. must make a Will save (DC 21) or give in to their lust immediately, stopping what they were doing and engaging in intimate and passionate relations with the nearest viable candidate (once they start, they are considered Aroused).

Inspiration (Su) A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains a +4 insight bonus on all Will saving throws, Craft checks, and Perform checks. A bard who has a nymph for a muse in this way can use his bardic performance for an additional number of rounds per day equal to his nymph muse's Charisma modifier. The nymph retains a link to her token and its carrier as if she had cast a *status* spell on the carrier. The nymph can end this effect at any time as a free action. A single nymph may only inspire one creature at a time in this manner.

Spells A nymph casts spells as an 8th-level druid, but cannot swap out prepared spells to cast summon spells. Her controlling attribute is Charisma

Stunning Glance (Su) As a standard action, a nymph can stun a creature within 30 feet with a look. The target must succeed on a DC 21 Fortitude save or be stunned for 2d4 rounds.

Unearthly Beauty (Su) As a full round action, a nymph can kill creatures within 30 feet with a look. All humanoid viewers who look directly at her must make a Fortitude save, DC 21, or the intensity will stop their heart. (Success allows a Will save against the same DC to avoid being *Fascinated* for 4d6 rounds). Eros Nymph vital statistics are usually around 38D-25-29.

Unearthly Grace (Su) A nymph adds her Charisma modifier as a racial bonus on all her saving throws, and as a deflection bonus to her Armor Class.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the nymph has a +6 racial bonus on the check. The nymph's effective druid level is equal to her HD for determining her total modifier to the check.

Eros Nymph Adolescent*

Size Small

AC +2 (25)

hp 44 (8d6 +16)

Attacks Dagger deals 1d3, Save DCs for abilities is 18.

Ability Scores -4 Strength, -4 Con, +4 size bonus to Dex.

* Realistically, an adolescent creature should have its HD and feat acquisition reduced, but the bestiary rules don't account for that, so it's up to the GM

Eros Succubus

The Eros Succubus is the same as the standard Succubus (Bestiary 1 p. 68) except that she swaps all her ranks in diplomacy for ranks in Sexual Techniques.* The score is the same. They also trade Iron Will and Combat Reflexes for Sex Appeal and Naked Fighting (though rumor has it that ranking succubae gain those feats back by gaining class levels... Sorceress and Cleric are common).

RP note: Ecchi Succubae are often chaotic good and usually have a thing for the MC. They will often have sex with him, but leave him in a state that is somewhat like sexual delirium rather than energy drain. If the GM wants, he can have them swap out their energy drain for Restful Slumber[†]. In certain VNs, a Succubus that has gone ethereal may fuse with the body of a creature with the dying condition[‡]. The GM may swap *summon* for this special type of Magic Jar. This usually manifests as in the case of the example, with a creature or person that loved the main character, and the demoness will not attack the main character due to the victim's powerful emotions that she still remembers.

Gray Ooze CR 4

A remnant of the glory days of high Mechanos technology, the gray ooze has been left free to roam the ruins that were once the stomping grounds of their creators.

XP 1,200

N Medium ooze

Init -5; **Senses** Blindsight 60 ft.; **Perception** -5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** -4, **Will** -4

Defensive Abilities ooze traits; **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid)

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

ECOLOGY

Environment cold marshes and underground, and the Mechanos Ruins

Organization solitary

Treasure none

Special Abilities

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage

* Succubae don't care as much about sucking up as they do about sucking cock.

[†] like Shera from *Shera My Succubus*

[‡] like Cassaca from *Guilty-the Sin*. Though the original demon wasn't really a succubus, you could consider the furry form that Cassaca took to be that of a type of succubus, albeit one with the Young Creature template.

per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

<Aside: for those who haven't got the clue on what went down before the fall of Mechanos, the following item may give you a clue>

Disintegrator Pistol

Aura strong evocation, and illusion; **CL** 17th

DESCRIPTION

An adamantine barreled, darkwood stocked pistol by all appearances; this pistol deceives the untrained eye. It takes neither ammunition nor powder to use. A true testament to the fallen glory of Mechanos and her technological splendor, several dials and runes in a dead language (characters who read gnomish and exceed 710 years of age can read it. Those who only meet one requirement must succeed at a DC 30 Linguistics or Knowledge [Arcana] check, while those who don't meet any requirements must make DC 40) decorate the barrel of the weapon. Anyone with a class feature that invokes ancestral memories is treated as meeting the age requirement (whether or not they meet the language requirement).

A disintegrator pistol has 50 charges and cannot be charged normally, but does not lose its powers if it runs out of charges. Some of its powers cost charges while others do not. The following powers do not use charges:

- Color Spray (DC 15)
- Hypnotism (2d4 HD of creatures no more than 30 feet from each other or the barrel of the pistol)
- Light
- Mage Hand
- Magic Missile (5 missiles)
- Scorching Ray (3 rays)

The following powers drain 1 charge per use:

- Fireball (10d6 damage, Reflex DC 17 half)
- Lightning Bolt (10d6 damage, Reflex DC 17 half)
- Shout (DC 18, 5d6 and deafened)

The following powers drain 2 charges per use

- Greater Shout (DC 22, 10d6 and deafened)
- Maximized Disintegrate (204 damage or save, DC 23 for 30 damage)
- Scintillating Pattern (DC 22)
- Telekinesis (375lbs)

A disintegrator pistol can be used to absorb arcane spell energy directed at its wielder, as a *rod of absorption* does. Unlike the rod, this artifact converts spell levels into charges rather than retaining them as spell energy usable by a spellcaster. If the pistol absorbs enough spell levels to exceed its limit of 50 charges, it explodes as if a retributive strike had been performed (see below). The wielder has no idea how many spell levels are contained in the weapon, for the weapon does not communicate this knowledge as a rod of absorption does.

DESTRUCTION

A disintegrator pistol can be broken for a retributive strike. Such an act must be purposeful and declared by the wielder. All charges in the pistol are released in a 30-foot spread. All within 10 feet of the broken weapon take hit points of damage equal to 8 times the number of charges in the weapon, those between 11 feet and 20 feet away take points equal to 6 times the number of charges, and those 21 feet to 30 feet distant take 4 times the number of charges. A DC 23 Reflex save reduces damage by half. The character breaking the pistol has a 50% chance (01–50 on d%) of traveling to another plane of existence, but if she does not (51–100), the explosive release of spell energy destroys her (no saving throw).

The plane that the user travels to is one where things like faster than light travel, nano-swarms, and this weapon are more commonplace, but that plane is beyond the scope of this supplement alone, with the exception of one caveat: The teleport spells are considered “light speed” travel and may be used to travel at exactly the speed of light. For GMs interested in such spin-offs (and boo-hoo to ya) the weapon uses power cells rather than spell levels (well... it uses a power cell on Terra too, but a character can only find it if they’ve succeeded at the Linguistics/Arcana check described above.) and doesn’t cause planar travel on a retributive strike.

GOLEMS

Adamantine Golem **C R 19**

XP 204,800

N Huge construct

Init –1; **Senses** Darkvision 60 ft., low-light vision; **Perception** +0

Defense

AC 33, touch 7, flat-footed 33 (–1 Dex, +26 natural, –2 size)

hp 205 (30d10+40); fast healing 10

Fort +10, **Ref** +9, **Will** +10

Defensive Abilities indestructible; **DR** 15/epic; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee 2 slams +41 (6d10+13/19–20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks destructive strike, trample (6d10+19, DC 38)

Statistics

Str 36, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +30; **CMB** +45; **CMD** 54

Ecology

Environment any, but they’re particularly common in some areas of the Mechanos Ruins

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Destructive Strike (Ex) An adamantine golem’s slam attacks threaten a critical hit on a 19 or 20. In addition, whenever an adamantine golem scores a critical hit, it deals 6d10+13 points of damage to the target’s armor or shield in addition to the normal damage, as if it had also made a successful sunder combat maneuver.

Indestructible (Ex) An adamantine golem is nearly impossible to destroy. Even if reduced below 0 hit points, its fast healing continues to restore hit points, though the golem is helpless unless above 0 hit points. It can only be permanently destroyed if reduced to negative hit points and then decapitated

using an adamantine *vorpal* weapon— alternatively, *miracle* or *wish* can be used to slay it while it is at negative hit points.

Immunity to Magic (Ex) An adamantine golem is immune to any spell or spell-like ability that allows spell resistance, except as noted below.

- *Transmute metal to wood* slows an adamantine golem for 1d4 rounds, during which time its damage reduction is reduced to 15/adamantine (no save).

Made using one of the hardest and most precious substances, the adamantine golem is a deadly work of art. It can crush the life from foes that dare to get in its way and is nearly impossible to permanently destroy. The vast amount of adamantine required to build even one of these destructive golems is so significant that most worlds do not have enough resources, forcing the creator to travel to the Plane of Earth or remote Outer Planes simply to gather the raw materials needed to build the golem's body.

Construction

An adamantine golem's body is made of more than 4,000 pounds of adamantine, mithral, gold, platinum, and other metals worth a total of 100,000 gp.

Adamantine Golem

CL 20th; **Price** 600,000 gp

Construction

Requirements Craft Construct, *crushing fist*, *geas/quest*, *heal*, *stoneskin*, *wish*, creator must be caster level 20th; **Skill** Craft (sculpture) DC 35; **Cost** 350,000 gp

Alchemical Golem C R 9

XP 6,400

N Large construct

Init +4; **Senses** Darkvision 60 ft., low-light vision; Perception +0

Defense

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, –1 size)

hp 96 (12d10+30)

Fort +4, **Ref** +8, **Will** +4

DR 10/adamantine or bludgeoning; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee 2 slams +19 (2d8+8 plus alchemy)

Ranged bomb +15 (8d6 energy damage)

Space 10 ft.; **Reach** 10 ft.

Special Attacks alchemy, bombs, splash

Statistics

Str 27, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +12; **CMB** +21; **CMD** 35

Ecology

Environment any, but particularly in the Mechanos Ruins

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Alchemy (Ex) When an alchemical golem strikes a foe, the attack has an additional random effect, chosen from the options below. The attack can either deal 1d6 points of acid, cold, electricity, or fire

damage, or cause the target to become sickened (Fortitude DC 16 negates) or entangled (Reflex DC 16 negates) for 1d4 rounds. These save DCs are Constitution-based.

Bombs (Ex) As a standard action, an alchemical golem can throw a bomb as a ranged touch attack to a distance of 60 feet (no range increment). If the attack misses, treat it as a thrown splash weapon to determine where it lands. Anyone struck by an alchemical golem's bomb takes 8d6 points of acid, cold, electricity, or fire damage (determine type randomly). All creatures adjacent to the location where the bomb hits take 1d6 points of energy damage of the same type.

Immunity to Magic (Ex) An alchemical golem is immune to spells or spell-like abilities that allow spell resistance, except for spells with the sonic descriptor. *Shatter* damages an alchemical golem as if it were a crystalline creature.

Splash (Ex) Any strike on an alchemical golem with a non-reach melee weapon deals 1 point of acid, cold, electricity, or fire damage (determine type randomly) to the attacker. This amount increases to 1d6 points of damage if the attack is a critical hit.

This golem is a walking alchemical nightmare, capable of inflicting all manner of painful wounds on its foes. Its ability to follow orders is granted by the otherwise mindless humanoid brain that floats in its dome-like head, while its animating force is a curious combination of alchemy and elemental spirits bound into the fluids and metals of its body.

Construction

An alchemical golem's body is made of alchemical gear weighing 1,000 pounds and worth a total of 3,000 gp.

Alchemical Golem

CL 10th; **Price** 33,000 gp

Construction

Requirements Craft Construct, *geas/quest*, *gentle repose*, *major creation*, *resist energy*, *telekinesis*, creator must be caster level 10th; **Skill** Craft (alchemy) DC 20; **Cost** 18,000 gp

Iron Golem CR 13

XP 25,600

N Large construct

Init –1; **Senses** Darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 28, touch 8, flat-footed 28 (–1 Dex, +20 natural, –1 size)

hp 129 (18d10+30)

Fort +6, **Ref** +5, **Will** +6

DR 15/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +28 (2d10+16/19–20)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon, powerful blows

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +30; **CMD** 39

ECOLOGY

Environment any, but particularly the Mechanos Ruins

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Breath Weapon (Su) As a free action once every 1d4+1 rounds, an iron golem can exhale a 10-foot cube of poisonous gas. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. This poison is magically created each time the golem uses this power.

Breath weapon—inhaled; *save* Fort 19; *frequency* 1/round for 4 rounds; *effect* 1d4 Constitution damage; *cure* 2 saves. The save DC is Constitution-based.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

- A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.
- A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An iron golem gets no saving throw against fire effects.
- An iron golem is affected normally by rust attacks, such as those of a rust monster or a *rusting grasp* spell.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19–20 with its slam attacks.

Clockwork Golem CR 12

XP 19,200

N Large construct

Init +1; **Senses** Darkvision 60 ft., low-light vision; Perception +0

Defense

AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, –1 size)

hp 118 (16d10+30)

Fort +5, **Ref** +6, **Will** +5

DR 10/adamantine; **Immune** construct traits, magic

Offense

Speed 30 ft.

Melee 2 slams +23 (2d10+8 plus grab)

Space 10 ft.; **Reach** 10 ft.

Special Attacks death burst, grind, wall of gears

Statistics

Str 27, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +25 (+29 grapple); **CMD** 36

Ecology

Environment any

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Grind (Ex) A clockwork golem deals an additional 2d10+12 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

Immunity to Magic (Ex) A clockwork golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a clockwork golem, as noted below.

- A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.
- A *rusting grasp* spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

Forged from thousands of gears, the clockwork golem is a precision creation. In combat, a clockwork golem is ruthlessly efficient, moving with swift conviction to grind and slice its foes to ribbons.

Construction

A clockwork golem's body is made up of hundreds of carefully crafted copper, iron, and silver gears, weighing almost 1,500 pounds, and worth a total of 10,000 gp.

Clockwork Golem

CL 15th; **Price** 120,000 gp

Construction

Requirements Craft Construct, *animate objects*, *blade barrier*, *geas/quest*, *grease*, *telekinesis*, creator must be caster level 15th; **Skill** Craft (clocks) or Craft (locks) DC 20; **Cost** 65,000 gp

Mithral Golem CR 16

XP 76,800

N Huge construct

Init +7; **Senses** Darkvision 60 ft., low-light vision; Perception +0

Defense

AC 31, touch 15, flat-footed 24 (+7 Dex, +16 natural, -2 size)

hp 172 (24d10+40)

Fort +8, **Ref** +15, **Will** +8

DR 15/adamantine, evasion; **Immune** construct traits, magic

Offense

Speed 50 ft.

Melee 2 slams +33 (4d10+11)

Space 15 ft.; **Reach** 15 ft.

Special Attacks fluid form, quickness

Statistics

Str 33, **Dex** 24, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +24; **CMB** +37; **CMD** 54

Feats Dodge, Mobility, Run, Spring Attack

Ecology

Environment any, but particularly the Mechanos Ruins

Organization solitary or gang (2–4)

Treasure none

Special Abilities

Fluid Form (Ex) A mithral golem's body can take on a form like liquid silver as a swift action. While in this form, the mithral golem's reach increases to 30 feet and its DR becomes 15/bludgeoning and adamantine. A mithral golem in this form can also move through any crack or hole in a wall or door, no matter how small, without impeding its movement. A mithral golem can maintain this form for up to 10 rounds per day, but these rounds do not need to be consecutive. Reverting to its normal form is a free action.

Immunity to Magic (Ex) A mithral golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a mithral golem, as noted below.

- A *slow* spell cast on the golem causes it to lose its quickness ability for 1d6 rounds.
- A *haste* spell heals the golem of 1d6 points of damage per level of the caster (maximum 10d6).
- Hitting a mithral golem in fluid form with any spell of 6th level or higher with the cold descriptor causes the golem to take 10d6 points of damage (no save) and lose the use of its fluid form ability for 24 hours.

Quickness (Ex) A mithral golem is incredibly quick. It can take an extra move action during its turn each round. This means it can move up to its speed and still make a full attack. Created from a massive quantity of the purest mithral, this golem is a thing of shining beauty. Unlike most golems, mithral golems are extremely agile, capable of moving at great speed and striking swiftly.

Construction

A mithral golem's body is made of 3,000 pounds of mithral and other precious metals, worth a total of 50,000 gp.

Mithral Golem

CL 18th; **Price** 250,000 gp

Construction

Requirements Craft Construct, *animate objects*, *geas/quest*, *haste*, *polymorph any object*, *wish*, creator must be caster level 18th; **Skill** Craft (sculpture) DC 25; **Cost** 150,000 gp

Pleasure Golem CR 5 (Self made creature inspired by BoEF)

XP 1600

N Medium Construct

Init +2, **Senses** Low Light Vision, Darkvision 60 feet; Perception -2

DEFENSE

AC 15 (+2 Dex, +3 Natural), Touch 12, Flat footed 13

HP 48 (5d10+20)

DR 5/adamantine; **Immune** construct traits, magic

Fort- Ref+0 **Will**+1

OFFENSE

Speed 30 feet

Melee claw +1 (1d4+5)

Space 5 ft. **Reach** 5 ft

Languages Creator's native language

STATISTICS

Str 20 **Dex** 9 **Con**- **Int**- **Wis** 11 **Cha** 14

Base Atk +5; **CMB** +10; **CMD** 20

Feats Skill Focus (Perform [Sexual Techniques]), Pleasing Physique, Pheromone Secretion,
Skills Perform [Sexual Techniques] +11 (inhibition 1/12, but sex with constructs suffers a -20 penalty)

ECOLOGY

Environment Urban

Organization Solitary or Orgy (2d4)

Treasure: a bowl containing 1d20x150gp sits at the entry to the room.

SPECIAL ABILITIES

Construct Traits (Ex) Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage. Sexual Techniques rolls against pleasure golems are at -20

Intoxicating Pheromones (Ex) A pleasure golem emits an intoxicating scent that mammal humanoids find alluring. Pleasure golems have the Pheromone Secretion feat even though they don't meet the prerequisites. Neither the golem nor the pheromones need to be the same as the caster due to transmutation magic.

Immunity to Magic (Ex) A pleasure golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that causes fear slows a pleasure golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A pleasure golem gets no saving throw against attacks that deal electricity damage.

Pleasing Physique (Ex) A pleasure golem can use its Strength for Sexual Techniques. Additionally, pleasure golems are far stronger than their appearance would otherwise indicate. Pleasure golems usually have vital statistics around 36D-20-29.

Combat

Pleasure golems aren't really suited for combat as their name suggests, however, they are asked by their creators to protect the collection bowl and attack any who attempt to steal from it (*really* easy to do if they are distracted by sex). This is the one circumstance where they'll strike out with their nails.

Construction

A pleasure golem is constructed from the caster's own skin, preserved with *gentle repose*, some 50 lbs of wax (silicone hasn't been discovered yet... in d20 modern games, silicone subtracts 5 from the construction DC), stitched inside and shaped with *polymorph any object*, and *body enhancement*. A pleasure golem wears whatever clothing its creator desires, though typically this involves Sexy Undergarments, or wealth permitting, enchanted ones. It has no other possessions and no weapons. A pleasure golem stands 5 feet tall and weighs about 125 pounds. A pleasure golem can speak whatever language was the caster's native language (or all of the languages he knows if he adds *tongues*). It walks and moves sensually as if willing to take on the world. Although most pleasure golems are mindless, they seem as if they have their own minds as they learn what pleases their clients over the course of their existence.

Due to the requirement for beauty in a pleasure golem, it doesn't need multiple corpses, merely the skin and wax medium that can be sculpted to the caster's desires. This makes the construction DC 10 points higher than a standard flesh golem. Special unguents and bindings worth 500 gp are also required. Since you don't actually animate any spirit (merely giving a semblance of subservient life with *limited wish* and *geas/quest*) and you **use your own skin** creating pleasure golems doesn't require any inherently evil magic.

Pleasure Golem

CL 8th; **Price** 20,500 gp

Construction

Requirements Craft Construct, *body enhancement*, *charm person*, *geas/quest*, *gentle repose*, *limited wish*, *polymorph any object*, *skinsend* (*Ultimate Magic* p. 238), creator must be caster level 8th;

Skill Craft (leather) or Heal DC 23;

Cost 10,500 gp

Gorgon CR 8

XP 4,800

N Large magical beast

Init +4; **Senses** Darkvision 60 ft., low-light vision, scent; Perception +17

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 100 (8d10+56)

Fort +13, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.

Melee gore +14 (2d8+7), 2 hooves +9 (1d6+3)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (60-foot cone, turn to stone, Fortitude DC 21 negates), trample (2d8+10, DC 21)

STATISTICS

Str 24, **Dex** 10, **Con** 24, **Int** 2, **Wis** 16, **Cha** 9

Base Atk +8; **CMB** +16; **CMD** 26

Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

Skills Perception +17

ECOLOGY

Environment temperate plains, rocky hills, and underground, or Mechanos Ruins

Organization solitary, pair, pack (3–4), or herd (5–12)

Treasure none

Special Abilities

Breath Weapon A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 21 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 21 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

Skeletal Champion (Gnomish Alchemist 1) CR 2

This little skeleton has several vials. As it uncaps one, a flame spews forth and it throws the vial.

600 XP

NE Small Undead

Init +6 **Senses** Darkvision 60 feet; Perception +3

DEFENSE

AC 13 (+2 Dex, +1 Natural), Touch 12, Flat footed 11

HP 14 (3d8)

Fort+1 **Ref**+3 **Will**+3

DR 5/bludgeoning; **Immune** cold, undead traits, channel resistance +4

OFFENSE

Speed 20 feet

Melee claw +3 (1d3+1)

Special Attacks Bomb +3 (1d6, 5/day)

Space 5 ft. **Reach** 5 ft

Languages gnomish

STATISTICS

Str 13 **Dex** 14 **Con**- **Int** 15 **Wis** 10 **Cha** 12

Base Atk +2; **CMB** +2; **CMD** 14

SQ mutagen,

Feats Improved Initiative, Throw Anything, Brew Potion

Skills Craft (Alchemy) +3; Knowledge (Arcana) +5; Perception +3; Spellcraft +5; Stealth +4

ECOLOGY

Environment Ruins of Mechanos

Organization Solitary or group (2d4)

Treasure: Standard (Double Crossbow), quiver of bolts, 10d6 gp.

Spriggan

(Spriggan in Shards of Eros often appear in Mechanos Ruins) Flecks of saliva drip from the corners of this filthy and ill-smelling humanoid, and his large pointed ears twitch at every sound.

Spriggan CR 3

XP 800

CE Small humanoid (gnome)

Init +4; **Senses** low-light vision; Perception +7

Defense

AC 17, touch 15, flat-footed 13 (+2 armor, +4 Dex, +1 size)

hp 22 (4d8+4)

Fort +5, **Ref** +5, **Will** +1

Offense

Speed 20 ft.

Melee mwk morningstar +5 (1d6–1)

Ranged light crossbow +8 (1d6/19–20)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 4th; concentration +4) At will—*flare* (DC 10), *scare* (DC 12), *shatter* (DC 12)

Statistics

Str 9, **Dex** 19, **Con** 12, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +1; **CMD** 15

Feats Combat Reflexes, Weapon Focus (morningstar)

Skills Climb +1, Disable Device +11, Perception +7, Sleight of Hand +11, Stealth +15; **Racial Modifiers** +2 Climb, +2 Disable Device, +2 Perception, +2 Sleight of Hand, +2 Stealth

Languages Aklo, Gnome

SQ size alteration, spriggan magic, spriggan skills

Ecology

Environment any hills or forests

Organization solitary, pair, or mob (3–12)

Treasure NPC Gear (leather armor, masterwork morningstar, light crossbow with 10 bolts, other treasure)

Special Abilities

Size Alteration (Su) At will as a standard action, a spriggan can change his size between Small and Large. Weapons, armor, and other objects on the spriggan's person grow proportionally when he changes size (objects revert to normal size 1 round after a spriggan releases them). When a spriggan becomes Large, his speed increases to 30 feet, he gains +12 Strength, –2 Dexterity, and +6 Constitution, and he takes a –2 size penalty to his AC. While Large, a spriggan cannot use his sneak attack or his racial spell-like abilities (although if he possesses either from class levels or templates, he retains their use in both sizes).

Spriggan Magic (Ex) A spriggan gains a +1 racial bonus on concentration checks and to save DCs for all of its racial spell-like abilities.

Spriggan Skills (Ex) Climb, Disable Device, Perception, Sleight of Hand, and Stealth are class skills for spriggans.

Spriggan (Large Size) CR 3

XP 800

CE Large humanoid (gnome)

Init +3; **Senses** low-light vision; Perception +7

Defense

AC 14, touch 12, flat-footed 11 (+2 armor, +3 Dex, –1 size)

hp 34 (4d8+16)

Fort +8, **Ref** +4, **Will** +1

Offense

Speed 30 ft.

Melee mwk morningstar +9 (2d6 +5)

Ranged light crossbow +5 (2d6/19–20)

Space 10 ft.; **Reach** 10 ft.

Statistics

Str 21, **Dex** 17, **Con** 18, **Int** 10, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +9; **CMD** 22

Skills Climb +7, Disable Device +10, Perception +7, Sleight of Hand +10, Stealth +6

When the gnomes first traveled to the mortal realm from the distant land of the fey, some found the Material Plane so strange and terrifying that they lost their sense of joy. Seeing only the threats of the new world but none of its wonders, they grimly resolved to survive no matter the cost. Their innate magic responded to this twisted goal by reshaping them in mind and body over the course of many generations, transforming them into the creatures known as spriggans. Love, happiness, and beauty have no meaning for these poor souls, so they lead lives of violence and malice. The best they can manage in place of positive emotions is a muted satisfaction when they make another suffer. Spriggans resemble ugly gnomes with an alien, feral appearance. Many are gaunt and haggard. When magically enlarged, they look the same except much more hale and muscular.

Orgiastic Blob CR 4

This writhing mass of humanoid flesh spawns from sexual rituals and sexual encounters where multiple participants died while in orgasm.

1,200 XP

CN Large Undead Ooze

Initiative -5 **Senses** Blindsight 60 ft

DEFENSES

AC 9 (-1 Dex)

HP 33(5d8+10)

Fort +0 **Ref** +2 **Will** -2

Defensive Abilities Retains immunity to mind affecting effects due to being both undead and ooze

Immune undead traits; ooze traits.

OFFENSE

Spd 10 ft

Melee Slam+7 (1d6+4)

STATISTICS

Abilities: Str 18, Dex 9, Con —, Int 1, Wis 1, Cha 14.

Feats Cosmopolitan (Sexual Techniques, Survival), Fertile, Pleasure Touch

Skills Perform (Sexual Techniques) +7 (Inhibition 1/3)

SQ ooze traits, undead traits

ECOLOGY

Base Atk +3; **CMB** +8; **CMD** 18

Ejaculate (Ex) Shuddering in a fit of pleasure, the orgiastic blob can summon a creamy ooze. This works like *summon monster I* and can function 3 times per day.

Engulf (Ex) Although it moves slowly, an orgiastic blob can simply engulf Large or smaller creatures in its path as a standard action. It cannot make a slam attack during a round in which it engulfs. The orgiastic blob merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the blob, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 12 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the blob moves forward. Engulfed creatures are subject to the blob's paralysis and acid, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Pleasure Touch (Su) instead of the normal requirements for Pleasure Touch, the orgiastic blob may sacrifice a use of Ejaculate to induce inhibition loss on its opponent.

Rat, Giant CR 1

These oversized vermin serve the Ratfolk as mounts.

XP 400

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +4

Defense

AC 15, touch 15, flat-footed 13 (+2 Dex, +3 natural armor,)

hp 7 (1d8+3)

Fort +3, **Ref** +5, **Will** +1

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d6+2 plus disease)

Special Attacks disease

Statistics

Str 14, **Dex** 15, **Con** 17, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

Ecology

Environment any urban

Organization solitary or pack (2–20)

Treasure none

Special Abilities

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based. Giant rats grow up to 5 feet long and weigh up to 100 pounds. They are common menaces in dungeons and city sewers alike.

Slave Knight CR 3

XP 800

N Large construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

DEFENSE

AC 14, touch 10, flat-footed 10 (+4 natural-1 size, -1 Dex, +2 hostage)

hp 52 (4d10+30)

Fort —, **Ref** +1, **Will** -4

Defensive Abilities hardness 10;

Immune construct traits

Weakness hostage

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+6)

or bastard sword +5 (1d10+6)

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —,

Wis 10, **Cha** 1

Base Atk +4; **CMB** +11; **CMD** 21

Skills: These creatures have no skills, but their hostage has Sexual Techniques +8 (1/4 inhibition plus any alignment modifiers, but only)

SQ fast movement,

ECOLOGY

Environment any

Organization solitary, pair, or group (3–12)

Treasure none



SPECIAL ABILITIES

Trample (Ex): DC 14, 1d6+3 damage

Bastard Sword (Ex): a Slave Knight has a built in large bastard sword (2d8, 19-20/x2).

Hostage (Ex): Each slave knight is built around a captive woman whose forearms and legs are magically held within the construct's body. Unless a specific NPC is used in the slave knight's creation, the hostage will be a first level commoner with Basic Arcane NPC attributes (Charismatic Caster). She won't actually cast spells but will have Cha 13 and 6 HP. Since she's held in place, she has AC 10.

This helpless maid provides partial cover to the slave knight (+2 AC and +1 to Reflex saves). Any attack that misses the slave knight's improved AC but still hits AC 10 will strike the hostage woman. While a part of the slave knight, the hostage gains benefits similar to those of a ring of sustenance (see the Dungeon Master's Guide, p.195) and is protected by the slave knight's cold resistance. For characters that don't mind getting their hands dirty, killing the hostage renders the slave knight inert. Of course, once taken out of the armor, she can be resurrected

Slave knights are magically created warriors of moderate power and fearful demeanor. Forged of bone, steel, and darkness, these constructs each entrap a single female captive, spread-eagle and aware within their midsections. Constructing a slave knight involves the employment of powerful magical forces and a deviant mind; their hostages are always displayed in the buff. A twisted bit of their creator's consciousness animates each slave knight, somewhat like a homunculus, and most can speak fairly fluent Common (though their conversation revolves mainly around their captives' endowments and toilet humor...)

Slave knights have enough of a mind to work together in small groups, enough guile to taunt would-be heroes with their nubile captives, and enough brute strength to overcome most obstacles. A slave knight's creator can command it if the slave knight is within 60 feet and can see and hear its creator.

Slave Knight

CL 11th; **Price** 12,500 gp

Construction

Requirements Craft Construct, *animate object*, *permanency*;

Skill Craft (armorsmithing or sculpture) ; **Cost** 6,250 gp*

Tentacle Monster CR 8

XP 4,800

N Large outsider (aquatic, native,)

Init +6; **Senses** low-light vision; Perception +8

Defense

AC 18, touch 11, flat-footed 16 (+2 Dex, +7 natural, -1 size)

hp 102 (12d8+48)

Fort +12, **Ref** +12, **Will** +7

Defensive Abilities None

Offense

Speed 20 ft., swim 30 ft., jet 200 ft.

Melee bite +13 (1d8+5), 8 tentacles +11 (1d4+2 plus grab and poison)

Space 10 ft.; **Reach** 10 ft. (20 ft. with tentacle)

* Several sources conflict, but price is derived from Ultimate Magic costs to animate a suit of armor

Special Attack constrict (tentacle, 1d4+2),

Statistics

Str 20, **Dex** 15, **Con** 18, **Int** 4, **Wis** 12, **Cha** 3

Base Atk +9; **CMB** +15 (+19 grapple); **CMD** 27 (can't be tripped)

Feats Combat Reflexes, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Multi-Orgasmic, Sexual Finesse

Skills Escape Artist +10, Perception +8, Sexual Techniques +18;

Languages Common, sometimes Elven or Gnomish.

SQ amphibious, sexual ki pool

Racial Modifiers +10 Escape Artist, +8 Sexual Techniques

Ecology

Environment any ocean

Organization solitary

Treasure incidental

Special Abilities

Poison (Ex) Whenever a tentacle monster grapples its victim, they must succeed at a DC 20 Fortitude save or suffer 1d4 wisdom damage. The tentacle monster may induce a sexual *suggestion* effect as long as it has any ki points remaining.

Type poison, contact; **Save** Fortitude DC 20 **Initial Effect** 1d4 Wis damage; **Secondary Effect** *Suggestion* (sexual only) **Cure** 1 save

If this poison looks familiar, it is from Pathfinder Vices and is called black out.

Sexual Ki Pool (Su) a tentacle monster has a ki pool much like a monk, except that it is only applicable to sexual feats or tasks. Due to the tentacle monster's sexual finesse, the ki pool is dexterity dependent (1/2 HD + Dex Mod). The tentacle monster may use a ki point to continue sexual encounters past its orgasm.

Titan, Thanatotic CR 22

XP 614,400

CE Colossal outsider (chaotic, evil, extraplanar)

Init +4; **Senses** Darkvision 120 ft., *true seeing*; Perception +31

Defense

AC 38, touch 2, flat-footed 38 (+12 armor, +24 natural, -8 size)

hp 471 (23d10+345)

Fort +22, **Ref** +15, **Will** +20; +8 resistance vs. mind-affecting

DR 15/lawful and epic; **Immune** aging, death effects, disease;

SR 33

Offense

Speed 60 ft. (40 ft. in armor)

Melee +3 *unholy battleaxe* +37/+32/+27/+22 (6d6+22/19-20/x3),

claw +29 (2d8+9) or

2 claws +34 (2d8+19)

Ranged rock +15/+10/+5/+0 (2d6+19)

Space 30 ft.; **Reach** 30 ft.

Special Attacks godslayer, rock-throwing (100 ft.), trample (2d8+28, DC 40)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*air walk*, *mind blank*, *spell turning*, *true seeing*

At will—*bestow curse* (DC 21), *break enchantment*,

divination, *greater dispel magic*, *sending*

3/day—*disintegrate* (DC 23), *greater scrying* (DC 24), *heal*, *mass suggestion* (DC 23)
1/day—*greater planar ally*, *imprisonment* (DC 26), *meteor swarm* (DC 26), *true resurrection*

Statistics

Str 49, **Dex** 10, **Con** 41, **Int** 27, **Wis** 20, **Cha** 24

Base Atk +23; **CMB** +50; **CMD** 60

Feats Awesome Blow, Bleeding Critical, Critical Focus, Greater Vital Strike, Improved Bull Rush, Improved Critical (battleaxe), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Vital Strike

Skills Bluff +33, Craft (any one) +34, Diplomacy +33, Intimidate +33, Knowledge (arcana, history, and religion) +31, Knowledge (planes) +34, Perception +31, Ride +18, Sense Motive +31, Spellcraft +34, Stealth +5, Use Magic Device +33

Languages Abyssal, Celestial, Common; telepathy 300 ft.

SQ change shape (any humanoid, *alter self*)

Ecology

Environment any (Abyss)

Organization solitary, pair, or war band (3–6)

Treasure standard (+3 *full plate*, +3 *unholy battleaxe*, other treasure)

Special Abilities

Godslayer (Su) When a thanatotic titan damages a creature capable of casting divine spells, that creature must make a DC 28 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A thanatotic titan's attacks are treated as epic and evil for the purposes of overcoming damage reduction. The save DC is Charisma-based.

Trouser Snake CR 1/2

XP 200

N Tiny animal

Init +3; **Senses** low-light vision, scent; Perception +9

Defense

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 3 (1d8-1)

Fort +1, **Ref** +5, **Will** +1

Offense

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +3 (1d3-1)

Ranged cream pie +3 touch

Space 2-1/2 ft.; **Reach** 0

Statistics

Str 9, **Dex** 17, **Con** 8, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +1; **CMB** -2; **CMD** 8 (can't be tripped or grappled)

Feats Weapon Finesse (Bite)

Skills Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9;

Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

SQ scent, lubricant, symbiosis

Ecology

Environment any temperate or warm

Organization solitary,

Treasure none

Special Abilities

Cream Pie (Ex): The trouser snake spits a creamy white substance as a ranged touch attack at a range of 10 feet. If successful the target must succeed at a DC 13 reflex save or be blinded until they wipe it off. Spit, contact; *save* Ref DC 13; *frequency* once; *effect* blindness; *cure* 1 save.

Scent (Ex): A trouser snake can detect creatures within 30 feet. This range extends to 60 feet if upwind of it, or decreases to 15 feet if downwind. The trouser snake is exceptionally receptive to humanoid vagina of any race and may detect it at triple the distance.

Lubricant (Ex): The shine of a trouser snake's scales is due to the slippery oil they produce. This lubricant allows them easy, harmless access to any bodily orifice of a medium size or larger creature (usually the vaginal or anal cavities), or a small creature with the Stuffing feat. It also grants the trouser snake immunity to grappling attacks.

Symbiosis (Su): A trouser snake that has found a female owner will form a bond with her, feeding on the psychic energy she produces when she has sex. In reward for, and to encourage more of, this behavior the trouser snake bolsters the owner's mind, conferring a +1 morale bonus to Will saves provided the owner has had sex in the past week. The trouser snake facilitates urine release by passing the hostess's urine out its mouth. The hostess now urinates and has sex as if she was a male, and uses the trouser snake's semen, which functions as if it came from a male member of the hostess's race in all regards. The trouser snake metabolizes any menstrual cycle its hostess would have, and uses this to provide the hostess with the ability to inseminate females.

Arousal (Su): For as long as the trouser snake resides in its hostess, she is considered in the Arousal Phase of inhibition. The DC to *temporarily* break this arousal (such as for combat) is 13 (based on the snake's Dex). The only way to permanently break this arousal is for *the hostess* to deal 3 points of damage to the snake, or for anyone to kill it.

Maim (Ex): A trouser snake that comes in contact with a male penis may make a called shot to it even if the GM is not otherwise using called shot rules. Since this requires physical contact, the attack is against Touch AC. The effects of this called shot are as follows:

A called shot to the groin is at -5

Called Shot: (An attack aimed at a body part that deals fewer than 50 points of damage results in a normal called shot.) A called shot to the groin leaves the target sickened for 1d4 rounds. A successful Fortitude save (dc 14) reduces this duration to 1 round. While sickened from the blow, the target cannot run or charge.

Critical Called Shot: (A critical called shot is one that deals less than *Massive Damage* but is a critical hit) A critical hit deals 1d4 points of Dexterity damage. In addition, the target is nauseated for 1d4 rounds and sickened for 1d6 minutes. A successful Fortitude saving throw negates the nauseated condition. While the target is sickened from the blow, he cannot run or charge.

Debilitating Blow: (A debilitating blow is one that deals *Massive Damage* or worse, and may also be a critical hit.) A debilitating blow to the groin deals 1d6 points of Dexterity drain, nauseates the target for 1d4 rounds, and sickens it for 2d6 minutes. A successful Fortitude save reduces the drain to damage and the nausea to 1 round. If the save fails by 5 or more, the target's testicles fly free, and his penis is ripped off rendering him sexless and impotent and causing 1 point of Dexterity bleed damage.

The Dexterity bleed damage caused by a debilitating blow to the groin can only be stopped by *regeneration* (spell or special ability), magical healing that heals as many points of damage (from one or more sources) as the original blow dealt, or a DC 20 Heal check that takes 1d4 rounds to complete.



Vampire Seducer CR 9

XP 6,400

Female human vampire Aristocrat 9

CE Medium undead (augmented humanoid)

Init +8; **Senses** Darkvision 60 ft.; Perception +13

Defense

AC 23, touch 17, flat-footed 18 (+2 deflection, +4 Dex, +1 dodge, +6 natural)

hp 116 (9d8+76); fast healing 5

Fort +13, **Ref** +11, **Will** +12

Defensive Abilities channel resistance +4; **DR** 10/magic and silver; **Immune** undead traits;

Resist cold 10, electricity 10

Weaknesses vampire weaknesses (additionally, vampire seducers often have Nymphomania, and can be derailed from combat by offers of sex, but they may still use any ability they could use in a grapple).

Offense

Speed 30 ft.

Melee slam +8 (1d4+4 plus energy drain)

Special Attacks seductive blood drain, children of the night, create spawn, dominate (DC 22), sexual energy drain (2 levels per minute, DC 22)

Statistics

Str 14, **Dex** 16, **Con** —, **Int** 15, **Wis** 16, **Cha** 27

Base Atk +4; **CMB** +7; **CMD** 24

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Addictive Coitus, Sex Appeal, Improved Initiative, Lightning Reflexes, Dazzling Display (Ahem!), Naked Fighting, Toughness, Weapon Finesse.

Skills Bluff +27, Knowledge (arcana) +13, Knowledge (religion) +13, Perception +13, Sense Motive +13, Spellcraft +13, Stealth +12, Use Magic Device +19; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Sexual Techniques (Total default +16, 15 Inhibition)

Languages Abyssal, Common, Draconic

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Ecology

Environment any

Organization solitary or family (vampire plus 2–8 spawn)

Treasure NPC gear (*cloak of resistance* +3, *headband of alluring charisma* +4, *ring of protection* +2)

Vampire Seducers are undead humanoid creatures that feed on the blood of the living. They look much as they did in life, but often have a more gothic, romanticized appearance.

Addictive Coitus (Ex) Creatures who fail a Will roll with a DC equal to the seducer's Sexual Techniques check at the time of orgasm gain an addiction that (instead of the normal effects of a Moderate Addiction) sickens them on any day they haven't had sex with someone possessing this feat though it need not be the original seducer, or even a seducer at all)

Creating a Vampire Seducer

“Vampire Seducer” is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature). Most vampire seducers were once humanoids, fey, or monstrous humanoids. A vampire seducer uses the base creature’s stats and abilities except as noted here.

CR: Same as the base creature + 2.

AL: Always chaotic and usually evil, but some have been able to become break the mould and take Good or Neutral for the moral half of their alignment.

Type: The creature’s type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.

Senses: A vampire seducer gains darkvision 60 ft.

Armor Class: Natural armor improves by +6.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, vampire seducers use their Charisma modifier to determine bonus hit points (instead of Constitution).

Defensive Abilities: A vampire seducer gains channel resistance +4, DR 10/magic and silver, and resistance to cold 10 and electricity 10, in addition to all of the defensive abilities granted by the undead type. A vampire seducer also gains fast healing 5. If reduced to 0 hit points in combat, a vampire seducer assumes gaseous form (see below) and attempts to escape.

It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire seducer forced into gaseous form has no effect. Once at rest, the vampire seducer is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Weaknesses: Vampire seducers cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from mirrors or strongly presented holy symbols. These things don’t harm the vampire seducer—they merely keep it at bay. A recoiling vampire seducer must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding a vampire seducer at bay takes a standard action. After 1 round, a vampire seducer can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

Vampire seducers cannot enter a private home or dwelling unless invited in by someone with the authority to do so. Reducing a vampire seducer’s hit points to 0 or lower incapacitates it but doesn’t always destroy it (see fast healing). However, certain attacks can slay vampire seducers. Exposing any vampire seducer to direct sunlight staggers it on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Each round of immersion in running water inflicts damage on a vampire seducer equal to one third of its maximum hit points—a vampire seducer reduced to 0 hit points in this manner is destroyed. Driving a wooden stake through a helpless vampire seducer’s heart instantly slays it (this is a full-round action). However, it returns to life if the stake is removed, unless the head is also severed and anointed with holy water.

Speed: Same as the base creature. If the base creature has a swim speed, the vampire seducer is not unduly harmed by running water.

Melee: A vampire seducer gains a slam attack if the base creature didn’t have one. Damage for the slam depends on the vampire seducer’s size (see pages 301–302). Its slam also causes energy drain (see below). Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A vampire seducer gains several special attacks. Save DCs are equal to 10 + 1/2 vampire seducer's HD + vampire seducer's Cha modifier unless otherwise noted.

Seductive Blood Drain (Su): A vampire seducer can suck blood from a grappled opponent; if the vampire seducer establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire seducer heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood and may induce 5 points of inhibition loss per bite.

Children of the Night (Su): Once per day, a vampire seducer can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire seducer for up to 1 hour.

Create Spawn (Su): A vampire seducer can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire seducer's base creature type. The victim rises from death as a vampire seducer in 1d4 days. This vampire seducer is under the command of the vampire seducer that created it, and remains enslaved until its master's destruction. A vampire seducer may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead.

A vampire seducer may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire seducer or vampire seducer spawn cannot be enslaved again.

Dominate (Su): A vampire seducer can crush a humanoid opponent's will as a standard action. Anyone the vampire seducer targets must succeed on a Will save or fall instantly under the vampire seducer's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampire seducers might be able to affect different creature types with this power.

Sexual Energy Drain (Su): A vampire seducer must perform sexual maneuvers for her energy drain to work. Since sexual maneuvers take one full minute to work, the vampire may drain two negative levels from a single target once per minute.

Special Qualities: A vampire seducer gains the following.

Change Shape (Su): A vampire seducer can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Gaseous Form (Su): As a standard action, a vampire seducer can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex): A vampire seducer casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex): A vampire seducer can climb sheer surfaces as though under the effects of a *spider climb* spell.

Ability Scores Str +4, Dex +4, Int +2, Wis +2, Cha +6. As an undead creature, a vampire seducer has no Constitution score.

Skills Vampire seducers gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Perform [sexual techniques] checks.

Feats Vampire seducers gain Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, and Toughness as bonus feats.

NPCs

Bandit CR 1/2

XP 200

Human warrior 2

CN Medium humanoid

Init +2; **Senses** Perception –1

Defense

AC 17, touch 13, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 shield)

hp 11 (2d10)

Fort +3, **Ref** +2, **Will** –1

Offense

Speed 30 ft.

Melee rapier +3 (1d6+1/18–20) or sap +3 (1d6+1 nonlethal)

Ranged composite longbow +4 (1d8+1/×3)

Statistics

Str 13, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 16

Feats Dodge, Point Blank Shot

Skills Climb +4, Handle Animal +3, Intimidate +3, Ride +5, Stealth +2

Languages Common

Gear studded leather, buckler, composite longbow (+1 Str) with 20 arrows, rapier, sap, light horse (combat trained)

Boon Bandits can allow the PCs to pass without robbing them and can alert them to ambush sites within a day's travel, granting a +2 circumstance bonus on Perception checks to notice ambushes. They might also be able to get the PCs an audience with a powerful local bandit lord.

Bandit Lord CR 11

XP 12,800

Human fighter 8/rogue 4

CN Medium humanoid

Init +6; **Senses** Perception +10

Defense

AC 25, touch 18, flat-footed 18 (+5 armor, +1 deflection, +6 Dex, +1 dodge, +2 shield)

hp 74 (12 HD; 8d10+4d8+12)

Fort +9, **Ref** +13, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2, evasion, trap sense +1, uncanny dodge

Offense

Speed 30 ft.

Melee +1 frost keen rapier +20/+15/+10 (1d6+6/15–20 plus 1d6 cold) or sap +17/+12/+7 (1d6+2 nonlethal)

Ranged mwk composite longbow +18/+13/+8 (1d8+2/×3)

Special Attacks rogue talent (bleeding attack), sneak attack +2d6, weapon training (light blades +1)

Statistics

Str 14, **Dex** 22, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +11; **CMB** +13; **CMD** 31

Feats Bleeding Critical, Blind-Fight, Critical Focus, Dazzling Display, Dodge, Improved Critical (rapier), Mobility, Shatter Defenses, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +20, Appraise +3, Bluff +10, Climb +6, Diplomacy +5, Disable Device +12, Escape Artist +10, Handle Animal +5, Intimidate +16, Knowledge (local) +5, Perception +10 (+12 to find traps), Ride +10, Sense Motive +5, Stealth +21, Survival +4

Languages Common

SQ armor training 2, rogue talent (finesse rogue), trapfinding +2

Combat Gear *potion of disguise self*; **Other Gear** +1 chain shirt, +1 buckler, +1 frost keen rapier, masterwork composite longbow (+2 Str) with 20 arrows, sap, *belt of incredible dexterity* +2, *boots of striding and springing*, *cloak of resistance* +1, *ring of protection* +1, light horse (combat trained) with saddle, thieves' tools

Boon Bandit lords can grant safe passage from bandit attacks for the PCs and their allies for up to 3 days. They can also arrange the purchase or sale of goods as if the gp limit was for a community one size larger.

Barkeep CR 3

XP 800

Human expert 4/warrior 1

N Medium humanoid

Init +0; **Senses** Perception +10

Defense

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 23 (5 HD; 4d8+1d10)

Fort +5, **Ref** +1, **Will** +6

Offense

Speed 30 ft.

Melee sap +3 (1d6–1 nonlethal) or

dagger +3 (1d4–1/19–20)

Ranged mwk heavy crossbow +5 (1d10/19–20)

Statistics

Str 9, **Dex** 11, **Con** 10, **Int** 12, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +3; **CMD** 13

Feats Great Fortitude, Quick Draw, Rapid Reload, Skill Focus (Profession [barkeep])

Skills Bluff +8, Handle Animal +5, Intimidate +5, Knowledge (local) +9, Linguistics +6, Perception +10, Perform (comedy) +6, Perform (oratory) +6, Profession (barkeep) +13, Ride +5, Sense Motive +10, Sleight of Hand +5

Languages Common, Dwarf, Halfling

Gear +1 leather armor, masterwork heavy crossbow with 10 bolts and one +1 human bane bolt, dagger, sap

Boon A barkeep can arrange free room and board for PCs for up to a week. He can also share local rumors and customs with PCs, granting a +2 circumstance bonus on Diplomacy and Sense Motive checks in his community for 1 day.

A barkeep is the proprietor of an alehouse, saloon, or tavern, often with an inn attached. While some are sly, weasel-like, and unfriendly, most are garrulous raconteurs, seeking to entertain their customers with a story or joke and keep them happy and drinking. With patrons from across the world visiting their taverns, most barkeeps know a smattering of other languages to communicate with foreigners from far-away lands.

Barkeeps are used to trouble in their establishments, for drink often brings out the worst in their customers, and most barkeeps are used to facing down and intimidating drunks and bullies. For times when words fail, a good barkeep keeps a weapon beneath the bar, and is not afraid to use it. Changing a barkeep's Profession skill to (innkeeper) creates an innkeeper, possibly with Diplomacy instead of Intimidate, and his Perform skills changed to other Profession skills, such as cook.

Barmaid CR 1/2

XP 200

Human commoner 2

N Medium humanoid

Init +1; **Senses** Perception +4

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 7 (2d6)

Fort +0, **Ref** +1, **Will** –1

Offense

Speed 30 ft.

Melee serving tray +1 (1d4) or

frying pan +1 (1d6 plus 1 fire [if hot])

Ranged drinking glass +2 (1d4 plus dazzled 1 round [drink in eyes])

Statistics

Str 10, **Dex** 12, **Con** 11, **Int** 10, **Wis** 9, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 12

Feats Catch Off-Guard, Throw Anything

Skills Perception +4, Perform (dance) +3, Profession (barmaid) +4, Profession (cook) +3, Sleight of Hand +2

Languages Common

Combat Gear antitoxin (2); **Other Gear** serving tray or frying pan, drinking glasses (2 to 4)

Boon A barmaid can get PCs a free round of drinks or whisper the local gossip (granting a +2 bonus on the PCs' next Diplomacy check to gather information in that community). Barmaids are serving wenches, dancing girls, and even harried cooks in inns and taverns throughout the cities and towns of the world. Although usually young, some barmaids are older goodwives working in the family business. A barmaid might also be used as a farmer's, fisherman's, or shopkeep's wife, or any type of servant, whether in an inn or a noble's manor. Changing a barmaid's Profession skills can create any type of servant needed. Profession (courtesan) creates an inexperienced prostitute, or simply a serving girl who works in a brothel.

While skilled in improvised weapons, changing a barmaid's feats can create a servant with other useful skills. Alertness or Skill Focus (Perception) makes a barmaid good at overhearing conversations, while a barmaid working in a dangerous dive might carry a concealed dagger and have the Improved Unarmed Strike and Weapon Finesse feats.

Bounty Hunter CR 11

XP 12,800

Human ranger 12

N Medium humanoid

Init +5; **Senses** Perception +16

Defense

AC 22, touch 15, flat-footed 17 (+5 armor, +5 Dex, +2 shield)

hp 98 (12d10+32)

Fort +10, **Ref** +13, **Will** +5

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee mwk rapier +18/+13/+8 (1d6+2/18–20) or mwk sap +18/+13/+8 (1d6+2 nonlethal)

Ranged +1 *merciful composite longbow* +18/+13/+8 (1d8+3/x3 plus 1d6 nonlethal) or +1 *merciful composite longbow* +16/+16/+11/+6 (1d8+3/x3 plus 1d6 nonlethal)

Special Attacks favored enemy (humanoids [human] +6, humanoids [elf] +2, humanoids [halfling] +2), quarry

Ranger Spells Prepared (CL 9th; concentration +10)

3rd—*plant growth*

2nd—*barkskin*, *protection from energy*

1st—*delay poison*, *entangle* (DC 12), *longstrider*

Statistics

Str 14, **Dex** 20, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +12; **CMB** +14; **CMD** 29

Feats Deadly Aim, Endurance, Improved Precise Shot, Improved Vital Strike, Manyshot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot, Vital Strike, Weapon Finesse

Skills Climb +10, Craft (traps) +10, Handle Animal +14, Heal +5, Intimidate +14, Knowledge (geography) +5, Knowledge (local) +1, Knowledge (nature) +5, Linguistics +2, Perception +16, Ride +12, Stealth +24, Survival +16 (+22 to follow tracks), Swim +6

Languages Common, Elven, Halfling

SQ camouflage, favored terrain (urban +4, underground +2), hunter's bond (tiger animal companion), swift tracker, track +6, wild empathy +11, woodland stride

Combat Gear *wand of cure light wounds* (CL 1, 50 charges), *wand of speak with animals* (CL 1, 50 charges), tanglefoot bags (2); **Other Gear** +1 *chain shirt*, +1 *buckler*, +1 *merciful composite longbow* (+2 Str) with 20 arrows, masterwork rapier, masterwork sap, *belt of incredible dexterity* +2, *cloak of elvenkind*, blue whinnis (6 doses), purple worm poison (1 dose), 11 gp

Boon A bounty hunter can arrange to kidnap an NPC of 10th level or less for the PCs at half his usual fee.

Celebrity Bard CR 10

XP 9,600

Human bard 11

N Medium humanoid

Init +2; **Senses** Perception +10

Defense

AC 19, touch 12, flat-footed 17 (+5 armor, +2 Dex, +2 shield)

hp 79 (11d8+30)

Fort +6, **Ref** +10, **Will** +8; +4 vs. bardic performance, language-dependent, and sonic

Offense

Speed 30 ft.

Melee dagger +10/+5 (1d4–1/19–20)

Ranged mwk light crossbow +11 (1d8/19–20)

Special Attacks bardic music 30 rounds/day (countersong, distraction, fascinate, gather crowd, inspire competence +4, inspire greatness, shining star, suggestion)

Bard Spells Known (CL 11th; concentration +17)

4th (3/day)—*dominate person* (DC 20), *greater invisibility*, *rainbow pattern* (DC 20)

3rd (5/day)—*charm monster* (DC 19), *crushing despair* (DC 19), *haste*, *slow* (DC 19)

2nd (6/day)—*cure moderate wounds*, *hold person* (DC 18), *minor image* (DC 18), *silence* (DC 18), *tongues*

1st (7/day)—*charm person* (DC 17), *cure light wounds*, *disguise self*, *expeditious retreat*, *hideous laughter* (DC 17), *identify*

0 (at will)—*dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

Statistics

Str 8, **Dex** 14, **Con** 14, **Int** 12, **Wis** 10, **Cha** 22

Base Atk +8; **CMB** +7; **CMD** 19

Feats Arcane Strike, Craft Wondrous Item, Greater Spell Penetration, Magical Aptitude, Spell Penetration, Vital Strike, Weapon Finesse

Skills Linguistics +5, Perception +10, Perform (act) +20, Perform (dance) +20, Perform (sing) +20, Sense Motive +5, Sleight of Hand +10, Spellcraft +19, Stealth +15, Use Magic Device +24

Languages Common, Draconic, Elven

SQ Famous +3 (25,000 person settlement), bardic knowledge +5, jack-of-all-trades (use any skill), versatile performance (act, dance, sing)

Combat Gear *scrolls of align weapon*, *see invisibility*, *mount*, *wand of shocking grasp* (CL 4, 50 charges);

Other Gear +1 *chain shirt*, +1 *buckler*, masterwork light crossbow with 10 bolts, daggers (2), *cloak of resistance* +1, *headband of alluring charisma* +4, 2,500 gp in jewelry

Boon Knowing a celebrity bard can give PCs a +2 circumstance bonus on Diplomacy checks in a region for 1 month.

Cultist (of Diabolos) CR 2

XP 600

Human cleric 3

NE Medium humanoid

Init +1; **Senses** Perception +3

Defense

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

hp 16 (3d8+3)

Fort +4, **Ref** +2, **Will** +5

Offense

Speed 20 ft.

Melee mwk sickle +3 (1d6)

Ranged dart +3 (1d4)

Special Attacks channel negative energy 6/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +5) 5/day— *touch of evil* (2 rounds), *copycat*

Cleric Spells Prepared (CL 3rd; concentration +5)

2nd—*Invisibility*^{*}, *death knell* (DC 14), *hold person* (DC 14)

1st—*bane* (DC 13), *cause fear* (DC 13), *disguise self*^{*}, *doom* (DC 13)

^{*} Domain spell

0 (at will)—*bleed* (DC 12), *guidance*, *light*, *resistance*; **Domains** Evil, Trickery

Statistics

Str 10, **Dex** 13, **Con** 12, **Int** 8, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** +2; **CMD** 13

Feats Alignment Channel, Combat Casting, Selective Channeling

Skills Knowledge (planes) +4, Knowledge (religion) +4, Linguistics +4, Perception +3, Sense Motive +6, Spellcraft +3

Languages Abyssal, Common, Infernal

Combat Gear bloodroot poison (1 dose), vials of unholy water (2); **Other Gear** chainmail, light steel shield, darts (4), masterwork sickle, silver unholy symbol

Boon A cultist can hide the PCs or others they designate within a secret cult sanctuary for up to 3 days. They could also plant false evidence implicating an NPC as a cult member.

Cult Leader (of Diabolos) CR 11

XP 12,800

Human cleric 10/rogue 2

NE Medium humanoid

Init +2; **Senses** Perception +10

Defense

AC 24, touch 14, flat-footed 22 (+6 armor, +2 deflection, +2 Dex, +4 shield)

hp 83 (12d8+29)

Fort +10, **Ref** +9, **Will** +13

Defensive Abilities evasion

Offense

Speed 30 ft.

Melee +1 *human bane morningstar* +10/+5 (1d8+2)

Ranged dagger +10 (1d4+1/19–20)

Special Attacks channel negative energy 5/day (DC 15, 5d6), scythe of evil (5 rounds, 1/day), sneak attack +1d6

Domain Spell-Like Abilities (CL 10th; concentration +15) 8/day— Touch of Evil (5 rounds), copycat, Master of Illusion (10 rounds)

Cleric Spells Prepared (CL 10th; concentration +15)

5th—*dispel good*, *mass cure light wounds*, *righteous might*, *summon monster V*

4th—*air walk*, *unholy blight*, *dismissal* (DC 19), *divine power*, *unholy blight* (DC 19)

3rd—*nondetection* (2), *dispel magic*, *magic circle against good*, *prayer*

2nd—*aid*, *align weapon (evil)*, *death knell* (DC 17), *silence* (DC 17), *spiritual weapon*, *undetectable alignment*

1st—*command* (DC 16), *protection from good*, *deathwatch*, *divine favor*, *obscuring mist*, *remove fear*, *shield of faith*

0 (at will)—*create water*, *guidance*, *light*, *purify food & drink*

Domains Evil, Trickery

Statistics

Str 12, **Dex** 14, **Con** 14, **Int** 8, **Wis** 21, **Cha** 10

Base Atk +8; **CMB** +9; **CMD** 23

Feats Channel Smite, Combat Casting, Command Undead, Craft Magic Arms and Armor, Craft Wondrous Item, Extra Channel, Forge Ring, Vital Strike

* Domain spell

Skills Bluff +5, Diplomacy +5, Heal +10, Knowledge (history) +3, Knowledge (local) +3, Knowledge (planes) +10, Knowledge (religion) +10, Linguistics +5, Perception +10, Profession (any one) +10, Sense Motive +10, Spellcraft +10

Languages Abyssal, Common, Infernal, Terran

SQ aura, healer's blessing, rogue talent (combat trick), trapfinding

Combat Gear *scroll of invisibility purge*, alchemist's fire (2);

Other Gear +2 chain shirt, +2 heavy wooden shield, +1 human bane morningstar, cold iron dagger, cloak of resistance +1, elemental gem (earth), headband of inspired wisdom +2, ring of counterspells (dispel magic), ring of protection +2, robe of bones, silver unholy symbol

Boon A cult leader can bind a planar ally for the PCs, send a pair of cultists to assist with a task, or trade a good-aligned magical item she has taken for an evil one she could use.

Dealer CR 3

XP 800

Human expert 1/rogue 3

N Medium humanoid

Init +2; **Senses** Perception +6

Defense

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 22 (4d8+4)

Fort +2, **Ref** +5, **Will** +2

Defensive Abilities evasion, trap sense +1

Offense

Speed 30 ft.

Melee mwk dagger +5 (1d4+1/19–20) or

mwk sap +5 (1d6+1 nonlethal)

Ranged mwk hand crossbow +5 (1d4/19–20)

Special Attacks sneak attack +2d6

Statistics

Str 12, **Dex** 15, **Con** 12, **Int** 14, **Wis** 8, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 15

Feats Deceitful, Quick Draw, Skill Focus (Craft [alchemy]), Weapon Finesse

Skills Appraise +6, Bluff +11, Craft (alchemy) +12, Disable Device +6, Disguise +12, Escape Artist +9, Intimidate +9, Knowledge (local) +9, Perception +6, Profession (herbalist) +6, Sense Motive +6, Sleight of Hand +9, Stealth +9

Languages Common, Halfling, Orc

SQ rogue talent (finesse rogue), trapfinding +1

Combat Gear bloodroot posion (2 doses), oil of taggit (2 doses), striped toadstool poison (2 doses);

Other Gear leather armor, masterwork hand crossbow with 10 bolts, masterwork dagger, sap, alchemy kit, disguise kit, thieves' tools

Boon A dealer can provide alchemical substances or poisons costing less than 500 gp at a 10% discount. He can also arrange for PCs to meet a more powerful crime boss or to plant illicit substances on a person or place.

Drunkard CR 1**XP 400**

Human commoner 1/warrior 2

N Medium humanoid

Init +0; **Senses** Perception –1**Defense****AC** 12, touch 10, flat-footed 12 (+2 armor)**hp** 23 (3 HD; 1d6+2d10+9)**Fort** +7, **Ref** +0, **Will** –1**Offense****Speed** 30 ft.**Melee** club +3 (1d6+1) or

dagger +3 (1d4+1/19–20)

Ranged club +2 (1d6+1) or

dagger +2 (1d4+1/19–20)

Statistics**Str** 13, **Dex** 11, **Con** 14, **Int** 10, **Wis** 9, **Cha** 8**Base Atk** +2; **CMB** +3; **CMD** 13**Feats** Great Fortitude, Improved Bull Rush, Power Attack**Skills** Climb +5, Handle Animal +4, Intimidate +5, Profession (choose one) +3, Ride +4, Swim +5**Languages** Common**Gear** leather armor, club, dagger, gallon jug of ale**Boon** A drunkard can be persuaded to make a loud, obnoxious disturbance as a distraction, imposing a –2 penalty on opposed Perception checks (as against Stealth or Sleight of Hand) for up to 1 minute for any NPCs who can see and hear him.

As ubiquitous as the barkeeps and serving wenches who serve them, drunkards may be found in almost every tavern in every town. Drunkards are wine-sodden louts who frequent pubs far too often, sousing away their meager earnings and often becoming surly and belligerent, especially against those from outside their home community. These are the men who leap up to start or join bar brawls, provided they're not passed out in the corner, sleeping off their latest binge. Drunkards might be used as common sailors on shore leave, young country boys visiting town for the first time who can't hold their liquor, or drunk and disreputable off duty guardsmen. A drunkard could even be used as a surly barkeep who samples his own wares a little too often.

Farmer CR 1/2**XP 200**

Human commoner 1/expert 1

N Medium humanoid

Init +0; **Senses** Perception +1**Defense****AC** 10, touch 10, flat-footed 10**hp** 9 (2d6+2)**Fort** +1, **Ref** +0, **Will** +3**Offense****Speed** 30 ft.**Melee** club +0 (1d6) or

sickle +0 (1d6)

Ranged sling +0 (1d4) or

club +0 (1d6)

Statistics

Str 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 13, **Cha** 9

Base Atk +0; **CMB** +0; **CMD** 10

Feats Animal Affinity, Skill Focus (Profession [farmer])

Skills Craft (carpentry) +5, Handle Animal +6, Heal +5, Knowledge (local) +4, Knowledge (nature) +4, Profession (farmer) +9, Ride +7

Languages Common

Gear club, sickle, sling with 10 bullets, heavy horse, wagon

Boon A farmer can provide enough food and drink for the PCs for 1 week free of charge, or offer them a place to sleep for the night in his barn.

Guard CR 1

XP 400

Human warrior 3

LN Medium humanoid

Init +0; **Senses** Perception +3

Defense

AC 18, touch 10, flat-footed 18 (+8 armor)

hp 19 (3d10+3)

Fort +4, **Ref** +1, **Will** +1

Offense

Speed 20 ft.

Melee halberd +5 (1d10+3/×3) or

heavy flail +5 (1d10+3/19–20) or

sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

Statistics

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)

Feats Alertness, Improved Sunder, Power Attack

Skills Intimidate +5, Perception +3, Ride –3, Sense Motive +2

Languages Common

Combat Gear *potions of cure light wounds* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

Boon A guard can give accurate directions to any non-secret location in the city and can allow a PC to enter or leave through a gate after hours or without paying a gate tax.

Guard Officer CR 3

XP 800

Human fighter 4

LN Medium humanoid

Init +1; **Senses** Perception +3

Defense

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 34 (4d10+12)

Fort +6, **Ref** +2, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

Offense

Speed 20 ft.

Melee mwk guisarme +9 (2d4+5/×3) or
sap +7 (1d6+3 nonlethal)

Ranged net +5 ranged touch (entangle) or
javelin +5 (1d6+2)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

Statistics

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 18

Feats Combat Reflexes, Dazzling Display, Exotic Weapon Proficiency (net), Skill Focus (Intimidate),
Weapon Focus (guisarme), Weapon Specialization (guisarme)

Skills Intimidate +11, Perception +3, Ride +2, Sense Motive +2

Languages Common

SQ armor training 1

Combat Gear *potion of cure light wounds*; **Other Gear** full plate, masterwork guisarme, javelin, nets (2),
sap

Boon A guard officer can alert the PCs to local customs, traditions, tricks, and suspicious activity,
granting a +2 bonus for 24 hours on opposed Perception and Sense Motive checks within the city. She
can also arrange a meeting with a watch captain for the PCs.

Guard Captain CR 6

XP 2,400

Human fighter 7

LN Medium humanoid

Init +1; **Senses** Perception +6

Defense

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 57 (7d10+19)

Fort +8, **Ref** +4, **Will** +4; +2 vs. fear

Defensive Abilities bravery +2

Offense

Speed 30 ft.

Melee +1 *halberd* +14/+9 (1d10+10/×3) or
sap +11/+6 (1d6+4 nonlethal)

Ranged composite longbow +8/+3 (1d8+4/×3)

Special Attacks weapon training (pole arms +1)

Statistics

Str 18, **Dex** 12, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +7; **CMB** +11 (+15 trip); **CMD** 22 (24 vs. trip)

Feats Alertness, Combat Expertise, Dazzling Display, Greater Trip, Improved Trip, Iron Will, Persuasive,
Weapon Focus (halberd), Weapon Specialization (halberd)

Skills Diplomacy +5, Handle Animal +4, Intimidate +12, Knowledge (engineering) +5, Perception +6,
Profession (soldier) +5, Ride +2, Sense Motive +8

Languages Common, Halfling

SQ armor training 2

Combat Gear *potions of cure moderate wounds* (2), tanglefoot bags (2); **Other Gear** masterwork full
plate, +1 *halberd*, composite longbow (+4 Str) with 20 arrows, sap, *cloak of resistance* +1, 35 gp

Boon A watch captain may detain an NPC of up to 9th level for 24 hours and allow a single PC access for questioning, or he could assign one patrol of guards to assist the PCs inside the city for up to 1 hour.

Guild Master CR 10

XP 9,600

Human rogue 11

N Medium humanoid

Init +5; **Senses** Perception +15

Defense

AC 22, **touch** 15, **flat-footed** 17 (+5 armor, +5 Dex, +2 shield)

hp 60 (11d8+11)

Fort +5, **Ref** +13, **Will** +8

Defensive Abilities evasion, improved uncanny dodge, trap sense +3

Offense

Speed 30 ft.

Melee +1 *rapier* +14/+9 (1d6/18–20) or

sap +13/+8 (1d6–1 nonlethal)

Ranged +1 *light crossbow* +14/+9 (1d8+1/19–20)

Special Attacks sneak attack +6d6 plus 6 bleed

Statistics

Str 8, **Dex** 20, **Con** 12, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +8; **CMB** +7; **CMD** 22

Feats Agile Maneuvers, Deadly Aim, Deceitful, Iron Will, Rapid Reload, Stealthy, Vital Strike, Weapon Finesse

Skills Acrobatics +19, Bluff +20, Diplomacy +15, Disable Device +30, Disguise +22, Escape Artist +22, Intimidate +10, Knowledge (local) +10, Linguistics +5, Perception +15 (+20 to find traps), Sense Motive +15, Sleight of Hand +10, Stealth +23

Languages Common, Halfling, Undercommon

SQ rogue talent (bleeding attack, finesse rogue, resiliency, slippery mind, trap spotter), trapfinding +5

Combat Gear *feather token* (whip); **Other Gear** +1 *mithral chain shirt*, +1 *buckler*, +1 *light crossbow* with 10 bolts, +1 *rapier*, sap, *belt of incredible dexterity* +2, *cloak of resistance* +1, *elixir of truth*, *goggles of minute seeing*, disguise kit, masterwork thieves' tools

Boon A guild master can arrange to smuggle people or items into or out of secured areas, can command a robbery, break-in, or assault on a target, or can arrange to buy or sell illegal items (treat gp limit as that of a community one size category larger).

Merchant Prince CR 9

XP 6,400

Human expert 4/rogue 6

N Medium humanoid

Init +3; **Senses** Perception +17

Defense

AC 18, **touch** 13, **flat-footed** 15 (+5 armor, +3 Dex)

hp 58 (10d8+13)

Fort +6, **Ref** +11, **Will** +8

Defensive Abilities evasion, trap sense +2, uncanny dodge

Offense

Speed 30 ft.

Melee dagger +10/+5 (1d4–1/19–20)

Ranged +1 *hand crossbow* +11 (1d4+1/19–20) or dagger +10 (1d4–1/19–20)

Special Attacks sneak attack +3d6

Spell-like Abilities (CL 6th, concentration +8)

3/day—*detect magic*

2/day—*charm person* (DC 13)

Statistics

Str 8, **Dex** 16, **Con** 12, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +7; **CMB** +6; **CMD** 19

Feats Alertness, Craft Wondrous Item, Magical Aptitude, Master Craftsman, Skill Focus (Profession [merchant]), Weapon Finesse

Skills Appraise +17, Bluff +17, Diplomacy +17, Disable Device +12, Disguise +15, Handle Animal +10, Intimidate +10, Knowledge (local) +10, Linguistics +8, Perception +17 (+20 to find traps), Perform (act) +10, Perform (dance) +10, Perform (oratory) +10, Profession (merchant) +21, Ride +10, Sense Motive +16, Sleight of Hand +10, Spellcraft +19, Stealth +10, Use Magic Device +23

Languages Common, Dwarven, Gnome, Halfling

SQ rogue talent (major magic, minor magic, resiliency), trapfinding +3

Combat Gear *wand of identify* (50 charges), *wand of ray of enfeeblement* (50 charges), *wand of shocking grasp* (CL 3rd, 50 charges); **Other Gear** +1 *chain shirt*, +1 *hand crossbow* with 10 bolts, dagger, *circlet of persuasion*, *cloak of resistance* +2, *handy haversack*, *hat of disguise*, disguise kit, magnifying glass, masterwork thieves' tools

Boon A merchant prince can arrange the purchase or sale of an item as if the local community were two categories larger than normal. A merchant prince can also sell any item under the community's base value at a 10% discount.

Noble, Baronet CR 2

XP 600

Human aristocrat 4

N Medium humanoid

Init +1; **Senses** Perception +3

Defense

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

hp 20 (4d8+2)

Fort +1, **Ref** +2, **Will** +3

Offense

Speed 30 ft.

Melee mwk longsword +5 (1d8+1/19–20) or

mwk lance +5 (1d8+1/×3) or

dagger +4 (1d4+1/19–20)

Ranged shortbow +4 (1d6/×3) or

dagger +4 (1d4+1/19–20)

Statistics

Str 12, **Dex** 12, **Con** 11, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14

Feats Mounted Combat, Ride-By Attack, Trample

Skills Bluff +5, Diplomacy +8, Intimidate +8, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +5, Linguistics +5, Perception +3, Perform (dance) +5, Ride +6, Sense Motive +3

Languages Common

Combat Gear *potion of invisibility*; **Other Gear** masterwork chain shirt, masterwork heavy steel shield, masterwork lance, masterwork longsword, dagger, shortbow with 20 arrows, noble outfit, light horse (combat trained) with military saddle and studded leather barding, 32 gp

Boon A baronet might pass on an especially juicy bit of palace gossip, granting a +5 bonus on a Knowledge (nobility) check or Diplomacy check to gather information, or could arrange a face-to-face meeting with a noble of higher rank.

Noble, Knight CR 7

XP 3,200

Human aristocrat 2/paladin 6

LG Medium humanoid

Init +1; **Senses** Perception +5

Aura courage (10 ft)

Defense

AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 shield)

hp 61 (8 HD; 2d8+6d10+19)

Fort +9, **Ref** +5, **Will** +9;

Defensive Abilities divine grace +2; **Immune** disease, fear

Offense

Speed 20 ft.

Melee mwk lance +12/+7 (1d8+4/x3) or

+1 *longsword* +12/+7 (1d8+5/19–20) or

dagger +11/+6 (1d4+4/19–20)

Ranged dagger +8 (1d4+4/19–20)

Special Attacks channel positive energy (DC 15, 3d6), smite evil 2/day (+2 attack and AC, +6 damage)

Spell-Like Abilities (CL 6th; concentration +8)

At will—*detect evil*

Spells Prepared (CL 3rd; concentration +5)

1st—*cure light wounds*, *divine favor*

Statistics

Str 18, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 14

Base Atk +7; **CMB** +11; **CMD** 22

Feats Improved Bull Rush, Mounted Combat, Power Attack, Ride-By Attack, Unseat

Skills Diplomacy +10, Handle Animal +8, Heal +5, Knowledge (history) +5, Knowledge (nobility) +5, Linguistics +5, Perception +5, Ride +6, Survival +5

Languages Celestial, Common, Sylvan

SQ aura of good, divine bond (heavy horse), lay on hands (3d6, 5/day), mercies (fatigued, shaken)

Gear +1 *full plate*, masterwork heavy steel shield, +1 *longsword*, masterwork lance, dagger, silver holy symbol, heavy horse (combat trained) with chain shirt barding and military saddle, 420 gp

Boon A knight can vouch for a PC, the knight's sterling reputation enabling the character to avoid or lessen a punishment. The knight can also grant a character entry into a tourney or a meeting with his liege with a +5 bonus on one Diplomacy check.

Noble, Marquis CR 8**XP 4,800**

Human aristocrat 10

N Medium humanoid

Init +2; **Senses** Perception +5**Defense****AC** 19, touch 13, flat-footed 16 (+5 armor, +2 Dex, +1 dodge, +1 shield)**hp** 60 (10d8+15)**Fort** +5, **Ref** +6, **Will** +8**Offense****Speed** 30 ft.**Melee** mwk rapier +10/+5 (1d6–1/18–20) or

silver dagger +9/+4 (1d4–1/19–20)

Ranged +1 *longbow* +10/+5 (1d8+1/x3)**Statistics****Str** 8, **Dex** 14, **Con** 12, **Int** 10, **Wis** 10, **Cha** 13**Base Atk** +7; **CMB** +6; **CMD** 19**Feats** Dodge, Mobility, Persuasive, Skill Focus (Diplomacy), Vital Strike, Weapon Finesse**Skills** Bluff +16, Diplomacy +27, Disguise +10, Intimidate +10, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +10, Linguistics +6, Perception +5, Perform (dance) +10, Perform (sing) +10, Perform (string) +10, Ride +6, Sense Motive +10**Languages** Common, Elven, Gnome, Halfling**Combat Gear** *potion of cure light wounds*, *potion of invisibility*; **Other Gear** +1 *glamered chain shirt*, masterwork buckler, +1 *longbow* with 20 arrows, masterwork rapier, silver dagger, *circlet of persuasion*, *cloak of resistance* +1, 17 gp**Boon** A Marquis can arrange the loan of noble or royal outfits (and even make a gift of them if sufficiently impressed), or can make a Diplomacy check on behalf of the PCs.**Prisoner CR 2****XP 600**

Human expert 4

N Medium humanoid

Init –1; **Senses** Perception +8**Defense****AC** 9, touch 9, flat-footed 9 (–1 Dex)**hp** 26 (4d8+8)**Fort** +3, **Ref** +0, **Will** +5**Offense****Speed** 30 ft.**Melee** improvised dagger +2 (1d4)**Statistics****Str** 9, **Dex** 8, **Con** 14, **Int** 13, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +2; **CMD** 11**Feats** Catch Off-Guard, Diehard, Endurance**Skills** Craft (choose one) +8, Climb +5, Escape Artist +5, Knowledge (dungeoneering) +8, Knowledge (engineering) +8, Perception +8, Profession (choose one) +8, Sleight of Hand +5, Survival +8, Swim +5**Languages** Aklo, Common

Boon A prisoner can impart secrets of a prison they have inhabited, granting a +2 circumstance bonus on Perception, Survival, and Knowledge (dungeoneering or engineering) checks within that prison. A prisoner can also draw a map of a prison, or might have information about other prisoners or know which guards are corrupt.

Prostitute CR 1

XP 400

Human expert 1/rogue 1

N Medium humanoid

Init +2; **Senses** Perception +5

Defense

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 11 (2d8+2)

Fort +1, **Ref** +4, **Will** +2

Offense

Speed 30 ft.

Melee dagger –1 (1d4–1/19–20) or
sap –1 (1d6–1 nonlethal)

Ranged dagger +2 (1d4–1/19–20)

Special Attacks sneak attack +1d6

Statistics

Str 8, **Dex** 14, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17

Base Atk +0; **CMB** –1; **CMD** 11

Feats Deceitful, Skill Focus (Perform [Sexual Techniques])

Skills Acrobatics +6, Bluff +10, Diplomacy +8, Disguise +11, Knowledge [local] +5, Perception +5, Perform [act] +8, Perform [dance] +8, Perform [Sexual Techniques] +8 (Inhibition 3), Sense Motive +5, Sleight of Hand +7

Languages Common, Elven

SQ trapfinding +1

Gear dagger, sap, *elixir of love*, disguise kit

Boon A prostitute can set up a meeting with a current or former client. Because the PCs know of the client's connection to the prostitute, they suffer a –2 penalty on Diplomacy checks with that person, but gain a +2 bonus on Intimidate and Sense Motive checks.

Queen of Hearts CR 13

XP 25,600

Human Bard (Noble Archetype) 15

N Medium Humanoid

Init; **Senses** Perception +1

Defense

AC 19, 10 touch, 10 flat footed, (+0 Dex, +9 Armor)

hp 63 (15d8+15)

Fort +6 **Ref** +10 **Will** +10

Offense

Spd 30 ft

Melee

Special Attacks

Statistics

Str 8 Dex 12 Con 13 Int 14 Wis 13 Cha 17 (34GGG-23-30)

Base Atk +11; **CMB** +9; **CMD** 19

Feats Skill Focus (Diplomacy), Skill Focus (Perform [Sexual Techniques]), Fertile, Endurance, Quick Recovery, Sex Appeal, Dazzling Display (Ahem!), Ensemble (Orgy), Naked Fighting,

Skills Acrobatics +19, Diplomacy +24, Escape Artist +19, Linguistics +20, Perception +19; Perform [Sexual Techniques] +24 (Inhibition 16), Perform [Flirtation] +24, Sense Motive +19; Knowledge (Local) +17; Knowledge (Noble) +17; Perform [Oratory] +18

Languages Common, Celestial, Draconic, Dwarven, Elven, Gnomish, Giant, Goblin, Orcish, Halfling, Undercommon, Sylvan,

SQ Silver Spoon, Noble Decree, Heraldic Expertise, Wide Audience, Leadership, Landlord, Mass Suggestion,

Combat Gear Bracers of Armor +3, Breastless Plate Bikini (600gp, +6 AC, +0 Max Dex, 30% Spell Failure, Spd 20/15, 25 lbs)

Other Treasure Standard

Boon A queen of hearts can arrange an audience with any man she's ever had sex with, whether she's exclusive with the king or not, and her favor provides a +10 bonus on Diplomacy checks with them. A queen of hearts who rules in her own name can also grant knighthoods, lordships, and dispense royal justice as a king. A queen of hearts is typically *far more emotionally driven* than another queen.

In countries or empires with a large number of titled families, a queen could simply be a duchess, baroness, or head of a great noble house, without royal privilege. A queen might also be used as a spy mistress or the conniving seductress who holds the reins of power behind the throne.

Royal, King CR 14

XP 38,400

Human aristocrat 16

N Medium humanoid

Init +0; **Senses** Perception +13

Defense

AC 20, touch 10, flat-footed 20 (+10 armor)

hp 80 (16d8+8)

Fort +7, **Ref** +5, **Will** +10

Offense

Speed 20 ft.

Melee +1 *longsword* +14/+9/+4 (1d8+2/19–20) or

mwk dagger +14/+9/+4 (1d4+1/19–20)

Ranged mwk dagger +13 (1d4+1/19–20)

Statistics

Str 12, **Dex** 10, **Con** 10, **Int** 14, **Wis** 10, **Cha** 17

Base Atk +12; **CMB** +13; **CMD** 27

Feats Alertness, Defensive Combat Training, Great Fortitude, Improved Great Fortitude, Improved Vital Strike, Mounted Combat, Persuasive, Skill Focus (Diplomacy), Vital Strike

Skills Bluff +15, Diplomacy +32, Intimidate +26, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility) +15, Linguistics +8, Perception +13, Perform (oratory) +22, Ride +14, Sense Motive +23

Languages Common, Dwarven, Elven, Gnome, Halfling, Sylvan

Combat Gear smokestick; **Other Gear** +1 *glamered full plate of light fortification*, +1 *longsword*, masterwork dagger, *cape of the mountebank*, *medallion of thoughts*, *rod of splendor*

Boon A king can grant knighthood or even lordship, along with lands and titles, if sufficient service is rendered to the kingdom. A king may also pardon criminals or order the exile or execution of the guilty. He can grant a monetary reward of up to 1,000 gp to PCs.

Royal, Princess CR 6

XP 2,400

Human aristocrat 8

N Medium humanoid

Init +3; **Senses** Perception +8

Defense

AC 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 shield)

hp 40 (8d8+4)

Fort +3, **Ref** +6, **Will** +6

Offense

Speed 30 ft.

Melee mwk rapier +10/+5 (1d6–1/18–20) or
mwk rapier +8/+3 (1d6–1/18–20), mwk dagger +8
(1d4–1/19–20)

Ranged mwk dagger +10 (1d4–1/19–20)

Statistics

Str 9, **Dex** 16, **Con** 10, **Int** 12, **Wis** 8, **Cha** 12

Base Atk +6; **CMB** +5; **CMD** 19

Feats Dodge, Mobility, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Bluff +13, Diplomacy +13, Disguise +13, Escape Artist +4, Handle Animal +8, Intimidate +13, Knowledge (nobility) +10, Perception +8, Perform (dance) +10, Perform (string) +10, Ride +8, Sense Motive +5, Sleight of Hand +4, Stealth +4

Languages Common, Elven

Gear +1 *chain shirt*, masterwork rapier, masterwork dagger, *circlet of persuasion*, *cloak of resistance* +1, disguise kit

Boon A princess can make a gift to PCs of up to a 300 gp value or get PCs out of minor legal trouble. A princess can also arrange a meeting with her royal parent, a knight, a noble, a minstrel or celebrity bard, or a merchant prince whose favor she has, with a +5 circumstance bonus on Diplomacy checks with them.

Royal, Queen CR 10

XP 9,600

Human aristocrat 12

N Medium humanoid

Init +5; **Senses** Perception +19

Defense

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 54 (12d8)

Fort +6, **Ref** +7, **Will** +14

Offense

Speed 30 ft.

Melee mwk dagger +9/+4 (1d4–1/19–20)

Ranged mwk dagger +11 (1d4–1/19–20)

Statistics

Str 8, Dex 12, Con 10, Int 12, Wis 14, Cha 16

Base Atk +9; CMB +8; CMD 22

Feats Alertness, Defensive Combat Training, Improved Initiative, Improved Iron Will, Iron Will, Persuasive, Skill Focus (Sense Motive)

Skills Bluff +14, Diplomacy +22, Intimidate +22, Knowledge (history) +10, Knowledge (nobility) +16, Linguistics +5, Perception +19, Perform (dance) +9, Perform (sing) +9, Perform (string) +9, Ride +6, Sense Motive +27

Languages Common, Draconic, Elven

Gear masterwork dagger, *bracers of armor +1*, *brooch of shielding*, *cloak of resistance +2*, *elixir of truth*, *elixir of vision*, *figurine of wondrous power* (silver raven), *headband of mental prowess +2* (Wis, Cha)

Boon A queen can arrange an audience with any noble in her land, including the king, and her favor provides a +10 bonus on Diplomacy checks with them. A queen who rules in her own name can also grant knighthoods, lordships, and dispense royal justice as a king.

Shopkeep CR 1

XP 400

Human expert 3

N Medium humanoid

Init +0; **Senses** Perception +8

Defense

AC 10, touch 10, flat-footed 10

hp 13 (3d8)

Fort +1, **Ref** +1, **Will** +4

Offense

Speed 30 ft.

Melee dagger +1 (1d4–1/19–20)

Ranged dagger +2 (1d4–1/19–20)

Statistics

Str 9, Dex 10, Con 10, Int 11, Wis 13, Cha 12

Base Atk +2; **CMB** +1; **CMD** 11

Feats Alertness, Deceitful, Skill Focus (Profession [merchant])

Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +8, Profession (merchant) +10, Sense Motive +9

Languages Common, Dwarven, Gnome, Halfling

Combat Gear smokestick, tanglefoot bag; **Other Gear** dagger, disguise kit, heavy horse and wagon, 433 gp worth of trade goods

Boon A shopkeep can give a 10% discount on any item of equipment less than 400 gp.

Slaver CR 3

XP 800

Human fighter 2/ranger 2 NE Medium humanoid

Init +2; **Senses** Perception +8

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 30 (4d10+8)

Fort +8, **Ref** +5, **Will** +1; +1 vs. fear

Defensive Abilities bravery +1

Offense

Speed 30 ft.

Melee mwk guisarme +9 (2d4+3/x3) or mwk sap +8 (1d6+3 nonlethal) or spiked gauntlet +7 (1d4+3)

Ranged bolas +7 (1d4+3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

Special Attacks favored enemy (humans +2)

Statistics

Str 17, **Dex** 14, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 19

Feats Combat Reflexes, Exotic Weapon Proficiency (bolas), Precise Shot, Step Up, Weapon Focus (bolas), Weapon Focus (guisarme)

Skills Climb +12, Handle Animal +3, Knowledge (geography) +4, Perception +8, Ride +7, Stealth +9, Survival +8 (+9 to follow tracks), Swim +8

Languages Common

SQ track +1, wild empathy +1

Combat Gear *feather token* (whip), tanglefoot bags (2); **Other Gear** masterwork studded leather, bolas (3), masterwork guisarme, masterwork sap, spiked gauntlet, climber's kit, drow poison (2 doses), manacles

Boon Slavers can provide information on slave-trading routes, major customers, and the likely location of specific enslaved individuals, providing a +2 circumstance bonus on Diplomacy checks to gather information about such topics.

Traveling Merchant CR 5

XP 1,600

Human expert 7

N Medium humanoid

Init –1; **Senses** Perception +12

Defense

AC 10, touch 9, flat-footed 10 (+1 armor, –1 Dex)

hp 31 (7d8)

Fort +2, **Ref** +1, **Will** +5

Offense

Speed 30 ft.

Melee dagger +4 (1d4–1/19–20)

Ranged mwk light crossbow +5 (1d8/19–20)

Statistics

Str 8, **Dex** 9, **Con** 10, **Int** 14, **Wis** 11, **Cha** 14

Base Atk +5; **CMB** +4; **CMD** 13

Feats Alertness, Combat Expertise, Deceitful, Persuasive, Skill Focus (Profession [merchant])

Skills Appraise +12, Bluff +14, Diplomacy +12, Disguise +6, Handle Animal +10, Intimidate +4, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nobility) +3, Linguistics +12, Perception +12, Profession (merchant) +13, Ride +6, Sense Motive +12

Languages Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Orc, Sylvan

Gear padded armor, dagger, masterwork light crossbow with 10 bolts, *bag of holding type I*, *ring of sustenance*, disguise kit, light horse, 302 gp of trade goods

Boon A traveling merchant can enable PCs to make a purchase or sale of items as if the community was one size larger than normal or allow them to accompany a caravan as guards or guests.

Torturer CR 5

XP 1,600

Human expert 5/fighter 2

NE Medium humanoid

Init +1; **Senses** Perception +11

Defense

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 52 (7 HD; 2d10+5d8+19)

Fort +6, **Ref** +2, **Will** +5; +1 vs. fear

Defensive Abilities bravery +1

Offense

Speed 20 ft.

Melee +1 *heavy flail* +10 (1d10+7/19–20) or unarmed strike +9 (1d3+4 plus Scorpion Style) or mwk whip +10 (1d3+4 nonlethal)

Reach 5 ft. (15 ft. with whip)

Statistics

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +9 (+11 grapple); **CMD** 20 (22 vs. grapple)

Feats Exotic Weapon Proficiency (whip), Improved Grapple, Improved Unarmed Strike, Intimidating Prowess, Persuasive, Scorpion Style, Skill Focus (Profession [torturer])

Skills Craft (traps) +4, Diplomacy +6, Heal +6, Intimidate +16, Knowledge (dungeoneering) +3, Perception +11, Profession (torturer) +19, Sense Motive +11

Languages Common

Combat Gear vials of acid (2), alchemist's fire (2), greenblood oil (2 doses), tanglefoot bags (2); **Other Gear** +1 *banded mail*, +1 *heavy flail*, masterwork whip, masterwork torturer's tools (+5 competence bonus on Profession [torturer] checks)

Boon A torturer can question an individual delivered by the PCs, arrange for an NPC of up to 6th level to be detained for 24 hours, or release an individual from the torture chambers. Torturers in Shards of Eros are more likely to be dominatrices than actual torturers, seeking the sexual gratification they gain from punishing others, and the gold that clients who want that are willing to part with.

Village Idiot CR 1/3

XP 100

Human commoner 1

N Medium humanoid

Init +0; **Senses** Perception +3

Defense

AC 10, touch 10, flat-footed 10

hp 6 (1d6+3)

Fort +2, **Ref** +0, **Will** –1

Offense

Speed 30 ft.

Melee improvised club +1 (1d4+1)

Ranged sling –1 (1d3+1)

Statistics

Str 12, **Dex** 11, **Con** 15, **Int** 4, **Wis** 9, **Cha** 10

Base Atk +0; **CMB** +1; **CMD** 11

Feats Catch Off-Guard, Endurance

Skills Climb +5, Perception +3

Languages Common

Gear improvised club, sling with 10 stones, turnip

Boon The village idiot can lead PCs to something secret or hidden inside the town that he has come across, granting a +5 bonus on one Perception check to search an area.

Village Harlot (CR 3)

XP 200

Human Expert 3

N Medium humanoid

Init +1; **Senses** Perception +7

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 23 (3d8+9)

Fort +4, **Ref** +2, **Will** +4

Offense

Speed 30 ft.

Melee frying pan -4 (1d6 plus 1 fire [if hot])

Dagger +2 (1d4)

Statistics

Str 10; **Dex** 12; **Con** 17; **Int** 8; **Wis** 13; **Cha** 14

Base Atk +2; **CMB** +2; **CMD** 12

Feats Extra Traits (Large Breasts Level 2), Pleasing Physique (Constitution), Skill Focus (Perform [Sexual Techniques])

Skills Diplomacy +8 Perception +7, Perform [Flirtation] +7, Perform [Sexual Techniques] +9 (inhibition 8), Profession [barmaid] +7, Profession [cook] +7, Sleight of Hand +7

Languages Common

Combat Gear Dagger; **Other Gear** Hut (worth 400gp, in which she can find mundane items worth 1gp) miscellaneous furnishings worth 300 gold, a small silver bowl containing 9 gold a chest with an average lock (worth 42gp) containing 28 gold, 5 silver.

Boon A village harlot can get PCs a free round of drinks or whisper the local gossip (granting a +2 bonus on the PCs' next Diplomacy check to gather information in that community).

Village harlots are some of the more sexual serving wenches, dancing girls, and even harried cooks in inns and taverns throughout the cities and towns of the world. Although usually young, some village harlots are older alewives working in the family business. A village harlot might also be used as a farmer's, fisherman's, or shopkeep's wife, or daughter, or any type of servant, whether in an inn or a noble's manor. This harlot is a prostitute who happens to work in a tavern (but lives off site) and can be used to represent Martha the Buxom but she has CG Alignment (same inhibition).

Appendix: Odds and Ends

Perform/Profession Changes

The tables from Pathfinder Vices reflect a 7 day week. In shards of Eros there is a 6 day week, and there's 5 weeks in a month. The altered tables are shown below

Perform

DC	Money	Weekly Average	Monthly Average
10	1d10cp	33 cp	165 cp
15	1d10sp	33 sp	165 sp
20	3d10sp	9 gp 9 sp	49gp 5sp
25	1d6gp	21 gp	105 gp
30	3d6gp	63 gp	315 gp

Profession [Madam]

DC	Task
Varies	<p>Making Money- You charge each prostitute (your check result + half their check result) in silver pieces per week. Assuming both check results are around 18, you gain 27 sp per week, or 135 sp per month. 4 prostitutes nets 540 sp, or 54 gold, which is enough to pay average cost of living for 4 prostitutes plus the madam or pimp.</p> <p>This looks bad, since the average skill roll of 18 nets 33 silver in a week, but you are taking care of room and board for them. In addition, prostitutes may provide incentives that improve their check result, and you may perform tasks that improve your check result. If they move into a new income bracket, such as by pulling a train, they will actually gain an income edge. For example, if each prostitute described above allows trains of two people, their income jumps to 9.9 gp, while yours increases to (18x20) 360 cp. If you tell them to indulge fetishes, their income jumps to 13.5gp and yours jumps to 540cp. This accurately reflects that the prostitutes with lower levels of experience will tend toward paying about 80% of their income while those at higher skills still pay close to the same but it is a considerably smaller percentage of their income (around a third). This isn't consistent with standard profession checks, but since you actually make less than the normal amount for your check result if you have less than 3 prostitutes, it probably balances out.</p>

Expanded Gestation Table

Race	Gestation [*]
Blissborn	1 month
Dwarf and Rune Dwarf	16 months
Elf	23 months
Felid	7 months
Gnome	13 months
Goblin	4 months
Half Elf	16 months
Half Orc	4 months
Halfling	7 months
Human	9 months
Ratfolk	4 months
Tiefling	3 years

^{*} The Blissborn has a constant Accelerated Pregnancy effect, reducing their pregnancy term to days, and the Felid, and Goblin use starting age to calculate their pregnancy terms

Determination of Baby Gender (roll 1d20), birthrate, etc

Race	Male	Female	Birthrate
Blissborn	1-6	7+	1+1/2 Margin
Dwarf	1-11	12+	1+1/10 Margin
Rune Dwarf	1-8	9+	1+1/10 Margin
Elf	1-7	8+	1+1/10 Margin
Felid	1-6	7+	1+1/3 Margin
Gnome	1-9	10+	1+1/5 Margin
Goblin	1-11	12+	1+1/2 Margin
Half Elf	1-8	9+	1+1/7 Margin
Half Orc	1-12	13+	1+1/3 Margin
Halfling	1-10	11+	1+1/3 Margin
Human	1-10	11+	1+1/5 Margin
Ratfolk	1-9	10+	1+1/2 Margin
Tiefling	1-9	10+	1+1/3 margin

Child's Adulthood Statistics

Attributes: Lower score of parents +1d4

Height: Average both parent's Height and add only one of the dice types given in as the height modifier for your race (1d10 for humans rather than 2d10 for example). If parents are of different races, take the shorter parent's height and add 1 die of the type that the taller race uses for height.

Weight: take the lesser weight of the two parents (usually the female but my randomized system skews things a bit) and apply your race's multiplier (whether or not you use my varied weight dice rolls) to the dice roll given for height.

For example a human (2d10 for height and x7 for weight) takes the shorter parent's height, adds 1d10 for height. He then takes that 1d10 roll and multiplies by 7, adding that to the weight of the lighter parent.

Baby Length

The baby length table presented in Pathfinder Vices has changed due to adding new races

Race	Base Baby Length
Blissborn	1d4+2
Dwarf	1d4+2
Rune Dwarf	1d4+2
Elf	1d6+3
Felid	1d8+4
Gnome	1d4+2
Goblin	1d4+2
Half Elf	1d8+4
Half Orc	1d12+6
Halfling	1d4+2
Human	1d10+5
Ratfolk	1d4+2
Tiefling	1d10+5

Rules Tweaks

I created this section because I didn't like some Pathfinder rules, or thought they could be reasonably extended. Any rule listed here is listed because it doesn't have anything to do with sex. These tweaks are *optional*. I'll list these here as they come to me.

Inappropriately Sized Weapons

Pathfinder Rule: If a weapon's designation would be changed to something other than light, one-handed, or two-handed by this alteration, the creature can't wield the weapon at all.

Tweak: If the weapon is initially a *Martial* two handed weapon and becomes larger than a two handed weapon it may be treated as an *Exotic* two handed weapon and the player may purchase Exotic Weapon Proficiency for that weapon. Example: If Martha the Buxom wants to use a Large Great Axe, she needs the Exotic Weapon Proficiency for it, because she is medium and the great axe would be larger than two handed, but it was initially a martial weapon

Expanded Perform \$

Pathfinder Rule: DC 30 gets you 3d6 gp per day. Pathfinder Society expands this to DC 35 and 40, and has a flat amount.

Tweak: Following the 1-3-10 progression that was hinted at, DC 35 could get you 1d6x10 gp, DC 40 could get you 3d6x10 gp. Characters with Skill Focus at 20th level are reasonably capable of meeting DC 45+, so if the GM is willing, DC 45 could give 3d6x30. DC 50 is just getting obnoxious. These numbers *can* be multiplied for Silver Spoon, but you cannot squeeze blood from a turnip, so you can only build up to the current tax rate of the area you govern unless you raise taxes.

Other "Job Skills"

Pathfinder Rule: Craft, Perform and Profession are the only skills that get you money.

Tweak: Heal allows you to work in a clinic earning half your check result in gp/week, while Sleight of Hand allows you to pickpocket using the perform chart for daily earnings.

Why are there leveled "ordinary NPCs"?

Pathfinder Rule: On the most part you get XP for killing stuff, but you can get it on an ad hoc basis for negotiations and whatnot. Merchants somehow become able to put another point in profession, but it isn't (or rather it *shouldn't be*) for killing ogres, and they don't tell you what for.

Tweak: Craft, Perform and Profession checks net 1 XP per gp made. If you're also using the *Other "Job Skills"* tweak, those skills grant XP based on gp earned

Pre-emptive Craft Calculations and Batches of Items

Pathfinder Rule: For every multiple you get above the value of an item, the book says you can divide the time by that amount. Rolling less than the value of the items indicates partial progress.

Tweak: players can make batches of an item by calculating how much more quickly they can create the item if they took 10. They can purchase 1/3 of the materials associated with their take 10 value. Partial progress may indicate that some of the items in the batch are completed but not all.

Sexy Plot Hooks

1. A band of celebrity bards arrives in town and has approached the heroes to request that they act as security staff while the band is on tour. The excitement from females that the band arouses makes for jealous husbands and angry fathers.
2. A beautiful woman approaches the party and asks to be impregnated by all of the male heroes (exception: no half orcs or goblins) so that she can bear the next messiah.
3. A beguiler is charming local girls and turning them into slave knights.
4. A centauress has run all the way from Palomecia, It seems her husband went on a raiding party into the Mechanos Ruins and they have not came back. She will allow either the strongest or most charismatic character to mount her. If the character is male, she is particularly insistent that he "hold on tight".
5. A cleric of Inebra has laid a challenge for anyone in the tavern to best her in a drinking contest. The prize: Her unusually beautiful body (granted, it might not be beautiful compared to say... an elf, but she's definitely pretty hot for a dwarf).
6. A court bard tells particularly bawdy stories about the King of Southport and is the victim of a failed assassination attempt. He is afraid for his life and seeks protection from the heroes.
7. A dragon comes to the city and demands tribute of either gold or a virgin.
8. A dragon the party was sent to slay becomes smitten with one of the party members.
9. A family buys a house belong to a woman who was brutally murdered, and is attacked by a revenant. Commune indicates that the revenant is her boyfriend, but that he cannot sense her murderers because he was not killed by them. The spirit seems willing to talk, but seems intent on killing the innocent family. Can the party come to a compromise?
10. A ghost cannot rest until he implants his seed in a woman, but is it possible?
11. A girl, apparently teenaged, dressed like a porcelain doll in a style that hasn't been popular in 300 years is propositioning people at the local tavern, and she *blurs* as she moves between tables.
12. A group of bar goers is playing with fire, and the tavern keeper has given his bouncer the night off.
13. A group of Blissborn accuses a local well to do guild master of secretly dealing in the sex slave trade. As it begins to look like an innocent misunderstanding, the blissborn begin to try to seduce the party members into compliance.
14. A horde of barbarians of various races claim to be "True Lunarians" and are on a campaign of raping and pillaging (but mostly just rape) the countryside.
15. A jilted lover hires an assassin to kill a party member.
16. A lagoon rises up in the sea to the south, bringing with it normally reclusive mermaids who are tired of their prudish mermen counterparts.
17. A lesbian dwarf has been exiled from her clan and wants the party to help her get her mate out of the clan.
18. A local harvest festival features a tourney. The prize: one kiss with the Harvest Queen that turns out to be more than what the player bargained for.
19. A local lord institutes Prima Noctes^{*}
20. A local pimp is accused of hiring underage girls but the watch cannot investigate because the pimp will not offer services to anyone known to be in the watch, and some of their officers may be on the take anyway. The girls are wary of talking about their age.
21. A local pimp needs to move his merchandise to a less hostile locale, and he hires the party to do it. Can they protect the goods from the savages on the way? Can they protect themselves from the wiles of needy seductresses?
22. A local widowed noblewoman turns up pregnant and is accused of incest. Her son has accused the accuser of rape. Though the accusations of incest prove to be true[†], the heroes must decide to reveal this information, and ruin the lives of the accused (possibly inciting a lynch mob), or stay silent and let the son (a *far* superior fencer) kill the honest accuser in a duel.
23. A local zookeeper would like the party to travel to the Plane of Eros and capture a Roc egg among other things.
24. A luminographer approaches the two party members that bicker the most and asks if they will pose in an erotic pictorial for roughly the Fast Treasure amount associated with their level (or the next level up if the GM is already using Fast Treasure, see CRB p. 399).
25. A madam tells the party that the watch is ignoring her complaints about a rowdy nobleman abusing her girls.
26. A medusa is found crying in her sanctum. When the party nears, she turns one of them to stone and it is clearly an accident. After she gives them a *potion of stone to flesh*, and dons a blindfold, she tells them about her sexual anxiety. Can the party help her with her frustrations, or even better, with her gaze?[‡]
27. A menagerie owner seeks live creatures from the Savage Plains.
28. A merchant's daughter is being held for ransom, and the merchant wants the heroes to find the girl before the captors have their way with her.
29. A naked woman in the stocks keeps shouting that she is wearing clothes.
30. A night of drunken debauchery results in the party's gear being stolen.
31. A nudist enters town and members of the guard who try to arrest her end up collapsed on the ground mindlessly masturbating.
32. A party member receives unwanted attentions from an ugly wench.
33. A portal opens up spewing forth nymphs with strong desires. The nymphs party with the men of several villages and leave baby girls on their doorsteps causing great upset to many wives.
34. A priestess of Luna approaches the group at a tavern claiming that one of the sisters of her order was asked by a local guild master to accompany him on a date and she has not came back to the temple since.

^{*} *First night, when any common girl inhabiting their lands is married, our nobles shall have sexual rights to her on the night of her wedding...* A cookie goes to the person who can figure out the source of the quote. I'd go further into the trouble with the Orclands, but that might give it away.

[†] The mother will admit this if asked privately, and successfully persuaded to a friendly reaction.

[‡] Either Clouded Vision or Smoked Goggles would help with the gaze.

35. A prostitute complains of abuse from her pimp.
36. A representative from a highly inbred clan of dwarves asks for help finding other dwarves.
37. A respected citizen is accused of multiple rapes but his wife claims they were having sex at home every time.
38. A scandal uncovers a chaste virgin giving up her vows to violate a mayor's marriage.
39. A sorcerer asks the party to retrieve his pleasure golem.
40. A sorcerer has discovered a mass reverse gender spell, afflicting an entire town. They don't like it and are threatening to kill the sorcerer, but he says it was an accident
41. A strange magical storm lasting three days increases all pregnancy check results by 5.
42. A summoner tried to Eros Shift himself and his girlfriend, but somehow she went without him.
43. A teenage boy/girl appears to the group demanding to know why one of the party members abandoned him/her.
44. A tentacle beast ravages several women right in front of the heroes.
45. A vampire unknowingly seduces his great-great-granddaughter and impregnates her.
46. A vampiress learns a spell that will reverse the damage done to her reproductive system, allowing her to produce vampire spawn.
47. A voyeur uses scrying to spy on the party's sexual exploits.
48. A wench that looks vaguely familiar to the party comes to the character with the highest Sexual Techniques score claiming to be bearing his child.
49. A widowed baroness claims to be a lesbian.
50. A wizard has taken a town hostage. He has demanded monthly women as tribute to his power, and the town hires the party to rescue the women.
51. A woman in Southport says her brother was captured by drow in a local forest and carried to a nearby cave. When the party arrives, they find that the brother enjoys his new life as a sex slave.
52. After a series of sexual assaults by masked assailants during a circus, the heroes are asked to infiltrate the circus and find out if they're behind the assaults.
53. After the Festival of Remembrance of the Dead, a house with giant animated dolls is the talk of the town, the beguiler who owns the house comes to the heroes claiming that he can't shut the dolls off. At first it seems absurd, but when a giant toy soldier attacks a prostitute in an alley, it's clear something is wrong.
54. An adept is selling trinkets which greatly extend the user's stamina (they only need to make 1 roll every 2 minutes they are in the orgasmic or resolution phase)
55. An adventuress retires and puts out a call for all eligible bachelors to participate in a tourney for her hand in marriage and all of her land holdings.
56. An archaeologist's arrival spreads Mummy Rot around town, but strangely he is not infected, and the disease is resistant to spells. Can the party gather the ingredients for a potion from the dig site before too many people die?
57. An armorer's wife is a nudist.
58. An eromancer puts an advertisement on the tavern bulletin for "research subjects" to meet in his cottage at night.
59. An inexperienced beguiler is willing to give a player a free potion of lust if he can track down an expensive herb.
60. An ogre falls in love with the local lord's daughter.
61. As the party arrives in town they are accused of kidnapping several teenage girls.
62. As the party arrives to the village from their last adventure, they find that the only place that will offer them a night's stay is a small farm with a man, his wife, and two daughters. The only available space is the living room floor, and the daughters' beds.
63. Elves discover a felid artifact that arouses any creature within 30 feet.
64. Gnomish merchants arrive with a wide array of toys, rubbers, clothes, and other sexual paraphernalia.
65. Goblin birthrates are triple what they were last year, and they're knocking on the city gates trying to get humans to help them build villages because they don't know how.
66. Goblins are angry that a local community has come to their tribe with torches and pitch forks. All they want to do is have a little fun, is that so bad?
67. Halfling nomads enter Southport and advertise the coming of age rites for several of their young adults. A few hundred citizens show up to what is essentially an orgy. Several non-attending citizens complain about the noise. The precinct for the area is significantly outnumbered, and worse, some of its off duty members **are attending the orgy**. The party is called to respond. Will the heroes respect the halflings' customs, or respect their citizens' rights to peace and quiet?
68. Hell's Point has issued its yearly challenge: Defeat the Pit Fiend.
69. In the dead of winter, a grove of cherry trees about 600 yards across with an enormous tree in the center is in full bloom... what could be the cause of this?
70. Local guards are afraid to cite a woman wearing breastless crotchless black leather for lewd behavior.
71. Local plant life has features that strangely resemble human body parts, and bears fruits that are aphrodisiacs.
72. Nymphs capture some men from the village who haven't returned. Should the group mount a search for them or let them have their fun?
73. One of the Harem girls has gone missing, her sheets bloody. Though this works best if one of the players is of the Harem Guard archetype, the harem could send an associate to inform the heroes.
74. One of the local honored mothers has come up missing, and only days away from her due date, can the party find her in time?
75. Rumors of a plot to summon Eros in Falgaroth are brought to the party's attention. Summoning Eros could bring about a bigger Storm than summoning Luna!
76. Some people believe that dogs or were creatures are trying to rape their women.
77. Strange sightings of tentacle beasts and a sudden rise in missing people leads citizens to believe that cultists are at work in the area.
78. The adventurers are falsely accused of kidnapping several prostitutes from a harem.
79. The guard would like the party to investigate rumors of slave trading by getting sold at the market and escaping the buyer.
80. The head of the Mistress Guild spends an awful lot of time in the countess's court.

81. The heroes are accused of a crime and sentenced to the Labyrinth where they find an Ogress who does not want to fight, and wants to know what "it" is like.
82. The heroes are asked to join a secret sexual society.
83. The heroes have slaughtered a goblin or orc den, and found that there is a sole survivor: a small child, no more than 6 or so, orphaned by the slaughter of her parents.
84. The heroes need to research a spell, but get more than what they bargained for with the local librarian.
85. The local mayor makes a law that fails to recognize infidelity as cause for divorce.
86. The local mayor offers up his daughter's hand in marriage for the defeat of some monster savaging the countryside.
87. The local mayor's daughter is set to marry someone she doesn't want to and begs the party to help her escape.
88. The party enters a town during Harvest Festival that has the custom of partner swapping.
89. The party has been caught between rival gangs fighting over the prostitute sibling of one of the gang leaders.
90. The party is captured and handed over to a dominatrix.
91. The party is hired by the watch to investigate rumors of assassination plots originating at a local brothel.
92. The prostitutes of a village go on strike, not even willing to run the tavern.
93. The town has a gladiatorial maze, and a prostitute's child has fallen in and been chased by monsters. So far the child has escaped the monster's clutches, but will anybody rescue such a child?
94. The water in the local stream is milky and young virgins are turning up pregnant.
95. Tiedling births are on the rise.
96. When theft increases after the opening of a new brothel, its owner is immediately accused, but did he do it?
97. While being given a blow job, one of the party members witnesses the murder of a constable.
98. While on a caravan in Dwarfheim an avalanche separates the rest of the caravan from the party, and the caravan master's wife.
99. With the death of the king, the queen declares her female mate a legitimate marriage.
100. With the last dragon attack being so long ago, this one happens with a bang! Literally, the dragons are in a rut.

Before I get to the OGL I'd like to point out that these citations are *exact copy pasta*

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