

THE BOOK OF HARLOTS

CITY ENCOUNTER, Daytime 40-41/Nighttime 44-50

Encounters with *Working Girls* will be difficult for the party to distinguish between types. As these can range from a "Slovenly trull" to an "Expensive doxy", general appearance is not all that telling, even for the keen eyed party member out on the town for a bit of frolic. For in some cases the encounter may be with nothing more than a local dancer, prostituting herself to augment her income or to fulfill some libidinous drive. Or it could be an elderly madam, out soliciting for her stable back at the Pleasure Palace. Though the term "pimp" commonly conjures up images of some overbearing male controlling 1 or more girls by providing *protection* in return for a fee, in these instances it is just as likely to be a female partner in business with the harlot, with the former having the business sense and the latter, the goods in demand!

The following tables are overly simplified in order to quickly provide information at a glance that the DM can then use to run the encounter. Everything is subject to the DM's preferences and style and should be changed, altered, omitted and/or expanded upon to his satisfaction.

Harlot Type	Comeliness	Rates
01-10 Slovenly trollop	3-4	1xCP
11-25 Saucy strumpet	5-6	10xCP
26-35 Cheap trull	7-8	1xSP
36-50 Typical streetwalker	9-10	10xSP
51-65 Brazen tart	11-12	1xEP
66-75 Wanted wench	13-14	10xEP
76-85 Haughty doxy*	15-16	1xGP
86-90 Expensive courtesan**	17-18	10xGP
91-92 Aged matron	***	****
93-94 Wealthy sponsor	***	****
95-98 Sly pimp	***	****
99-00 Rich procurer	***	****

*Will resemble a gentlewoman ** Will be mistaken for a noblewoman; all others will be mistook for goodwives 90% of the time if the NPC is simply seen/observed, and there is no actual contact made. Extenuating circumstances (she is flirting shamelessly with a potential client; the section of the city is such that no decent woman would be caught wandering about in it; etc.) lowers the % cumulatively.

Comeliness can be raised or lowered by the harlot's race and/or charisma ability score.

Rates are *times* the harlot's combined charisma-Comeliness score divided by 2. [R = # (C+C/2)]

*** These persons may or may not be harlots themselves. They may have been at one time, and have for one reason or another (age, change of appearance, losing of appeal, wanting more of the profits...) taken on the role of overseer.**** This is usually a 10-25% bonus in addition to the harlot's fees, for arranging the "*date*."

RACIAL PREFERENCES

It is difficult, at best, to regulate this factor into the role playing involved. Each player's character will have certain preferences based (most likely) on the player's own. Thus, the following table is calculated upon the harlot's racial preference(s) and not the clients'. For example, a female elf courtesan, is not likely to *entertain* a client or low social class regardless of his/her ability to pay. But if she is (say for need of instant cash!) so willing, then her rates would certainly inflate accordingly. Thus, the tables reflect an adjustment to the figures previously mentioned, based on the client's race and social class; note, the client's "looks" are not ignored, but enough money will overcome such as long as the other requisites are not compromised.

		Race of Harlot				
	Dwarf	Elf	Half-Orc	Half-Elf	Halfling	Human
Race of Client:						
Dwarf	0%	+15%	+50%	+10%	+15%	+20%
Elf	+15%	0%	+15%	+0%	+5%	+10%
1/2 Orc	+25%	+25%	0%	+30%	+40%	+10%
1/2 Elf	+10%	+5%	+15%	0%	+10%	+5%
Halfling	+10%	+10%	+5%	+5%	+0%	+5%
Human	+20%	+10%	+10%	+10%	+10%	+0%

FORMER/PRESENT CLASS ABILITY/IES

Not all harlots are 0-level NP Characters. Some come from previous professions that, for some reason, have been either abandoned or set aside; some actually retain a class-profession along with prostituting themselves (thieves are the majority, as the class generates great benefits to the *working girl*)

The following roster contains information regarding each of the 30 *ladies* listed in regards to stats, hp, class, level, etc. In this case, the COM score already includes adjustments due to race and CHA.

Saucy strumpet(COM5-6/roll a d6 with odd/even determining the COM)

1. Half-Orc, 5'9" 200 lb. Age 32 STR18/41 I12 W11 D11 C18 CH9 COM5 FTR7 HP66 (FTR4 HP33)
2. Half-Orc, 5'5" 180 lb. Age 30 STR18 I11 W13 D12 C16 CH6 COM5 C4/A5 HP 25 (C2/A3 HP13)
3. Human, 5'4" 140 lb. Age 19 STR10 I10 W12 D14 C12 CH7 COM8 0-LVL HP3
4. Dwarf, 4'0" 120 lb. Age 80 STR14 I14 W12 D14 C15 CH7 COM6 THF3 HP14
5. Human, 5'6" 109 lb. Age 42 STR11 I15 W12 D13 C12 CH7 COM8 0-LVL HP4

Cheap trull(COM7-8/as above)

6. Gnome, 2'6" 60 lb. Age 39 STR16 I16 W12 D14 C15 CH13 COM7, THF7 HP31 (THF4 HP16)
7. Human, 5'7" 140 lb. Age 38 STR7 I11 W7 D13 C7 CH12 COM8, O-LVL HP4
8. Human 5'4" 160 lb. Age 40 STR11 I8 W13 D9 C7 CH6 COM8, O-LVL HP1
9. Dwarf, 3'10" 100 lb. Age 76 STR16 I12 W14 D15 C9 CH12 COM8, THF8 HP28 (THF4 HP14)
10. Half-Orc, 5'3" 190 lb. Age 49 STR15 I14 W14 D13 C14 CH9 COM8, F5T5 HP22 (F3T3 HP13)

Typical streetwalker(COM9-10/as above)

11. Dwarf, 3'7" 120 lb. Age 55 STR11 I9 W16 D9 C15 CH10 COM9, FTR8 HP52 (FTR4 HP26)
12. Half-elf, 5'3" 100 lb. Age 42 STR13 I9 W13 D10 C16 CH14 COM9, FTR7 HP52 (FTR4 HP30)
13. Human, 5'4" 130 lb. Age 30 STR12 I13 W11 D5 C11 CH9 COM10, O-LVL HP4
14. Human, 5'6" 110 lb. Age 24 STR3 I8 W9 D12 C11 CH8 COM10, O-LVL HP2
15. Half-elf, 5'2" 100 lb. Age 20 STR13 I14 W15 D12 C16 CH12 COM10, CLR10 HP45 (CLR5 HP23)

Brazen tart(COM11-12/as above)

16. Human, 5'9" 125 lb. Age 33 STR9 I10 W11 D9 C9 CH8 COM11, O-LVL HP3
17. Gnome, 2'9" 70 lb. Age 48 STR13 I13 W11 D10 C18 CH12 COM11, F5T5 HP37 (F3T3 HP22)
18. Human, 5'11" 120 lb. Age 29 STR7 I6 W10 D13 C8 CH12 COM12, O-LVL HP2
19. Human, 5'3" 100 lb. Age 24 STR14 I9 W8 D11 C9 CH12 COM12, O-LVL HP3
20. Halfling, 2'9" 50 lb. Age 33 STR10 I12 W9 D15 C12 CH11 COM12, T3 HP12

Wanted wench(COM13-14/as above)

21. Human, 5'8" 120 lb. Age 21 STR12 I13 W13 D17 C12 CH15 COM13, THF8 HP28 (THF4 HP14)
22. Halfling, 2'4" 40 lb. Age 39 STR15 I15 W11 D17 C15 CH11 COM13, THF8 HP36 (THF4 HP28)
23. Halfling, 2'7" 40 lb. Age 43 STR16 I13 W12 D19 C16 CH17 COM14, THF9 HP58 (THF5 HP32)
24. Half-elf, 5'5" 110 lb. Age 50 STR12 I8 W14 D10 C13 CH14 COM14, THF10 HP35 (THF5 HP17)
25. Human, 5'7" 120 lb. Age 18 STR12 I8 W14 D8 C8 CH6 COM14, O-LVL HP4
26. Human, 5'5" 110 lb. Age 25 STR8 I9 W11 D6 c8 CH9 COM14, O-LVL HP1

Haughty doxy(COM15-16/as above)

27. Elf, 5'0" 90 lb. Age 140 STR13 I14 W13 D15 C14 CH14 COM15, MU11T11 HP33 (MU6T6 HP18)
28. Human, 5'8" 108 lb. Age 28 STR11 I14 W12 D13 C12 CH116 COM17 0-LVL HP4

Expensive courtesan(COM17-18/as above)

29. Elf, 4'9" 85 lb. Age 101 STR16 I11 W12 D9 C12 CH12 COM19, THF8 HP28 (THF4 HP14)
30. Half-elf 5'3" 90 lb. Age 80 STR14 I12 W9 D13 C16 CH18 COM20, THF8 HP44 (THF4 HP22)

The figures in parenthesis (-----) refer to encounters in towns and large villages.

WORKING LOCATIONS

It is a natural assumption that most encounters with *working ladies* will be on the city streets. But such is usually the case only with the lowest of the social order, who will be found on the corners and in the alleyways of the most despicable sections of the community. The higher standing a harlot has the more likely she will have others in the street soliciting for her; this could be a madam, pimp, or hired sign walker. For the most part, the Haughty doxy and Expensive courtesan will be found standing--or seated--in an apartment window overlooking the street itself, while agents below work the crowd for paying clients.

The actual working location will vary, of course, depending upon the status of the harlot. Those of the lowest ranks will gladly spend a few turns in an alleyway, or on the back porch of a business; few of these ever take clients to a room somewhere, unless it is the practice of their pimp to muscle the client out of even more money. Brazen tarts, Wanted wenches, the Haughty doxy and Expensive courtesan usually keep an apartment with at least 2 rooms--as many as 12, in which to *entertain* clients. These are furnished according to the status of the harlot; with the lower ranking ones residing in more pungent and less clean conditions.

CLASS SKILLS

All Harlots have skills in areas that assist her in the performance of her normal function. This qualifies her profession as an *unofficial* class; though she does not gain experience points for performing her primary duty, gain levels and/or additional hp, as such. All Harlots have at least 1 Support Skill, while some will have many. The number of skills a harlot possesses is directly related to the sum of her INT/WIS and CHA/ COM divided by 10. The harlot uses the higher ability in each pair to determine the outcome. For example, using #1 from the previous list, the highest total this harlot generates is 21. Divided by 10, then she will possess 2 Support Skills (fractions are dropped). Once the total is thus determined, you can randomly roll or personally select the skills you feel the harlot would embrace according to her status. Keep in mind, the following list is by no

means complete, and you should add other skills to it that you determine to be reasonable concerning a particular harlot.

Harlot Support Skills

1. Animal Handling & Training(W)
2. Astrology(I)
3. Dancing(D)*
4. Eroticism, physical(D)/suggestive(CH)*
5. Etiquette(CH)*
6. Gaming--cards, chess, etc.(I)
7. Languages, ancient & modern(I)
8. Musicianship(D)
9. Poetics(CH)*
10. Singing(CH)*

The letter following the skill(here)is the ability used when the harlot is using or attempting to use it. Thus, a roll will have to be made to see if she succeeds or fails. The higher her ability, the more likely success will be achieved. In some cases* COM will have an effect on the skill, and you should take it into consideration when the skill is used.

Animal Handling & Training

With these skills a harlot will be able to attract to her service a creature-companion. The type will vary from small to large size, as exemplified by a cat, dog, dove, ferret, or horse. In some cases the animal-companion is used during the services she provides to customers, but such is not always so. There is no limit, except that which you decree, to which the animal-companion can be used. You should determine which types of creatures you will permit in your campaign, and how much control and communication the harlot can achieve with the animal.

Astrology

This skill allows the harlot to read Tarot cards. She will often employ this when entertaining customers, and if she has been able to gather information about a client beforehand through the use of her spies, she will use the information to impress the subject. The skill has no validity--meaning, it is mostly just a ruse that the harlot employs to gain more money if she can.

Dancing

Harlots with high dexterity can learn and employ various types of dance to entertain and seduce their clients. The higher the dexterity, the more styles the harlot can master. Certain dance techniques are simply beyond those with below average dexterity--ballet, for example. You will have to consider each type of dance that you wish to allow, and then give it a range for dexterity score as you deem reasonable.

Eroticism, Physical/Suggestive

There are two components to this skill. The physical aspect is the actual employment of sexual techniques designed to elevate the joy of certain acts. The Kama Sutra is a good example of a literary explanation of how these are applied. The suggestive aspect deals in stimulation of the other senses, sight, sound, smell, taste, that precede the actual physical act/s to follow. The amount of detail involved is a matter that you should determine in order to convey to characters involved in such activity, within the boundaries of your own standards.

Etiquette

This skill provides the harlot with a basic understanding of the proper forms of behavior under varying situations. She (or he) will know how to properly address a client according to his (or her) status, as well as the ceremonial steps in greeting them, gestures and/or words to avoid, etc.

Gaming

Games of chance and skill are known by the harlot. These include--but are not limited to--cards, dice, bones, chess. A harlot with this skill has a base 50% chance of being able to cheat and not be detected. For every point of Intelligence she has that is above her opponent, the chance increases 5%; but for each Intelligence point her opponent has above hers, the chance decreases by 5%. Time constraints will likely not allow you to conduct an actual game between the harlot and a character-customer, and if that is the case then a skill Check will determine success or not.

Languages, Ancient & Modern

The harlot with this skill has mastered an obscure and difficult language that is unknown by 90% of the population. Since few know of it, the main use of this is in reading tomes of ancient and/or secret text; the words of long-dead sages. She can read, speak, and write the language known. Regarding Modern tongues, the skill allows the harlot to gain additional language proficiency in any you allow in your campaign.

Musicianship

Almost all harlots take this skill, as it is an easy way to attract and entertain clients. You can create extensive lists of types of instruments you deem reasonable to your campaign. Or you can limit the harlot's choices to the following: String and Wind types. String instruments would include the lute, harp, and perhaps a baroque style guitar. Wind instruments should include the flute, fife, recorder and oboe. The successful manipulation of the instrument will produce pleasing tones and sounds, lulling the listener into a semi-charmed state of euphoria. Incorrect playing will produce unpleasant and harsh tones that will make the listener uncomfortable, and even agitated.

Poetics

A harlot's voice can be a powerful tool in attracting and entertaining clients. Those with pleasant timber and rhythm can often enchant listeners with poetic recitations. Even the gruff and lowly voice of a trollop can be used seductively. The expensive doxy or courtesan is likely to recite flowing stanzas filled with imagery, while the trollop, streetwalker or tart will deliver brisk and bawdy limericks of carnal delights. If she has recited her poetry correctly, there is a chance that the harlot has, essentially, enchanted the listener, affectively *charming* the client. The details of such poetry is left to you to create. If the attempt to enchant fails, that victim will not be susceptible to further attempts by *that* harlot.

Singing

This skill is similar in mechanics to that used by Harpies. The more pleasant the harlot's voice, the more likely the effect will succeed. It can only be used once per intended listener, and if the "victim" makes a Save (higher than her CH score) then he, or she, is thereafter immune to such attempts by *that* harlot. If a client fails his or her save, they will become totally enchanted by her, effectively under a Charm spell.

HARLOT SOCIETY

This is a profession wherein all are in fierce competition with one another. It is also one that does not exclude participants because of race, gender or alignment. With *easy money* being the immediate concern, the long term goal will vary from one harlot to another. Distribution of harlots among the normal populations is not an easy thing to determine. Some communities will have such strict standards that make it impossible for a harlot to work at all. It is easier for harlots to find and conduct business in larger, metropolitan areas; ones that have relaxed their laws in order to attract a multitude, with varying customs, rules and ethics. In general, be guided by the table below.

Inhabitation-Distribution		
<u>TYPE</u>	<u>Chance of harlot Present/</u>	<u>Max. NO. found</u>
Thorp(21-80)	5%	1-2
Hamlet(91-300)	10%	2-8
Village(401-900)	15%	8-20
Town, small(1,001-3,500)	20%	20-70
Town, large(3,501-6,500)	25%	70-130
City, small(6,501-15,000)	30%	130-300
City, large(15,001-45,000)	40%	300-900

The distribution figures shown will, of course, vary from locale to locale; external factors will also affect these totals(a society's acceptance or rejection of prostitution, temples dedicated to vice and carnal pleasures, etc.)

LEGALITY

Throughout most of history prostitution has not been an illegal act, but rather, a moral failing. Empires rooted in religious code and doctrine did not need to pen laws to control and/or eradicate the behavior, as churches and temples, for the most part, were able to suppress such activity and punish its offenders. For civilizations where prostitution was not considered sinful, little use of the law was applied even where it existed. For the medieval fantasy world, and your campaign, you will have to make the decision, empire by empire, whether harlots and their trade is legal or illegal. It is a safe assumption that Lawful Good societies would not allow harlots and prostitution to function. But you will have to make that determination, and what laws and punishment will be in place to handle such offenses. Even in a good society, corruption and graft will often allow harlots to exist, and hide within a shadowy world on its fringe.



MINORS & TEMPLE WHORES

Solving the legality of prostitution is not simple. But once done you should consider the following issues in order to avoid uncomfortable situations that are likely to arise. The idea of "minors" and our modern definition of what that means is not one shared with all of history. Not long ago, there was simply the state of childhood, and adulthood, with the doorway from one to the other usually being a brief moment in time, when a young girl began menstruating. Once started, she became a junior member of the adult females of society. You should, by all means, exclude young NPC females from your campaign if this concept goes against your moral beliefs, makes you and your players uncomfortable, or any other reason you like. For those not bothered by the concept, it is possible that young girls will be used by a harlot, or *house*, for soliciting customers. These girls will be dressed provocatively, and will know the rates and techniques of the harlot she works for; those employed by a *house* will know the names, ages and rates of all the women working there.

In addition to young girls that might be working as or for a harlot/house of prostitution, there are other types of prostitutes that do what they do-- not out of a desire to gain wealth and riches-- but as part of a spiritual quest associated with the temples they belong to and deities they worship. Like it or not, it is a fact that cults in the past and now use sexuality as a means of achieving some type of inner, spiritual-elevation of consciousness, that is supposed to bring those participating closer to their deity. These types, often known as *temple whores*, are not roaming the streets to obtain coin, but to seduce and enchant prospective new members. What they do they will do for free, if the recipient is willing to return with them to their temple and consider joining.

Deities that are concerned with things such as vice (sexual pleasures--including but not limited to: orgies, bestiality, sado-masochism, etc.) are not easily found in the available canon/dogma. You should try to derive from all publications that pertain to or include such information, a list of deities and their powers and areas of interest, what alignments they are, and what they expect of their worshippers.

The demoness, Lilith, is the most recognized deity of vice and sin. Variations of her image and name appear among numerous cultures around the world. Her temples are filled with nude carvings and art of her as well as mass orgies and sacrifice.



Identifying temple whores from the others is usually not a problem, as they are most commonly found wearing very revealing robes or togas, sometimes with sandals, and often with hair ornaments fashioned from flowers or bent reeds. The colors of their gowns are determined by the temple and deity they are associated with. They are heavily scented with perfumes and oil, and their skin is not as weathered as a woman that works in the fields or in the sun during the day. Their hair is considerably cleaner and combed out than the average woman, and often not braided.

Identifying working harlots is not all that difficult, either. In societies where prostitution is regulated, there are badges, insignias and other devices that a harlot must wear to show that she is legal and in the correct quarter of the city. Sometimes these have color codes as well. For those working illegally, such devices still exist as a beacon to potential customers that frequent those quarters of the city where activity occurs

Identifications as such is left to you to create.

BROTHELS

As one might expect, the term is generally associated with businesses that employ a *stable* of harlots, ranging in numbers as few as 4 to as many as 100. The harlots usually work for a set rate, with the management receiving the greater portion thereof; this is to offset the cost of operating and maintaining the business, the health and well being of the harlots, and the other amenities aimed at customers that are often found within such establishments(drink, entertainment, etc.)

Management may consist of a single owner, or a group that has incorporated to share in the profits. These men and women are usually not involved in the performance of the service/s being offered, but exceptions are not unusual. It is fairly common that local guild masters (thieves, millers, masons, assassins, etc.) are on the board of directors of a brothel. Additionally--in the less law abiding and less moral communities--it is not surprising to find the local magistrate, minor-noble or even a temple leader to be involved in the running of and part owner in a brothel or brothels. These types will likely have class functions/levels you must determine.



CLINICS & HEALERS

Despite being in competition, all harlots are mindful of the well being and health of each other. While this might seem a conflict of interests, it is to the harlot's benefit that all her sisters are healthy, and not carrying disease that could spread through the community. They are also concerned with corruption, and pimps becoming their

tyrants. They do not mind paying for protection and other services a pimp provides, but they do not want the relationship to favor the pimp; if a pimp is mistreating a harlot, the idea might spread to other pimps, and this is not beneficial to the harlot. To these ends, the harlots maintain a support system that includes the following.

For every ten harlots there will be a clinic in the vicinity, run by a Healer in their employ. This person is more likely to be female than male (80% vs. 20%), and neutral in regards to the way the harlots earn their money. The individual will have skills and knowledge of herbal and natural concoctions and remedies regarding the excising and/or treatment of socially transmitted sexual diseases. The Healer may also have a character class, and thus be considered an NPC. Druids and clerics often fill the role because of their spell abilities in curing diseases. If the Healer is of the latter class, the woman will be of some alignment that has empathy for the harlots and the manner of their behavior. Since a Healer works for more than one harlot at a time, she is not concerned with or manipulated by an individual harlots charisma or Comeliness; money is her goal, perhaps to help support the temple to which she belongs, or for her own reasons. If the Healer is a druid or cleric, only lower ranking ones will be found working for harlots. Thus, no druid above 5th or cleric above 6th will be found in the employ of harlots. Large cities will often have multiple clinics.

When the services of a healer are not available it is possible for a harlot to succumb to disease/s. If she is self-employed she might not be aware of her condition and transmit her illnesses to others. If she is in the employ of a brothel, the harlot is usually sequestered if healing cannot be performed, and her customers sent away or assigned to another.



COMPANIONS & BODYGUARDS

Harlots, as nearly all women, like to surround themselves with friends that share a lot of common interests. Perhaps it is shopping, sewing, singing, or dancing and drinking. These companions need not be harlots themselves, but can be. Some may not agree with what the harlot does for a living, but support her otherwise, while others might even act as a *fluffer* for her.

While most companions are not impressed with a harlot's working status, some are--nonetheless--attracted to her by the various degrees of attention she commands and receives from her clientele. Generally, the higher a charisma a harlot possesses, the more of these companions she will attract.

Some companions may actually have a class them self. In these instances, it is due to the fact that the harlot herself has a class that she functions in (see previous table for examples). In which case, the companion/s will have a class level equal to 1/3rd that of the harlot, +1 for each 3 levels of experience she has.

In addition to her "court" of companions, the harlot may have obtained the services of a bodyguard. These men or women will be well armed and equipped and will usually work on a weekly to monthly basis. Since these are not henchmen but hirelings, the harlot can have as many as she desires to pay. When determining the rate of pay for the types below, treat fighters as *captains*, and all others as *spies* as found in the DMG page29.

BODYGUARD TABLES

Class-	Level ranges of possible bodyguards				
type:	Assassin	ASN-FTR	Fighter	FTR-THF	Thief
Harlot					
COM:					
3-4	1	1/1	1-2	1/2	1-2
5-6	2	2/1	1-3	2/2	1-3
7-8	2	2/2	1-3	2/3	1-4
9-10	2-3	3/2	2-4	3/3	2-4
11-12	2-4	3/3	3-4	3/4	3-4
13-14	3-4	3/3	3-5	4/4	3-5
15-16	3-5	4/4	4-6	4/5	4-6
17-18	4-6	5/4	4-7	5/5	5-7

For harlots that have an actual class (cleric, fighter, magic user, thief, etc.) the level/HD of a bodyguard will be that of one-third the level of his or her mistress, with 1 additional level per each 3 levels of the harlot's class above 7th(i.e., for a level 9 thief harlot, her bodyguard/s would be level 6 (3 + 3) each.

AFTERWORD

It is not possible to include every possible aspect of the harlot society and define all behavior in terms of game mechanics. We hope that this supplement has given you some new ideas to consider and prompted newer ways of thinking about the subject matter.

The concept of the harlot as an NPC encounter is something that may or may not find application in your game. That is alright. No two Game Moderators run their campaigns the same. What works for you might not work for another, and vice-versa.

Nothing within this supplement should be taken as gratuitous. We have attempted to approach the subject matter with a large amount of seriousness; hopefully, you will see and experience some of the fun we had in providing it to you.

THE BOOK OF HARLOTS

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