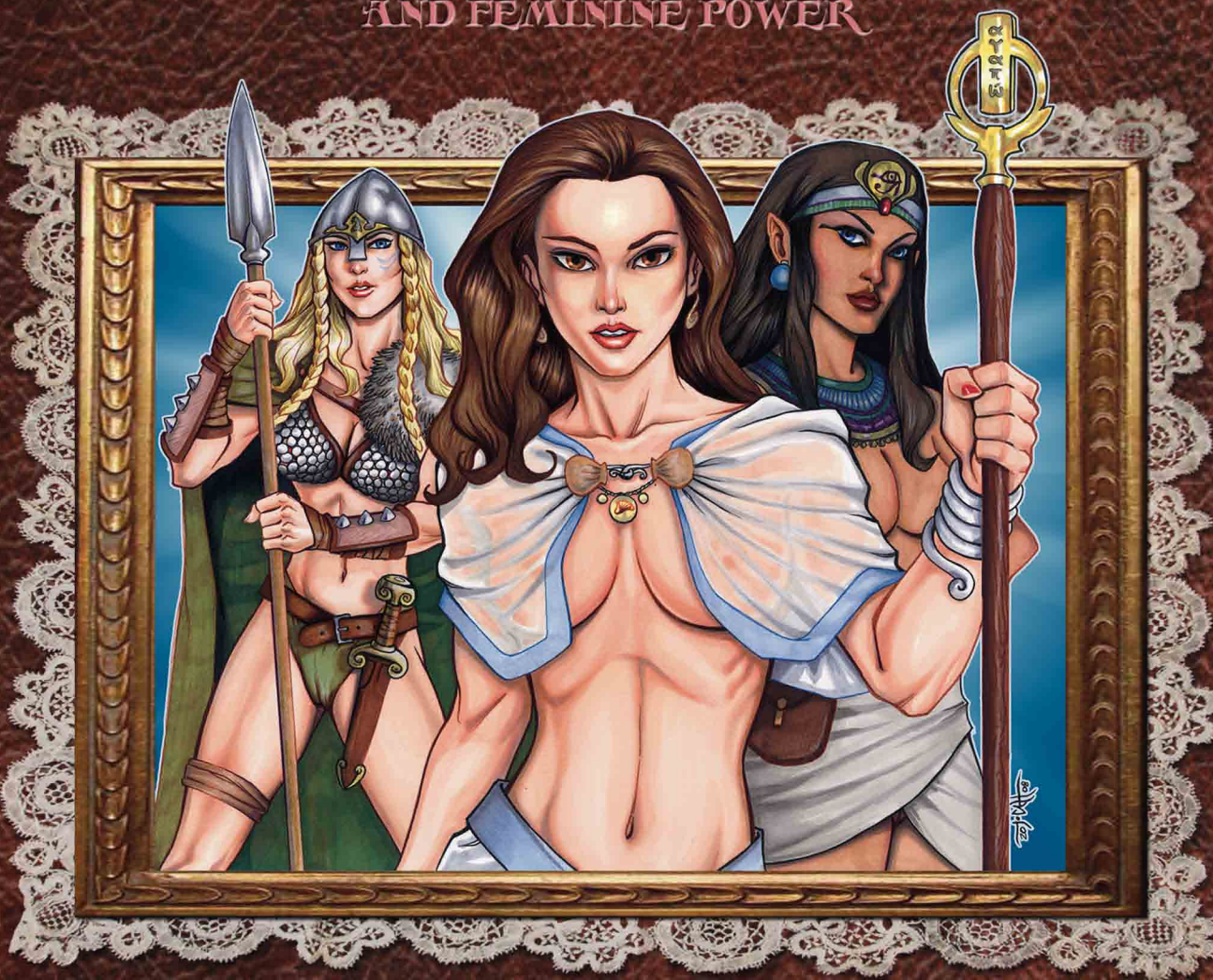


SISTERS OF RAPTURE

AN OGL SOURCEBOOK OF DIVINE LOVE
AND FEMININE POWER



BY T. CATT

Errata Edition 2

FOR MATURE READERS

This book contains material of an adult nature.
NOT FOR SALE TO PERSONS UNDER 18



AMOR

SISTERS OF RAPTURE™

Enata Edition 2

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Special thanks to the members of the CHCC, EAW and EroticRPG internet communities.

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Email: tcatt@comcast.net. Free supplemental material may be found at www.arcane-marks.com/rapture.html
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*Hail, sweetly winning, coy-eyed goddess! Grant that I may
gain the victory in this contest, and order you my song.*

—Homeric Hymn IV, To Aphrodite, II. 19–21

Since the dawn of civilization, poets have spoken of the power of love. To most, their words are entertaining or inspiring. To the Sisters of Rapture, the concept of love's power is literal truth. Love is a divine state worthy of all effort to preserve and promote. To love, to be loved and to perform the act of love is to touch the divine graces of the deities themselves. For the Rapturous, love is more than a simple idea or frame of mind. Love is the ultimate obtainable state of being. They devote their lives to serving it and the goddesses who embody it.

The Sisters of Rapture compose a close-knit organization of warrior-priestesses, dedicated to preserving and protecting the ideals of the various goddesses of love, beauty, sex, passion and other related concepts. They spend their lives in constant pursuit of love and pleasure, doing battle against those who would deny it to others—the cruel, the wasteful, and the spiritually ugly. They are champions of sexual purity and feminine empowerment, as dangerously powerful as they are stunningly beautiful.

How to Use This Book

This book is intended for mature readers and roleplayers interested in introducing adult-oriented, sexual themes into their D&D™ campaigns. While it deals with love and sex as tools of worship and spiritual enlightenment, as well as weapons of war, it must be understood that this work is all done in fun. It's fiction, pure and simple, albeit based on figures from real-world mythology and ancient stories. To anyone offended by the material in this book, we offer this advice: Get over it. It's just sex.

This book is intended for players and gamemasters alike, though we recommend that players skip *Chapter Six: Love's Relations*, which is intended for the GM alone.

Inspirational Source Material

Many sources inspired the creation of this class and the subsequent writing of this book, but we cannot deny that the main source of inspiration was fantasy art and the prevalence of beautiful, scantily clad women therein. As such, we recommend viewing these artists' work for inspiration for your Rapturous characters:

- **Luis Royo.** The women in his works always manage to retain a sense of strength and beauty, even surrounded by the most squalid or violent of environments. Specific books include *Secrets*, *Dreams*, *Visions* and *Prohibited*

Books I, II & III. His website is www.luisroyo.com.

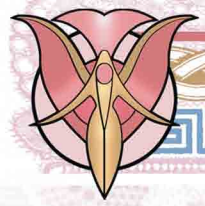
- **Masamune Shirow.** Arguably one of the most popular manga artists of all time, Shirow specializes in illustrations of amazingly cute young women dressed in unapologetically revealing outfits (and usually ready to kick someone's ass). All three of his art books, all titled *Intron Depot*, are great for inspiration, but only the second one, *Intron Depot 2: Blades* deals specifically with figures in a fantasy setting.
- **Boris Vallejo.** No one can deny Vallejo's mastery of the craft or ignore his near legendary status in the industry. When it comes to the chain mail bikini, Vallejo is king. Specific books include *Mirage* and *Dreams*. He shares a website with fellow fantasy artist Julie Bell at www.imaginistix.com.
- **Clyde Caldwell.** Caldwell is one of the old school AD&D™ illustrators. His work often includes bare-breasted warrior-women, any one of whom would make a good Sister of Rapture. His book, *The Art of Clyde Caldwell* has some great examples in it. His official website is www.clydecaldwell.com.
- **Joseph Michael Linsner.** The creator of the popular comic book, *Cry For Dawn*, Linsner has become a fan favorite because of his ability to draw wonderfully curvy women and his willingness to draw them nude. His book, *The Art of Joseph Michael Linsner*, primarily comprises illustrations of his signature character, Dawn, but the spirit of the paintings is spot-on for Sisters of Rapture. You can find him online at www.linsner.com.

Other Sources

In addition to the three core D&D™ rulebooks, we also recommend the following game manuals for supplemental use with this book:

Deities & Demigods, *The Book of Vile Darkness*, *The Book of Exalted Deeds*, *Complete Divine*, *Complete Warrior*, published by Wizards of the Coast.

The Book of Erotic Fantasy, published by the Valar Project, Inc.



Chapter One: Love's Blessed

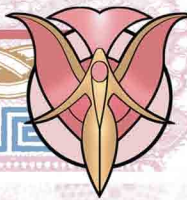
So soon as ever I saw you with my eyes, goddess, I knew that you were divine; but you did not tell me truly. Yet by Zeus who holds the aegis I beseech you, leave me not to lead a palsied life among men, but have pity on me; for he who lies with a deathless goddess is no hale man afterwards.

—Homeric Hymn to Aphrodite

The Sisters of Rapture (SoR) are warrior-priestesses dedicated to the service of love goddesses and their churches. Any female volunteer from any humanoid PC race may become a Sister of Rapture, although most novitiates are adolescents introduced to the Sisterhood by older members. As such, the starting age for a first-level human SoR is (12 +1d4) years. For longer-lived nonhuman races, subtract five from the starting age listed in the *Core Rulebook I* and add 1d4. Critics have often chastised the Rapturous for indoctrinating girls at so young an age, but the Sisters do so only in order to properly shape novitiates' sexuality at their most crucial stage

of development. SoR novitiates are always volunteers and are never prepubescent.

The Sisters of Rapture are very sexual, sensuous creatures. They exist to spread pleasure and love throughout the world in the name of their patron goddesses and do so with abandon. Most of them are bisexual, seeing no difference between the love of a woman for a woman and the love of a woman for a man. For the Rapturous, love knows no gender or race and has no intrinsic boundaries. Love is divine and sex is a celebration of love's divinity. Sisters of Rapture are not, however, promiscuous sluts willing to jump into bed with



just anyone. They're always selective and always make sure their partners understand that the act is as much a religious experience as a pleasurable one.

Alignment: The SoR must be good or neutral, according to her patron deity's alignment.

Religion: While they generally are not clerics, religion and religious ceremony plays an important part in the lives of the Sisters of Rapture. Every Sister must pledge herself to the service of one good- or neutral-aligned goddess (never a god) of love, beauty, fertility, lust, marriage or other similar theme. Most Sisters choose from among the common pantheons of the culture and setting in which they were raised, though that's only a matter of exposure and convenience. The most common goddesses chosen as patrons (outside of setting-specific pantheons) are Aphrodite (Olympian pantheon), Isis (Pharaonic pantheon) and Freya (Asgardian pantheon). The Sisters refer to these three deities as the "Trinity of Love," and their worshipers make up the majority of the Sisterhood. Ultimately, the GM must decide which goddesses are available in the campaign prior to anyone taking levels in this class.

Background: All SoR are women. No males may gain levels in this class. To be eligible for membership in the Sisterhood, a girl must be of a humanoid race, at least 13 years of age (human equivalent) and have experienced her first menstrual cycle (if that process is appropriate to the race). Since the SoR put such a strong emphasis on Charisma, the most common races found within their sect are humans, elves and half-elves. Aasimar Rapturous are not unheard of, but they tend to be as rare in the Sisterhood as the race itself is in general.

Hit Dice: d8

Starting Wealth: 4d6 x 10 gp.

Class Skills (* indicates a new skill): Bluff (Cha), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (carnal)* (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int)

Skill Points at 1st level: (2 + Int modifier) x 4

Skill Points Each Addition Level: 2 + Int modifier

Table 1: The Sister of Rapture

Spells Per Day

Level	Attack Bonus	Fort	Reflex	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+2	+0	+2	Divine Health, Carnal Spells, Distracting Beauty	5	3	-	-	-	-	-	-	-	-
2	+1	+3	+0	+3	Kiss of Power 1	6	4	-	-	-	-	-	-	-	-
3	+2	+3	+1	+3		6	5	-	-	-	-	-	-	-	-
4	+3	+4	+1	+4	Love's Blessing	6	6	3	-	-	-	-	-	-	-
5	+3	+4	+1	+4		6	6	4	-	-	-	-	-	-	-
6	+4	+5	+2	+5	Kiss of Power 2	6	6	5	3	-	-	-	-	-	-
7	+5	+5	+2	+5		6	6	6	4	-	-	-	-	-	-
8	+6/+1	+6	+2	+6	Sisterhood	6	6	6	5	3	-	-	-	-	-
9	+6/+1	+6	+3	+6		6	6	6	6	4	-	-	-	-	-
10	+7/+2	+7	+3	+7	Love's Blessing	6	6	6	6	5	3	-	-	-	-
11	+8/+3	+7	+3	+7		6	6	6	6	6	4	-	-	-	-
12	+9/+4	+8	+4	+8	Kiss of Power 3	6	6	6	6	6	5	3	-	-	-
13	+9/+4	+8	+4	+8		6	6	6	6	6	6	4	-	-	-
14	+10/+5	+9	+4	+9	Motherhood	6	6	6	6	6	6	5	3	-	-
15	+11/+6/+1	+9	+5	+9		6	6	6	6	6	6	6	4	-	-
16	+12/+7/+2	+10	+5	+10	Love's Blessing	6	6	6	6	6	6	6	5	3	-
17	+12/+7/+2	+10	+5	+10		6	6	6	6	6	6	6	6	4	-
18	+13/+8/+3	+11	+6	+11	Kiss of Power 4	6	6	6	6	6	6	6	6	5	3
19	+14/+9/+4	+11	+6	+11		6	6	6	6	6	6	6	6	6	4
20	+15/+10/+5	+12	+6	+12	Kiss of Power 5	6	6	6	6	6	6	6	6	6	6

Table 2: Sister of Rapture Spells Known

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

Armor and Weapon Proficiencies: SoR are proficient in all simple and martial weapons as well as light armor and shields.

Spells: A Sister of Rapture casts divine spells (the same type of spells that clerics cast), which are drawn primarily from the cleric spell list. She can cast any spell she knows without preparing it ahead of time, the way a cleric must.

To learn or cast a spell, a SoR must have a Charisma score equal to at least (10 + the spell level). The Difficulty Class for a saving throw against a SoR's spell is (10 + the spell level + the SoR's Charisma modifier).

Like other spellcasters, a SoR can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table 1: The Sister of Rapture. In addition, she receives bonus spells per day if she has a high Charisma score.

Unlike a cleric, a SoR's selection of spells is limited. A SoR begins play knowing four 0-level spells and three 1st-level spells of your choice. At each new Sister of Rapture level, she gains one or more new spells, as indicated on Table 2: Sister of Rapture Spells Known. (Unlike spells per day, the number of spells a SoR knows is not affected by her Charisma score.

The numbers on Table 2: Sister of Rapture Spells Known are fixed.) These new spells can be common spells chosen from the cleric spell list, or they can be unusual spells of which the Rapturous has gained some understanding by study, prayer and experience (i.e., GM-approved spells found in other sources). The SoR can't use this method of spell acquisition to learn spells at a faster rate, however.

Upon reaching 4th level, and at every even-numbered Sister of Rapture level after that (6th, 8th, and so on), a SoR can choose to learn a new spell in place of one she already knows. In effect, the SoR loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level spell the SoR can cast. A SoR may swap only a single spell at any given level, and she may choose to do so only at the same time that she gains new spells known for the level.

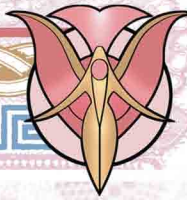
Unlike a wizard or a cleric, a SoR need not prepare her spells in advance. She can cast any spell she knows at any time, assuming she has not yet used up her spells per day for that spell level.

Furthermore, at 1st level, Sisters of Rapture gain access to the spells of the Carnal Domain (see Chapter Three). Unlike true clerics, however, these spells are automatically added to the Sister's Spells Known list, instead of being applied as a domain. They gain neither the domain's granted power, nor any additional castings per day.

Divine Health (Ex): A SoR is immune to all diseases, including magical diseases such as mummy rot and lycanthropy. In addition, the SoR gains the ability to control her fertility. While her reproductive system still functions as normal, she produces no fertile eggs unless she so desires, thus nullifying the risk of unwanted pregnancy.

Carnal Spells (Ex): At 1st level, a SoR's chosen goddess grants her access to the sexually oriented spells of the Carnal Domain. While these spells are divinely granted, the SoR's Patron Mother, her sponsor and mentor in the Sisterhood, teaches the actual secrets of their casting. See Chapter Three for more details.

Distracting Beauty (Su): The Sisters of Rapture are generally women of incredible beauty who know how to wield their comeliness like a shield in combat. Enemies often find it difficult to concentrate on the battle when faced with such exquisite examples of womanhood. Therefore, each SoR gains a sacred bonus to her AC equal to her Charisma modifier. This bonus is divinely granted, thus working even against creatures that would not normally be sexually attracted to humanoid females (including creatures generally immune



to mind-affecting powers such as constructs or undead). The bonus is available only if the Sister of Rapture is nude or scantily clad, so wearing armor or overly concealing clothing negates the bonus.

Kisses of Power (Su): The kisses of the Sisters of Rapture are widely known for being nearly irresistible and unexpectedly potent. At 2nd, 6th, 12th, 18th and 20th levels, a SoR may pick from one of the following Kiss of Power abilities. Thereafter, she has access to that Kiss of Power and any previous ones she already has. Using a Kiss of Power against an unwilling target, requires a successful melee touch attack. Save DCs are $10 + \frac{1}{2}$ the Sister of Rapture's class levels + the Sister of Rapture's Charisma modifier unless otherwise specified. Each Kiss may be used only once per day and against only corporeal, living creatures. Failure to hit does not cost the SoR the use of that Kiss.

Kiss of Power 1:

Good Morning Kiss (Compulsion) [Mind-Affecting]: This Kiss instantly wakes a normally or magically sleeping person. Additionally, the sleeper must make a Will save or be charmed as per a charm person spell for $(1d6 \times 10)$ minutes. This Kiss also instantly cures hangovers.

Burning Kiss: This Kiss inflicts $(1d4 + 1/\text{SoR level})$ of nonlethal damage, with a Fortitude save for half damage.

Kiss of Sweet Dreams (Compulsion)

[Mind-Affecting]: The target of the Kiss must make a Will save or fall into a coma-like sleep as if under the effect of a sleep spell. While asleep, the victim experiences pleasurable, erotic dreams. This Kiss has no effect on a normally sleeping target.

Kiss of Power 2:

Kiss of Curses: This Kiss places a sexual curse on the victim. The recipient must make a Will save or be afflicted with one of the following random sexual curses. The curse is indefinite, remaining until someone removes it with *remove curse*. The Sister bestowing the curse can never determine which curse the victim will receive.

Roll 1d6:

1 = Polymorphic Arousal: Each time the victim becomes sexually aroused, he or she is polymorphed into a random animal (GM's choice) as per the *baleful polymorph* spell, except with a duration of 10 minutes. No additional save is allowed.

2 = Emotional Instability: The victim suffers from extreme and seemingly random mood swings, ranging from extreme euphoria to deep depression to total apathy. The GM determines the specific moods and their triggers.

3 = Aberrant Sexuality: Victim suffers from a common aberrant sexuality—such as pedophilia, necrophilia, sadomasochism, nymphomania or exhibitionism—chosen by the GM. The curse does not force the victim to take any action, but it does make the aberrant urges seem extremely desirable. At GM's discretion, the affected person must make a Will save, DC $(5 + 1/\text{day since receiving the curse or last acting on it})$, in order to ignore the unnatural urges.

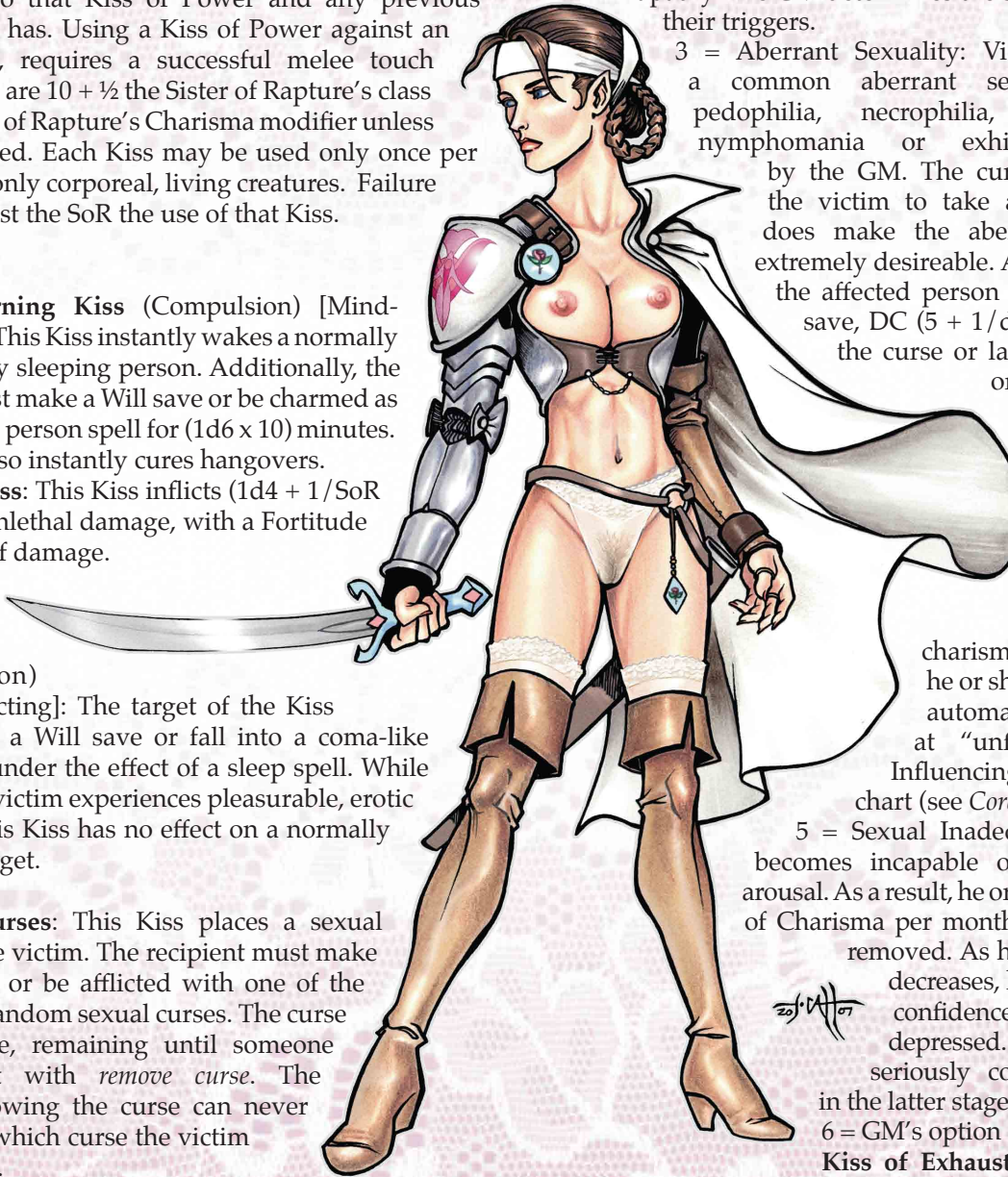
4 = Repulsion: Members of the opposite sex automatically find the victim repulsive no matter how

charismatic and charming he or she is. NPC attitudes automatically begin at "unfriendly" on the Influencing NPC Attitudes chart (see *Core Rulebook I*).

5 = Sexual Inadequacy: The victim becomes incapable of physical sexual arousal. As a result, he or she loses one point of Charisma per month until the curse is removed. As his or her Charisma decreases, he or she loses self-confidence and grows deeply depressed. A victim might seriously contemplate suicide in the latter stages of affliction.

6 = GM's option (these or any).

Kiss of Exhaustion: The target of this Kiss must make a Fortitude save or become exhausted.



Dalen Halstradt, Sister of Rapture

Kiss of Power 3:

Kiss of The Mistress (Compulsion) [Mind-Affecting]:

The recipient of this Kiss must make a Will save or act as if under the effect of a *charm monster* or *charm person* spell for a number of hours equal to twice the SoR levels of the one who bestowed the Kiss.

Stolen Kiss: The victim of this Kiss must make a Fort save or take 1d6 Strength, Constitution or Charisma damage (Kisser's choice).

Kiss of Power 4:

Agony's Kiss: This kiss deals 1d6 lethal damage per SoR level, max 10d6. Fortitude save for half damage.

Vampiric Kiss: The victim must make a Fortitude save or be affected as per the *energy drain* spell.

Kiss of Power 5:

Kiss of Life [Healing]: This kiss can restore health and/or life to a living creature, as per the *heal*, *regenerate*, *greater restoration* or *resurrection* spells. The Sister may choose which Kiss to bestow, but she can use only one of the choices per day. No additional spell components or extra casting time is required. This Kiss channels positive energy and may be used to harm undead, as per the aforementioned spells' descriptions.

Kiss of Death [Death]: If the recipient of this Kiss does not make a successful Fortitude save, he dies. A victim who makes a successful save takes (5d6 + 1/SoR level) in damage and suffers the effects of the *cause orgasm* spell. (See Chapter Three for spell description.)

Love's Blessing (Su unless otherwise noted): The goddesses to whom the SoR have pledged their lives reward their servants with certain blessings. At 4th, 10th and 16th levels, the SoR receives a blessing of her choice, as determined by her deity. These gifts are usable at will unless otherwise noted.

Olympian (Aphrodite)

- Add the spells of one of your goddess's domains to your Spells Known.
- **Matchmaker:** (Affects two sexually aware, emotionally inclined people.) Both people fall madly in love with one another unless at least one of them makes a Will save, DC (10 + SoR's Charisma modifier).
- **Beauty Sleep:** Recover hit points equal to Charisma modifier per full night's (eight hours) rest in addition to normal healing.
- **Lying Eyes:** Receive a +6 competence bonus to Bluff and Sense Motive.

Pharaonic (Isis or Hathor)

- Add the spells of one of your goddess's domains to your Spells Known.

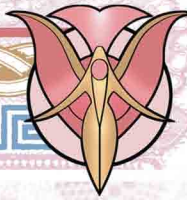
- **Kiss of Protection:** Add a resistance bonus equal to (1/2 character's SoR level) to another character's next saving throw. The SoR must kiss the person in order to bestow the bonus.
- **Patron's Blessing:** Bestow a bard, wizard or other arcane caster a +20 competence bonus to her next Perform (Hathor) or Knowledge (arcana) (Isis) roll. This blessing may be bestowed a number of times per day equal to 1/2 character's SoR levels.
- **Mother's Magic (Isis only):** Gain spell resistance equal to (10 + 1/2 SoR level).
- **Mother's Luck (Hathor only):** Once per day, reroll any one roll. The result of the second roll applies even if it is worse. This ability gives a cleric with the Luck Domain a second reroll per day, but not on the same action.

Asgardian (Freya)

- Add the spells of one of your goddess's domains to your Spells Known.
- Cast *charm person* as a spell-like ability a number of times per day equal to 1/2 SoR levels. The caster level is equal to the SoR's class level.
- **Righteous Rage:** Gain the ability to rage as a barbarian of 1/2 SoR levels.
- **Comforts of Home:** Once per day as a spell-like ability, the SoR is able to use *tiny hut* as a spell-like ability. Additionally, when she and at least one lover of hers (any person with whom she has had consensual sexual contact) are present in the *tiny hut*, they all gain the benefits of *protection from evil* while inside it. The caster level for these effects is equal to her sister of rapture level.

Sisterhood: At 8th level, the novitiate rises to the rank of Honored Sister among the Sisters of Rapture (see Chapter Five). She is freed from the service of her Patron Mother and expected to go out into the world and make her own life in the service of her goddess. The ceremony that marks this occasion is a carefully guarded secret shared only with members of the Sisterhood, but the result of the ceremony is very apparent. The SoR ceases to age, retaining the beauty and benefits of youth throughout her life. She can never suffer additional age-related penalties (or benefit from age-related bonuses) after reaching this level. Barring accident or violence, the SoR dies in her sleep at the end of her normal life span, looking as radiant in death as she did in life. Also a SoR's corpse never suffers the ravages of decomposition, as though under a permanent *gentle repose* effect.

Motherhood: At 14th level, the Sister is eligible to become a Patron Mother, taking on a young novitiate as an apprentice.

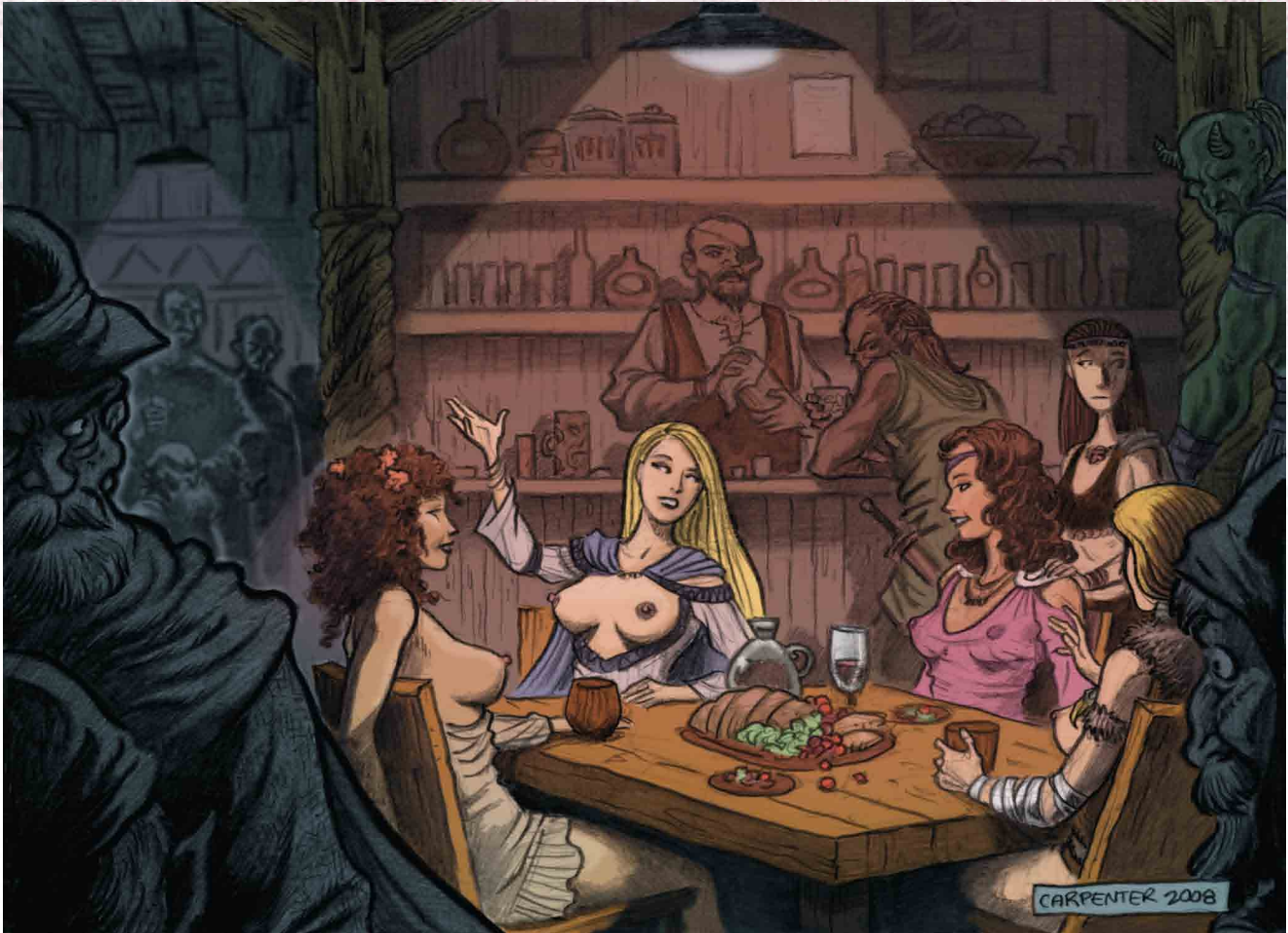
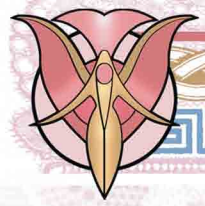


As such, the SoR gains the Leadership feat for free, allowing her to attract followers and cohorts. If the Rapturous takes an apprentice at this level, however, she forgoes the ability to retain a cohort but may still attract followers as per the rules in the *Core Rulebook II*. (Note that a Sister of Rapture cannot take an apprentice without taking at least one level in the Patron Mother prestige class presented in Chapter Two: Love's Chosen.) Not all Rapturous become Patron Mothers. Many are content to remain Honored Sisters, serving in

the same capacity as they have since their indoctrination (see Chapter Five: Love's Order). Many Sisters who do not choose the path of the Patron Mother retain the services of a loyal handmaiden or bodyguard cohort. The standard rules for cohorts in the *Core Rulebook II* apply. The option to attract any follower, cohort or apprentice is voluntary. Inform your GM if you wish to attract followers via this ability or wish to gain levels in the Patron Mother prestige class.



Freyan Rapturous sometimes refer to their Righteous Rage ability as "the beautiful death."



Chapter Two: Love's Chosen

*Divinest, supremest,
Crowned Queen of the Quick and the Dead;
She is more than thou dreamest,
O soul of desire and of dread!
She is Spring-time and Gladness,
And rapture all glory above;
She is Longing and Sadness;
She is Birth-she is Death-she is Love!*
—William Gibson, "Hymn To Freya," 1876

Despite the rigid organization within the Sisterhood and its component sects, not every Sister of Rapture is alike. Some choose to follow different paths, learning to love and worship their goddesses in their own ways. The following prestige classes represent some of the more common variations found within the ranks of the Sisterhood. As with all prestige classes, a PC must meet the requirements and have GM approval before picking up levels in any of these classes.

Inamorare

The Inamorare (inah-mo-rhar-ay) are Sisters of Rapture who find satisfaction in inspiring greatness in others. Like the Muses, these Sisters seek out artists and bards (and occasionally even warriors) to inspire with their grace and beauty. They are some of the most passionate of all the Rapturous, living life with a gusto that most people can only envy. An Inamorare lives to help others be the best they can



be in whatever they choose to do. A bit on the haughty side, many Inamorare believe that their mere presence in any given situation improves that situation greatly. Inamorare are the ultimate optimists, seeking to bring light, joy and love with them wherever they go. They love to love and be loved, and they rarely leave anyone they encounter unaffected by the experience.

Hit Dice: d6

Requirements

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

- **Sisterhood:** Must have acquired the Sisterhood SoR class feature.
- **Skills:** Diplomacy 5 ranks, Knowledge (nobility and royalty) 5, Sense Motive 8 ranks
- **Special:** Must have had a positive and emotionally fulfilling sexual and/or romantic relationship lasting a minimum of one month (according to the local calendar) with a character of any race or gender at least one level higher than herself. This relationship represents the Inamorare's own inspiration and the discovery of the joy of inspiring others.

Class Skills: Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), all Knowledge skills (Int), Perform (Cha), Profession (Wis), Search (Int) Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis)

Skill Points Each Level: 6 + Int modifier

Class Features

All of the following are class features of the Inamorare prestige class:

Weapon and Armor Proficiency: Inamorare gains no proficiency in any weapons or armor.

Spells per Day: At every odd level, the Inamorare advances in divine spellcasting ability just as if she had gained a level in the base Sister of Rapture class. Therefore, upon gaining the 1st, 3rd and 5th levels of Inamorare, the character gains new divine spells and Spells Known as if she had also gained a level in her Sister of Rapture class. She does not, however,

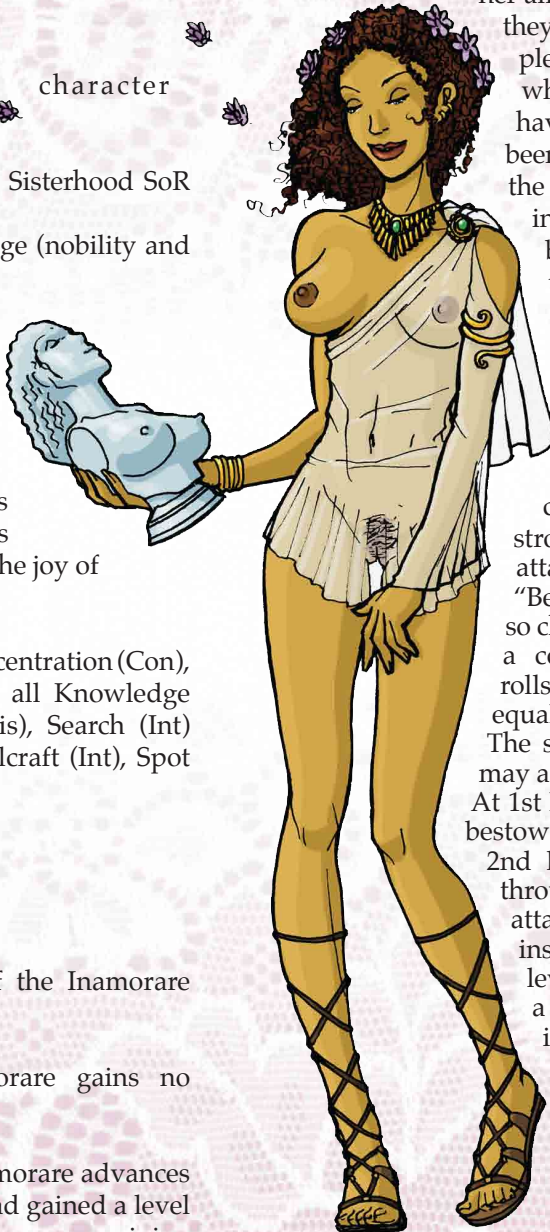
benefit from any other ability she would have attained had she gained a level of SoR.

The Inamorare's additional spellcasting abilities may not be added to any other divine spellcasting class the character has. This prestige class's spellcasting abilities may supplement only the Sister of Rapture class.

Inspire Greatness (Ex): The Inamorare exists to inspire her allies to the greatness she knows

they can achieve. She takes great pleasure when they succeed where they might otherwise have failed had her presence been lacking. Starting at 1st level, the Inamorare gains the ability to inspire greatness by bestowing bonuses upon the actions of those she deems her allies. To do so, the Inamorare must first bestow a physical kiss (be it a peck on the cheek or a full-blown kiss of passion) upon her chosen allies. She then speaks the phrase, "Be confident," (for skills), "Be strong," (for saves), "Be true," (for attacks), "Be safe," (for AC) or "Be powerful," (for spells). Once so chosen, those characters receive a competence bonus to certain rolls, as chosen by the Inamorare, equal to the Inamorare's class level. The specific actions the Inamorare may affect depend on her class level. At 1st level, the Inamorare's kiss can bestow a bonus to all skill checks. At 2nd level, she can inspire saving throws. At 3rd level, she can inspire attack rolls. At 4th level, she can inspire Armor Class. At 5th level, the Inamorare can bestow a special boon to spellcasters, increasing their effective caster level by two.

The bonuses provided by Inspire Greatness last two rounds per Inamorare level (for a total of 10 rounds at 5th level) and may be provided as many times as the Inamorare wishes. Multiple bestowments do not stack, however, and a character cannot receive the



Callidora, Inamorare

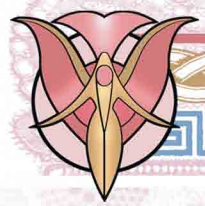


Table 3: The Inamorare

Level	Attack Bonus	Fort	Reflex	Will	Special	Spells Per Day
1	+0	+0	+0	+2	Inspire Greatness (skills)	+1 Level of SoR class
2	+1	+0	+0	+3	Gift of Beauty, Inspire Greatness (saves)	
3	+2	+1	+1	+3	Inspire Greatness (attacks)	+1 Level of SoR class
4	+3	+1	+1	+4	Gift of Grace, Inspire Greatness (AC)	
5	+3	+1	+1	+4	Inspire Greatness (spells)	+1 Level of SoR class

benefit of more than one inspiring kiss at a time. Once the duration of the inspiration has elapsed, the Inamorare must repeat the kissing ritual in order to bestow the bonus again. Inspiring greatness is a full-round action.

Furthermore, because of the joy she feels at inspiring greatness in others, the Inamorare automatically receives a competence bonus to all Charisma-based rolls and skill checks, equal to her class level, for every ally currently under the influence of one of her inspiring kisses (+20 max).

Gift of Beauty: At 2nd level, the Inamorare grows in self-

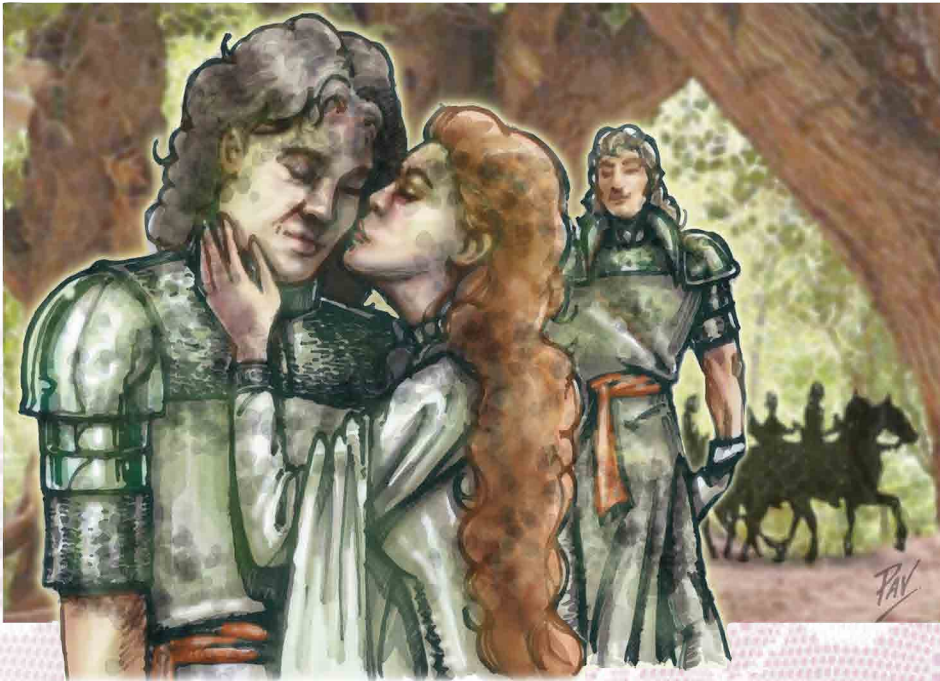
confidence, poise and physical attractiveness. She gains a permanent +4 increase to her Charisma score.

Gift of Grace: At 4th level, the Inamorare's inner confidence affects her posture and physical grace, granting her a permanent +4 increase to her Dexterity score.

Patron Mother

The concept of motherhood is a natural and important part of the female mystique and experience—one celebrated among the Sisters of Rapture. The reality, however, is that few Sisters are willing to put aside their active calling to bear and raise children. Therefore, the concept of the Patron Mother exists as a practical form of ritualistic training as well as a form of adoptive mothering.

A Patron Mother is a Sister of Rapture who has chosen to introduce a young apprentice to the Sisterhood and train her in the ways of the Rapturous. After a ceremony performed by other Patron Mothers and witnessed by the Sacred Council confirms that the would-be novitiate is entering the Sisterhood of her own volition and is worthy to learn its secrets, the Patron and apprentice are spiritually and magically bonded. This bond represents the connection between mother and child. The Patron Mother is considered to be the novitiate's true mother from that day forth, even to the exclusion of the woman that actually bore the apprentice.



An Inamorare bestows a kiss of inspiration.



Patron Mothers are not allowed to engage in sexual or romantic relationships with their novitiates. The Patron Mother is expected to instruct her adoptive daughter in the ways of love and sex, but she must do so at a maternal remove—never succumbing to temptation herself. That being said, Patron Mothers and apprentices do occasionally fall in love, heedless of the potential for embarrassment or tragedy. Those who break this taboo must be forever wary of discovery, lest the Sacred Council nullify their bond and separate them.

Hit Dice: d8

Requirements

To qualify to become a Patron Mother, a Character must fulfill the following criteria:

- **Motherhood:** Must have acquired the *Motherhood* SoR class feature.
- **Skills:** Knowledge (carnal) 10 ranks, Knowledge (religion) 10 ranks, Sense Motive 10 ranks
- **Special:** Must have Sacred Council's approval and have undergone the Rite of Sacred Motherhood. Also, cannot have any living natural offspring or have any other adopted children or wards or retain the services of a cohort (from the Leadership feat).

Class Skills: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (carnal) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis)

Skill Points Each Level: 2 + Int modifier

Class Features

All of the following are class features of the Patron Mother prestige class:

Weapon and Armor Proficiency: Patron Mothers gain no proficiency in any weapons or armor.

Spells per Day: The Patron Mother advances in divine spellcasting ability just as if she had gained a level in the

base Sister of Rapture class. When she gains a new level of Patron Mother, the character gains new divine spells and Spells Known as if she had also gained a level in her Sister of Rapture class. She does not, however, benefit from any other ability she would have attained had she gained the level of SoR.

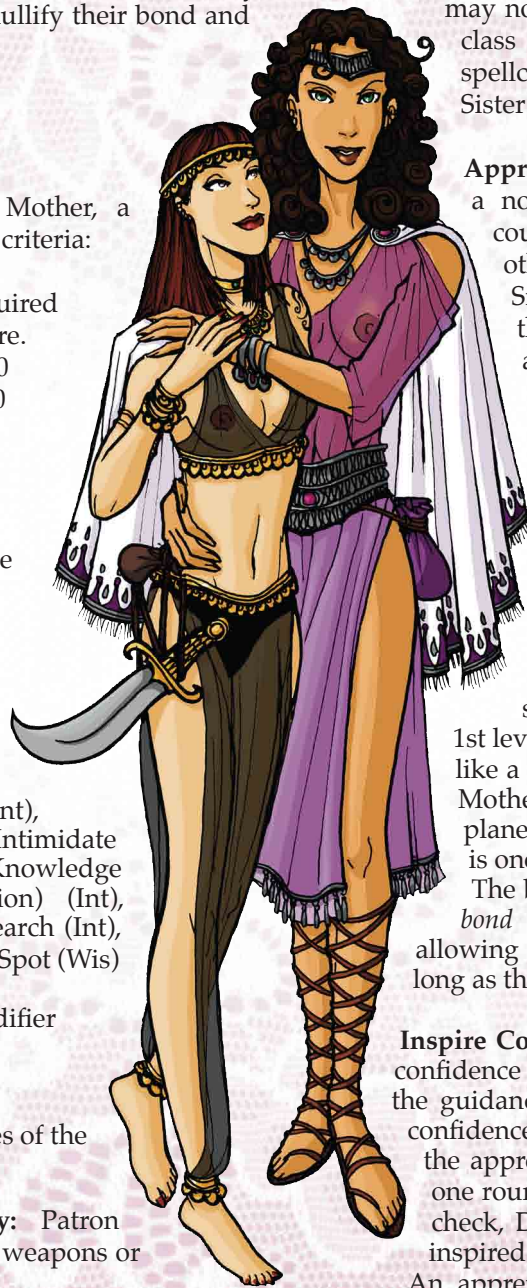
The Patron Mother's additional spellcasting abilities may not be added to any other divine spellcasting class the character has. This prestige class's spellcasting abilities may supplement only the Sister of Rapture class.

Apprentice: At 1st level, the Patron Mother takes a novitiate as an apprentice. This apprentice counts as a 1st-level cohort and replaces any other cohorts provided by the *Motherhood* Sisters of Rapture class ability or other use of the Leadership feat. The apprentice is always a willing female of the appropriate age (see Chapter One) and may be of any humanoid race. Optionally, the GM may allow the apprentice to be brought in as a PC under the control of another player. A single player may even portray both Patron Mother and novitiate, though the level difference makes doing so a challenging proposition.

Mental Bond (Su): The Patron Mother shares a unique bond with her apprentice. At 1st level, this bond is purely mental and works just like a permanent *status* spell as long as the Patron Mother and her apprentice remain on the same plane of existence. This aspect of the mental bond is one-way only, from Patron Mother to novitiate. The bond can also act like a permanent *telepathic bond* between Patron Mother and apprentice, allowing the two to communicate telepathically as long as they remain within long range of one another.

Inspire Confidence (Ex): A Patron Mother can inspire confidence in SoR novitiates, even apprentices under the guidance of a different Patron Mother. To inspire confidence, the Patron Mother must speak aloud (and the apprentices must hear her speaking) for at least one round, after which she must make a Diplomacy check, DC (10 + 1 for every five apprentices to be inspired).

An apprentice inspired with confidence gains a +1 competence bonus on attack rolls, skill checks and Will saves. These effects begin as soon as the Patron Mother ends her inspirational



Tarena, Patron Mother, and her Apprentice, Kadira

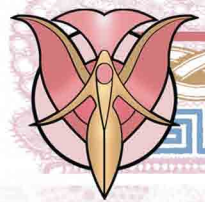


Table 4: The Patron Mother

Level	Attack Bonus	Fort	Reflex	Will	Special	Spells Per Day
1	+0	+0	+0	+2	Apprentice, Mental Bond, Inspire Confidence +1	+1 Level of SoR class
2	+1	+0	+0	+3	Love's Blessing	+1 Level of SoR class
3	+2	+1	+1	+3	Physical Bond, Inspire Confidence +2	+1 Level of SoR class
4	+3	+1	+1	+4	Spiritual Bond	+1 Level of SoR class
5	+3	+1	+1	+4	Mother's Sacrifice, Inspire Confidence +3	+1 Level of SoR class

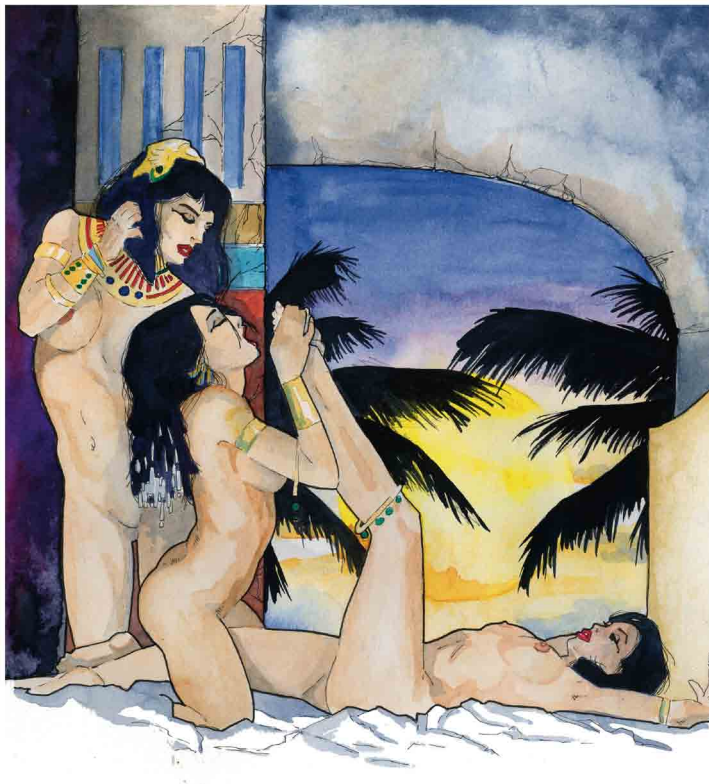
speech. They last for 10 minutes for each round the Patron spent inspiring her allies, up to a maximum of five hours for 30 rounds (three minutes) of inspiration. A Patron Mother may attempt to use this ability once per day. Whether the Diplomacy check succeeds or not, the Patron cannot attempt to inspire confidence again for at least 24 hours.

The confidence that the Patron Mother instills increases as the Patron Mother attains levels. For every two levels after 1st level, the bonus increases by one, to a maximum of +3 at 5th level.

Love's Blessing (Su): At 2nd level, the Patron Mother gains an additional blessing from the sect-based lists provided for the base Sisters of Rapture class. This blessing must be chosen from those listed for her patron goddess and cannot be a blessing she has already received.

Physical Bond (Su): By 3rd level, the bond between the Patron Mother and her apprentice has increased to include their physical beings as well as their mental beings. As such, once per day, a Patron Mother may choose to transfer any damage her apprentice has received, up to

her apprentice's maximum hit points, to her own hit point total, effectively healing her apprentice of that damage. This transfer may be for any amount of hit points, up to (the apprentice's total + 9), but must be transferred as a lump sum. Furthermore, the Patron Mother and apprentice need not be in the same location but must be on the same plane of existence. If the apprentice has reached -10 hit points, she is dead and this ability no longer functions.



A Patron Mother instructs her Apprentice in the ways of love.

Spiritual Bond (Su): At 4th level, the bond between the Patron Mother and her apprentice reaches the spiritual level, essentially linking the two women's souls. As a result, the Patron Mother may choose once per day to activate a spiritual link that allows her to stand in for her lower-level apprentice, suffering any ill effects her apprentice would otherwise suffer. When activated, all successful hit point damage, ability damage or drain, level drain or negative spell effects directed at the apprentice affect the Patron Mother instead. The apprentice still must make all appropriate saving throws herself, but the effects of failure go directly to the Patron Mother, not the apprentice. While under the



effects of the Spiritual Bond, the apprentice cannot suffer any negative effect or take any kind of damage. The Patron Mother must be within line of sight of her apprentice (not including any magical forms of remote viewing such as scrying or clairvoyance) to activate and maintain the Spiritual Bond. Its effect lasts for a number of rounds equal to one half the Patron Mother's total levels from Sisters of Rapture and Patron Mother classes.

It is possible for a Patron Mother to be killed under the effects of the Spiritual Bond. If she is reduced to -10 hit points, for instance, she dies just as if she had received the hit point damage herself. The only exception is instant death effects. In such a case, the Patron Mother is allowed to make her own additional saving-throw against the effect, just as if she were the original target.

All damage received while under this effect may be healed normally, through magic or any other form of healing. The Patron Mother may deactivate this ability at any time. The apprentice may do so only if the Patron Mother is unconscious. If the Patron Mother dies, the bond is instantly severed.

Mother's Sacrifice (Su): At 5th level, the Patron Mother gains the ability to make a great sacrifice to keep her charge alive. Should her apprentice be killed by any means, other than total level loss due to level drain—including being reduced to -10 or more hit points, being reduced to 0 Con or even *disintegration*—the Patron Mother may choose to instantly resurrect her apprentice, as per the *true resurrection* spell. Doing so requires the permanent sacrifice of one of the Patron Mother's own levels in the prestige class. The Patron Mother must choose to resurrect her apprentice within 10 minutes of her apprentice's death or forfeit the ability to use this power ever again. (S\he may still bring back a fallen novice through the use of the actual *resurrection* or *true resurrection* spells at a later date if she can cast such spells.)

After using this ability, the Patron Mother may never regain her lost Patron Mother class level and must fill that level with a level of another class once she has regained the appropriate amount of experience points to

do so. Even if the character chooses to take a new apprentice, she may never again become a 5th-level Patron Mother.

There is no physical range for this ability, except that the Patron Mother must be able to sense her apprentice's status via their Mental Bond.

Spellswinger

These Sisters of Rapture combine natural arcane magic and divine magic, fueling them with sexual energy. The most promiscuous of all Sisters of Rapture, the Spellswingers have a reputation as wanton sluts who're willing to bed anyone or anything that can give them the energy they need. Some Spellswingers deserve this reputation, but most are as careful in the selection of their partners as any other SoR is. (They simply make said selection more often than the others do.)

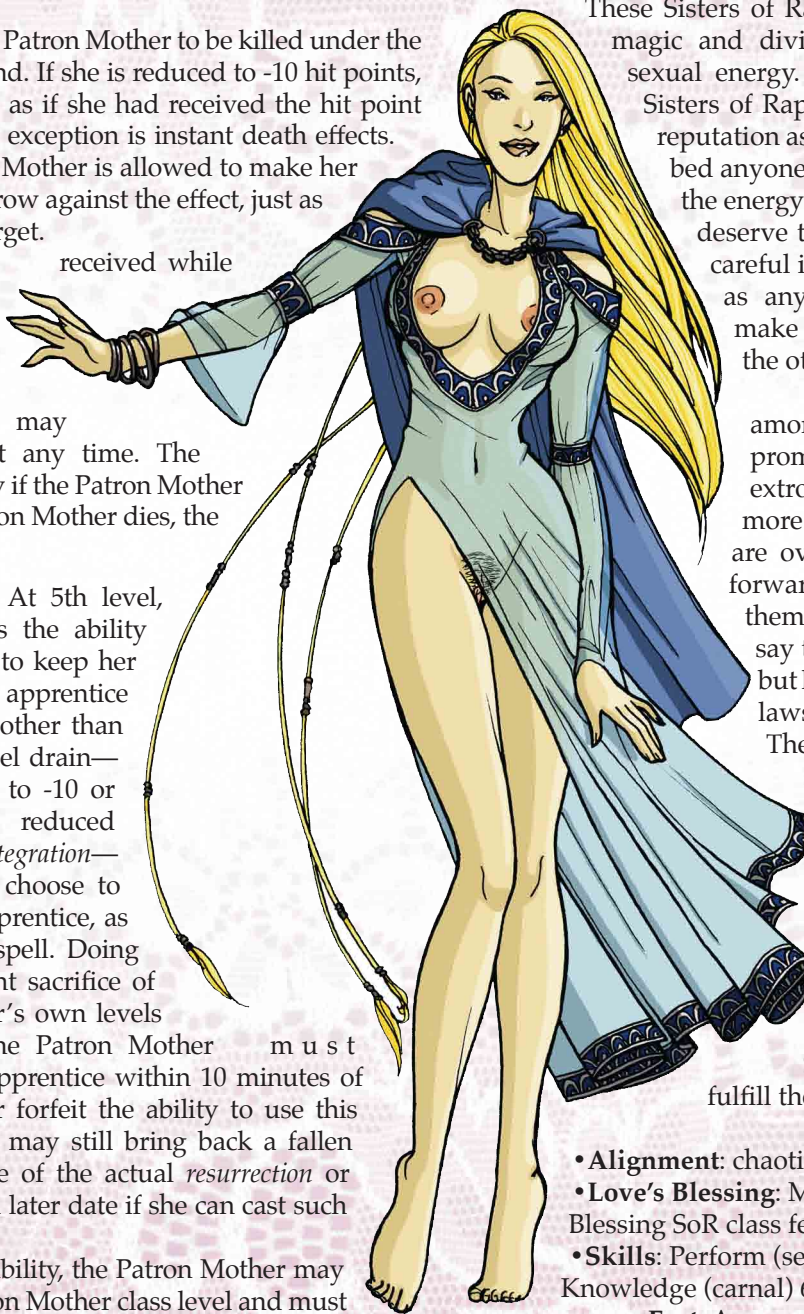
Spellswingers are rare among the Rapturous, but their promiscuity and outrageously extroverted personalities attract more attention on average. They are overtly sexual and unabashedly forward in their presentation of themselves to others. That's not to say they are rude, crass or uncouth, but local sexual mores (or repressive laws) do not greatly concern them. They are confident, forceful, sensual, straightforward and hedonistic. To them, life is one long celebration of love, magic and sensual pleasure.

Hit Dice: d4

Requirements

To qualify to become a Spellswinger, a character must fulfill the following criteria:

- **Alignment:** chaotic, non-evil
- **Love's Blessing:** Must have received first Love's Blessing SoR class feature.
- **Skills:** Perform (sexual techniques) 6 ranks, Knowledge (carnal) 6 ranks
- **Feat:** Any metamagic feat
- **Spells:** Ability to spontaneously cast 2nd-level arcane spells.



Neala, Spellswinger

Class Skills: Bluff (Cha), Concentration (Con), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (carnal) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis), Survival (Wis)

Skill Points Each Level: 2 + Int modifier

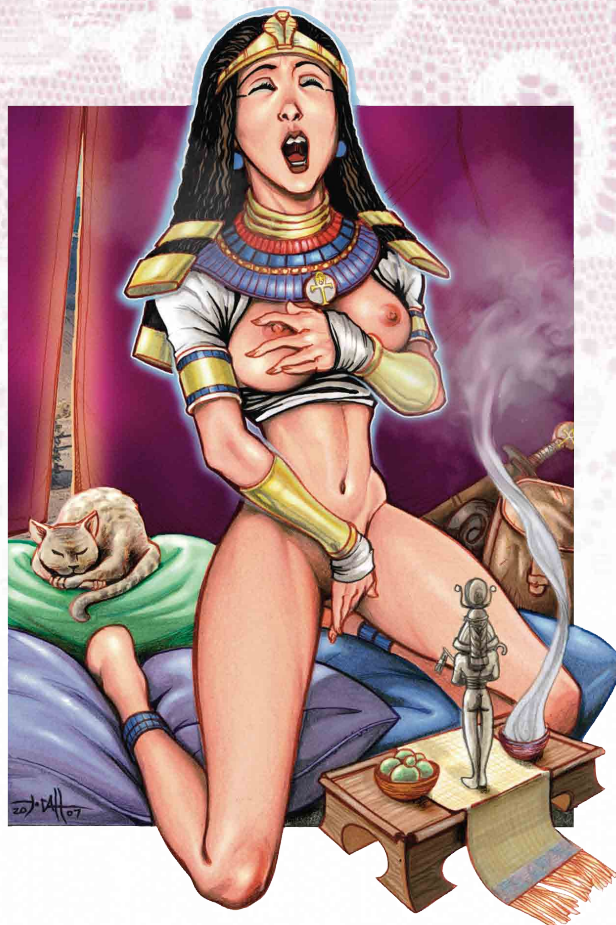
Class Features

All of the following are class features of the Spellswinger prestige class:

Weapon and Armor Proficiency: Spellswingers gain no proficiency in any weapons or armor.

Spells per Day: At every level, the Spellswinger advances in both arcane and divine spellcasting ability just as if she had gained a level in both her base arcane and her base divine (Sister of Rapture) spellcaster classes. This includes both Spells Known and Spells per Day. She does not, however, benefit from any other ability she would have attained had she gained the level of her base classes.

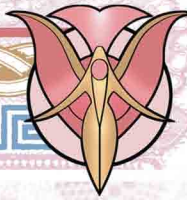
The Spellswinger's additional divine spellcasting abilities may not be added to any other divine spellcasting class the character has. This prestige class's divine spellcasting abilities may supplement only the Sister of Rapture class.



A Spellswinger performs her daily ritual.

Table 5: The Spellswinger

Level	Attack Bonus	Fort	Reflex	Will	Special	Spells Per Day
1	+0	+2	+0	+2	Sexual Channeling	+1 Level of existing arcane and divine spellcasting classes
2	+1	+3	+0	+3		+1 Level of existing arcane and divine spellcasting classes
3	+2	+3	+1	+3	Bonus Metamagic Feat	+1 Level of existing arcane and divine spellcasting classes
4	+3	+4	+1	+4		+1 Level of existing arcane and divine spellcasting classes
5	+3	+4	+1	+4	Bonus Metamagic Feat	+1 Level of existing arcane and divine spellcasting classes



Sexual Channeling (Su): When a Spellswinger engages in sexual activity, she generates a great amount of mystical energy, which she can store and channel into her spells at a later date. The energy she can store and channel is finite and bleeds off slowly. To maintain a constant state of readiness, most Spellswingers incorporate some variety of sexual activity into their daily rituals. The amount of energy gained from the sexual act depends on how long she engages in it. To gather sexual energy, the Spellswinger must perform some form of sexual act, gaining one Sexual Energy Point (SEP) per 15 minutes spent engaged in sexual activity, up to a maximum of five points (75 minutes). While Spellswingers claim that the energy derived from sex acts performed with others is more pure, any sexual activity, from masturbation to intercourse, that lasts a minimum of 15 uninterrupted minutes accumulates SEPs.

Sexual Energy Points may be spent for on-the-fly applications of metamagic feats and may be replenished at any time, up to the maximum of five, however, the Spellswinger may not gain more than twice her level in a single day.

Sexual Energy Points can be stored for 16 hours, after which the Spellswinger must sleep for eight hours to regain her natural energy. If she does not sleep after 16 hours or engage in sexual activity to replenish her stores, she loses stored SEPs at a rate of one point every two hours. Lost SEPs may not be restored until the Spellswinger sleeps for eight hours and performs a new sexual act.

SEPs may be spent to offset the level increase for using any one metamagic feat to which the Spellswinger already has access, at a rate of one point per level removed. For example, Neala the Spellswinger has the Maximize Spell metamagic feat and wishes to maximize the effect of a *magic missile* spell. By spending three Sexual Energy Points she may cast it using a 1st-level slot.

Bonus Metamagic Feat: At 3rd and 5th levels, the Spellswinger gains an additional metamagic feat.

Stormsister

Throughout history all too many women have been the victims of abuse at the hands of men and monsters. Many societies place women in a subservient

role, treating them as property to be traded, sold or used as political pawns. Women in some grim cultures are considered less important than livestock or pets. Stormsisters are the self-appointed champions of these women, seeking out the abused and enslaved, bringing them to a better life and their abusers to justice. They are the ultimate feminists, seeing the female as a creature of equal standing with males, deserving of the same respect as their brothers, fathers, husbands and sons. Driven by righteous fury, Stormsisters investigate any rumor of abuse and wreak vengeance on those who deserve it. They are creatures of extremes—tender and gentle to those who respect the power of woman; wrathful and merciless to those who don't.

When Stormsisters fight for causes that go against accepted social norms, they walk a thin line between law and lawlessness. They must forever be on their guard, lest they become targets of lawful justice themselves. Many patriarchal cultures view Stormsisters as deviants and criminals and do not suffer their lawless ways. The Rapturous revere the memory of a great many Sisters who have lost their lives to the noose or the stake in the pursuit of their righteous goals.

Hit Dice: d8

Requirements

To qualify to become a Stormsister, a character must fulfill the following criteria:

- **Alignment:** Any non-lawful, good
- **Kiss of Power:** Must have acquired the Kiss of Curses SoR class feature.
- **Skills:** Knowledge (local) 8 ranks, Gather Information 8 ranks, Sense Motive 10 ranks.
- **Special:** Must have been the victim of (or witnessed) sexual, physical or emotional abuse at some point in her life. Note that combat does not count as abuse.

Class Skills: Bluff (Cha), Diplomacy (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge



Ajordis, Stormsister

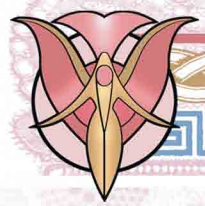


Table 6: The Stormsister

Level	Attack Bonus	Fort	Reflex	Will	Special	Spells Per Day
1	+1	+2	+2	+0	Judge The Soul, Insightful Understanding	+1 Level of SoR class
2	+2	+3	+3	+0	Favored Enemy: abusers +2	—
3	+3	+3	+3	+1	Defend The Innocent	+1 Level of SoR class
4	+4	+4	+4	+1	Favored Enemy: abusers +4	—
5	+5	+4	+4	+1	<i>Lying Eyes</i>	+1 Level of SoR class

(carnal) (Int), Knowledge (local) (Int), Knowledge (nobility and royalty) (Int), Listen (Wis), Profession (Wis), Search (Int) Sense Motive (Wis), Speak Language, Spot (Wis), Survival (Wis)

Skill Points Each Level: 4 + Int modifier

Class Features

All of the following are class features of the Stormsister prestige class:

Weapon and Armor Proficiency: Stormsisters gain no proficiency in any weapons or armor.

Spells per Day: At every odd Stormsister level, the Stormsister advances in divine spellcasting ability just as if she had gained a level in the base Sister of Rapture class. Upon gaining the 1st, 3rd, and 5th levels of Stormsister, the character gains new divine spells and Spells Known as if she had also gained a level in her Sister of Rapture class. She does not, however, benefit from any other ability she would have attained had she gained the level of SoR.

The Stormsister's additional spellcasting abilities may not be added to any other divine spellcasting class the character has. This prestige class's spellcasting abilities may only supplement the Sister of Rapture class.

Judge the Soul (Su): Stormsisters' patron goddesses grant these champions of the abused the ability to read a person's nature in an attempt to ferret out possible domestic abuse. At 1st level, Stormsisters gain the ability to look into a person's eyes and see what darkness lingers in his soul. To do so, the

Stormsister must be within 10 feet (two squares) of the target and able to see his eyes clearly for three consecutive rounds (18 seconds). On the first round the target must make a Will save, DC (5 + Stormsister levels + Cha modifier). If the save succeeds, the Stormsister gains no knowledge of the target and cannot attempt another reading on him for 24 hours. If the save fails, the Stormsister gleans the following information by round:

Round 1: The Stormsister learns whether the target's alignment is good, neutral or evil.

Round 2: The Stormsister learns if her target has been involved in an abusive incident within the last month.

Round 3: The Stormsister learns the target's role (i.e., victim, abuser, bystander, defender, confidant, etc.) in any incident of abuse in which he was involved within the last month. She also learns whether the target has been involved in an incident of abuse within the last year, though she can discern no further details.

This ability sees the undeniable truth behind such abuses and is not affected by the target's interpretation or rationalization of the event in question. The Stormsister's patron goddess provides this insight. What constitutes "abuse" is up to the goddess's (and therefore the GM's) interpretation. Examples of abuses generally include non-consensual sexual contact, non-consensual beating (except in combat) and psychological or physical torture.

The Stormsister makes no gestures or other indications of spellcasting while using this ability; its use does not provoke an attack of opportunity. She must, however, be able to maintain concentration (see Concentration skill description in the *Core Rulebook I*) for the duration of the reading. Regardless of whether he makes the save, the target of this ability is never aware that anything has occurred,



other than having been closely scrutinized by the Stormsister (assuming he is aware of her presence). Note that although Stormsisters mostly concern themselves with abuses against women and children, the sex of the victim does not limit this ability.

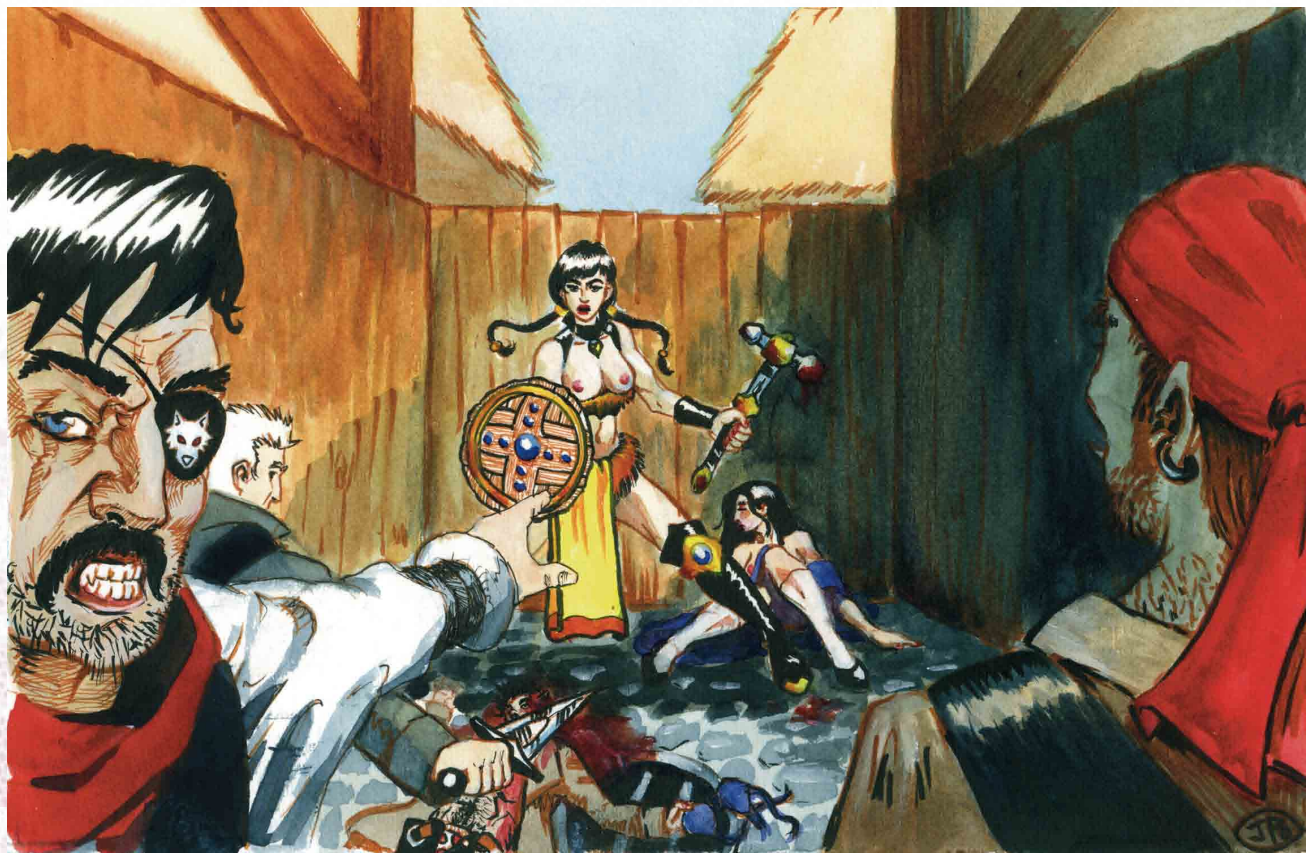
Insightful Understanding (Ex): Stormsisters are amazing judges of character and motivation. At 1st level they gain a +8 insight bonus to all Sense Motive checks.

Favored Enemy: Abusers (Ex): At 2nd level the Stormsister gains special insight regarding those she determines to be the perpetrators of abuse toward the innocent. In order to gain this insight, the Stormsister must be completely sure of her target's guilt by either witnessing the abuse herself (the actual incident, not just evidence after the fact) or by use of the Judge the Soul class feature. The Stormsister gains a +2 competence bonus on Bluff, Listen, Sense Motive, Spot and Survival checks when using these skills against those she has determined to be guilty of domestic abuse. Likewise she gets a +2 competence bonus on weapon damage rolls made against such abusers. These bonuses increase by +2 (for a total of +4) at 4th level. If a

Stormsister has a favored enemy ability from another source (such as ranger levels), favored enemy (abusers) stacks with any other favored enemy categories as creature may fall into.

Defend the Innocent (Ex): At 3rd level, the Stormsister may choose another character, usually an innocent, as a charge and place herself in the path of danger in order to protect that charge. Any time her charge is within five feet of her and is attacked, the Stormsister may choose to switch places with the charge and receive the attack in her place. The Stormsister must declare this action before the attack roll is made. The charge is declared when the Stormsister rolls initiative and may not be changed for the duration of the combat.

Lying Eyes (Su): At 5th level, the Stormsister automatically gains the benefits of the Lying Eyes blessing (see Chapter One). This ability stacks with any uses of Lying Eyes she has already gained from previous classes, so a character who already has the Lying Eyes blessing who gains this ability increases her bonus to +4, four times per day.



Stormsisters never hesitate to come to the defense of a woman in trouble.



Chapter Three: Love's Method

...O King, I have given to you your sister Isis, that she may lay hold of you and give to you your heart for your body.

—The Pyramid Texts, Utterance 4

The Sisters of Rapture are blessed with many abilities, powers, skills and feats that aid them in their quest against corruption and sexual oppression.

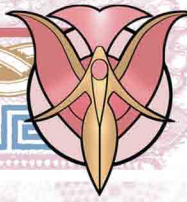
Skills

Knowledge (carnal)

This skill represents knowledge of the general sexual practices, preferences and tendencies of specific races and creatures the Rapturous may encounter on her journeys and adventures. It is gleaned from the education each Sister receives during her tutelage under her Patron Mother, as well as practical experience learned on her feet (or on her back, as the case may be).

Check: Answering a question regarding a race's or creature's sexual habits has a DC of 10 for common races (generally, those found in the *Core Rulebook I*) and 15 for rarer races (those found in supplemental rulebooks). Other races or creatures (such as those found in the *Core Rulebook III*) impose a DC based on their rarity in your campaign. As a general rule, the more "alien" a creature is, the higher the DC of the check should be. Knowledge (carnal) may also be used to determine the capability and/or likelihood of producing offspring with a member of a particular race or creature.

Synergy: Having five or more ranks in Knowledge (carnal) provides a +2 synergy bonus to Perform (sexual techniques) and Heal checks involving sexual diseases or injuries.



Perform (sexual techniques)

This specialization of the Perform skill covers a Sister of Rapture's ability to be a pleasing lover, both to her sexual partner and to her chosen goddess. Where Knowledge (carnal) covers a character's understanding of the sexual preferences of a race or culture, Perform (sexual techniques) is the practical application of that knowledge.

This skill cannot be used when one would not be able to take 10, such as when threatened or distracted. Unless otherwise stated, any results from a Perform (sexual techniques) check last for 24 hours or until the character's next sexual encounter with that person.

To the Sisters of Rapture, lovemaking is more than a skill or even an art; it's a form of worship. As such, they take the act very seriously. To displease a lover is to displease the goddess. As such, this skill is very important to the Rapturous way of life, even if it doesn't actually come up in game very often.

Check: The character uses this skill to particularly impress or satisfy a lover. At GM's option, a terrible Perform (sexual techniques) roll might result in the displeasure of the character's goddess, causing some form of minor retribution to befall the character, such as a run of bad luck or even an imposed penalty to certain rolls. This retribution could last until the character succeeds in a certain task for the goddess or perhaps just until her next successful Perform (sexual techniques) roll.

Profession

While the majority of the Rapturous are either adventurers or temple-bound priestesses, it is not unusual for Sisters to learn a trade. While Sisters of Rapture can practice any trade for which they are physically or mentally qualified, the domestic trades typical of traditional female rolls are unexpectedly common. Cook, seamstress, nurse, nanny, herbalist, handmaiden, housemaid, bar-wench or even prostitute, are common examples for the more hearth-oriented Sisters. Those prone to more active lives take ranks in trades such as huntress, sailor, soldier or bodyguard.

Check: As detailed in *Core Rulebook I*.

Feats

Blown Kiss

You are able to use your Kisses of Power at range in the form of a blown kiss.

Prerequisite: Kiss of Power class feature

Benefit: By kissing your fingers or the palm of your hand and blowing in the direction of your target, you may use one of your Kisses of Power at range of Close (25 ft + 5

ft / 2 levels). To activate the Kiss, you must succeed in a ranged touch attack against the target. Failure results in the loss of that Kiss for the day.

Normal: Kisses of Power may normally only be used against willing targets or targets the Sister has successfully hit with a melee touch attack.

Charmed, I'm Sure

Your natural poise, grace and charm makes others putty in your hands.

Prerequisites: Cha 19+

Benefit: You may make Diplomacy checks as full-round actions with no penalty.

Normal: Performing Diplomacy checks as full-round actions normally incurs a -10 penalty. Otherwise, they take at least a full minute (10 rounds) to perform.

Ethereal Kiss

You are able to use your Kisses of Power against ethereal creatures or while ethereal yourself.



Prerequisite: Blown Kiss

Benefit: You may now use your Kisses of Power against incorporeal targets, provided you are aware of their presence and location. In addition, you may use your Kisses of Power against physical targets while you are ethereal. Note that even with this feat, Kisses of Power do not work against non-living targets.

Normal: Kisses of Power may normally be used against only physical targets.

Healing Caress

The potency of your healing spells is increased with sexual stimulation.

Prerequisites: Cha 13+, ability to cast spells or use spell-like abilities of the healing subschool.

Benefit: You may add your Charisma modifier to the roll for any healing spell or spell-like ability you use, such as cure light wounds, provided you sexually stimulate the recipient of the spell first. For instance, under the effects of Healing Caress, a *cure light wounds* spell would heal (1d8 +1/level + Cha modifier). The stimulation granted must be physical stimulation, meaning the caster must first touch the recipient in an intimate manner, such as a kiss or manual fondling of erogenous areas in order to apply the bonus. A character incapable of sexual stimulation, such as a eunuch or an unconscious person, cannot receive the bonus of Healing Caress. The Healing Caress modifier may still be added to a healing spell roll, even if the normal, level-based modifier has been maxed. When using Healing Caress, casting a healing spell or using a healing spell-like ability requires 1 round.

Improved Distracting Beauty

You are more capable at fighting in the buff.

Prerequisite: Distracting Beauty, Cha 18+

Benefit: You may add (your Charisma bonus + 2) to your AC using your Distracting Beauty class feature.

Special: Any circumstance that would negate the bonus granted by Distracting Beauty also negates this bonus. (See Distracting Beauty class feature description.)

Orgasmic Spell [Metamagic]

You can give your spells a little something extra.

Benefit: In addition to the spell's normal effect, the target of the spell also experiences a sudden, instant orgasm, with all the physical manifestations that entails. The target is considered *dazed* for 1 round. If the orgasmic spell has a saving throw that negates the effect, then the orgasmic quality of the spell is negated as well. Applying this feat to a spell uses up a spell slot one level higher than the spell's actual level.

Special: This feat may be applied only to spells with a single, living creature as its target. It cannot affect multiple targets or any kind of creature that does not naturally experience orgasm, such as constructs, undead or any creature that reproduces asexually.

Pillow Talk

You are adept at using sex to extract information from people.

Prerequisite: Cha 15+, Perform (sexual techniques) 4 ranks, Gather Information 4 ranks

Benefit: By bedding a willing partner, you may attempt to coax him into divulging information he might not have divulged otherwise. To do so, you must first perform a sexual act with the target and make a DC 15 Perform (sexual techniques) check to determine how well you coax the information. The amount by which you beat the DC is then added as a competence bonus to a Gather Information check to determine the amount and/or quality of the information gleaned.

Special: In this case, the Gather Information check takes only as long as the sexual encounter plus 30 minutes. Also, since the check is made against only a single person, the information gleaned is limited to information that individual has. Therefore, this feat may be used only to gain knowledge of specific information.

Normal: Without this feat, Gather Information checks represent information gleaned from multiple sources over a period of (1d4 + 1) hours.

Popular

Your beauty, charm and charisma have made you friends in high places.

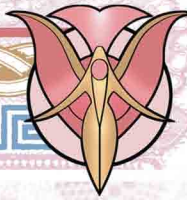
Prerequisites: Charmed, I'm Sure; Sisterhood

Benefit: Due to your previous social and sexual encounters, you have a group of influential individuals who are friendly toward you and your cause. As a result, a number of contacts can aid you in certain situations. The GM determines the exact nature of these contacts and the aid they provide. The contacts' levels, however, are determined by adding your class level to your Charisma modifier. This sum provides a "level pool" from which your contacts' levels may be drawn.

For example, Myria is a 6th-level Sister of Rapture with a Charisma of 19. Therefore, her contacts' levels may all be drawn from a level pool of 10. She may have a single 10th-level contact, 10 1st-level contacts or any combination in between.

Once determined, the contacts provided by this feat cannot be changed, nor do you gain more contacts when you increase in level. Your contact level pool is calculated when you take this feat. It does not increase unless you take the feat again. Contacts need not be fleshed out immediately, though. If the GM wishes, he may draw new contacts from the contact level pool at any time, until the pool runs dry. If a contact is lost or killed, a new contact of equal level may be substituted at a later date, at the GM's discretion.

Special: You may take this feat more than once, each time increasing your possible contact level pool by the aforementioned amount. There is no limit on how large the pool may be, although no single contact may be over 20th level for a non-epic-level campaign.



Myria has many friends thanks to the Popular feat.

Spells

Much of the power of the Sisters of Rapture comes in the form of divine magic, granted by their goddesses in exchange for a life of service and dedication.

The Carnal Domain

The Carnal Domain is a clerical domain granted to worshipers of the various deities of love, lust and beauty. Any deity with beauty, birth, childbirth, fertility, love, lust, marriage, passion or other such descriptor in her portfolio may grant access to the Carnal Domain in addition to the normal domains listed for that deity. Spells from the Carnal Domain are added to the Sisters of Rapture's Spells Known at 1st level. Unless they also have levels of cleric, however, they cannot gain access to the domain's granted powers.

Carnal Domain

Deities: Aphrodite, Isis, Freya or any good-aligned deity of love, beauty, marriage, lust or other related portfolio

Granted Powers: You can cause arousal in any living, intelligent creature capable of sexual arousal. The target gains no saving throw versus this power and is unaware that he is being affected by an outside source. You cannot control the target's focus of the arousal or how he reacts to it. You may use this power a total number of times per day equal to your Charisma modifier. This granted power is a supernatural, mind-affecting ability.

Carnal Domain Spells

1. **Cause Orgasm:** You cause another person to instantly orgasm.
2. **Crystal Balls:** Target takes (1d4 + 1/level) nonlethal damage to the groin. Males become *nauseated* and *prone*.
3. **Disarming Smile:** Gain an enhancement bonus to social skills.
4. **Eyes of Green:** Cause two targets to become intensely jealous of each other.
5. **Striptease:** Target performs a striptease for one round/level.
6. **Lovesickness:** Target becomes so obsessed with someone that he takes Charisma damage when separated from her.
7. **Sex Change:** You cause someone's gender to reverse permanently.
8. **Orgiastic Frenzy:** Multiple targets are instantly compelled to copulate as a group.
9. **Heartbreaker:** Induces a possibly fatal heart attack in a single target.

Carnal Spell Descriptions

These spells are presented in alphabetical order.

Cause Orgasm

Enchantment (compulsion) [mind-affecting]

Level: Carnal 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25' + 5' / 2 Levels)

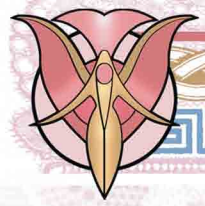
Target: 1 person

Duration: 1 round

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target, regardless of sex or age, to experience a sudden, intense orgasm, with all the normal physical results. The target can be any humanoid of Large size or smaller. While in the throes of this orgasm, the target is considered *dazed*. In addition, once the spell's duration is complete, the target remains *fatigued* until she rests.



Crystal Balls

Transmutation

Level: Carnal 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fort negates (see description)

Spell Resistance: Yes

The target of this spell takes [1d6 per two caster levels (maximum 5d6)] nonlethal damage in the form of excruciating pain from a perceived blow to the groin. If the target makes a Fortitude save, he negates the effects. In addition, male targets who fail their saves, must make a second Fortitude save or become *nauseated* and *prone* for 1d6 rounds. Female targets, or targets without testicles, do not need to make the second save. Targets without sexual organs of any kind are immune to this spell.

Disarming Smile

Illusion (glamer)

Level: Carnal 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour / level (D) or until discharged

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell improves the target's ability to manipulate others, or to extract or gather information, by causing her to appear innocent and non-threatening. It provides +2 competence bonus to Diplomacy, Bluff, Gather Information and Sense Motive for one hour per caster level.

As an immediate action, the target of the spell can choose to discharge the magic to gain a +8 competence bonus to a single Diplomacy, Bluff, Gather Information or Sense Motive skill check, after which the spell ends.

Eyes of Green

Enchantment (Compulsion) [Mind-Affecting]

Level: Carnal 4

Components: V, S, DF

Casting time: 1 standard action

Range: Medium (100' + 10' / Level)

Target: Two living, intelligent creatures within 10' of each other.

Duration: 1 round / level

Saving Throw: Will negates (see text)

Spell Resistance: Yes

When this spell is cast, both targets must make a Will save. If either target succeeds, the spell fails. If both targets

fail, their natural, covetous feelings of jealousy are instantly magnified to the exclusion of any other source of distraction or danger. The subject of their jealousy is up to the GM but should usually pertain to something each has that the other wants. Examples include a particular magic item, a valuable piece of mundane equipment, a position of power or even the affections of a lover.

This spell's effects differ depending on the alignment of the targets. A good-aligned creature simply quarrels verbally for the spell's duration and will only defend himself from the other affected person. A creature of neutral alignment quarrels for a minimum of two rounds before the player makes a second save at the same DC on the third round. If that second save fails, the neutral character attacks the other affected person. If the neutral character makes the save, he remains under the spell's effect for the duration but is not compelled to attack. An evil creature instantly attacks the other affected party in a jealous rage. Regardless of alignment, the compulsion to quarrel and/or fight ends at the end of the spell's duration. The targets may continue their dispute on their own as the GM allows.

Quarreling subjects are considered flat-footed in regard to attacks from outside parties, but every time they take damage from such an attack, they may make a new save to break the effect of the spell. Success affects the attacked target only. His partner continues to harangue him until either he too is granted an additional save or the spell's duration ends.

Heartbreaker

Necromancy

Level: Carnal 9

Components: V, S, DF

Casting Time: 1 round

Range: Close (25' + 5' / 2 Levels)

Target: 1 living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

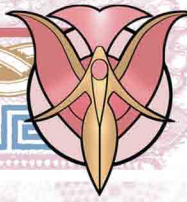
This spell induces a sudden heart attack in a single living creature. If the saving throw fails, the target is stunned for 1d4 minutes and takes 1d8 Constitution damage and 1d8 Strength damage. Furthermore, the target takes one point of Constitution damage every round thereafter. At 0 Constitution the target dies. The casting of *restoration*, *heal*, *miracle* or *wish* upon the victim ends the heart attack but does not restore lost ability points without further castings. Note that this spell requires the victim to have a functioning heart, so only living creatures can be affected.

Lovesickness

Enchantment (Compulsion) [Mind-Affecting]

Level: Carnal 6

Components: V, S, DF



Casting time: 1 round
Range: Close (25' + 5' / 2 Levels)
Target: One living creature
Duration: 1 day / level
Saving Throw: Will negates
Spell Resistance: Yes

This spell makes its recipient become infatuated with another person of the caster's choice. This infatuation is so intense that the victim begins to waste away upon losing sight of the object of his desire. He might lose sleep, turn to drinking or become basically unable to concentrate on anything other than his obsession. Along with the accompanying social problems this spell creates (the abandonment of friends and family, loss of work, health issues, etc.), the victim takes one point of Charisma damage per day while it is in effect.

Furthermore, the victim is treated as if under the effects of a *dominate person* spell in regard to any commands given by the object of his obsession, including actions intended to separate them (such as, "Leave me alone!"). There is no save versus these commands unless the command is directly against the target's alignment or directly endangers the target's life, at which point he gets to make another Will save against the spell's normal DC. Success means he does not have to perform the commanded action but is still under the effects of *lovesickness*.

The target gets an additional save every day to shake off the spell's effects. Once the spell is broken, the Charisma damage heals as normal.

Orgiastic Frenzy

Enchantment (Compulsion) [Mind-Affecting]
Level: Carnal 8
Components: V, S, DF
Casting Time: 1 round
Range: Medium (100' + 10' / Level)
Area of Effect: 20' radius emanation
Duration: 10 min + 1 min / level
Saving Throw: Special
Spell Resistance: Yes

This spell compels any living creature within its range to immediately engage in sexual activities with wild abandon with anyone else within the zone, without regard to sex, orientation or race (although no one so affected will cross species unless it is already in her nature to do so). Those within the area of effect may individually make a Will save to stave off the effects, but they must save again if they come into physical contact with anyone else within the zone until they leave the spell's area or the spell's duration lapses. In particularly dense crowds, Tumble or Dexterity checks may be required to exit the spell's area without touching an affected person. The compulsion to engage in sexual activity is all but overwhelming. Regardless of alignment, victims of the spell might attempt to force themselves on those in the

area of effect who are not affected. Those affected by the spell are unable to do anything other than perform sexual acts or grapple with intent to do so. As a result, everyone affected is considered flat-footed. Targets engaged in sexual congress are considered *grappled* and possibly *prone*.

Furthermore, after the end of the spell's duration (or the natural conclusion of the orgy, whichever comes first), everyone affected falls *prone* (assuming they're not already) and is considered *exhausted*. Normal rules regarding sexually transmitted disease and pregnancy apply.

If only one viable target is in the area of effect, that target will masturbate until another viable target enters the zone, at which point the affected victim will attempt to copulate with that person.

Sex Change

Transmutation
Level: Carnal 7
Components: V, S, DF
Casting time: 1 standard action
Range: Medium (100' + 10' / Level)
Target: 1 living creature
Duration: Permanent
Saving Throw: Fort negates
Spell Resistance: Yes

The target of this spell permanently changes to the opposite sex, causing males to become females and vice-versa. The target's new body is an extrapolation of what the person would have looked like if he or she had been born of the opposite sex originally. This change is more than just skin-deep. All sexual organs, both internal and external, are present and function normally, and the target's skeleton and musculature changes to match. Cosmetic details, such as skin, hair and eye color, remain the same, although weight and height may be adjusted appropriately. Race and age are not affected. Despite the new sex, the person's mind remains largely the same. While the victim will adopt certain inherent gender-related psychological tendencies as the result of altered brain-chemistry, the overriding personality remains unchanged. (That is, alignment, racial abilities, sexual preference, basic likes, basic dislikes and learned quirks all remain the same.) As a result, targets of this spell often feel extremely awkward and even embarrassed by their new body. If they fail to have the effects reversed, their altered brain chemistry will eventually cause them to adjust, even to the point of switching their sexual preference appropriately. About 5% of the time, the target of the spell is unable to cope and goes slowly insane. A successful Fortitude save at the time of the casting negates all effects.

The change takes one full round to complete. On the round after the change is complete, the target becomes immediately *nauseated* for one round and simultaneously *shaken* and *stunned* for 1d4 rounds.

Striptease

Enchantment (Compulsion) [Mind-Affecting]

Level: Carnal 5

Components: V, DF

Casting Time: 1 standard action

Range: Close (25' + 5' / 2 levels)

Target: one living creature

Duration: 1 minute / level

Saving Throw: Will negates

Spell Resistance: Yes

This spell compels a person to perform a striptease act, dancing in an erotic manner to spectral music while taking off all armor, clothing, weapons, jewelry, worn magical items, et cetera until she is totally nude. Removing armor takes the minimum amount of time shown in the *Core Rulebook I*, though the target attempts to do so in as sexually arousing a manner as possible. The affected target can take no other action until either the performance ends (resulting in total nudity) or the spell's duration elapses. The spell compels the victim to perform enthusiastically and to the best of her ability. (She cannot drag the performance out in an attempt to run out the duration.) If she has ranks in Perform (dancing), she may make a skill check to determine the quality of her dance. Normal skill check rules apply. If the spell's duration is greater than the amount of time it takes the victim to remove her armor and clothing, the victim is not only totally nude when the striptease ends but also *fatigued* for 1d4 rounds. Tipping is customary.

Magic Items

Most magic items created by the Sisters of Rapture come from the Isisian sect, since the goddess Isis doubles as a deity of love and arcane magic. The Freyans, too, have been known to dabble in the art of arcane crafting but not to the extent of the Isisians. Those of Aphrodite's sect usually have very little skill in crafting magic items. They usually patronize local artisans or other Sisters to create the items they need.

Brass Balls of Tyr

(Medium Wondrous Item)

This pair of small brass spheres, decorated with Norse runes and knot-work, provides anyone who possesses it a +4 enhancement bonus to Will saves, Charisma and Charisma-based skill checks, as well as total immunity to fear (natural and otherwise). This immunity is a double-edged sword, however, as it tends to make the wielder act in a reckless manner while providing no actual added protection against danger.

To use the *brass balls of Tyr*, the wielder need only carry them on her person, in a pouch or backpack for 24 hours.

Brass Balls of Tyr



After that, the effects are automatic as long as the spheres remain in close proximity (five feet) of the wielder. If either or both of the spheres are lost, stolen or destroyed, the effects are immediately lost, and the former wielder takes 1d4 Charisma damage.

Moderate abjuration and transmutation; CL 8th; Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*, *remove fear*; Price: 16,500 gp; Weight: 1/2 lb. each.

Bedroll of Constant Comfort

(Minor Wondrous Item)

This item looks like a well-crafted feather bedroll, of the sort many adventurers carry for use in camping outdoors. It is naturally thick and soft and includes a sturdy, silk-lined wool blanket with an embroidered edge. The bedroll portion is also made of silk or satin and is enchanted so that anyone sleeping on it is amazingly comfortable regardless of the weather or environmental conditions. No root, rock or inclement weather can disturb the slumber of anyone sleeping on a *bedroll of constant comfort*. The bedroll and its occupant remain clean, warm and dry.

Furthermore, the *bedroll of constant comfort* staves off nightmares or other minor mental effects that could potentially disturb the user's sleep. Should some outside source such as the sounds of combat or the nudging of party-members provoke her, however, a character wakes instantly without the need for a Listen check. Otherwise, the sleeper has only the most pleasant of dreams and always wakes refreshed and happy. Any wounded character sleeping on a *bedroll of constant comfort* heals one more hit point than the amount his natural healing normally provides.

Finally, anyone having sexual relations on a *bedroll of constant comfort* gains a +1 to any Perform (sexual techniques) check—or any other check—pertaining to the performance of the act.

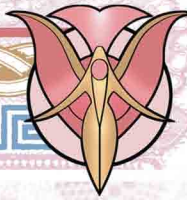
Faint abjuration and enchantment; CL 4th; Craft Wondrous Item, *alarm*, *calm emotions*; Price: 1,200 gp; Weight: 5 lbs (1/2 weight for Small characters).

Boots of the Harlot

(Minor Wondrous Item)

These high, soft ladies' boots are made of supple leather and sport medium-high to stiletto heels. When worn by a female humanoid with a Charisma of 10 or higher, the boots enhance her sex appeal, making her appear even more sexy and self-confident than she already is. That is, they provide a +4 competence bonus to all Charisma-based skill-checks except Use Magic Device.

Furthermore, NPCs who are naturally inclined to find the wearer sexually attractive and are meeting the wearer for the first time automatically start as "friendly" on



the Influencing NPC Attitudes chart in the *Core Rulebook I* (modified by circumstance, of course).

Finally, the boots provide the wearer with the ability to cast *charm person* once per day, as an arcane caster of a level equal to the wearer's Hit Dice.

Boots of the harlot have a downside, though. They tend to attract unwanted attention from unsavory sorts who automatically assume that anyone wearing such boots is actively looking for sex. Also, the boots are designed for looks, not comfort. As such, they inflict one point of nonlethal damage per consecutive hour worn.

(A version for males—*boots of the rake*—is available, but far less common. They have the same magical abilities as *boots of the harlot*.)

Faint enchantment; CL 4th; Craft Wondrous Item, *charm person*; Price: 2,000 gp.

Boots of Nakedness

(Medium Wondrous Item, Cursed)

These boots initially appear to be any of the other kinds of magical boots (GM's choice). When the unfortunate wearer puts them on, however, she finds herself instantly naked, wearing only the boots. Her clothes, magic items and equipment are teleported off her body, materializing five feet away, neatly folded and stacked. (Items held in the character's hand are not affected.) Anything else the character

tries to wear while she continues to wear the boots is likewise teleported off her body to appear, neatly folded, five feet away.

Furthermore, the cursed boots cannot be removed without the casting of *remove curse*.

Strong Conjuration; CL 13th; Craft Wondrous Item, *teleport object*; Price: 20,000 gp.

Necklace of Attention

(Medium Wondrous Item)

This elegant chain of gold and silver causes the wearer to become highly noticeable to the opposite sex (and homosexual members of the same sex) upon command. It does not increase her Charisma, but any living humanoid or monstrous humanoid within 60 feet of the wearer who is capable of sexual attraction to the wearer's sex must succeed in a Will save, DC 13. Those whose saves fail become *fascinated* with the wearer.

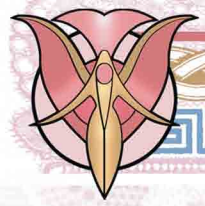
In addition, once per day, the wearer may target a single *fascinated* person with the *enthrall* spell, as cast by a bard of a level equal to the wearer's Hit Dice.

(The standard necklace is of feminine design, but masculine versions do exist.)

Faint enchantment; CL 4th; Craft Wondrous Item, *enthrall*; Price 10,500 gp.



Kieran discovers Boots of Nakedness.



Penelope's Portable Playroom is an invaluable tool for adventuring mothers.

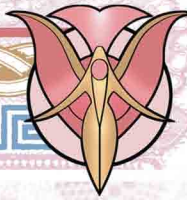
Penelope's Portable Playroom

(Major Wondrous Item)

This item looks like a miniature wooden door from a dollhouse, painted and decorated like the entrance to a beloved child's room. When the door is set on the ground and the proper incantation is spoken, it grows to the size of a normal door. It stands upright in a freestanding frame firmly affixed to the ground and seems to lead nowhere. When opened, however, the door leads to a large, extra-dimensional dwelling that has a single-room interior 10 to 40 cubic feet in size. The room is thickly carpeted and decorated as a child's playroom, complete with toys, finger-paints, books and other things to occupy a child's time, as well as a variety of Small-sized furniture (including a single bed and crib) and a single Medium-sized rocking chair and side table. The room remains dry and comfortable, regardless of the conditions outside. In addition, the walls contain unbreakable glass-paned windows that overlook an illusory pastoral scene and allow the room to be lit by strong, warm sunlight. The illusory scene follows the standard day/night pattern of the world upon which the item was created, including a colorful sunset, a starry night with a crescent moon and a beautiful sunrise. The room does not provide food or water, but the air is constantly refreshed. At night, a simple everburning chandelier that can be dimmed with a vocal command lights the room. A single adjustable, everburning lamp is also provided for use as a night-light.

In addition to the toys and other objects, *Penelope's portable playroom* also comes equipped with a large, friendly looking toy bear. This bear is fully animate, it answers to the name Grumbletum, and it functions as a friend and nanny to any child left inside the room. Grumbletum is perfectly capable of taking care of a single child between the ages of one month to six years (human equivalent) for a period of one month and is qualified to watch up to four children at a time, albeit with divided attention. It can change diapers, tell stories, sing songs and perform the regular functions of a babysitter. It cannot, however, provide the child with love. It can only emulate human affection.

This animate toy has no defensive capabilities, but it mentally alerts the playroom's owner if a child within the room is suddenly endangered and requires assistance. There is no range limit for this mental contact, except that it cannot cross planar boundaries other than the extra-dimensional threshold of the doorway. Grumbletum extends this courtesy only for sentient children left in its care. It ignores any other creature left in the room (such as a pet or familiar) once the mother or other designated guardian has left. Grumbletum's basic abilities are Str 18, Dex 10, Con —, Int 8, Wis 12, Cha 14. It has Profession (nursemaid) +23, is Medium sized (barely) and has 75 hit points. If Grumbletum is reduced to 0 hit points, the room collapses, unceremoniously spitting the child and all



foreign contents out into normal space. The room cannot be reactivated for 24 hours thereafter. After that time, the room is reset, complete with a new Grumbletum. The new bear is identical to the old one but has no memories of prior events.

A child left in *Penelope's portable playroom* is safe in Grumbletum's care for a total of one month, assuring adequate provisions are provided. After the first week, however, Grumbletum begins to periodically invite the parent to open the door and visit her child. This invitation grows more urgent and frequent (and less polite) as the one-month limit approaches. When the month has elapsed, the chance of the room spontaneously collapsing and the child being ejected increases by 10 percent each day.

Grumbletum's personality is exceedingly pleasant as long as it's caring for a child. Adventurers who use the room as nothing more than a storage area, however, find the objects they store there broken or vandalized upon retrieval. The longer the room is used for purposes other than childcare, the less pleasant Grumbletum's personality becomes. It never physically attacks anyone, but it might hurl insults and/or toys at them.

Nothing created by the room can be removed from it, though objects brought in from the outside remain until removed. The room is magically cleaned, and any damage done to the objects it creates is automatically repaired every time the room is reactivated. It will not repair or clean outside items.

Finally, from without, a second verbal command causes the door to return to its miniature size, which can be easily stored in a pouch or pocket. (The room's extra-dimensional interior retains its full size.) The door cannot be minimized unless it is shut and locked with the key. If the key is lost or destroyed, the door cannot be re-opened until an arcane caster of equal or greater level than the caster who created the original forges a new key. In its miniature form, the door has 250 hit points and a hardness of 15. The key is a normal iron key.

Penelope's portable playroom is named for a legendary Aphroditan Sister who bore 32 daughters after proclaiming to a prince that she would give him a son more beautiful than Eros.

Moderate conjuration; CL 10th; Craft Wondrous Item, *secure shelter*; Price: 30,000 gp.

Persistent Lipstick

(Minor, Medium or Major Wondrous Item)

This item looks like an ordinary bottle of cosmetics for the lips. It comes in a variety of colors and includes a single applicator. The cosmetic itself is a bit heartier than the average variety, however. When used in conjunction with a touch spell or touch-based spell-like ability, such as a Sister of Rapture's Kiss of Power, it automatically extends the duration by 10, 30 or 60 minutes, depending on the lipstick's strength (10 for minor, 30 for medium and 60 for major). The touch spell or spell-like ability must be delivered via a kiss for the lipstick to work. The kiss always leaves a telltale impression on the skin, which must remain intact for the entirety of the extended duration. The mark may be removed as easily as normal lipstick (with soap and water), but if it is removed before the spell's new duration has expired, the spell effect ends immediately.

A single bottle holds enough lip-color for 50 kisses.

Moderate evocation; CL 10th; Craft Wondrous Item, *Extend Spell*, *imbue with spell ability*; Price 2,500 gp (Minor), 15,000 gp (Medium), 56,000 gp (Major).

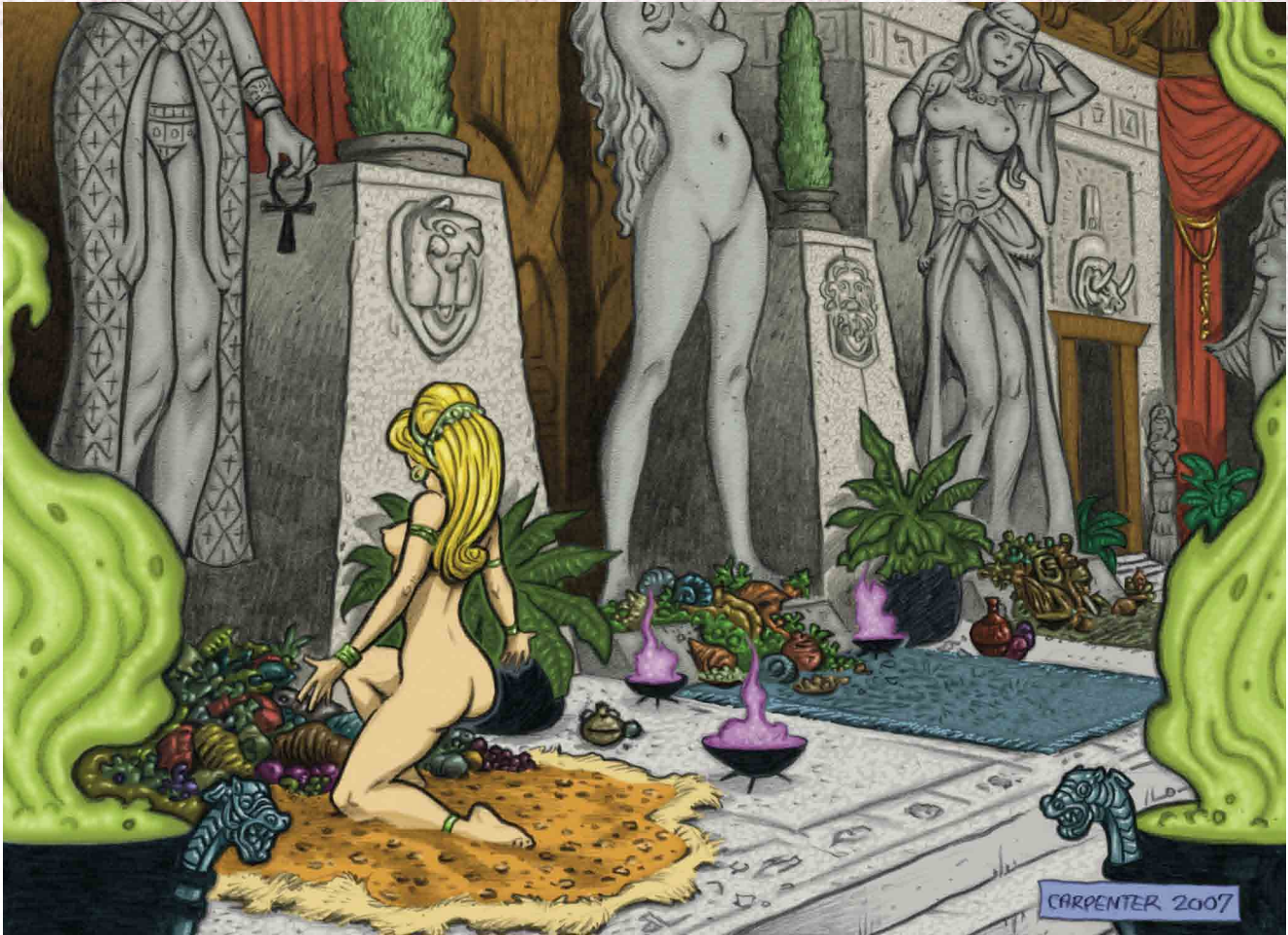
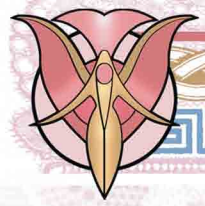
Rings of Faithfulness

(Minor Rings)

These rings come as a matched set of his-and-hers wedding bands. Once placed on someone's finger by a lawfully wedded spouse, it cannot be removed, except by the spouse who put it there. Furthermore, if either party is ever unfaithful (i.e., commits any sex act with a person other than the person wearing the partner ring), the wearer of the other ring is instantly aware of the transgression. No other information is granted.

Strong divination; CL 12th; Forge Ring, *augury*; Price 8000 gp.





Chapter Four: Love's Divinity

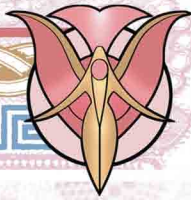
How should one periphrase Freyja? Thus: by calling her Daughter of Njördr, Sister of Freyr, Wife of Ódr, Mother of Hnoss, Possessor of the Slain, of Sessrúmnir, of the Gib-Cats, and of Brisinga-men; Goddess of the Vanir, Lady of the Vanir, Goddess Beautiful in Tears, Goddess of Love.

—Skáldskaparmál (Brodeur's translation)

To the Sisters of Rapture, love is a divine state of being. They believe that, just as mortals are created by love, so too was the universe. For them, the faces of love, the individual deities themselves, are but multiple aspects of the same force. They venerate such names as Aphrodite and Freya, but it is love that they truly worship. It is in this that all Sisters of Rapture are united. Indeed, this notion of the divinity and power of love itself is the core of their Sisterhood.

The Faces of Love

Although they are not the only goddesses of love to be found, three specific deities have the strongest influence on the hearts and minds of the Sisters of Rapture. This holy trinity of romantic relationships consists of Aphrodite, of the Greek Olympian pantheon; Isis, of the Egyptian Pharaonic pantheon; and the Norse Asgardian goddess, Freya. Worshipers of these three goddesses make up the vast majority of the Sisterhood's membership and represent the most powerful figures of its hierarchy. The Sisterhood's



current Overmother, Theophania, is dedicated to Aphrodite, as are her three closest advisors (see Chapter Five: Love's Order).

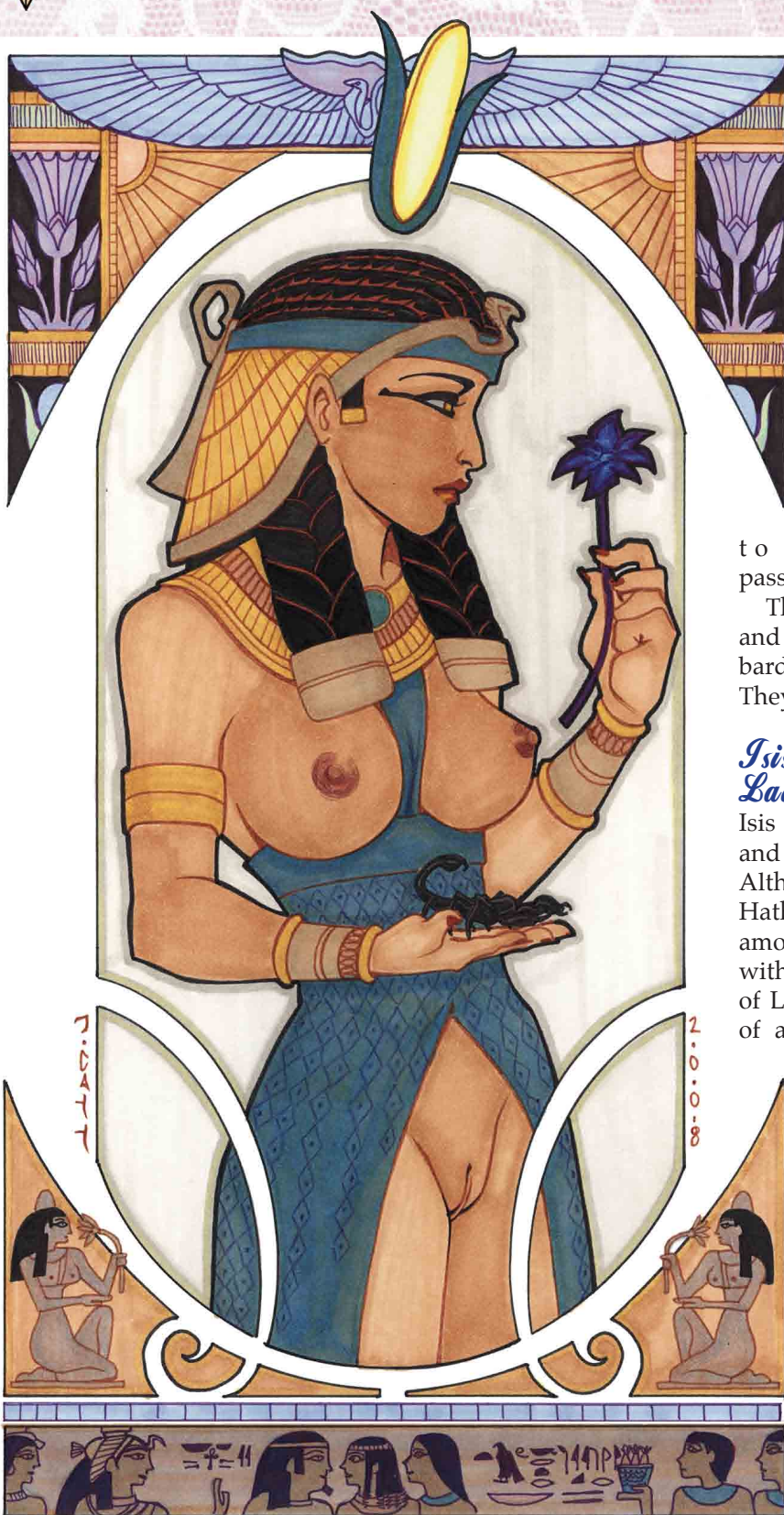
Despite the differences in deities, pantheons and cultures, the unifying belief in the utter and total power of love keeps the Sisters unified. But even in this unity, close attention is paid to respecting the spiritual beliefs and practices of each individual goddess's sect within the Sisterhood. The only restriction placed on a Sister's choice of deity is sex. Although the Sisters of Rapture respect and honor male love gods, such as the Olympian god Eros, the Sisterhood insists that its members worship only female deities. This restriction has led to some criticism over the years, but the sheer rarity of appropriate male gods keeps the goddesses securely foremost in the Sisters' hearts.

Aphrodite (a.k.a., Venus, Cytherea, "The Cyprian")

The goddess Aphrodite (aff-ro-dite-ee) hails from the Olympian pantheon of Ancient Greece. Of the Trinity of Love, Aphrodite most represents the ideals of pure, romantic passion. She is the goddess of romantic love, sexual desire and physical beauty. Born of the sea, Aphrodite's dalliances with her fellow deities are legendary. Despite being married to the repugnant god of the forge, Hephaestus, she has conceived six children with other gods and at least one with a mortal man.

Aphrodite represents the joy of passion and the passion of life. She is the great creator of life and bringer of happiness. She promotes the ideals of goodness, love and laughter, and she expects her worshipers to venerate these things as they venerate her. Like all the Olympians, she is a proud, fickle goddess, quick to anger and vengeance, but equally quick in her forgiveness and warmth. As the goddess of passion, Aphrodite puts her all into every endeavor and smites those who offend her with a fury as strong as her love. It is this capacity for passionate anger that some Olympian cultures have come to appreciate in her, making it not unheard of (though rare) to find her depicted in the role of a vengeful war-goddess known as Aphrodite-Areia.





Aphrodite usually appears as an impossibly beautiful human woman with long, flowing blonde hair and creamy skin that shimmers like the sea. Her eyes are deep blue pools that flash like storms when she's angry. She is often depicted dressed in simple robes or diaphanous gowns of woven sea-foam and adorned with jewelry made of pearls, gold and opalescent seashells.

Aphrodite and the Sisters of Rapture

Sisters who revere Aphrodite usually come from a Greek/Olympian civilization and culture, although many from other cultures are drawn to the purity of her portfolio. Many see her as an unadulterated symbol of love. Still others are drawn to her Aphrodite-Areia aspect, choosing to embrace her passion for vengeance as well as her passion for love.

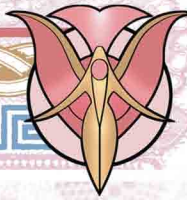
Those Sisters of Rapture who worship Aphrodite and wish to multiclass usually do so with cleric or bard, although paladins are not out of the question. They are never barbarians, rangers, druids or rogues.

Isis (a.k.a., Menkhet, Ankhet, "The Great Lady")

Isis (eye-sis) is the goddess of love, fertility, marriage and magic within the Egyptian/Pharaonic pantheon. Although she shares her mantle with the cow-headed Hathor, it is Isis who commands feminine power among the Egyptians and has earned a place of power with the Rapturous. She is unique among the Trinity of Love, in that she is best known for her patronage of arcane magic. Those who worship her and her fellows in the Pharaonic pantheon claim her as the ultimate source of arcane magic, crediting her with bringing that power, as well as the secrets of eternal life, to the living realm.

Isis is a deity of pure goodness, free of malice or anger. She is a being of love, and all her actions flow from this wellspring of emotion. Still, she is a practical goddess, known for her generosity in the dispensing of wisdom and knowledge. She is a consummate teacher and mother, seeking to stimulate her worshipers spiritually and intellectually as well as emotionally. She is serious, calm, centered, wise, crafty and clever, representing the very best of the female psyche.

In her physical guise, Isis always appears as a statuesque human woman in her 30s. Like



her people, she is dark of feature and exotic in her beauty. She always dresses in fine, flowing linens and adorns herself with jewelry made of lapis, onyx and gold. A golden, glowing sun-disc often appears above her head as a symbol of her power and divinity.

Isis and the Sisters of Rapture

Sisters who follow Isis as their patron goddess usually hail from the desert lands of the Egyptian/Pharaonic peoples. Those who hail from foreign lands who choose her sect usually have some connection to or interest in the arcane arts. Isis's emphasis on arcane magic over divine often confuses clerics of other pantheons, but those who revere her understand the power she represents and shares with her spiritual children. Of all the Sisters who worship from the Trinity of Love, those who follow Isis are the least likely to follow a marshal lifestyle, choosing the ways of words, wisdom and magic over that of the sword, bow and spear. Some even go so far as to reject violence altogether.

Those Sisters of Rapture who worship Isis and wish to multiclass usually do so with wizard, sorcerer, bard or other arcane-casting class. Cleric is also not an uncommon choice, although it is rare to find an Isisian with cleric levels who does not also sport levels in an arcane spellcasting class. They are never fighters, paladins, barbarians, rogues or druids.

Freya (a.k.a., Freja, Hefn, "Lady of the North")

Freya (fray-ah), the goddess of physical love from the Norse/Asgardian pantheon, is the most passionate, sensual and outright erotic goddess of the Trinity of Love. Where Aphrodite represents pure romance and Isis represents feminine power, Freya embodies raw sexual passion and the happiness that



such passion can bring. Although she is lustful, she does not list lust as part of her portfolio. Freya celebrates the positive aspects of passionate love: joy, fellowship and spiritual togetherness, rather than the negative connotations that lust can often represent.

Like all the deities of the Asgardian pantheon, Freya is attracted to strength and forcefulness. In her case, she emphasizes strength of spirit, personality and character over raw strength of arms. She sees glory in any conquest, be it on the battlefield or in the marriage-bed, and is quick to point out that a victory won without bloodshed is just as sweet as a victory won by axe and sword. Freya herself is a strong-willed deity, not above trading sexual favors to get what she wants. She does what she pleases and follows her heart with a single-minded passion that sometimes places her at odds with the rest of her pantheon.

As the Queen of the Valkyries, Freya is one of the choosers of the slain. One half of all Norse men and all Norse women who die in battle come to reside in her hall, Sessrumnir, on the plane of Asgard. It is also said that, like Isis, Freya is responsible for introducing arcane magic not only to the mortal realm, but to the Asgardians as well. Very few of her worshipers choose to emphasize that quality in her, though.

Freya and the Sisters of Rapture

Sisters of Rapture who choose to follow Freya are among the most passionate, willful and martial of the Sisterhood. They generally hail from the cold, harsh realms of the Vikings, but those from other lands who choose her sect often do so out of respect for her role as a warrior-goddess. The overt sexuality and bull-headedness of most Freya-

worshiping Rapturous has earned them a reputation as indiscriminate lovers who will bed anyone who shows them the least bit of fancy. While this level of promiscuity surely exists in greater abundance among Freya's sect than in the other two, the truth is that Freya's Rapturous tend to be more discriminating than most when it comes to sexual partners. Many require potential lovers to best them in some sort of contest, be it of arms or wit before bestowing favors upon them. Rare is the Freyan who will bed a partner who has not proved himself worthy first.

Despite the fact that this sect holds the least amount of political power within the Sisterhood, Sisters dedicated to Freya make up the majority of the Sisterhood's total membership. This imbalance of warriors to clerics and spellcasters reinforces the misapprehension of the Sisterhood as a warrior cult.

Those Sisters of Rapture who worship Freya and wish to multiclass, usually do so with barbarian, fighter, paladin or some other martial class. Levels of ranger are less common, but not excluded. Those few who choose to emphasize Freya's connections with arcane magic sometimes take levels of wizard, sorcerer or bard as well. More rare are Freyan Sisters with levels of cleric or druid. Freyans are never rogues.

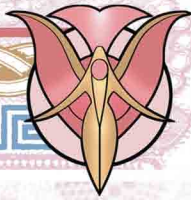
Other Goddesses of Love

The Sisters of Rapture make up a diverse group, drawing members from many worlds, planes and cultures.

As a result, the goddesses of the Greeks, Egyptians and Norse are not the only goddesses they revere. Many of the Sisters choose to worship goddesses from other, less common pantheons. While



Kendra is dedicated to the Celtic goddess, Brannwyn.

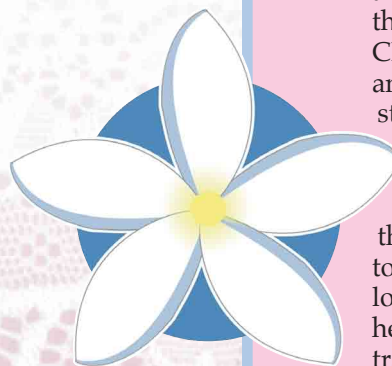


these fringe sects wield little political power in the Sisterhood at large, they are respected components of the Sisterhood nonetheless.

It is possible that the goddesses of the Trinity of Love are not appropriate for every setting, particularly those settings with their own, unique pantheons. In such cases, deciding exactly which goddesses are appropriate to the Sisters of Rapture and what gifts are available via Love's Blessing, is up to the GM.

The following is a handful of goddesses—of love, beauty, lust, fertility, marriage, et cetera—from mythological sources who could be represented among the Sisters of Rapture: *Ama-no-Uzume* (fertility, Shinto), *Ashtoreth* (love, Syrian), *Astarte* (sexual love, Canaanite), *Branwyn* (love, Celtic), *Briget* (fertility, Celtic), *Hathor* (love and mirth, Egyptian), *Inanna/Ishtar* (love and war, Babylonian/Sumerian), *P'an-Chin-Lien* (prostitution, Chinese), *Parvati* (feminine power, Indian), *Rati* (passion and lust, Indian), *Siwa* (love, Slavic), *Tlazolteotl* (fertility, Aztec), *Xochiquetzal* (love, Aztec).

Gamemasters who include these or other love goddesses in their campaigns are encouraged to create powers appropriate to the goddess' specific portfolio, personality and mythos for the Love's Blessing ability of the Sisters of Rapture class.



Parvati's Holy Symbol

Sample Goddess: Parvati

Greater Deity

Symbol: Jasmine flower

Home Plane: The Seven Heavens

Alignment: Lawful Good

Portfolio: Love, Devotion, Family

Worshippers: Women, wives and mothers

Domains: Good, Law, Protection, Carnal

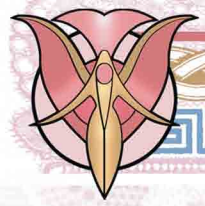
Favored Weapon: Kukri

Parvati (par-*vha*-tee) is the supreme feminine force in the Indian pantheon. She is the second consort of the pantheon's chief deity, Shiva, the god of destruction and rejuvenation, and the reincarnation of Sati, the original goddess of marriage and Shiva's first consort. She is the mother of the elephant-headed Ganesha, god of beginnings, art and wisdom. In many circles, she is considered to be the mother of the universe itself. Parvati is a powerful patron of women and feminine power and those that worship her tend to reflect that in their lives.

Parvati and the Sisters of Rapture

Sisters of Rapture who choose Parvati as their patron deity may choose from the following for their Love's Blessing class ability:

- Add the spells of one of your goddess's domains to your Spells Known.
- *Lion's Rage (Su)*: Once a day, the Rapturous may channel her righteous rage and transform into the form of a lion, as per the *polymorph* spell, without that spell's hit-point gain. Instead, the transformed Sister of Rapture gains hit-point and save increases as barbarian rage, including the same duration and reduction in Armor Class. At the end of the duration, the rage ends and the Sister regains her natural form and statistics.
- *Wife's Devotion (Sp)*: The Rapturous may cast *status* at will.
- *Shared Love of Life (Su)*: Once per day, the Sister of Rapture may "loan" Charisma to a single target, on a point-by-point basis, lowering her own Charisma score and raising her target's by an equal amount. She may transfer as much or as little of her Charisma score as she wishes, although she cannot be reduced to 0 Charisma through direct use of this ability. The character must touch her target to make the transfer. Shared Charisma returns at a rate of 1/hour.



Chapter Five: Love's Order

*I am the consolation of the pain of birth
I am the wife and the husband
And it was my man who created me
I am the mother of my father
I am the sister of my husband
And he is my rejected son
Always respect me
For I am the shameful and the magnificent one...
—Hymn to Isis, from the Nag Hammadi documents.
3rd or 4th century BC*

The Rapturous Sisterhood consists of a simple hierarchy of ranks. Rank, however, is not automatic. Generally speaking, the average member can never expect to rise beyond the status of Honored Sister. Rank is earned by greatness of deed and gifted only to those who have proved themselves exceptional in some way. Only a Sister who worships the same goddess may bestow a new rank on another Sister. The higher-ranking

Sister may bestow any rank lower than her own current rank. For example, an Honored Mother who worships Freya may bestow the rank of Divine Sister on any worthy Honored Sister who also worships Freya. The gifting of rank is always accompanied by much pomp and ceremony as dictated by the sect involved.

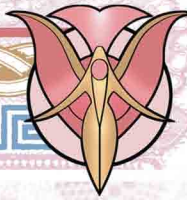


Table 7: Hierarchy of the Sisters of Rapture

Rank	Average Levels
Apprentice (Novitiate)	1-7
Honored Sister	8+
Divine Sister	10+
Honored Mother	13+
Divine Mother	15+
Oversister (Sister Of...)	18+
Overmother	20

Apprentice (a.k.a., "Novitiate")

Apprentice, or novitiate, is the lowest Rapturous rank. These young girls have recently been introduced to the Sisterhood by a Patron Mother and approved for apprenticeship by the Sacred Council. They hold no political power whatsoever but are the most cherished of all ranks. While a Patron Mother is ultimately responsible for her apprentice's upbringing and training, all Sisters keep a protective eye on those of the apprentice rank. They do, after all, represent the Sisterhood's future.

Aside from a daily regimen of training in the ways of one's sect, duties of the apprentice rank include most of the menial chores required in a temple. In addition to being her Patron Mother's personal handmaiden, all apprentices in a Rapturous temple are expected to cook, clean and maintain the temple grounds, including tending the gardens and any other simple agricultural needs the temple has. Apprentice life is specifically designed to be difficult, in order to better shape apprentices' minds and bodies and to prepare them for service as full-fledged Sisters of Rapture.

Not all novitiates are tied to a temple, however. Many Patron Mothers choose to remain active adventurers, teaching their apprentices as they go. Still others choose to send their apprentices out into the world alone, so as to teach them to learn on their feet. This laissez-faire method of apprenticeship is more controversial, as many consider it to be less effective than when the Patron Mother takes a more active role.

Sisters are considered apprentices until they reach 8th level, after which they automatically achieve the rank of Honored Sister, assuming they have performed their apprenticed duties to their Patron Mothers' satisfaction. In the rare case that an apprentice reaches 8th level without satisfactorily meeting the standards set by her Patron Mother and the Sacred Council, she may not gain her 8th level in the Sister of Rapture class. She must, instead, either prove that she is worthy or leave the Sisterhood by taking a level in a new class. Note that this is the only circumstances under which multiclassing can permanently halt a character's progression in the Sisters of Rapture class and is entirely at the discretion of the GM and/or Patron Mother PC.

The title given to Sisters of this rank is "novitiate." The nickname "Little Sister" is commonly heard but unofficial. It is also common to hear apprentices referred to simply as "Sister" if their ascension to the Honored Sister rank is assured.

Honored Sister

Honored Sisters are the rank-and-file Sisters of Rapture. They are acknowledged as true Sisters but awarded no other special privilege or honor. They are free to leave the service of their Patron Mother and are encouraged to travel and adventure on their own, to spread the word of their goddesses and celebrate the divinity of love as they've been taught to do. Most Honored Sisters never progress past this rank.

The honorific applied to Sisters of this rank is "Honored Sister." Such formality is rare, however, outside of ceremonies or worship services. "Sister" is the more common appellation.



Rapturous Novitiates often form lasting bonds of friendship.

Patron Mother

Patron Mother is a title given to any Rapturous of at least Honored Sister rank who chooses an apprentice (and therefore, the Patron Mother prestige class). Becoming a Patron Mother does not represent an official increase in rank, but most Sisters who choose to take an apprentice enjoy a slightly elevated level of respect and power among the Sisters of their particular sect.

The honorific applied to Sisters who chose to take an apprentice is "Mother."

Divine Sister

Divine Sisters are Rapturous who are given dominion over the care of a Sister of Rapture temple. Sisters who achieve this rank have proven themselves to be of a highly pious and well-organized mindset (and likely multiclassed with cleric). Divine Sisters are the religious leaders of a local group of Rapturous and are usually revered and loved by the Sisters who operate out of their temples.

The honorific applied to Sisters of this rank is "Divine Sister."

Honored Mother

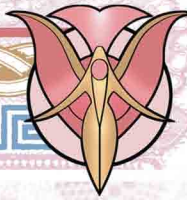
The Rapturous divide any land with a large population of Sisters into districts. A district has several temples, each overseen by a Divine Sister. The ultimate authority over all the temples in that district falls on a figure known as the Honored Mother. The number of temples under an Honored Mother's care generally varies from three to six from location to location and from sect to sect. Ten is the upward limit. If more than 10 temples are erected in close proximity, the Sacred Council will usually vote to split the district in two, appointing a new Honored Mother to care for the newly created district.

Honored Mothers serve as mediators of disputes between temples and officiate matters too large or important for one Divine Sister to handle alone. Twice a year, Honored Mothers call a conclave of Divine Sisters in order to exchange stories and ideas, to hear disputes and generally to touch base with the various temples in her district. These conclaves, often referred to by Sisters as "ecstatic assemblies," have become something of an excuse for Sisters to gather and celebrate their beliefs in three nights of song, drink, dance and orgiastic sex.

An Honored Mother is always a multiclassed cleric operating out of a cathedral or other large religious building appropriate to her sect. The honorific applied is "Honored Mother."



Honored Mothers preside over important religious ceremonies.



Divine Mother

Divine Mothers are Honored Mothers chosen to represent a district before the Sacred Council. Those chosen to do so relocate to the Council's seat at the Temple of the Beloved Flame where they represent their districts' concerns. A Divine Mother also represents the ultimate leader of the district, although her absence from the district means that the district's actual day-to-day duties fall to the Honored Mother. If the Honored Mother cannot settle a dispute or is otherwise unable to handle a particular crisis, however, the Divine Mother must either attend to the final decision or—should the issue warrant it—present the case to the Sacred Council.

It is also the duty of the Divine Mother to review all applications for sect and Sisterhood membership. She then presents those she finds legitimate and worthy to the Sacred Council for final approval.

The honorific applied to Sisters of this rank is "Divine Mother."

The Sacred Council

The Sacred Council is the ruling body of the Sisters of Rapture. Eight members make up the council—two from each of the sects of the Trinity of Love and two representing an aggregate of the various smaller sects. The Council has the final say over all official policies and rules governing the Sisters of Rapture, including who joins the Sisterhood and who is promoted through the ranks. Although any Sister may promote another Sister of a lower rank, it is ultimately the duty of the Council to ratify that promotion. The approval of apprentices involves the ceremonial presentation of the applicant to the Council by the Divine Mother of her district. The Council then puts the apprentice through a detailed, intimate interview to assess her understanding of the choice she is making, as well as her general sexual maturity and her potential benefit to the Sisterhood. An accepted candidate is then ceremonially and magically bonded to her Patron Mother in a brief but elaborate ritual, not unlike a marriage ceremony.

The Council enjoys its power over the Sisters of Rapture due to the belief that it retains the ability to commune with any goddess of love the sect's members worship. The

Sacred Council is highly revered because it represents a living link between the Sisterhood and the divine. It is believed that the goddesses themselves choose which Sisters have the honor of becoming members of the Sacred Council. Those so chosen are elevated to the rank of Oversister.

The Oversisters

An Oversister is one of two ultimate leaders of a sect, representing the sect in the Sacred Council. Oversisters command a great deal of respect individually, and they often apply pressure to the Divine Mothers beneath them to decide a certain way over matters that interest them. In Council, their power is near absolute. When the Sacred Council speaks as one, it is assumed that its pronouncements are the words of the goddesses themselves.

The honorific applied to a Sister of this rank is "Sister of..." followed by the name of the goddess she represents. For example, the representatives of the Freyan sect hold the title "Sister of Freya," while the Oversisters of Aphrodite's sect are called "Sisters of Aphrodite" or "Sisters of Venus" (depending on the preferred local name of the goddess).

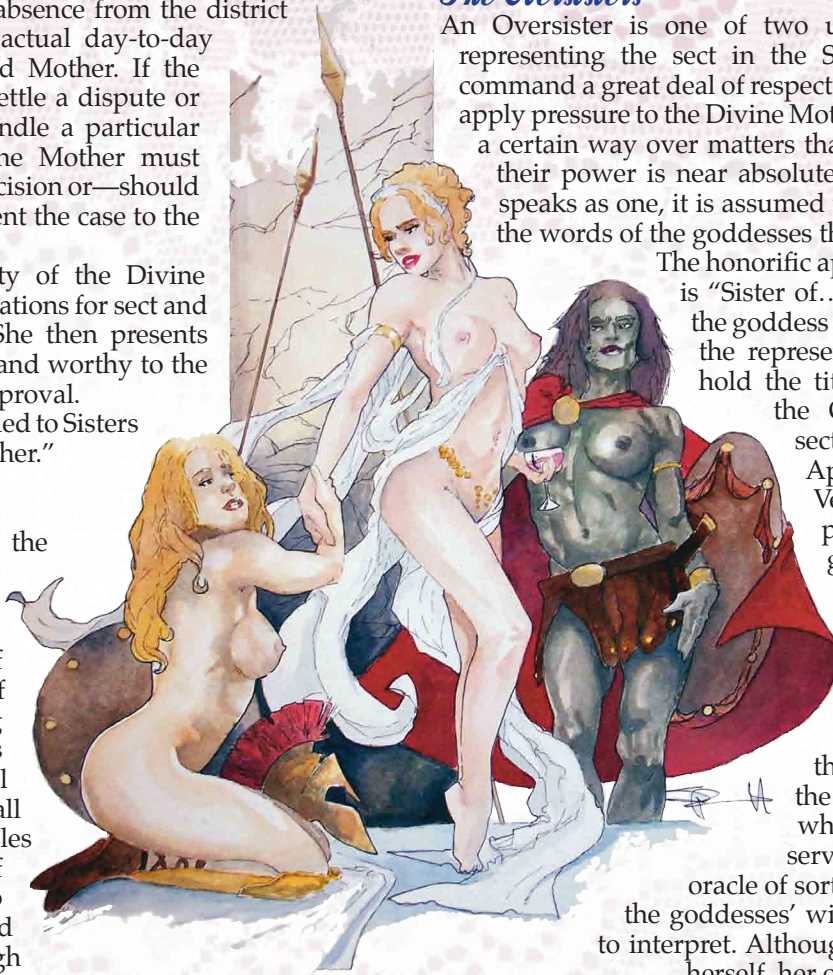
The Overmother

Overmother is the highest rank achievable in the Sisterhood. Hailing from any sect, the Overmother represents the will of all the goddesses whom the Sisterhood exists to serve. She is considered to be an oracle of sorts, speaking the mysteries of the goddesses' wishes for the Sacred Council to interpret. Although she is not a divine being herself, her office is revered as sacred.

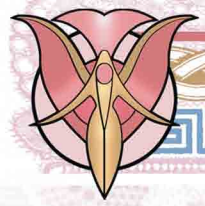
Each Overmother is handpicked by her predecessor and may be chosen from any rank of the Sisterhood. (Even a novice could be chosen, though none ever has been.) The Overmother's choice must be ratified by the Sacred Council, but since it is believed that the official actions of the Overmother are guided by the goddesses themselves, no choice for successor has ever been turned down, regardless of how controversial some choices have been.

Overmothers hold their positions for life, although most chose to retire in their twilight years.

The honorific applied to the Sister of this rank is "Her Lady Grace, Overmother to the Sacred Council of the Sisters of Rapture." The more common appellation is simply "Overmother" or "Your Lady Grace."



Aphroditans bring news to the Sister of Venus.



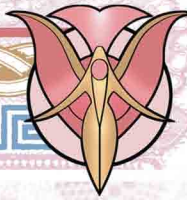
Chapter Six: Love's Relations

*Spousal, lupercal, and to men inclin'd,
Prolific, most-desir'd, life-giving, kind:
Great sceptre-bearer of the Gods, 'tis thine,
Mortals in necessary bands to join;
And ev'ry tribe of savage monsters dire
In magic chains to bind, thro' mad desire.
—Orphic Hymn to Aphrodite, LVI.*

Many beings, creatures and deities throughout the universe equate love with weakness and seek to dominate those who venerate it. The Sisters of Rapture exist to combat these beings. Sisters often refer to their enemies as “the ugly ones,” which has led to the inaccurate belief that a Sister will kill anything or anyone she finds unattractive. The truth is far less sinister and more complex. The enemies of the Sisters of Rapture are many and varied, but all have a single aspect in common: They all possess an “ugliness of the soul.”

In simplest terms, the Rapturous consider anyone or anything of an evil alignment—regardless of its physical beauty—to be an enemy of their goddesses and their Sisterhood. They do not, however, rely on alignment alone to determine who or what they oppose. They will generally stand against any creature that denies free will, oppresses the weak or mistreats the innocent, especially if the victims are female.

The following is a collection of new creatures that represent the enemies and allies of the Sisters of Rapture.



Archon, Passion (Theliel)

Medium Outsider (Archon, Extraplanar, Good, Lawful)

Hit Dice: 6d8+6 (33 hp)

Initiative: +2

Speed: 30 ft. (6 squares), fly 50 ft. (average)

Armor Class: 21 (+2 Dex, +9 natural), touch 12, flat-footed 19

Base Attack/Grapple: +6/+7

Attack: slam +7 melee (1d4+1/x3) or +1 *thundering longbow* +9 ranged (1d8+1/x3)

Full Attack: slam +7/+2 melee (1d4+1/x3) or +1 *thundering longbow* +9/+4 ranged (1d8+1/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: spell-like abilities

Special Qualities:

Aura of menace, damage reduction

10/evil,

darkvision

60 ft., Kiss of

Restoration,

immunity

to electricity and

petrification, *magic circle against evil*,

spell resistance 18, *teleport*, *tongues*

Saves: Fort +6, Ref +7, Will +8

Abilities: Str 13, Dex 14, Con 13, Int 14, Wis 16, Cha 26

Skills: Bluff +17, Concentration +9, Diplomacy +19, Disguise +16 (+18 act in character), Escape Artist +8, Heal +9 (+11 sexual diseases or injuries), Knowledge (carnal) +11, Knowledge (religion) +9, Knowledge (any one) +8, Listen +9, Perform (sexual techniques) +14, Search +8, Spot +9

Feats: Healing Caress, Point Blank Shot, Precise Shot

Environment: The Seven Heavens

Organization: Solitary

Challenge Rating: 7

Treasure: Standard

Alignment: Always lawful good

Advancement: 7–12 HD (Medium)

Level Adjustment: +6

She stands before you, her lithe, flawless body radiating a holy light. Her beauty is otherworldly and so great that it's almost painful to behold her radiant nakedness. Her golden-white hair flows in waves around her heart-shaped face. From her back, feathered wings of the purest white and gold stretch gracefully out to fine points. She wears only a bejeweled quiver of golden arrows slung around her slender hips and a single, silver holy symbol hanging between her perfect breasts.

Mortal scholars often describe Passion Archons (also known as Theliel) as the celestial answer to the fiendish succubus. They are the heralds of divine love and sacred union, bringing passion, healing and inspiration to mortals deserving of their blessing. They also sometimes serve as avatars of the gods,

who send them to make love to exceptional

mortals who have caught their eye, so

that the god in question may share the

experience when a true dalliance

would be unwise. In some

cultures that do not allow

sexual contact outside of

marriage, Passion

Archons serve as

enforcers of that

sacred institution.

They strengthen

unions that the

gods favor,

destroy those

of which

the gods

disapprove

and punish

the unfaithful

(or those who otherwise abuse

their sacred union).

For all practical

purposes, Passion Archons are sacred

love incarnate. They embody whatever

ideals of pure, holy love a particular god

or pantheon supports, and they always act

in the name of those gods in whatever they

do. To make love to a Theliel is to make love to

the gods themselves.

Passion Archons exist in both sexes but have no particular sexual preferences. They perform whatever act of passion their patron deity requires of them.

Combat

The Theliel are creatures of passion and, as such, approach everything they do (from making love to making war) with unrestrained zeal. They are quick to love but just as quick to righteous anger. They never attack without just provocation, but it doesn't take much to find provocation in even the slightest injustice. Theliel cannot abide disloyalty, especially toward one's spouse, and strike out with a great and furious anger against those who break their marriage vows.

They prefer to attack from the air, using their magic arrows and high Dexterity to their greatest advantage. Although they are no strangers to the use of blades and melee



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weapons, they prefer to use their natural slam attacks when forced into hand-to-hand combat.

A Passion Archon's natural weapons, as well as any weapon it wields, are treated as good-aligned and lawfully aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*continual flame*, *cure light wounds*, *detect evil*, *enthrall*. Caster level: 6th.

Aura of Menace (Su): A righteous aura surrounds Passion Archons when they fight or become angry. Any hostile creature within a 20-foot radius of the passion archon must succeed on a Will save, DC 21 (10 + 1/2 hit-dice + Charisma mod +2 racial bonus), to resist the effects. The save is Charisma-based. Those who fail take a -2 penalty on attacks, AC and saves for 24 hours or until they successfully damage the Passion Archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same Passion Archon's aura for 24 hours.

Kiss of Restoration (Su): As the divine spell *greater restoration*, except that it can only restore levels lost from contact with creatures of evil alignment, such as succubi or certain undead. For this power to work, the Theliel must kiss the target for at least one full minute (10 rounds). If the kiss is interrupted before a full minute is complete, the magic is lost and no levels are restored. The Passion Archon may use this ability once per day.

Passion Archons as Characters

Passion Archon characters have the following racial traits.

- +2 Str, +4 Dex, +2 Con, +4 Int, +6 Wis, +16 Cha
- Medium size
- A Passion Archon's base land speed is 30 feet.

They fly at 50 ft. (average)

– Racial Hit Dice: a Passion Archon begins with six levels of outsider, which provide 6d8 Hit Dice, a base attack bonus of +6 and base saving throw bonuses of Fort +5, Ref +5 and Will +5.

– Racial Skills: A Passion Archon's outsider levels give it skill points equal to 9 x (8 + Int modifier). Its class skills are Bluff, Concentration, Diplomacy, Disguise, Escape Artist, Heal, Knowledge (carnal), Knowledge (religion), Knowledge (any one), Listen, Perform, Search and Spot.

– Racial Feats: a Passion Archon's outsider levels give it three feats.

- +9 natural armor bonus
- Natural weapons: slam (1d4)
- Archon Traits (see *Core Rulebook III*): darkvision 60 ft., aura of menace [Will save, DC (15 + character's Charisma modifier)], immunity to electricity and petrification, *magic circle against evil* (Su), *teleport* (Su) and *tongues* (Su), +4 racial bonus on saves against poison

– Special Attacks: spell-like abilities

– Special Qualities: Kiss of Restoration, damage reduction 10/evil, spell resistance equal to 18 + class levels

– Automatic Languages: Celestial, Common. Bonus Languages: Abyssal, Draconic, Infernal

– Favored Class: Bard

– Level-Adjustment: +6

Beloved

While most victims of a succubus's affections simply die at the end of their encounter with the demon, some souls linger, becoming a type of demonic undead known as the Beloved.

The Beloved are unfortunate mortals, usually males, who have had their life force totally drained by an extended encounter with a succubus. Although they have given the demon all of their life essence, they still cling to mortal existence. Like an addict, they exist in a constant state of hunger, lusting for just one more taste of their demon lover's affections. Used, abused and discarded, they are tormented souls, cursed to wander the land, forever searching for their former extraplanar lover, willing to harm or kill anyone who gets in the way of that goal.

It is said, however, that should a Beloved actually manage to track down and capture the succubus that created him, that succubus must return the life-essence she stole from him, lifting the curse and returning him to life before being forced to flee the mortal plane forever. For this reason, succubi usually seduce others into hunting down any Beloved they leave behind—a task most find worthwhile anyway.

Sample Beloved

This wretched, pitiable man seems weighed down by despair and defeat. His dried, desiccated skin marks him as one of the walking dead. His cold lips are black and mottled, as if stained by the kiss of some foul creature. His fiery red eyes study you with open desperation.

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

Beloved, 7th-level Human fighter

Medium Undead (Augmented Humanoid, Demon)

Hit Dice: 7d12 (45 hp)

Initiative: +8

Speed: 40 ft. (8 squares)

Armor Class: 23 (+3 Dex, +4 Natural +5 breastplate, +1 deflection), touch 14, flat-footed 20

Base Attack/Grapple: +7/+11

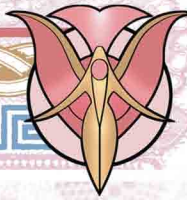
Attack: +1 *longsword* +13 melee (1d8+5/19-20) or slam +11 melee (1d6+4) or longbow +11 ranged (1d8/x3)

Full Attack: +1 *longsword* +13/+8 melee (1d8+5/19-20) or slam +11 melee (1d6+4) or longbow +11/+6 ranged (1d8/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fascinating Gaze, Beloved's Embrace

Special Qualities: damage reduction 10/cold iron or good,



immunity to electricity, resistance to acid 10, cold 10 and fire 10, demon sense

Saves: Fort +5, Ref +6, Will +5

Abilities: Str 19, Dex 18, Con —, Int 15, Wis 16, Cha 8

Skills: Climb +10, Disguise +8, Gather Information +12, Handle Animal +1, Hide +8, Intimidate +15, Jump +5, Listen +5, Move Silently +8, Ride +6, Search +15, Sense Motive +11, Spot +5, Survival +5, Swim -3

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Track, Weapon Focus (longsword)

Environment: Any

Organization:

Solitary

Challenge Rating: 9

Treasure: Double standard

Alignment: Chaotic neutral

Advancement: By character class

Level Adjustment: +6

Combat

Beloved are tenacious, obsessed creatures who don't like to be distracted from their relentless search. As such, most Beloved will fight only to defend themselves from attack or if the combat somehow furthers their quest. When they do engage in combat, they generally attempt to use their *Fascinating Gaze* and *Beloved's Embrace* abilities whenever possible, and resort to deadly force (generally by use of their natural slam attack or by weapons) only when it becomes clear that their opponent cannot be forced to aid them in their unholy pursuit.

Possessions: *ring of protection* +1, breastplate, +1 *longsword*, longbow. (Different Beloved may have different possessions.)

Creating a Beloved

"Beloved" is an acquired template that can be added to any living, corporeal humanoid creature (referred to hereafter as the base creature).

A Beloved uses all of the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to undead (augmented humanoid, demon). Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Increase the creature's base speed by +10.

Armor Class: The base creature's natural armor is increased by +4.

Attack: A Beloved retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, then the Beloved retains this ability. A creature with natural weapons retains those natural weapons. A Beloved fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A Beloved with a weapon uses its slam or a weapon as it desires.

Full Attack: A Beloved fighting without weapons uses either its slam attack (see below) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as its natural secondary attack.

Damage: Beloved have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the

table below according to the Beloved's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below—whichever is better.

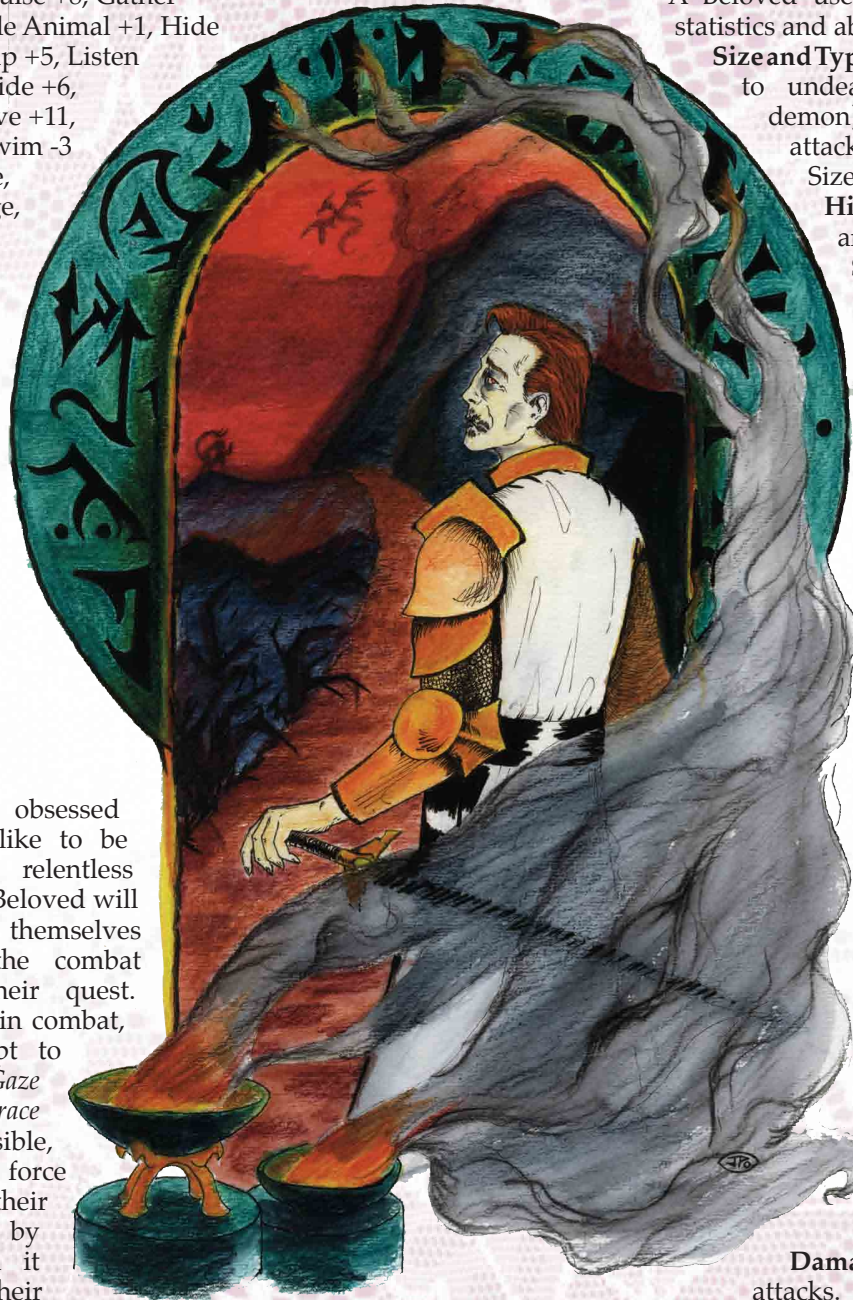


Table 8: Slam Attack Damage by Size

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

Special Attacks: A Beloved retains all the special attacks of the base creature and gains those described below. Saves have a DC of $10 + 1/2$ Beloved's HD + Beloved's Charisma modifier unless noted otherwise.

Fascinating Gaze (Su): Meeting a Beloved's gaze can cause its victim to become *fascinated*. The range is 30 feet; a Will save negates. The save is Charisma-based.

Beloved's Embrace (Su): To initiate a *Beloved's Embrace*, the Beloved must kiss its intended victim on the lips or mouth. If the victim is not willing to be kissed, the Beloved must first initiate a successful grapple with its intended victim, provoking an attack of opportunity. If the Beloved is successful in its grapple, the victim must attempt a Will save or fall under the effects of a *geas/quest* spell and be forced to aid the Beloved in its quest to find its former succubus lover. If the victim succeeds at the Will save, she immediately gains one negative level. A character who has successfully saved against *Beloved's Embrace* is automatically immune to further uses of the *geas* portion of the ability from that particular Beloved for 24 hours. Should the same Beloved attempt to use the ability a second time in that period against a victim who has already successfully saved against it, the victim only gains additional negative levels (though only if she fails her Will save). Further successful saves negate the effect.

Special Qualities: A Beloved retains all the special qualities of the base creature and gains those described below:

Damage Reduction (Su): A Beloved has damage reduction 10/cold iron or good.

Demonic Traits (Su): Although not technically demons or outsiders, Beloved possess the demon subtype and gain the following demonic traits:

- Immunity to electricity
- Resistance to acid 10, cold 10 and fire 10

Furthermore, Beloved are treated as demons for the purposes of weapons or spells that specifically target the demon subtype.

Demonic Sense (Su): Beloved gain the ability to sense the presence of any demon within a 30-foot radius of itself.

The Beloved is automatically aware of the presence of any creature bearing the demon subtype that passes into this zone without the need for any kind of skill or ability check.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Int +2, Wis +2, Cha -4. As an undead creature, a Beloved has no Constitution score.

Skills: Beloved have a +8 racial bonus on Disguise, Gather Information, Hide, Intimidate, Move Silently, Search and Sense Motive checks. Otherwise, same as base creature.

Feats: Beloved gain Alertness, Dodge and Track, assuming that the base creature meets the prerequisites and doesn't already have these feats.

Environment: Usually same as base creature

Organization: Solitary (plus 1–3 geased victims)

Challenge Rating: Same as base creature +2

Treasure: Standard

Alignment: Always chaotic (neutral or evil)

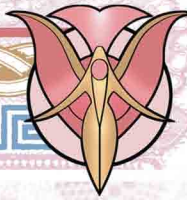
Level Adjustment: Same as base creature +6

Congress of the Wolf

The Congress of the Wolf is an organization that believes strongly in the idea of a totally male-dominated society. The ultimate misogynists, the brothers of the Congress support and actively promote the complete domination of the female sex, regardless of race. They regularly engage in such acts as slavery, rape, torture and murder, sometimes even against their own mothers and sisters. In their eyes, women are not only weak and inferior, but also a lesser race of beings unto themselves, deserving of no more respect than the average beast of burden.

This culture of degradation, has made the Congress of the Wolf the sworn enemies of the Sisters of Rapture. The Stormsisters especially despise the men of the Congress of the Wolf, and many have undertaken strict religious vows to attack and kill any they encounter.

Organization: The Congress of the Wolf is extremely widespread but generally disorganized. Each chapter is unique and autonomous, free to pursue the goals of the brotherhood as it sees fit. The various chapters' membership and methods differ greatly. Some chapters resemble secret societies of elite nobles who gather in secret to negotiate new laws to oppress the female population of their lands. Others are more akin to roving rape-gangs, striking from the fringes of society, carrying out daring raids on local villages and making off with women and girls to sate their pleasures. Still others mix their hatred of women with the worship of dark gods, raping and murdering young girls in elaborate blood-rituals meant to bring about the total supremacy of the male species. The only thing these chapters have in common, aside from their devout belief in the superiority of men, is the sacred vow each member must take upon his initiation. The origin of this vow is a mystery,

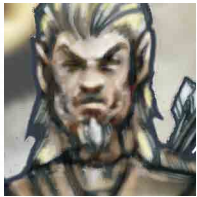


though they claim it has remained unchanged throughout the history of the brotherhood. Strangely, no member of the brotherhood who has taken the vow has ever knowingly betrayed the Congress, leading to speculation that the vow contains some kind of powerful magic compulsion. Stories of convicted, condemned members mysteriously dying in their cells on the eve of their executions are common folklore.

Members: Typically, members of the Congress of the Wolf are aggressive types, meaning warriors, fighters, rangers or barbarians. Rogues, assassins and even bards have been known to join the ranks as well. Wizards, sorcerers and clerics of evil gods are less common, but not unheard of. Paladins who wish to join must renounce their previous vows and sever ties to their good-aligned churches (and generally become blackguards) before joining. Druids usually find the Congress's extremist views in contrast to their neutral, balanced ways and will rarely have anything to do with them.

Typical members of the Congress of the Wolf:

Low-level: Cyrvrin C'el



Male elf Rgr 3: CR 3; SZ M Humanoid (elf); HD 3d8; hp 22; Init +7; Spd 30 ft.; Space/Reach 5 ft/5 ft; AC 16 (touch 13, flat-footed 13); BAB/Grapple +3/+5; Atk longsword +5 melee (1d8+2/19-20) or dagger +5 melee (1d4+2/19-20) or masterwork longbow +7 ranged (1d8/x3); AL NE; SV Fort +6, Ref +6, Will +3; Str 15,

Dex 17, Con 16, Int 13, Wis 15, Cha 16

Skills: Climb +3, Concentration +6, Handle Animal +4, Heal +3, Hide +9, Jump +3, Knowledge (dungeoneering) +5, Knowledge (geography) +5, Knowledge (nature) +5, Listen +9, Move Silently +4, Spot +10, Survival +8, Use Rope +4
Feats: Endurance, Point-Blank Shot, Rapid Shot (light or no armor only), Improved Initiative, Track

Special Abilities: +2 racial saving throw vs. enchantment spells and effects; Favored Enemy (females) +2

Languages: Common, Elven, Sylvan

Possessions: dagger, longsword, masterwork longbow, +1 leather armor, ring of mind shielding, wand of cure light wounds (43 Charges), 50 gp

Roleplaying Tips: Cyrvrin C'el is a cold, cruel loner who dislikes company and despises the presence of females of any race in any capacity that does not include submissive servitude. His reasons for this unyielding intolerance are as unknown as they are unwavering. Mostly, he wishes to be left alone and will generally ignore anyone he encounters, though he has been known to track, rape and murder helpless females foolish enough to enter his domain without a male escort. If addressed, he rarely responds except to deliver rude and sexist comments.

Mid-Level: Rhem Rammerspike



Male half-orc Bar 7: CR 7; SZ M Humanoid (orc); HD 7d12; hp 69; Init +1; Spd 30 ft.; Space/Reach 5 ft/5 ft; AC 20 (touch 11, flat-footed 19); BAB/Grapple +7/+10; Atk +1 warhammer +11 melee (1d8+4/x3 plus 2d8 sonic) or dagger +10 melee (1d4+3/19-20); Fill Atk +1 warhammer

+11/+6 (1d8+4/x3 plus 2d8 sonic) or dagger +10/+5 melee (1d4+3/19-20); AL CE; SV Fort +7, Ref +3, Will +4; Str 17, Dex 13, Con 15, Int 12, Wis 14, Cha 9

Skills: Climb +10, Handle Animal +4, Intimidate +9, Jump +5, Listen +9, Ride +5, Survival +11, Swim -1

Feats: Cleave, Improved Sunder, Power Attack

Special Abilities: Damage Reduction 1/—, fast movement, illiteracy, improved uncanny dodge, rage 2/day (7 rounds), trap sense +2, uncanny dodge

Languages: Common, Orc, Goblin

Possessions: amulet of natural armor +2, +2 breastplate, dagger, potion of bear's endurance, potion of bull's strength, potion of enlarge person, a braid of silver elven hair, +1 thundering warhammer, 500 gp

Roleplaying Tips: Rhem Rammerspike is a monstrous brute of the first order. Essentially a bully, he relishes brutalizing weaker opponents, especially females. Rhem's favorite hobby is raping young women and girls, and he often leads raids into human and elven settlements for the purpose of collecting "brides." He takes the hair of his victims as trophies, which he braids and proudly displays on his person. He is loud, insulting, crude and incredibly vain, especially about his "conquests" and the size of his phallus.

High-Level: Karl Reichart



Male human Rog 7 / Asn 8: CR 15; SZ M Humanoid; HD 15d6; hp 67; Init +8; Spd 30 ft.; Space/Reach 5 ft/5 ft; AC 23 (touch 19, flat-footed 19); BAB/Grapple +11/+14; Atk +4 human bane punching dagger +18 melee (1d4+7/19-20/x3) or +1 short sword +15 melee (1d6+4/19-20) or masterwork light crossbow +16 ranged

(1d8 plus poison); Full atk +4 human bane punching dagger +18/+13/+8 melee (1d4+7/19-20/x3) or +1 short sword +15/+10/+5 melee (1d6+4/19-20) or masterwork light crossbow +16 ranged (1d8 plus poison); AL LE, SV Fort +5, Ref +15, Will +5; Str 16, Dex 18, Con 12, Int 16, Wis 12, Cha 13

Skills: Appraise +8, Balance +12, Bluff +15, Climb +8, Decipher Script +5, Diplomacy +6, Disable Device +5, Disguise +13, Escape Artist +7, Gather Information +8, Hide +22, Intimidate +8, Jump +10, Knowledge (local) +15, Knowledge (carnal) +5, Listen +11, Move Silently +15, Open Lock +13, Search +10, Sense Motive +5, Sleight of Hand +8,



Spot +7, Tumble +14, Use Magic Device +9

Feats: Blind-Fight, Dodge, Improved Critical (punching dagger), Improved Initiative, Mobility, Power Attack, Spring Attack

Special Abilities: +4 save vs. poison, Death Attack (DC 21), Evasion (Ex), Hide in Plain Sight (Su), Improved Uncanny Dodge (can't be flanked), Poison Use, Sneak Attack +8d6, Trap Sense (Ex), Trapfinding

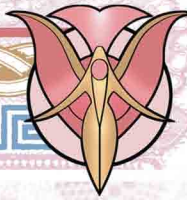
Languages: Common, Elven, Dwarven, Orc

Possessions: ring of protection +5; cloak of displacement, major (as Displacement, 15 rounds, total); masterwork crossbow; masterwork bolts x10; +4 human-bane punching dagger; gloves of dexterity +2; goggles of night; handy haversack; +2 glamered leather armor of etherealness; poison case (2 doses each)—arsenic (ingested DC 13, Init.: 1 Con, Sec.: 1d8 Con), deathblade (injury, DC 20, Init.: 1d6 Con, Sec.: 2d6 Con), medium spider venom (injury DC 14, Init.: 1d4 Str, Sec.: 1d4 Str), shadow essence (injury DC 17, Init.: 1 permanent Str, Sec.: 2d6 Str); masterwork potion belt (cure light wounds x5, invisibility, protection from arrows 10 / magic, protection from good, spider climb); +1 shortsword, 500 pp

Asassin Spells Known (4/4/4/1; CL 8th; save DC 13 + spell level); 1st - *disguise self*, *feather fall*, *obscuring mist*, *true strike*; 2nd - *cat's grace*, *darkness*, *invisibility*, *undetectable alignment*; 3rd - *deep slumber*, *false life*, *misdirection*, *nondetection*; 4th - *clairaudience*/*clairvoyance*, *dimension door*, *locate creature*

Roleplaying Hints: Karl Reichart is a conniving, psychopathic serial killer who derives erotic pleasure from murdering young women in their sleep, usually without waking their husbands sleeping next to them. When not killing for fun, he is an assassin for hire, with a reputation for absolute secrecy. He is quiet, calm, calculating, perverse and patient. Strangely, he also believes himself to be something of a ladies' man, although his predatory nature actually tends to frighten most women away. He does not actively support the Congress of the Wolf's goals of total male domination, but he finds comfort in the company of others who share his utter disdain for women and respect his murderous leisure activities.





Demon, Lileetha (Succubus Queen)

Lileetha is a powerful succubus demon from the infernal planes, one of many claiming to be the mother and queen of her kind. The validity of this claim is unknown, but Lileetha is powerful enough to see that few who openly question her live to receive her answer. Little is known about how she managed to gain such respect among demonkind, especially given that there are many other succubi with greater strength and ability throughout the Lower Planes. Regardless, Lileetha remains one of the most politically powerful succubi in the demon realms, ruling her own level of the Abyss and a great legion of succubi, incubi and other demons who serve her without question (mostly). Her loyal lady in waiting, Heleia, a fiendish greater medusa, is never far from her side.

Lileetha's palace, Polgeatha, is a warm, inviting and comfortable castle of flawless black and white marble and obsidian that lies at the center of a perfectly groomed estate that sports a seemingly endless collection of lush gardens full of rare and exotic (even extinct) flora. The beauty of the palatial grounds is in stark contrast to the blasted landscape outside its black iron gates. Surrounded by a vile, stinking moat of boiling effluvia, Polgeatha is an oasis in a barren wasteland of ash, soot and violent storms of raining ammonia. The palace is literally an endless maze that is home to thousands of succubi and incubi as well as the souls of those mortals claimed by the demons' insatiable desires. In the royal chambers, Lileetha oversees a never-ending orgy of lust, avarice and gluttony where she and her ilk feast on the souls of the selfish and innocent alike. Below, her dungeons ring with the lustful screams of the tortured damned writhing somewhere between ecstasy and agony. Above, a small army of fiercely loyal balors patrols the castle walls while vrocks circle overhead.

Relaxing on an oversized bed of giant satin pillows lies a voluptuous, youthful woman of such unearthly beauty as to bring tears to your eyes and flames to your thoughts. Her perfect, naked, honeyed skin is tinged with a dim, red glow, as is her flowing black hair. Her eyes flicker and burn with a lusty fire, and she seems to gaze past your mortal form into your most secret desires. From her back, two ebony bat-like wings unfurl in graceful symmetry. She is the perfect image of everything you've ever feared and desired... and more.



Lileetha, Succubus Queen

Female Succubus

Sor 5/Rog 5:

CR 14; SZ M

Outsider (chaotic, extraplanar, evil, demon);

HD 6d8/5d4/5d6; hp 89;

Init +8; Spd 30 ft., fly 50

ft. (perfect); Space/

Reach 5 ft/5 ft; AC

33 (touch 19, flat-

footed 33); BAB/

Grapple +11/+13;

Atk +3 *scythe of wounding* +16

melee (2d4+6 plus 1 Con/

x4) or *dagger of venom* +14

melee (1d4+3/19-20) or claw

+13 melee (1d6+2); Full

Atk +3 *scythe of wounding*

+16/+11/+6 melee

(2d4+6 plus 1 Con/

x4) or *dagger of venom*

+14/+9/+4 melee

(1d4+3/19-20) and

claw +8 melee

(1d6+1) or 2 claws

+13 melee (1d6+2);

AL CE, SV Fort +9, Ref +14,

Will +13; Str 14, Dex 18, Con 14, Int

23, Wis 16, Cha 30

Skills: Appraise +9, Balance

+8, Bluff +30, Climb +4,

Concentration +20, Craft

(Alchemy) +12, Craft

+9, Diplomacy +27, Disable

(Trapmaking)

Device +6, Disguise +23, Escape Artist +9, Hide

+11, Intimidate +19, Knowledge (arcana) +29, Knowledge

(carnal) +27, Knowledge (nobility and royalty) +17,

Knowledge (religion) +17, Knowledge (the planes) +17, Listen

+22, Perform (sexual techniques) +20, Search +20, Spellcraft

+28, Spot +25, Tumble +18

Feats: Dodge, Eschew Materials, Improved Initiative, Martial

Weapon Proficiency, Mobility, Persuasive

Special Abilities: +10 bonus to Disguise checks while using change shape ability; Change Shape (Su): Lileetha can assume the form of any Small or Medium humanoid; damage reduction 10/cold-iron or good; darkvision, 60 ft.; Energy Drain (Su) (Kiss bestows negative level. Will save, DC 21, or fall under effects of *suggestion*. Fort save, DC 21, to remove the negative level. Saves are Charisma-based); Evasion (Ex); Immunity to poison and electricity; Lustful Presence (Su) (All humanoids within 30 feet, regardless of gender or sexual preference, must make a Will save, DC 20, or become *dazzled* by lustful desire. If the creature has a Wisdom score lower than 10, it is automatically *dazzled* and must make a Will save, DC 20, or become *fascinated*. This effect lasts as long as the mortal creature remains within 30 feet of Lileetha); outsider traits; resistance to acid 10, cold 10 and fire 10; Sneak-Attack +3d6; Spell Resistance 18; Summon Familiar; Summon Demon; Telepathy 100 ft.; Tongues (Su); Trap Sense (Ex) (+1 Ref save and +1 Dodge bonus to AC vs. Traps); Trapfinding; Uncanny Dodge (Dex bonus to AC)
Languages: Common, Abyssal, Draconic, Fiendish, Celestial, Orc, Elven, Dwarven, Ignan

Possessions: amulet of natural armor +5; +3 scythe of wounding; sandals (boots) of speed (haste spell 10 total rounds/day); dagger of venom (as poison spell, DC 14, 1/day); ring of invisibility; ring of protection +5; rod of enemy detection (pulses and points in direction of creatures hostile to the bearer, 10 minutes, 3/day); wand of fireball (8th-level caster, 43 charges); "Pruri" (viper familiar)

Spell-like Abilities: At will – charm monster (DC 24), detect good, detect thoughts (DC 22), ethereal jaunt (self plus 50 pounds of objects only), suggestion (DC 23), greater teleport (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Spells: Sorcerer Spells Known (6/9/7; CL 5th; save DC 20 + spell level); 0 – arcane mark, detect magic, mage hand, message, prestidigitation, ray of frost; 1st – cause fear, mage armor, protection from law, shocking grasp; 2nd – blur, flaming sphere

Roleplaying Hints: Lileetha is passionate, temperamental, perverse and evil to the core. She speaks and acts with an extreme sense of self-confidence and hubris, behaving as if she considers herself the literal center of the universe. Eternally prurient and wracked by constant, insatiable lust and selfishness, she revels in sexual perversity, delighting in the corruption of innocent mortal souls, which she consumes with the exuberance of an addict on a bender. She especially delights in the corruption of preadolescent children and high-ranking clerics of lawful good deities, whom she often travels to the mortal plane to personally seduce and destroy. She speaks in sultry tones and moves with the uncanny, silent grace of a predator stalking hapless prey. She exudes sexuality, causing those in her presence to desire her above all other considerations.

Pruri, viper familiar: Tiny magical beast; HD 15; hp 44; Init +7; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 20, touch 15, flat-footed 17 (+2 size, +3 Dex, +5 natural); BAB Atk +11; Grapple +0; Atk bite +16 melee (1 plus poison); Space/Reach 2-1/2 ft./0 ft.; SA deliver touch spells, poison (DC 10, initial 1d6 Con, secondary 1d6 Con); SQ Alertness, empathic link, improved evasion, share spells, speak with master; AL N; SV Fort +7, Ref +13, Will +11; Str 4, Dex 17, Con 11, Int 8, Wis 12, Cha 2.

Skills: Appraise +2, Balance +13, Bluff +11, Climb +13, Concentration +18, Craft (alchemy) +5, Craft (trapmaking) +2, Diplomacy +11, Disable Device -1, Disguise +9, Escape Artist +8, Hide +22, Intimidate -3, Knowledge (arcana) +20, Knowledge (carnal) +15, Knowledge (nobility and royalty) +3, Knowledge (religion) +3, Knowledge (the planes) +3, Listen +16, Perform (sexual techniques) +4, Search +13, Spellcraft +8, Spot +19, Tumble +17, Swim +5.

Feats: Improved Initiative, Weapon Finesse.

Half-Nymph

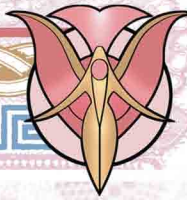
Although the fey creature known as the nymph (see *Core Rulebook III*) is generally a shy, quiet creature prone to avoiding the presence of men, a mortal who impresses one enough may be gifted with her affections. The result of this union is usually a full-blooded nymph, but some rare offspring favor the father's race instead. In such cases, the nymph abandons the child, leaving her in a place where she is sure to be found by caring, peaceful druids or elves, if such can be found within the nymph's domain.

A half-nymph is a mortal creature who inherits a small amount of her mother's beauty and fey nature. Half-nymphs are usually chaotic, fickle people, equally quick to take offense and to forgive. They have a natural connection to and love for nature and magic, and often become sorcerers or rangers. Despite often be raised in druid communities, their generally chaotic nature makes them unsuitable for druidic life.

Unfortunately, like half-elves, half-nymphs often find life in their adopted communities difficult. Their fey-enhanced beauty tends to attract more attention than they might seek and can often lead them into trouble, especially during their adolescent years.

Sample half-nymph

This humanoid woman is young and lovely. While dressed in simple peasant garb, she moves with the grace and confidence of nobility. Her smile is warm and inviting, her eyes sparkling and flirtatious. Her smooth skin and thick hair seem to glint in the sunlight, like a flower covered in morning dew.



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

Half-nymph, 7th-level sorcerer

Medium fey

Hit Dice: 2d6 + 7d4 (24 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 20 (+1 Dex, +6 Cha, +1 natural, +2 deflection), touch 19, flat-footed 19

Base Attack/Grapple: +4/+4

Attack: +1 dagger +5 melee (1d4+1/19-20) or +1 quarterstaff +5 melee (1d6+1)

Full Attack: +1 dagger +5 melee (1d4+1/19-20) or +1 quarterstaff +5 melee (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Dazzling Beauty* (DC 17), spells

Special Qualities: *Amazing Grace* (Cha to AC), DR 3/cold-iron, low-light vision, fey traits

Saves: Fort +2, Ref +6, Will +11

Abilities: Str 11, Dex 13, Con 11, Int 18, Wis 16, Cha 23

Skills: Bluff +16, Concentration +12, Craft (alchemy) +10, Escape Artist +3, Gather Information +8, Heal +5, Hide +4, Knowledge (arcana) +14, Knowledge (nature) +5, Listen +6, Search +5, Spellcraft +16, Spot +7, Tumble +2

Feats: Brew Potion, Eschew Materials, Spell Focus (enchantment), Spell Penetration, Alertness

Environment: Urban or temperate forest

Organization: Solitary

Challenge Rating: 9

Treasure: Standard + items

Alignment: Usually chaotic good

Advancement: by character class

Level Adjustment: +2

Combat

The half-nymph would rather make love than war, but

when forced to fight, she relies on her spells and magic items to defeat her enemies, often in conjunction with her *Dazzling Beauty* ability.

Possessions: *amulet of natural armor* +1, *cloak of resistance* +1, +1 dagger, +1 quarterstaff, *ring of protection* +2. (Different half-nymphs may have different possessions.)

Spells: Typical Sorcerer Spells Known: (6/8/8/5; CL 7th; save DC 16 + spell level, enchantment spells 17 + spell level); 0 – *dancing lights*, *detect magic*, *disrupt undead*, *mage hand*, *open/close*, *prestidigitation*, *touch of fatigue*; 1st – *charm person*, *disguise self*, *feather fall*, *mage armor*, *magic missile*; 2nd – *blur*, *eagle's splendor*, *invisibility*; 3rd – *fly*, *lightning bolt*

Creating a half-nymph

"Half-nymph" is an inherited template that can be added to any living, corporeal humanoid creature of Medium or smaller size and of good alignment (referred to hereafter as the base creature).

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

Size and Type: The creature's type changes to fey (2d6 racial Hit Dice, +1 base attack bonus, good Reflex saving throws). Size is unchanged.

Hit Dice: By class, +2d6 (max first level)

Speed: Same as base creature

Armor Class: Same as base creature

Attack: A half-nymph retains all the attacks of the base creature.

Full Attack: A half-nymph fighting without weapons uses its natural weapons (if it has any).

If armed with a weapon, it usually uses the weapon as its primary attack along with any other natural weapon or attack granted by the base creature as its natural secondary attack.



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Damage: Half-nymphs gain no additional natural attacks and deal no additional damage from natural weapons.

Special Attacks: A half-nymph retains all the special attacks of the base creature and gains those described below. Saves have a DC of (10 + 1/2 half-nymph's HD + half-nymph's Charisma modifier) unless noted otherwise.

Dazzling Beauty (Su): A half-nymph can call upon her fey blood to momentarily increase her beauty so that anyone looking at her may become *dazed* for one round. The range is 30 feet; a Fort save negates. The save is Charisma-based.

Special Qualities: A half-nymph retains all the special qualities of the base creature and gains those described below:

Amazing Grace (Su): A half-nymph gains a racial bonus equal to her Charisma bonus to either her saving throws or her Armor Class, but never both. The target of this bonus is chosen at character creation and cannot be changed later.

Damage Reduction (Su): A half-nymph has damage reduction 5/cold iron.

Fey Traits (Su): Half-nymphs are fey creatures and gain all the supernatural abilities of that type, including racial Hit Dice, base attack bonus, saving throws, skills and low-light vision.

Abilities: Increase from the base creature as follows: Dex +2, Int +2, Wis +2, Cha +6.

Skills: A half-nymph gains skills as a fey creature and has skill points equal to (6 + Int modifier), with quadruple for the first racial Hit Die. Do not include Hit Dice from class levels in this calculation—the half-nymph gains fey skill points only for its racial Hit Dice and gains the normal amount of skill points for its class levels. Its racial skill list is: Concentration (Con), Escape Artist (Dex), Heal (Wis) and Hide (Wis).

Feats: Half-nymphs gain no additional feats.

Environment: Usually same as base creature or temperate forests

Organization: Solitary

Challenge Rating: Same as base creature +2

Treasure: Standard

Alignment: Usually chaotic, always good

Level Adjustment: Same as base creature +2

Huldra

Medium Fey

Hit Dice: 2d6 (7 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 12 (+2 leather armor), touch 10, flat-footed 12

Base Attack/Grapple: +1/+0

Attack: quarterstaff +1 melee (1d6-1) or sickle +1 melee (1d6-1)

Full Attack: quarterstaff +1 melee (1d6-1) or sickle +1 melee (1d6-1)

Space/Reach: 5 ft./5 ft.

Special Attacks: spell-like Abilities

Special Qualities: aging, gracelessly, low-light vision

Saves: Fort +0, Ref +3, Will +4

Abilities: Str 8, Dex 10, Con 11, Int 10, Wis 12, Cha 14

Skills: Concentration +5, Craft (weaving) +1, Diplomacy +3, Disguise +3, Handle Animal +4, Hide +2, Knowledge (carnal) +4, Knowledge (nature) +9, Listen +4, Profession (farmer) +3, Spellcraft +5, Spot +2, Survival +11 (+13 in above-ground natural environs)

Feats: Skill Focus (survival)

Environment: Temperate or cold plains, forests or fjords

Organization: Solitary, pair or family (3-4)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually good or neutral, usually chaotic

Advancement: By character class

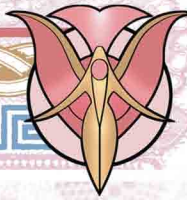
Level Adjustment: +1

Dressed as a simple farm-girl, she appears to be a normal, if hauntingly beautiful, human female. She is tall, fair of complexion and voluptuous, and she regards you with flirtatious humor. From below the petticoats of her dress, the tip of a long, brown cow's tail betrays her inhuman nature.

The huldra (*hool-dra*), also known as skogsrå, is a fey race hailing from the farms, forests and fjords of Viking lands, who appear to be lovely human women. Their fey nature is revealed, however, at the sight of their long, slender tail, which resembles that of a cow or a fox.

Female huldra are tall, beautiful, voluptuous





creatures with blonde, auburn or light-brown hair and blue or brown eyes that glint like sunlight reflecting off waving grain or forest leaves. In contrast, male huldra, who are exceedingly rare, are squat, fat and ugly, resembling trolls more than fey. For this reason most huldra females prefer to seek out mates among the common humanoid races. (Due to their strongly sexual nature, they do so quite often.)

While they share the mischievous nature of their kind, the huldra tend to be more practical and "earthy" than other types of fey. They are excellent woodsmen and farmers, well known for their ability to coax crops out of even the harshest environments. They love the company of other races and are generally at home anywhere they go. They prefer the simple dress of the peasant to the complex frills of the nobility, but most don't complain if such fancy attire is required. They love nature and rarely settle in urban areas for long.

Huldra females are generally peaceful, fun loving and self-assured. While usually pleasant and friendly, they place great emphasis on politeness and can easily become angry if slighted in the least. This is especially true in regard to their tail, which they see as the only flaw in their beauty. Huldra age very quickly, reaching puberty at 6 and full adulthood at 13. (That is, a 13-year-old huldra bears the physical appearance and maturity of an 18-year-old human.) Their beauty flowers fully at adulthood and remains virtually unchanged until they approach middle age at or around their hundredth year. At this point, if the huldra has not wed and mated with a male of a humanoid race, her beauty and temperament rapidly fade. By the time she is venerable, she resembles the males of her race, becoming a foul-tempered, troll-like hag. This transformation can be halted only by marriage to a mortal humanoid before the age of 100. If she chooses to mate with a male huldra, at any time, the transformation is accelerated. Her tail drops off if she marries a humanoid before her 100th birthday, but she retains her youthful beauty and fey nature until the end of her days. Any children produced with a humanoid male will always be a full female huldra. Children produced with a male huldra have a 50% chance of being either sex.

If a married huldra becomes single again, by divorce or death, her tail grows back, reaching its full original length within a year, unless halted by re-marriage. Given the huldra dislike of their own tails, this can sometimes lead to frantic, ill-conceived second marriages.

Huldra speak Sylvan and Common.

While adventuring huldra are uncommon, most encountered outside of their homes will be druids (if neutral) or rangers (if good); the information presented here is for a druid of 1st level.

Combat

Female huldra do not like to fight and will generally avoid violence if they can, preferring to rely on their wit and seductive skills to see them through trouble. If they must

resort to violence, though, they generally do so defensively or from a distance where they can apply spells or ranged attacks in relative safety. Convincing males to do their fighting for them is a common tactic as well.

Male huldra, unmarried females over the age of 100 and females married to other huldra are ill tempered and aggressive. They are not particularly violent or any more dangerous than their more common counterparts, though, usually choosing to try to intimidate or frighten enemies away if they cannot avoid them altogether.

Aging Gracelessly (Ex): A huldra's Charisma score decreases with age. Huldra take a -1 penalty to Charisma at middle age, a -2 penalty at old age and a -3 penalty at venerable age. These replace the normal aging adjustments to their Charisma.

Spell-Like Abilities (Sp): Once per day—*create water*, *guidance* (DC 13), *purify food and drink* (DC 13), *resistance* (DC 13), *entangle* (DC 14), *speak with animals*; Caster level: 2nd. The save DCs are Wisdom-based.

Huldra as Characters

Huldra Characters possess the following racial traits.

- +4 Charisma, +2 Wisdom, -2 Strength (female) or +2 Strength, +2 Constitution, -2 Charisma (male)
- Medium size
- Fey type
- Racial Hit Dice: Huldra begin with two levels of fey, which provide 2d6 Hit Dice, a base attack bonus of +1 and base saving throw bonuses of Fort +0, Ref +3 and Will +3.
- Racial Skills: A huldra's fey levels give her skill points equal to (6 + Int modifier, minimum 1) per Hit-Die, with quadruple skill-points for the first Hit Die. Her class skills are Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (carnal) (Int), Knowledge (nature) (Int), Listen (Wis), Perform (Cha), Profession (Int), Spellcraft (Int), Spot (Wis) and Survival (Wis).
- Racial Feats: A huldra's fey levels give it one feat.
- A huldra's base land speed is 30 feet.
- +2 racial bonus on Knowledge (carnal), Knowledge (nature) and Survival checks
- Aging Gracelessly: see above
- Special Attacks: spell-like abilities (see above)
- Automatic Languages: Common, Sylvan. Bonus Languages: Elven, Draconic, Gnome, Gnoll, Goblin, Terran.
- Favored Class: Druid
- Level Adjustment: +1

Random Starting Age

Base 10 years, +1d4 (Barbarian, Rogue, Sorcerer, Sister of Rapture) or +1d6 (Bard, Fighter, Paladin, Ranger) or +2d6 (Cleric, Druid, Monk, Wizard).

Aging

Child (NPC) 1–5 years, Adolescent (NPC) 6–9 years, Young Adult 10–12 years, Adult 13 years, Middle-Age 100 years, Old 175 years, Venerable 200 years. Maximum age: +3d20 years.

Random Height and Weight

Height, female: base 4' 10"; modifier: +2d10

Height, male: base 3' 10"; modifier: +2d4

Weight, female: base 85 lbs.; modifier: x (2d4) lbs.

Weight, male: base 135 lbs.; modifier: x (x2d6) lbs.

Coze, Pleasure

Medium Ooze (Shapechanger)

Hit Dice: 5d10+30 (40 hp)

Initiative: -4

Speed: 10 ft. (2 squares) in ooze form, 20 ft (4 squares) in humanoid form

Armor Class: 6 (-4 Dex), touch 6, flat-footed 6

Base Attack/Grapple: +3/+5

Attack: slam +5 melee (1d6+2 plus 1 Wis damage)

Full Attack: slam +5 melee (1d6+2 plus 1 Wis damage)

Space/Reach: 5 ft./5 ft.

Special Attacks: Wisdom damage, *euphoric aura*

Special Qualities: blindsight 60 ft., immunity to cold and fire, ooze traits, change shape

Saves: Fort +7, Ref -3, Will -4

Abilities: Str 15, Dex 2, Con 22, Int —, Wis 1, Cha 22

Skills: —

Feats: —

Environment: Temperate marshes or urban

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 6–7 HD (Medium); 8–10 HD (Large)

Level Adjustment: —

What appeared at first to be a puddle of gelatinous goo, rises from the ground taking the form of a very beautiful, very naked member of the opposite sex, who beckons you forward with a lusty gaze. Sexual desire floods your mind...

Pleasure oozes are gelatinous oozes that prey on the sexual desires of passing creatures. Using its euphoric aura ability, it takes the shape of whatever creature its victim finds the most sexually stimulating. Filled with a near-unshakable craving for sex, the pleasure ooze's prey is forced to give in lustful desires. While intercourse with the ooze occurs, the victim is drained of Wisdom until falling unconscious. The ooze then moves on.

In its gelatinous form, a pleasure ooze can grow to a diameter of 20 feet and has a thickness of about six inches.

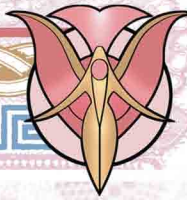
It must take on a humanoid form in order to attack or feed, however. In ooze form, the creature can do little more than move at a speed of 10 feet per round. A typical specimen weighs about 200 pounds, regardless of its shape.

Pleasure oozes are naturally found in temperate marshes and other warm, wet environments, however their preference for humanoid victims has drawn them into urban areas where feeding is more abundant. Many dungeons and dark alleyways contain puddles of the lustful oozes lying in wait for unsuspecting passersby.

Combat

A pleasure ooze must take on a humanoid shape before it can attack. When it does, it strikes its opponents





with a slam attack, inflicting both physical and ability (Wis) damage.

Change Shape (Su): A pleasure ooze has the ability to take on the form of its victim's most desirable sexual partner. Once it has done so, its speed increases to 20 feet (regardless of its new size) and it gains a slam attack and the ability to feed through sexual intercourse. No other traits are gained or lost. As a mindless creature, a pleasure ooze cannot control the form it takes. The appearance of its new form is solely dictated by the sexual desires of its victim. For instance, a male human who is sexually attracted to tall, blonde, female elves will cause the ooze to form a tall, blonde, female elf. The ooze retains its overall mass regardless of the size of the creature it copies. It cannot become a creature larger than itself, but it can take on the shape of a creature one size lower. For the pleasure ooze, changing shape is a standard action.

Euphoric Aura (Su): A pleasure ooze constantly exudes an aura that affects the subconscious minds of living creatures, filling them with sexual desire for the ooze. Whenever a living creature moves within 30 feet of a pleasure ooze, he must make a Will save, DC (10 + 1/2 pleasure ooze's HD + Charisma modifier). Failure indicates that the ooze has made an empathic connection with its target, pulling the shape of her greatest sexual desire from her mind. In addition, the victim becomes filled with lust for the ooze's new shape and desires nothing more than to have sexual intercourse with it. She is effectively *stunned*, except that she may take actions to fulfill her sexual desire (such as disrobing and engaging in intercourse with the ooze). Those who make the save are not driven to have sex, but are filled with feelings of euphoria, becoming *fascinated* with the pleasure ooze and must save again next round. All living creatures within the range of euphoric aura are affected, but a pleasure ooze may feed from only one victim at a time. In the case of multiple targets, the ooze will take the shape of the victim that failed the saving throw by the greatest amount. Anyone else who failed the save is affected by the aura, but remains *fascinated* while waiting his turn.

Wisdom Damage (Su): Any living creature that has sexual intercourse with a pleasure ooze automatically takes Wisdom damage equal to the ooze's HD per round. The form of the intercourse is whatever the victim considers intercourse to be—generally involving genital-to-genital contact. After the first round, the victim may make an additional Will save each round to break the effect. A pleasure ooze will continue to feed until the victim succeeds in a Will save or falls unconscious or until it becomes "full." A pleasure ooze generally becomes "full" when it has absorbed (20 + its HD) points of Wisdom per day, and will usually retreat to a safe lair after it has done so. There is no actual limit to how much Wisdom a pleasure ooze can drain, though.

In addition, a pleasure ooze may choose to inflict Wisdom damage via its slam attack, but in this case, the damage is equal to only one point per successful attack.

Venus Mantrap

Huge Plant

Hit Dice: 18d10+126 (225 hp)

Initiative: +0

Speed: 0 ft. (0 squares)

Armor Class: 14 (-2 size, +6 natural), touch 8, flat-footed 14

Base Attack/Grapple: +13/+31

Attack: tentacle +20 melee (1d8+10)

Full Attack: 4 tentacles +20 melee (1d8+10) or Constrict (1d8+15)

Space/Reach: 15 ft./15 ft.

Special Attacks: Constrict, Illusory Bait, Improved Grab, Swallow Whole

Special Qualities: blindsense 60 ft.; immunity to all mind-affecting effects; immunity to poison, sleep, paralysis, polymorph and stunning; skill bonuses.

Saves: Fort +18, Ref —, Will +6

Abilities: Str 30, Dex —, Con 24, Int 2, Wis 6, Cha 15

Skills: Knowledge (carnal) +11, Listen +3, Perform (illusory bait) +18, Spot +3

Feats: Alertness, Improved Initiative, Improved Sunder, Iron Will, Persuasive, Power Attack, Skill Focus (Bluff)

Environment: Temperate marshes

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Alignment: Always neutral

Advancement: 19–25 HD (Huge)

Level Adjustment: —

A helpless, beautiful young woman appears to at the mercy of a giant carnivorous plant. It holds her by the ankle with a long, tentacle-like vine, dangling her above one of its open maws as if to swallow her whole. The swampy ground around the plant is littered with the skeletal remains of past meals.

The venus mantrap is a carnivorous plant that feeds on any living creature of Small size or larger that happens its way. It resembles its more natural cousin, the venus flytrap, only roughly 100 times larger. A single specimen can grow to sizes 18 feet across and weigh as much as two tons. They typically have 8–16 prehensile vines that are used to grab prey, depositing them in one of 4–8 Medium- to Large-sized traps for slow death and digestion.

The most unusual thing about the venus mantrap, though, is its method of attracting intelligent prey. A semi-intelligent, semi-magical creature, the venus mantrap has the ability to cast powerful illusions, usually of an attractive member of the opposite sex in need of aid. Many a brave adventurer has been lured to his death by the promise of saving the life of a nubile young maiden.

Combat

A venus mantrap lures its prey by the use of magical illusions. When it detects a passing creature, it attempts to create an illusion that that type of creature would find appealing (based on its instinctual understanding of the creature in question). Once the victim comes within reach of its creeper tendrils, it attempts to grapple then swallow the victim whole. Particularly troublesome prey might find itself constricted first before being swallowed.

If attacked, a venus mantrap defends itself with its creepers, attempting to grapple and constrict any enemies it cannot defeat with blunt attacks alone. If desperate, it might attempt to lure or frighten away attackers with the use of another illusion.

A venus mantrap is rooted to the ground and cannot move from its spot of its own accord. An uprooted venus mantrap loses one point of Con every two hours and dies within 48 hours unless it is replanted. Cutting and replanting one of its traps will result in a new venus mantrap (with a successful Survival check, DC 18).

Constrict (Ex): A venus mantrap can use its constricting attack to crush an opponent it has successfully grappled, for at least one round. Dealing constrict damage counts as a full attack for the venus mantrap. Standard rules for the constrict ability apply (see *Core Rulebook III*).

Illusory Bait (Sp): Venus mantraps can cast *major image* as a spell-like ability at will, in an attempt to lure unsuspecting creatures to it. The mantrap uses its instinctual knowledge of living creatures (represented by its Knowledge (carnal) skill) to attempt to create illusions to which the creature in question may respond. The illusions can make simple sounds, such as screams, moans, grunts, et cetera, but are controlled by the plant and thus, unable to speak.

Upon first seeing the illusory bait, the potential victim may make a Will save with a DC based on the Mantrap's performance of the illusion (DC 10 + Perform (illusory bait) skill check total). If this save is failed, the target believes the illusion to be real, but is under no special compulsion to react to it. Upon interacting with the illusion, the target may make a second Will save (DC 15) to disbelieve it. The spell is cast as a sorcerer of equal Hit Dice. This ability is the equivalent of a 5th-level spell.

Improved Grab (Ex): Upon making a successful melee attack, a venus mantrap may make a grapple attempt as a free action, without provoking an attack of opportunity. Once it has grappled its prey, a venus mantrap can deal constrict damage or use its swallow whole ability (see below). Standard rules for the improved grab ability apply (see *Core Rulebook III*).

Swallow Whole (Ex): Once it has successfully initiated a grapple, a venus mantrap may attempt to swallow its opponent whole by making another successful grapple check. Swallowed creatures take 2d6+10 bludgeoning damage and 10 points of acid damage per round from the Mantrap's powerful digestive fluids. A swallowed creature can free itself with a light slashing or piercing weapon to deal 40 points of damage to the digestive sac (AC 13). Once the creature exits, the wound immediately seals behind him; another swallowed creature must find its own way out. The average Venus Mantrap has 4 digestive sacs at 18 hit-dice, +1 for every 2 hit-dice past 18. The individual digestive sacs never grow larger than Large size and each sac can only contain a single Medium-sized creature, two Small-sized creatures or four Tiny-sized creatures at one time. It may only attempt to swallow one creature per round, regardless of size.





Appendix One: Who's Who Among The Rapturous

The following entries contain information on the current Overmother of the Sisters of Rapture as well as the current Oversisters, representing Aphrodite, Freya, Isis and the Indian goddess Parvati. These four characters make up exactly one-half of the current members of the Sacred Council (see Chapter Five for details). The remaining four representatives have been left open for the GM to create. GMs are free to replace these characters with others of their own design as well. All statistics, attributes, skill bonuses, et cetera, have been totaled and include modifiers from exterior sources such as feats or magic items.

Theophania, the Overmother

The current Overmother of the Sisters of Rapture was born and bred to the position. As the daughter of the former Overmother, Theophania (thee-oh-fahn-ee-ah) represents the latest in a line of domination of the Sacred Council by the Aphroditian sect, which has lasted six generations. While it has been fair and just, some Sisters are beginning to resent the sect's power and feel that the Aphroditians should stand aside and allow a member from one of the other sects to ascend to the position of Overmother.

Theophania has ruled the Sacred Council for 30 years, and many anticipate her retirement, although she has made no indication that she is currently considering it. The Sisters have prospered under her leadership, although she has mostly striven to maintain the status quo established by her predecessors rather than take on more ambitious goals.

This exotic, statuesque woman is fair of skin,

with green eyes and rich, dark hair, worn up in the traditional Olympian style. She wears a loose, diaphanous toga embroidered with silver and gold, which falls open in the front, revealing soft, dark nipples. She is adorned with expensive jewelry made of gold, opals, pearls and seashells.

Theophania Leandros

Female human SoR 20: SZ M Humanoid (human); HD 20d8+20; hp 110; Init +1; Spd 30 ft.; Space/Reach 5 ft/5 ft; AC 24 (touch 24, flat-footed 23); BAB/Grapple: +15/+16; Atk +5 *holy dagger of speed* +21 melee (1d4+6 plus 2d6 vs. evil creatures/19-20); Full Atk +5 *holy dagger of speed* +21/+21/+16/+11 melee (1d4+6 plus 2d6 vs. evil creatures/19-20); AL NG; SV Fort +13, Ref +7, Will +15; Str 12, Dex 12, Con 12, Int 14, Wis 16, Cha 23
Skills: Bluff +10, Concentration +16, Diplomacy +20, Gather Information +13, Heal +11 (+13 involving sexual diseases or injuries), Knowledge (arcana) +12, Knowledge (carnal) +12, Knowledge (local) +9, Knowledge (nobility & royalty) +8, Knowledge (religion) +10, Perform (string instruments) +9, Perform (sexual techniques) +13, Sense Motive +11, Spellcraft +20
Feats: Blown Kiss; Charmed, I'm Sure; Dodge; Healing Caress; Improved Distracting Beauty; Leadership; Orgasmic Spell; Popular; Spell Penetration
Special Abilities: Carnal Spells, Distracting Beauty, Divine Health, Kiss of Power: Agony's Kiss, Kiss of Power: Good Morning Kiss, Kiss of Power: Kiss of Curses, Kiss of Power: Kiss of Life, Kiss of Power: Stolen Kiss, Love's Blessing (Domain Spells: Good), Love's Blessing (Lying Eyes), Love's Blessing (Matchmaker), Motherhood, Sisterhood
Languages: Celestial, Common, Giant
Possessions: amulet of the planes; boots, winged; cloak of charisma +4; ring of freedom of movement; ring of protection +5; staff of divination

Spells Known: (0-level, 6/day, DC 16) *create water, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic, resistance*; (1st-level, 7/day, DC 17) *bleed, cause orgasm, command, cure light wounds, detect evil, protection from evil, sanctuary, shield of faith*; (2nd-level, 7/day, DC 18) *aid, crystal balls, cure moderate*



Theophania Leandros

wounds, eagle's splendor, hold person, owl's wisdom, sound burst, status; (3rd-level, 7/day, DC 19) cure serious wounds, disarming smile, dispel magic, magic circle against evil, magic vestment, remove curse, speak with dead; (4th-level, 7/day, DC 20) cure critical wounds, discern lies, divination, eyes of green, holy smite, restoration, tongues; (5th-level, 6/day, DC 21) atonement, cure light wounds—mass, dispel evil, flame strike, striptease, spell resistance, true seeing; (6th-level, 6/day, DC 22) banishment, blade barrier, eagle's splendor—mass, heal, lovesickness, symbol of persuasion; (7th-level, 6/day, DC 23) greater restoration, holy word, refuge, regenerate, resurrection, sex change; (8th-level, 6/day, DC 24) cure critical wounds—mass, discern location, fire storm, greater planar ally, holy aura, orgiastic frenzy; (9th-level, 6/day, DC 25) heal—mass, heartbreaker, miracle, storm of vengeance, summon monster IX, true resurrection

Roleplaying Hints: Theophania is a practical, pragmatic individual. Having been trained in the arts of diplomacy and leadership since a very young age, she is strong-willed, confident and accustomed to getting her way. She dislikes excess drama and tends to get flustered when situations become more difficult than expected.

She is also a woman of deep sadness, although she manages to hide it well. As a teenager, she fell madly in love with local adventurer, a member of her Patron Mother's party. The two shared a deep connection and she considered leaving the Sisterhood to become his bride. The decision was tragically made for her, however, when the boy was killed during an attack on their camp by a band of orcs. The loss affected her greatly, and she has never quite gotten over it. Although she now has many lovers, Theophania remains alone.

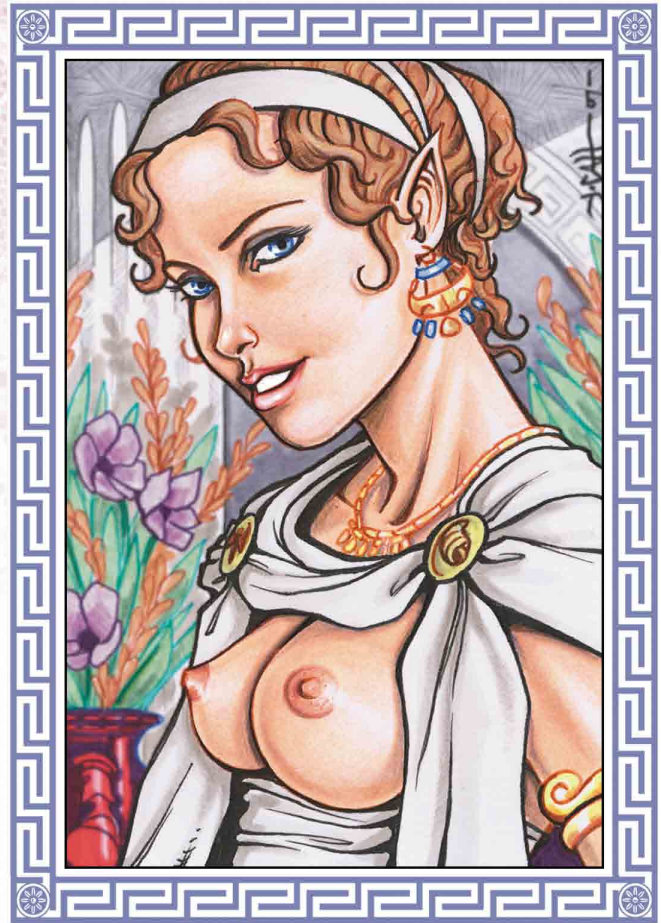
Althea, Sister of Aphrodite

Althea (all-thay-ah) is something of a legend among the Rapturous, as she is one of the only half-nymphs known to exist, much less become an important member of the Sisters of Rapture. Raised by the Aphroditians, the story of her parentage is actually unknown. She was found as an infant, swaddled in a blanket of woven flower petals and lying in an enchanted glen. The Rapturous who found her and claimed her as her apprentice has searched extensively and fruitlessly for the nymph who bore her.

Althea is an exceedingly beautiful woman, as a direct result of her fey lineage. Devoutly religious, she has taken the extra step and devoted herself fully to Aphrodite, splitting her time between her duties to the Sacred Council of the Sisters of Rapture and to Aphrodite's official church.

Although she has assisted in the pietistic studies of many Rapturous apprentices over the years, Althea has yet to take on a student herself.

Tall and slender, this woman's otherworldly beauty, pointed ears and pale, golden skin hint at a bloodline beyond mortal ken. She has honey-brown hair and blue eyes that glint like reflective pools of

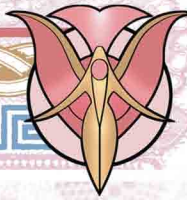


Althea Acarides

clear water. Her smile is warm and welcoming and she wears a shimmering, short toga and a stylized girdle bearing the holy symbol of Aphrodite.

Althea Acarides

Female human (half-nymph), SoR 9/C1r 5: SZ M fey; HD 2d6+6/14d8+42; hp 118; Init +4; Spd 30 ft.; Space/Reach 5 ft./5 ft.; AC 26 (touch 26, flat-footed 22); BAB/Grapple +9/+10; Atk +4 dagger of returning +14 melee (1d4+5/19-20) or +3 adamantite short sword +13 melee (1d6+4/19-20) or +4 dagger of returning +17 ranged (1d4+5/19-20); Full Atk +4 dagger of returning +14/+9 melee (1d4+5/19-20) or +3 adamantite short sword +13/+8 melee (1d6+4/19-20) or +4 dagger of returning +17 ranged (1d4+5/19-20); AL CG; SV Fort +19, Ref +14, Will +20; Str 12, Dex 18, Con 16, Int 16, Wis 19, Cha 22
Skills: Bluff +14, Concentration +22, Diplomacy +20, Disguise +7, Escape Artist +9, Gather Information +16, Heal +14, Hide +7, Knowledge (arcana) +8, Knowledge (carnal) +17, Knowledge (history) +7, Knowledge (local) +8, Knowledge (nobility and royalty) +7, Knowledge (religion) +13, Knowledge (the planes) +8, Perform (sexual techniques) +15,



Sense Motive +8, Spellcraft +19

Feats: Blown Kiss; Charmed, I'm Sure; Combat Casting; Healing Caress; Improved Distracting Beauty; Orgasmic Spell; Pillow Talk

Special Abilities: Amazing Grace (saves) (racial), Carnal Spells, Dazzling Beauty (racial), Distracting Beauty, Divine Health, DR 5/cold iron, Kiss of Power: Burning Kiss, Kiss of Power: Kiss of Exhaustion, Love's Blessing (Domain Spells: Chaos), Low-Light vision, Sisterhood

Languages: Celestial, Common, Giant, Sylvan

Possessions: bracelet of friends, cape of the mountebank, chaos diamond, potion of bull's strength, potion of protection from evil, potion of shield of faith +2, ring of protection +4, ring of evasion, scrolls (divine, 5th/9th: true seeing, 6th/11th: animate objects, 5th/9th: plane shift, 5th/9th: wall of fire, 6th/11th: heal), wind fan

Sister of Rapture Spells Known: (0-level, 6/day, DC 16) cure minor wounds, detect magic, detect poison, guidance, light, mending, purify food and drink, read magic; (1st-level, 8/day, DC 17) bless, cause orgasm, comprehend languages, cure light wounds, detect evil, doom, protection from evil, protection from law; (2nd-level, 8/day, DC 18) augury, bull's strength, cure moderate wounds, crystal balls, eagle's splendor, resist energy, shatter; (3rd-level, 7/day, DC 19) blindness/deafness, disarming smile, dispel magic, magic circle against law, remove curse; (4th-level, 7/day, DC 20) chaos hammer, cure critical wounds, eyes of green, freedom of movement

Cleric Domains: Charm, Good

Recommended Prepared Cleric Spells: (*indicates domain spell) (0-level, 5/day, DC 14) create water, detect magic, detect poison, guidance, light; (1st-level, 4/day+D, DC 15) charm person*, command, divine favor, endure elements, sanctuary; (2nd-level, 3/day+D, DC 16) aid, calm emotions*, enthrall, silence; (3rd-level, 2/day+D, DC 17) dispel magic, searing light, suggestion*

Level Adjustment: +2

Roleplaying Hints: True to her fey heritage, Althea is a flighty, fun-loving "party girl," as at home in the middle of a bacchanal as she is in the midst of the most solemn of religious rituals. Carefree and generally pleasant, she is all smiles, good humor and sex appeal... until something angers her. She fights just as passionately as she parties and rarely leaves her opponents the opportunity to regret their misdeeds.

Despite her chaotic, seemingly ditsy nature, Althea is anything but stupid. She takes her duties as a member of the Sacred Council seriously. Indeed, she regularly uses people's assumptions that she is unintelligent to gain the upper hand in diplomatic negotiations. She dislikes violence, preferring to lie in the sun, drink wine and make love than to see to the matters of war. If she must fight, though, she does so with a wild grin.

Although the two are just as likely to engage in heated debate as passionate lovemaking, Althea's closest friend and regular lover is the elven Sister of Freya, Saereid.

Saereid, Sister of Freya

Saereid's (saer-ee-id) past is a tragic story of pain and loss. As a toddler, barbaric Viking raiders allied with orcish slavers attacked her village, killing all the adults and taking the children for sale to local barbarian warlords as slaves. This is how she became the crown jewel in the harem of a young barbarian prince with ties to the Congress of the Wolf and an appetite for young girls. Her red hair and elven beauty, a rarity in her part of the world, quickly earned her a position as his most coveted prize.

For thirty-eight long years, Saereid lived in bondage, subject to the perverse desires of an evil brute who delighted in his nearly unaging child-bride. During that time she learned many things, chief of which was how to hate. When she was 74 years old, having just reached adolescence, she managed to sneak a kitchen knife into his bedchamber while he was distracted and plunge it into his neck. As he died, she escaped out the window and into the harsh wilderness.

Saereid did not fare well alone in the woods and snow. Within a week she lay at the banks of a fjord, exposed, starving and near death. This is when she claims to have seen a vision of the goddess Freya, who told her that if she let go of her hatred and embraced love, she would be saved. Despite all she'd been through, the desperate young elf vowed it would be so. Within minutes, a Freyan Sister of Rapture aboard a passing longboat found her and rescued her.

Once she returned to health, Saereid told the Sisters about the warlord and of the girls still held in captivity. Twenty-four hours later, the warlord's keep was in flames, his men defeated and the harem freed. Remembering her promise to Freya, Saereid pledged herself to the Sisters of Rapture, becoming a novitiate under the woman who had rescued her. Since then, her crusade against the Congress of the Wolf and their slaver allies has earned her much respect and a position of power within the Sisterhood.

What she lacks in height and build, this elven beauty makes up for in attitude. Her confident stance and cold blue eyes blaze in contrast of her soft, feminine features. Her fire-red hair is long, tied into twin braids and accented with flowers. What little clothes she wears are soft and lined with fur.

Saereid

Female elf SoR 12/Stormsister 5: SZ M Humanoid (elf); HD 17d8+34; hp 110; Init +4; Spd 30 ft.; Space/Reach 5ft./5 ft.; AC 28 (touch 23, flat-footed 24); BAB/Grapple +14/+16; Atk +5 longsword of wounding +21 melee (1d8+7 plus 1 Con/19-20) or +1 merciful short sword of speed +17 melee (2d6+3 nonlethal/19-20) or adamantite dagger +17 melee (1d4+2/19-20) or +3 orc-bane longbow +21 (+23 vs. orcs) ranged (1d8+3 plus 2d6+2 vs. orcs/x3) or adamantite dagger +19 ranged (1d4+2/19-20); Full Atk +5 longsword of wounding +21/+16/+11 melee (1d8+7 plus 1 Con/19-

*Saereid*

20) or +1 *merciful short sword* of speed +17/+17/+12/+7 melee (2d6+3 nonlethal/19-20) or *adamantine dagger* +17/+12/+7 melee (1d4+2/19-20) or +3 *orc-bane longbow* +21/+16/+11 (+23/+18/+13 vs. orcs) ranged (1d8+3 plus 2d6+2 vs. orcs/x3) or *adamantine dagger* +19 ranged (1d4+2/19-20); AL CG; SV Fort +19, Ref +17, Will +16; Str 14, Dex 18, Con 14, Int 13, Wis 14, Cha 18

Skills: Bluff +7, Concentration +12, Diplomacy +8, Gather Information +12, Heal +4, Intimidate +6, Knowledge (arcana) +3, Knowledge (carnal) +5, Knowledge (local) +9, Knowledge (nobility and royalty) +3, Knowledge (religion) +3, Listen +4, Search +3, Sense Motive +12, Spot +4, Spellcraft +11, Survival +3

Feats: Blown Kiss, Cleave, Combat Reflexes, Improved Distracting Beauty, Orgasmic Spell, Power Attack

Special Abilities: Carnal Spells, Distracting Beauty, Divine Health, Favored Enemy: Abusers +4, Harm's Way, Insightful Understanding, Judge the Soul, Kiss of Power: Burning Kiss, Kiss of Power: Kiss of Curses, Kiss of Power: Kiss of the Mistress, Love's Blessing (Domain Spells: Air), Love's

Blessing (Rage), Sisterhood, Zone of Truth

Languages: Common, Elven, Sylvan

Possessions: bracers of armor +5, chaos diamond, cloak of resistance +5, handy haversack, periapt of proof against poison, potion of barkskin +4, potion of cure serious wounds, potion of endure elements, potion of enlarge person, ring of protection +4, ring of X-ray vision

Spells Known: (0-level, 6/day, DC 14) *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *light*, *mending*, *read magic*, *resistance*; (1st-level, 7/day, DC 15) *bane*, *bless*, *cause fear*, *cause orgasm*, *cure light wounds*, *detect evil*, *obscuring mist*, *shield of faith*; (2nd-level, 7/day, DC 16) *align weapon*, *bear's endurance*, *calm emotions*, *crystal balls*, *cure moderate wounds*, *hold person*, *restoration—lesser*, *wind wall*; (3rd-level, 7/day, DC 17) *bestow curse*, *cure serious wounds*, *disarming smile*, *dispel magic*, *gaseous form*, *remove curse*, *searing light*; (4th-level, 7/day, DC 18) *air walk*, *cure critical wounds*, *eyes of green*, *freedom of movement*, *restoration*, *sending*, *true seeing*; (5th-level, 6/day, DC 19) *command—greater*, *commune*, *control winds*, *cure light wounds—mass*, *flame strike*, *striptease*; (6th-level, 5/day, DC 20) *chain lightning*, *dispel magic—greater*, *geas/quest*, *heal*, *lovesickness*; (7th-level, 3/day, DC 21) *control weather*, *holy word*, *restoration—greater*, *sex-change*

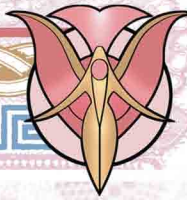
Roleplaying Hints: Saereid is a woman capable of great and furious anger, which she struggles every day to purge from her heart. While she is marginally successful, her temper still flares whenever she is faced with injustice toward the innocent and weak, especially when the victims are women and children. While she treats honorable men with respect and caring, their touch still reminds her of her days of captivity. She has rarely found comfort in a man's arms, preferring instead the gentle touch of other women.

For the most part, Saereid is a pleasant, serious woman. She is slow to laugh, but still personable enough to have earned the friendship and respect of many of her fellow Rapturous. Her passionate nature has, however, earned her a reputation as someone who tends to think with her heart and sword instead of her mind. Saereid's closest friend and frequent lover is Althea, the Sister of Aphrodite, to whom she is fiercely loyal and protective.

Ninythys, Sister of Isis

The current Sister of Isis is a mysterious and exotic Egyptian woman named Ninythys (*neen-uh-thes*). Little is known about her past except that she came to the Sisters of Rapture at the remarkable age of 17. The circumstances of her indoctrination, her Patron Mother's name or even the temple where she received her training are all a mystery—one Ninythys seems inclined to take to her grave. Nevertheless, her exploits as a representative as the goddess Isis are nearly as legendary among the Rapturous as her rampant sexuality is.

One of the foremost Spellswingers in her sect,



Ninythys maintains a moderate harem of attractive men and women of a variety of different races, all of whom voluntarily and enthusiastically serve their mistress. Although she has held the title of Sister of Isis for several decades and performs her obligations to the Sacred Council with competence and grace, her political rivals often accuse her of paying more attention to her "pets" than to her duties.

Dark of skin and features, this exotic woman is adorned with gold jewelry, elaborate makeup and gleaming body-paint. Her chest is bare, and a flowing, diaphanous gown hangs from her round hips. Her entire body is smooth, hairless and well oiled, and she wears a thick, black wig in the Egyptian style atop her head, along with a golden headdress of avian styling. She smells of jasmine and spice.

Ninythys

Female human SoR 7/

Sorcerer 6/SPELLSWINGER

5: SZ M Humanoid

(human); HD 7d8+14 plus 6d4+12 plus 5d4+10; hp 95; Init +1; Spd 30 ft.; Space/

Reach 5 ft./5 ft.; AC 22 (touch 22, flat-footed 21); BAB/Grapple +11/+11: Atk +3 *defending short sword* +14 melee (1d6+3/19-20) or *desert scimitar* +14 melee (1d6+3 plus 1d6 and Cleave in desert climates/18-20) or +1 *dagger* +12 melee (1d4+1/19-20) or +1 *dagger* +13 ranged (1d4+1/19-20); Full Atk +3 *defending short sword* +14/+9/+4 melee (1d6+3/19-20) or *desert scimitar* +14/+9/+4 melee (1d6+3 plus 1d6 and Cleave in desert climates/18-20) or +1 *dagger* +12/+7/+2 melee (1d4+1/19-20) or +1 *dagger* +13 ranged (1d4+1/19-20); AL CG; SV Fort +13, Ref +6, Will +18; Str 11, Dex 12, Con 14, Int 14, Wis 16, Cha 19

Skills: Bluff +11, Concentration +15, Diplomacy +11, Disguise +9, Gather Information +9, Heal +7, Intimidate +6, Knowledge (arcana) +11, Knowledge (carnal) +13, Knowledge (local) +5, Knowledge (nature) +8, Knowledge (nobility and royalty) +5, Knowledge (religion) +7, Perform

(sexual techniques) +17, Sense Motive +7, Sleight of Hand +3, Spellcraft +17, Survival +7

Feats: Charmed, I'm Sure; Eschew Materials; Greater Spell

Penetration; Healing Caress; Improved Distracting Beauty; Leadership; Maximize Spell; Orgasmic Spell; Quicken Spell; Spell Penetration
Special Abilities: Carnal Spells, Distracting Beauty, Divine Health, Extra Metamagic Feat, Extra Metamagic Feat, Kiss of Power: Kiss of Exhaustion, Kiss of Power: Kiss of Sweet Dreams, Love's Blessing (Domain Spells: Magic), Sexual Channeling, Summon Familiar
Languages: Common, Draconic, Sylvan
Possessions: *desert scimitar* (+3 *scimitar*, +1d6, Cleave in desert conditions), *handy haversack*, *mantle of faith* (DR 5/evil), *periapt of Wisdom* +2, *potion of magic weapon* (oil), *potion of reduce person*, *potion of spider climb*, *ring of protection* +5, *ring of telekinesis*, *scrolls* (divine: 3rd/5th *magic circle vs. evil*, 3rd/5th *remove blindness/deafness*, 2nd/3rd *make whole*), +3 *defending shortsword*, *staff of divination*, *wand of fireball* (5th level, 18 charges)

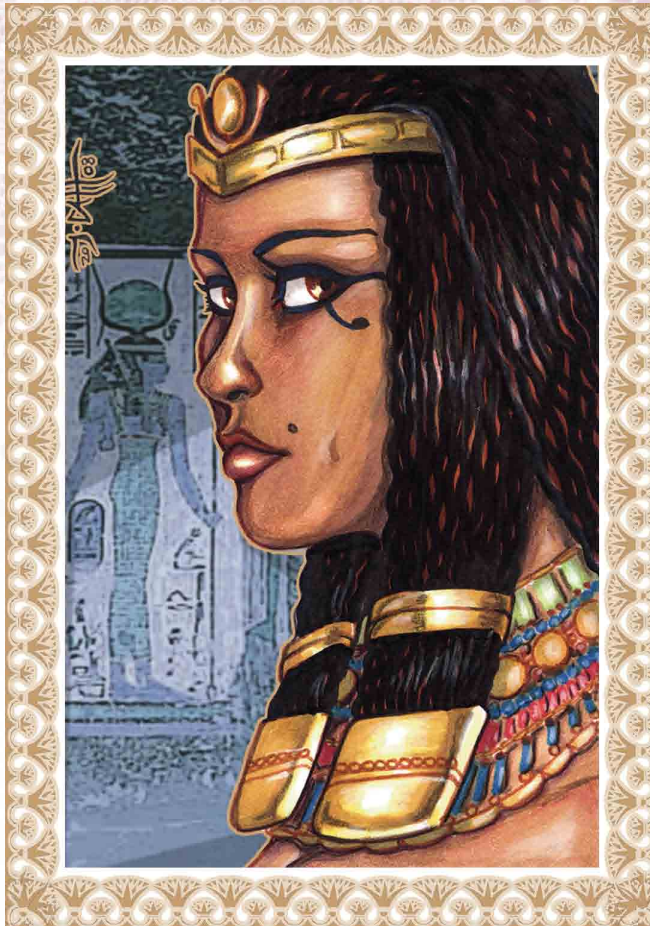
Sisters of Rapture Spells Known:

(0-level, 6/day, DC 14) *create water*, *cure minor wounds*, *detect magic*, *detect poison*, *guidance*, *light*, *read magic*, *resistance*; (1st-level, 7/day, DC 15) *bless*, *bless water*, *cause orgasm*, *cure light wounds*, *doom*, *endure elements*, *magic aura*, *shield of faith*; (2nd-level, 7/day, DC 16)

augury, *crystal balls*, *cure moderate wounds*, *eagle's splendor*, *gentle repose*, *identify*, *zone of truth*; (3rd-level, 7/day, DC 17) *animate dead*, *cure serious wounds*, *dispel magic*, *heart's desire*, *meld into stone*, *speak with dead*; (4th-level, 7/day, DC 18) *cure critical wounds*, *eyes of green*, *imbue with spell ability*, *poison*

Sorcerer Spells Known: (0-level, 6/day, DC 14) *disrupt undead*, *flare*, *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*, *touch of fatigue*; (1st-level, 7/day, DC 15) *detect undead*, *mage armor*, *magic missile*, *protection from evil*, *unseen servant*; (2nd-level, 7/day DC 16) *acid arrow*, *resist energy*, *scorching ray*; (3rd-level, 6/day, DC 17) *fireball*, *gaseous form*; (4th-level, 4/day, DC 17) *dimension door*

Roleplaying Hints: She's not quite the wanton nymphomaniac she allows people to think she is, but Ninythys does have a voracious sexual appetite and deserves her reputation as an eager lover. That's not to say she's easy



Ninythys

to bed, just that she's always looking for her next sexual thrill. Flirtatious and passionate, she's a borderline hedonist. What most don't realize, though, is that her love of pleasure isn't necessarily selfish. She truly does believe that sexual love is the most appropriate way to honor Isis, especially if arcane magic is somehow involved. To her, having magically enhanced sex is to truly touch the divine.

In contrast to her passionate lovemaking, Ninythys is generally a quiet woman, who purposefully maintains an air of mystery. When she's not engaged in sexual activity or performing her duties as Sister of Isis, she can be found in the temple archives or at the local library, poring over ancient tomes of forgotten lore seeking some magical secret or another.

Kamala, Sister of Parvati

The more powerful of the two Oversisters representing the smaller sects of the Sisters of Rapture, Kamala is a strong voice from a group with little political clout. A consummate teacher and mother, she has earned the respect of the more influential members of the Sacred Council with her wisdom and firm belief in feminine power.

Kamala hails from an ancient Oriental land and devoutly worships the Indian goddess of love, devotion and feminine strength, Parvati. She was literally born into the sect, and some say the position of Oversister. Her mother, Ahmina, was a very popular representative of the lesser sects, and began training Kamala as soon as she was old enough to understand the concept of love. Her apprenticeship was cut short at age 15, however, when her mother was slain in combat and the lesser sects controversially elevated her to her mother's position on the Sacred Council. Although Theophania and the Aphroditians opposed the nomination, the Council ratified Kamala anyway. She thus became the youngest and lowest-ranked Sister to ever hold the position of Oversister, a position she has successfully held for 23 years.

Before prematurely ascending to the Sacred Council, Kamala had planned to follow her devotion and become a full-fledged priestess of Parvati. The demands of Council membership have kept her from following that path, though. Mostly temple-bound, she has recently decided to become a teacher and Patron Mother instead, taking in a young orphan girl, Máire,

who follows the Celtic goddess, Branwyn.

This swarthy beauty has long, thin features and large, piercing brown eyes. She wears very little other than elaborate jewelry of gold and precious stones that dangle from multiple piercings, and a colorful, short sari and a long shawl elaborately tied under her bare breasts and across her arms. She stands with supreme confidence and grace.

Kamala Siddah

Female human SoR 14/Patron Mother 2: SZ M Humanoid (human); HD 14d8+28 plus 2d8+4; hp 104; Init +5; Spd 30 ft.; Space/Reach 5 ft./5 ft.: AC 21 (touch 21, flat-footed 20); BAB/Grapple +11/+12; Atk +3 *kukri of wounding* +15 melee (1d4+4 plus 1 Con/18-20) or +1 *short sword* +13 melee (1d6+2/19-20) or adamantine dagger +13 melee (1d4+1/19-20) or adamantine dagger +13 ranged (1d4+1/19-20); Full Atk +3 *kukri of wounding* +15/+10/+5 melee (1d4+4 plus

1 Con/18-20) or +1 *short sword* +13/+8/+3 melee (1d6+2/19-20) or adamantine dagger +13/+8/+3 melee (1d4+1/19-20) or adamantine dagger +13 ranged (1d4+1/19-20); AL LG; SV Fort +11, Ref +5, Will +14; Str 12, Dex 13, Con 14, Int 13, Wis 14, Cha 19
Skills: Bluff +7, Concentration +10, Diplomacy +10, Disguise +7, Gather Information +7, Heal +5, Knowledge (arcana) +5, Knowledge (carnal) +5, Knowledge (local) +4, Knowledge (nobility and royalty) +4, Knowledge (religion) +14, Perform (dance) +8, Perform (sexual technique) +7, Sense Motive +17, Spellcraft +6, Spot +5

Feats: Blown Kiss,

Charmed, I'm Sure, Combat Expertise, Healing Caress, Improved Distracting Beauty, Improved Initiative, Popular



Kamala Siddah



Special Abilities: Apprentice, Carnal Spells, Distracting Beauty, Divine Health, Inspire Confidence +1, Kiss of Power: Good Morning Kiss, Kiss of Power: Kiss of Exhaustion, Kiss of Power: Kiss of the Mistress, Love's Blessing (Domain Spells: Protection), Love's Blessing: Lion's Rage*, Love's Blessing: Shared Love of Life*, Mental Bond, Motherhood, Sisterhood (*See Chapter Four for description)

Languages: Celestial, Common

Possessions: adamantine dagger, carpet of flying (5'x10'), iun stone: lavender and green ellipsoid, minor ring of spell-storing, pearl of power (6th-level), potion of cure light wounds, +1 shortsword, ring of protection +4, scrolls (divine: 3rd/5th, searing light, 4th/7th freedom of movement, 4th/7th tongues, 4th/7th divine power), wand of summon monster III, +3 wounding kukri

Spells Known: (0-level, 6/day, DC 14) create water, cure minor wounds, detect magic, guidance, light, mending, purify food and drink, read magic, resistance; (1st-level, 7/day, DC 15) bless, cause fear, cause orgasm, comprehend languages, cure light wounds, detect evil, protection from evil, sanctuary; (2nd-level, 7/day, DC 16) aid, bear's endurance, crystal balls, cure moderate wounds, eagle's splendor, hold person, restoration –lesser, shield other; (3rd-level, 7/day, DC 17) blindness/deafness, cure serious wounds, dispel magic, heart's desire, invisibility purge, protection from energy, remove curse; (4th-level, 7/day, DC 18) cure critical wounds, discern lies, divine power, eyes of green, magic weapon –greater, restoration, spell immunity; (5th-level, 6/day, DC 19) commune, dispel evil, flame strike, raise dead, spell resistance, striptease, true seeing; (6th-level, 6/day, DC 20) anti-magic field, blade barrier, cure moderate wounds –mass, eagle's splendor –mass, lovesickness, word of recall; (7th-level, 5/day, DC 21) holy word, repulsion, resurrection, sex-change, scrying –greater; (8th-level, 3/day, DC 22) discern location, mind-blank, orgiastic frenzy, symbol of death

Roleplaying Hints: Kamala is a self-assured but humble woman who places a great deal of emphasis on the ideals of politeness, hospitality and courtesy to others. She has a reputation for selfless piety that is not undeserved. Following the example of her patron goddess, however, she is not without her moments of ire and scorn. She takes the concept of feminine power and independence very seriously and will not hesitate to strike down any who attempt to deny her Sisters their rightful place.

When dealing with others, Kamala is caring, generous, kind and almost motherly. She aims to be a strong role model and surrogate mother and approaches both her duties as Patron Mother and Oversister from this point of view. She is aware that she has not yet worked her way out of her popular mother's shadow and struggles to live up to the responsibility given her at such a young age.

Appendix Two: Rapturous in the Modern World

Love is my religion—I could die for that.
—John Keats, 1819.

Although they most commonly appear in medieval-style fantasy settings, the Sisters of Rapture faction can and does exist in modern settings where divine spellcasting is possible. In such settings, the Rapturous represent a very old, very secret group of pagans whose origins go back to the Ancient World and the dawn of Western civilization. They are very few in number and face persecution not only from larger, more formal religions that view paganism as a threat, but from human society as a whole, which would find their blatantly sexual natures and beliefs offensive (if not illegal). Most who know of their existence tend to see them as a corruptive influence; an organization that stands to bring young girls from the protective fold of righteousness and transform them into whores, sluts and wanton harlots. This preconception is far from the truth, but in a sexually repressed society, such are the risks that those who choose the Rapturous way take.

In a modern game, the Sisters of Rapture follow a path not unlike their fantasy counterparts. They are brought into the sect early by full-fledged members, tutored in the ways of love and taught a singular devotion to an ancient goddess of love. As they compose a group dedicated to an ideal, the Dedicated Hero is the fastest, and most logical, path into this advanced class.

Requirements

To qualify to become a Sister of Rapture, a character must fulfill the following criteria.

- **Base Attack Bonus:** +2

- **Skills:** Knowledge (carnal) 6 ranks, Knowledge (theology and philosophy) 6 ranks, Perform (sexual techniques) 3 ranks or Profession (prostitute) 6 ranks. [For purposes of this supplement, add Knowledge (carnal) to the class skill list of the Dedicated Hero.]

- **Dedication:** At the time she takes her first level in the Sister of Rapture advanced class, the character must dedicate herself to a pagan love goddess. This goddess need not be from her native culture. Goddesses of the Trinity of Love—Aphrodite, Freya and Isis—remain the most commonly chosen. This choice determines how the Rapturous uses certain aspects of her faith.

- **Sponsorship:** To become a Sister of Rapture, a character must earn the sponsorship of a full-fledged member. The sponsor presents the candidate character to the Sacred Council who judges her worthiness and

willingness to follow the Rapturous path. If accepted, the sponsor becomes the character's Patron Mother and the character becomes a novitiate under her care.

Class Information

The following information pertains to the Sister of Rapture advanced class.

Hit Die

The Sister of Rapture gains 1d8 hit points per level. The character's Constitution modifier applies.

Action Points

The Sister of Rapture gains a number of action points equal to $(6 + 1/2 \text{ her character level, rounded down})$, every time she attains a new level in this class.

Class Skills

The Sister of Rapture's class skills are as follows:

Bluff (Cha), Concentration (Con), Craft (pharmaceutical, visual art, writing) (Int), Diplomacy (Cha), Escape Artist (Dex), Gamble (Wis), Gather Information (Cha), Intimidate (Cha), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, carnal, current events, history, popular culture, streetwise, theology and philosophy) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Read/Write Language (none), Research (Int), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (none), Spellcraft (Int), Treat Injury (Wis)

Skill Points at Each Level: 5 + Int modifier

Class Features

All of the following features pertain to the Sister of Rapture advanced class.

Divine Health

A SoR is immune to all diseases, including magical diseases such as mummy rot and lycanthropy. In addition, the SoR gains the ability to control her fertility. Her reproductive system functions as normal, but she produces no fertile eggs unless she so desires, thus nullifying the risk of unwanted pregnancy.

Divine Spells

A Sister of Rapture has the ability to cast divine spells just as the standard Acolyte can, including the number of spells per day and the bonus spells by level for a high Wisdom bonus (See Chapters Nine and Ten of the *Modern Core Rulebook*). The SoR uses the standard Divine Spell List with the addition of the first five spells listed under the Carnal Domain (See Chapter Three of this book). No other feature of the Acolyte class is granted to the Sister of Rapture.

Distracting Beauty

The Sisters of Rapture are generally women of incredible beauty who know how to wield their comeliness like a shield in combat. Enemies often find it difficult to

concentrate on the battle when faced with such exquisite examples of womanhood.

Therefore, the SoR gain a sacred bonus to their Defense equal to their Charisma modifier. This bonus is divinely granted, so it works even against creatures that would not normally

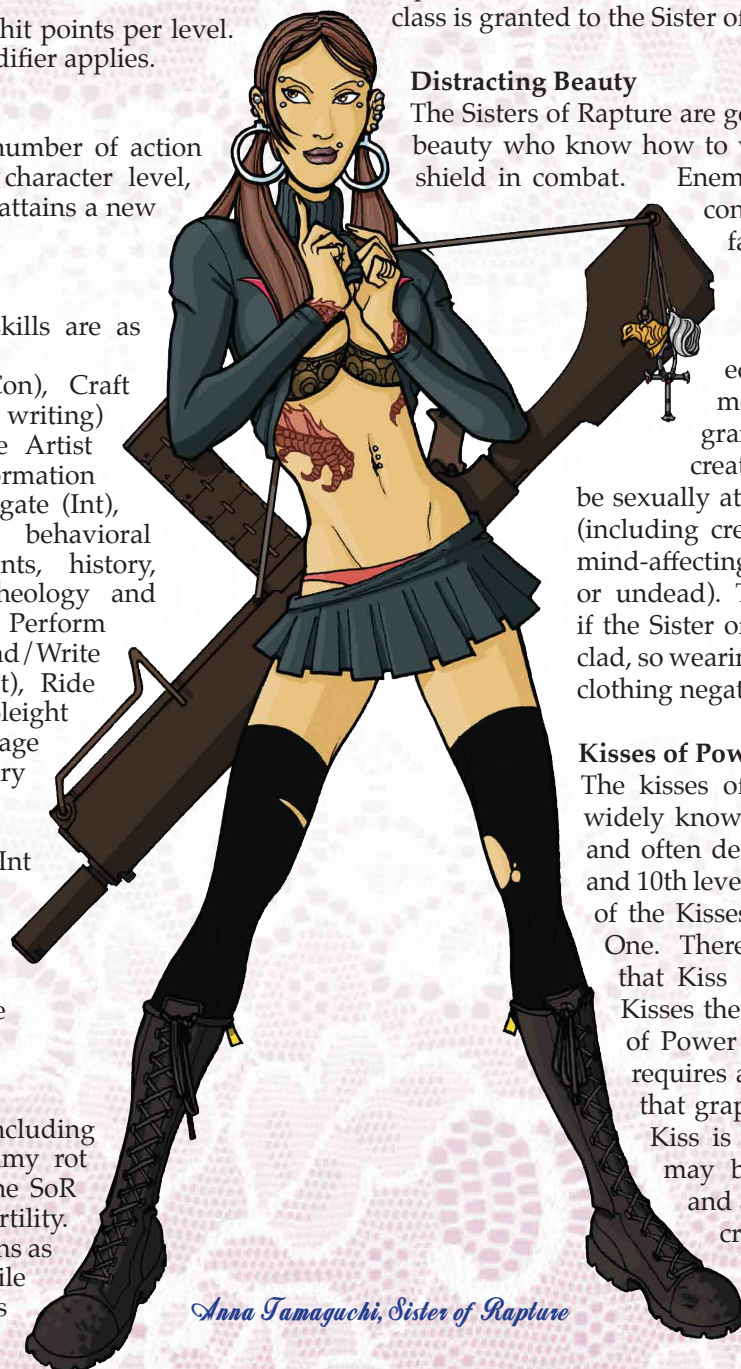
be sexually attracted to humanoid females (including creatures generally immune to mind-affecting powers such as constructs or undead). The bonus is available only if the Sister of Rapture is nude or scantily clad, so wearing armor or overly concealing clothing negates the bonus.

Kisses of Power

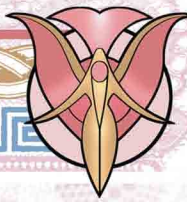
The kisses of the Sisters of Rapture are widely known for their nearly irresistible and often deadly effects. At 2nd, 4th, 7th and 10th levels, the SoR may pick from one of the Kisses of Power listed in Chapter One. Thereafter, they have access to that Kiss of Power and any previous Kisses they already have. Using a Kiss of Power against an unwilling target, requires a successful grapple check. If that grapple check fails, the intended Kiss is lost for that day. Each Kiss may be used only once per day and against only corporeal, living creatures.

Bonus Feats

At 3rd, 6th and 9th level, the Sister of Rapture gets a



Anna Tamaguchi, Sister of Rapture



bonus feat. The feat must be selected from the following list, and the Rapturous must meet all the prerequisites of the feat to select it. (An * indicates a new feat found in Chapter Three of this book.)

Archaic Weapon Proficiency; Armor Proficiency (light); Attentive; Blown Kiss*; Charmed, I'm Sure*; Educated; Ethereal Kiss*; Healing Caress*; Improved Distracting Beauty*; Pillow Talk*; Popular*; Studious; Trustworthy

Love's Blessing

The goddesses to whom the SoR have pledged their lives reward their servants with certain blessings. At 3rd, 6th and 9th levels, the SoR receives a blessing of her choice, with the exception of the gaining of Domain spells, as determined by her deity (see Chapter One). These gifts are usable at will unless otherwise noted.

Sisterhood

At 5th level, the Rapturous has completed her apprenticeship. She is freed from the service of her Patron Mother and expected to go out into the world to make her own life in the service of her goddess. The ceremony that marks this occasion is a carefully guarded secret shared only with members of the Sisterhood. The result of this ceremony, however, is very apparent, as the inductee ceases to age, retaining the beauty and benefits of youth throughout her life. She can never suffer additional age-related penalties (or benefit from age-related

bonuses) after reaching this level. When her time comes—barring accident or violence—the SoR simply dies in her sleep looking as radiant in death as she did in life. Also a SoR's corpse never suffers the ravages of decomposition.

Motherhood

At 8th level, the Sister of Rapture is eligible to become a Patron Mother, taking on a young girl as an apprentice. In so doing, the SoR gains the ability to attract a retinue of followers whose total levels equal her Reputation bonus. (A SoR with a Reputation bonus of +4, for instance, can have four 1st-level followers, a single 4th-level cohort or any combination of cohorts whose levels add up to four.) If the Rapturous chooses to take an apprentice at this level, however, she forgoes the ability to retain a cohort and may only attract followers of first level. In either case, these followers may represent the Sister's personal assistants, young acolytes of her faith or simply a circle of close friends. Not all Rapturous become Patron Mothers. Many are content to remain Honored Sisters, serving their various sects in the same capacity as they have since the end of their apprenticeships (see Chapter Four). Sisters who do not choose the path of the Patron Mother often retain the services of a loyal assistant or bodyguard cohort. The option to attract any follower, cohort or apprentice is voluntary. Inform your GM if you want your character to begin attracting followers via this ability.

Table 9: The Sister of Rapture (Modern)

Level	Attack Bonus	Fort	Reflex	Will	Special	Defense Bonus	Rep Bonus	0	1	2	3	4	5
1	+0	2	0	2	Divine Health, Carnal Spells, Distracting Beauty	+1	+1	3	2	-	-	-	-
2	+1	3	0	3	Kiss of Power 1	+1	+1	4	3	-	-	-	-
3	+2	3	1	3	Bonus Feat, Love's Blessing	+2	+1	4	3	2	-	-	-
4	+3	4	1	4	Kiss of Power 2	+2	+2	5	4	3	-	-	-
5	+3	4	1	4	Sisterhood	+3	+2	5	4	3	2	-	-
6	+4	5	2	5	Bonus Feat, Love's Blessing	+3	+2	5	4	4	3	-	-
7	+5	5	2	5	Kiss of Power 3	+4	+3	6	5	4	3	2	-
8	+6/+1	6	2	6	Motherhood	+4	+3	6	5	4	4	3	-
9	+6/+1	6	3	6	Bonus Feat, Love's Blessing	+5	+3	6	5	5	4	3	2
10	+7/+2	7	3	7	Kiss of Power 4	+5	+4	6	5	5	4	4	3

[illegible]



SKILLS & PERSONAL



Given Name

•SEX _____ •AGE _____ •APPARENT AGE _____
•HEIGHT _____ •WEIGHT _____ •EYES _____ •HAIR _____
•LEIGE / PATRON _____
•RELATIVES _____
•HOMELAND _____
•RELIGION / DIET _____
•PERSONALITY / QUIRKS _____
•PERSONAL ETHOS _____
•LANGUAGES (•NATIVE _____)

Skill Points per Level

•1ST : (+INT) x = _____
•CLASS : +INT = _____
•CLASS : +INT = _____
•CLASS : +INT = _____
•CLASS : +INT = _____

Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Misc. MOD	Syn. MOD
—	CRAFT ()	INT		=	+	+	+
—	CRAFT ()	INT		=	+	+	+
—	CRAFT ()	INT		=	+	+	+
—	CRAFT ()	INT		=	+	+	+
—	RNOW (Arcana)	INT		=	+	+	+
—	RNOW (Arc & Eng)	INT		=	+	+	+
—	RNOW (Carnal)	INT		=	+	+	+
—	RNOW (Dungeons)	INT		=	+	+	+
—	RNOW (Geography)	INT		=	+	+	+
—	RNOW (History)	INT		=	+	+	+
—	RNOW (Local)	INT		=	+	+	+
—	RNOW (Nature)	INT		=	+	+	+
—	RNOW (Nobility)	INT		=	+	+	+
—	RNOW (Religion)	INT		=	+	+	+
—	RNOW (The Planes)	INT		=	+	+	+
—	RNOW ()	INT		=	+	+	+
—	RNOW ()	INT		=	+	+	+
—	RNOW ()	INT		=	+	+	+
—	RNOW ()	INT		=	+	+	+
—	PERFORM (Sexual)	CHA		=	+	+	+
—	PERFORM ()	CHA		=	+	+	+
—	PERFORM ()	CHA		=	+	+	+
—	PERFORM ()	CHA		=	+	+	+
—	PROF. ()	WIS		=	+	+	+
—	PROF. ()	WIS		=	+	+	+
—	PROF. ()	WIS		=	+	+	+
—	PROF. ()	WIS		=	+	+	+

Character History

Skills

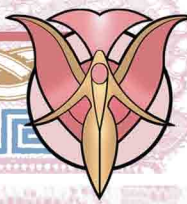
Class	SKILLS	Key Ability	TOTAL MOD	ABL MOD	Ranks	Misc. MOD	Syn. MOD
—	APPRAISE	INT		=	+	+	+
—	BALANCE	DEX		=	+	+	+
—	BLOFF	CHA		=	+	+	+
—	CLIMB	STR		=	+	+	+
—	CONCENTRATION	CON		=	+	+	+
—	DECIPHER SCRIPT	INT		=	+	+	+
—	DIPLOMACY	CHA		=	+	+	+
—	DISABLE DEVICE	INT		=	+	+	+
—	DISGUISE	CHA		=	+	+	+
—	ESCAPE ARTIST	DEX		=	+	+	+
—	FORGERY	INT		=	+	+	+
—	GATHER INFO	CHA		=	+	+	+
—	HANDLE ANIMAL	CHA		=	+	+	+
—	HEAL	WIS		=	+	+	+
—	HIDE	DEX		=	+	+	+
—	INTIMIDATE	CHA		=	+	+	+
—	JUMP	STR		=	+	+	+
—	LISTEN	WIS		=	+	+	+
—	MOVE SILENTLY	DEX		=	+	+	+
—	OPEN LOCK	DEX		=	+	+	+
—	RIDE	DEX		=	+	+	+
—	SEARCH	INT		=	+	+	+
—	SENSE MOTIVE	WIS		=	+	+	+
—	SLEIGHT OF HAND	DEX		=	+	+	+
—	SPEAK LANGUAGE	-----		=	+	+	+
—	SPELLCRAFT	INT		=	+	+	+
—	SPOT	WIS		=	+	+	+
—	SURVIVAL	WIS		=	+	+	+
—	SWIM	STR		=	+	+	+
—	TUMBLE	DEX		=	+	+	+
—	USE MAGIC DEVICE	CHA		=	+	+	+
—	USE ROPE	DEX		=	+	+	+

Proficiencies

WEAPONS: ☐ SIMPLE ☐ MARTIAL
ARMOR: ☐ LIGHT ☐ MEDIUM ☐ HEAVY
☐ SHIELDS
SPECIFIC/EXOTIC WEAPONS _____

Miscellaneous

FEATS & ABILITIES



Feats

[illegible]

Class Abilities

[illegible]

Experience Chart

Character Level	XP
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	21,000
8	28,000
9	36,000
10	45,000
11	55,000
12	66,000
13	78,000
14	91,000
15	105,000
16	120,000
17	136,000
18	153,000
19	171,000
20	190,000

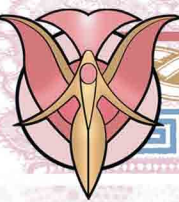
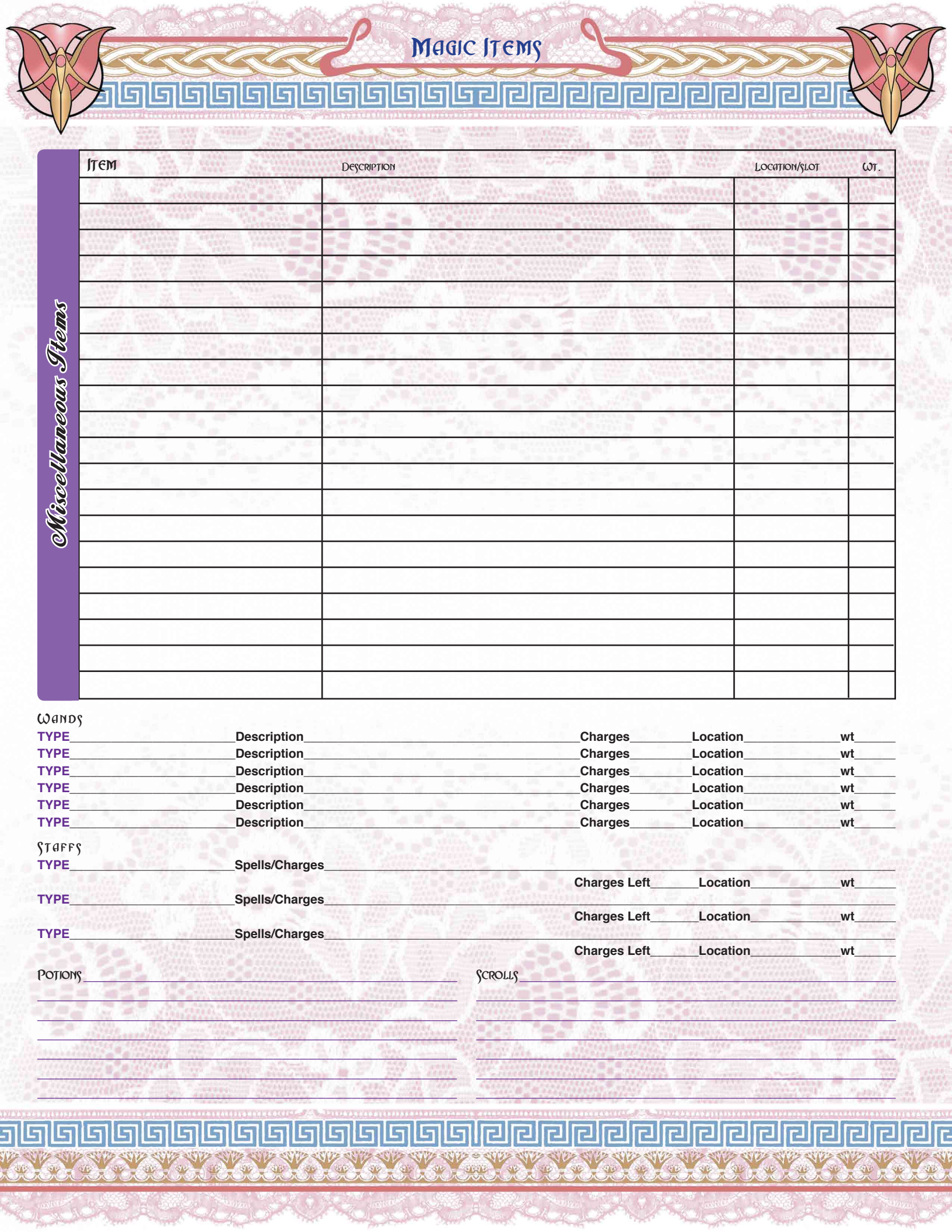
Class LVs	Class Max Ranks	CC Max Ranks	Feats	Ability Increases
	<input type="checkbox"/> 4	2	1st	-
	<input type="checkbox"/> 5	2 1/2	-	-
	<input type="checkbox"/> 6	3	2nd	-
	<input type="checkbox"/> 7	3 1/2	-	1st
	<input type="checkbox"/> 8	4	-	-
	<input type="checkbox"/> 9	4 1/2	3rd	-
	<input type="checkbox"/> 10	5	-	-
	<input type="checkbox"/> 11	5 1/2	-	2nd
	<input type="checkbox"/> 12	6	4th	-
	<input type="checkbox"/> 13	6 1/2	-	-
	<input type="checkbox"/> 14	7	-	-
	<input type="checkbox"/> 15	7 1/2	5th	3rd
	<input type="checkbox"/> 16	8	-	-
	<input type="checkbox"/> 17	8 1/2	-	-
	<input type="checkbox"/> 18	9	6th	-
	<input type="checkbox"/> 19	9 1/2	-	4th
	<input type="checkbox"/> 20	10	-	-
	<input type="checkbox"/> 21	10 1/2	7th	-
	<input type="checkbox"/> 22	11	-	-
	<input type="checkbox"/> 23	11 1/2	-	5th

Multi-Class Penalty: _____ %

Racial Abilities

[illegible]

[illegible]



MAGIC ITEMS

Miscellaneous Items

ITEM	DESCRIPTION	LOCATION/SLOT	WT.

WANDS

TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt
TYPE	Description	Charges	Location	wt

STAFFS

TYPE	Spells/Charges	Charges Left	Location	wt
TYPE	Spells/Charges	Charges Left	Location	wt
TYPE	Spells/Charges	Charges Left	Location	wt

POTIONS

SCROLLS



MAGICAL INFORMATION



SPECIALIST SCHOOL: _____
PROHIBITED SCHOOLS: _____

SISTER OF RAPTURE*Spells Known*

Level	0	1	2	3	4	5	6	7	8	9
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Current Daily Spell Allotment

CLASS: SISTER OF RAPTURE (10 + Spell Level + Cha Modifier)

Caster Level	Spells Per Day									
<input type="text"/>	0	1	2	3	4	5	6	7	8	9
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DC

Clerical Information

DIETY: _____ HOLY SYMBOL

DOMAIN: _____

GRANTED POWER: _____

DOMAIN: _____

GRANTED POWER: _____

Spells Known

Level	0	1	2	3	4	5	6	7	8	9
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Current Daily Spell Allotment

CLASS: _____

Caster Level	Spells Per Day									
<input type="text"/>	0	1	2	3	4	5	6	7	8	9
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

DC

Turning Undead

TORNING CHECK RESULT	UNDEAD AFFECTED Maximum Hit Dice
0 or lower	Cleric's level -4
1-3	Cleric's level -3
4-6	Cleric's level -2
7-9	Cleric's level -1
10-12	Cleric's level
13-15	Cleric's level +1
16-18	Cleric's level +2
19-21	Cleric's level +3
22 or higher	Cleric's level +4

TURN AS PER DAY

CHECKS

DMG

RANGE

NOTES

CLERICAL TITLE: _____
CLERICAL RANKING: _____

Familiar/Animal Companion

NAME: _____
SPECIES: _____
ALIGNMENT: _____

Abilities

	MOD	
STR	<input type="text"/>	<input type="text"/>
DEX	<input type="text"/>	<input type="text"/>
CON	<input type="text"/>	<input type="text"/>
INT*	<input type="text"/>	<input type="text"/>
WIS	<input type="text"/>	<input type="text"/>
CHA	<input type="text"/>	<input type="text"/>

* Familiar's base INT is 6, +1 per 2 Master's lvl

AC

TOTAL	FLATFOOT	TOUCH
<input type="text"/>	<input type="text"/>	<input type="text"/>

HIT DICE (Familiar = master's lvl): _____

HIT POINTS (Familiar = 1/2 master's total)

TOTAL	CURRENT
<input type="text"/>	<input type="text"/>

Saving Throws

TOTAL	Master's Base	ABILITY MOD	TEMP MOD
FORT	<input type="text"/>	<input type="text"/>	<input type="text"/>
REF	<input type="text"/>	<input type="text"/>	<input type="text"/>
WILL	<input type="text"/>	<input type="text"/>	<input type="text"/>

Attack Bonus

TOTAL	Master's ATK+	ABILITY MOD	SIZE MOD
MELE	<input type="text"/>	<input type="text"/>	<input type="text"/>

ATTACKS: _____
FULL ATTACK: _____
SIZE/TYPE: _____
INITIATIVE: _____
SPEED: _____
TRICKS: _____

SPECIAL QUALITIES _____
SKILLS _____
FEATS _____

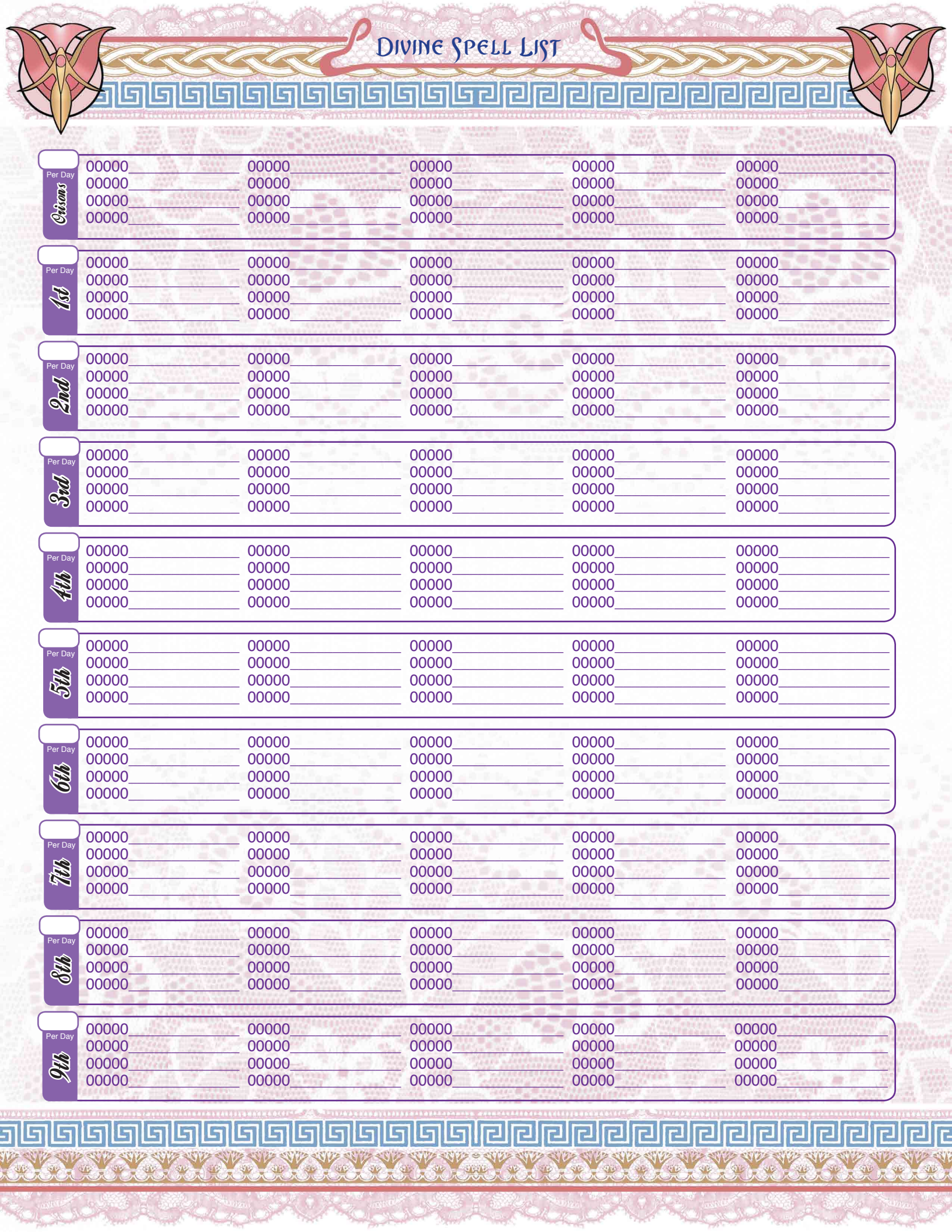
CARRYING CAP: _____
CURRENT LOAD: _____

FAMILIAR SPECIAL ABILITIES

LVL	+AC	Abilities
<input type="checkbox"/> 1-2	+1	Alertness, imp. evasion, share spells, empathic link
<input type="checkbox"/> 3-4	+2	Touch
<input type="checkbox"/> 5-6	+3	Speak with master
<input type="checkbox"/> 7-8	+4	Speak with like animals
<input type="checkbox"/> 9-10	+5	
<input type="checkbox"/> 11-12	+6	Spell resistance
<input type="checkbox"/> 13-14	+7	Scry on familiar
<input type="checkbox"/> 15-16	+8	
<input type="checkbox"/> 17-18	+9	
<input type="checkbox"/> 19-20	+10	

DRUIDIC SPECIAL ABILITIES

	LVL	+HD	+AC	+STR/DEX	+Tricks	Special
<input type="checkbox"/>	1-2	+0	+0	+0	1	Link, share spells
<input type="checkbox"/>	3-5	+2	+2	+1	2	Evasion
<input type="checkbox"/>	6-8	+4	+4	+2	3	Devotion
<input type="checkbox"/>	8-11	+6	+6	+3	4	Multiattack
<input type="checkbox"/>	12-14	+8	+8	+4	5	
<input type="checkbox"/>	15-17	+10	+10	+5	6	Improved evasion
<input type="checkbox"/>	18-20	+12	+12	+6	7	



DIVINE SPELL LIST

Prayers	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

1st	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

2nd	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

3rd	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

4th	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

5th	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

6th	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

7th	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

8th	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000

9th	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000
	00000	00000	00000	00000	00000



SPELL DESCRIPTIONS



SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

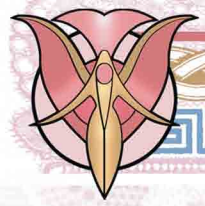
SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					

SPELL			Level	Comp.	Cast Time
Saving Throw	Resistance	Target / Effect / Area	Range		
Duration	School / Domain			Ref	
Material Components					
Description					



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THE POWER OF Love

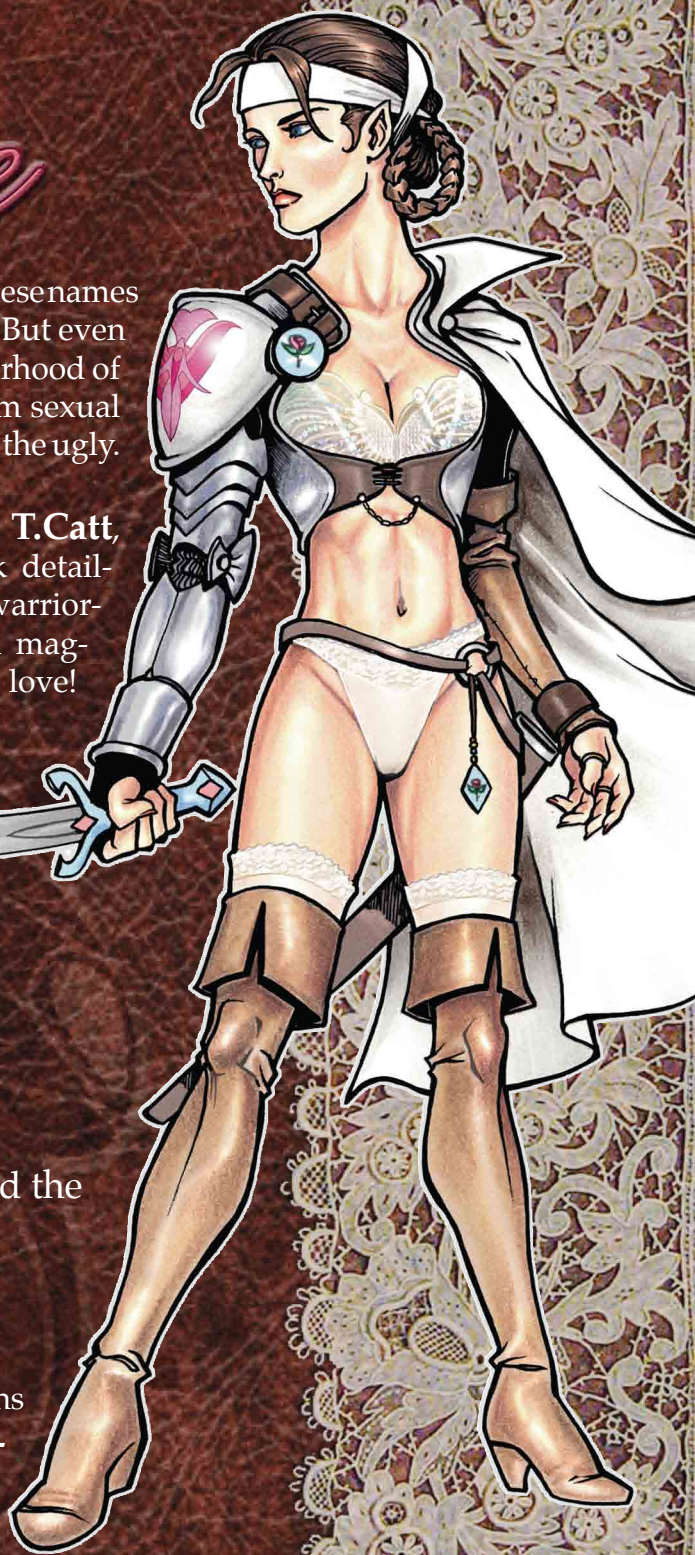
Aphrodite. Isis. Freya. Since the dawn of civilization, these names have been synonymous with passion, beauty and pleasure. But even the goddesses of love have their enemies! Join this sexy sisterhood of magic and steel in their struggle to protect the innocent from sexual oppression and the mad desires of the cruel, the wasteful and the ugly.

Born from the imagination of popular erotic artist, **T.Catt**, the *Sisters of Rapture* is an OGL compatible sourcebook detailing the exploits and organization of a sect of all-female warrior-priestesses who fight against the forces of darkness with magic, blade and raw sexual power, all in the name of divine love!

Inside you'll find all you need to integrate this class into your campaign, including:

- The Sister of Rapture base class!
- Four sexy prestige classes!
- A version of the class for modern settings!
- New erotic feats, spells and magic items!
- New erotic monsters and enemies!
- Details on the various goddesses of love and the Sisters of Rapture sect!
- An eight-page, full color character sheet designed specifically for this book!

Also included is a host of all-new original erotic illustrations by internet favorites, **T.Catt**, **Miravi**, **Anthony Carpenter**, **Thom Chiaramonte** and more!



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