

OLD SCHOOL RULES



BEGUILER

The Beguiler

Whether called the houri, the courtesan, the temptress, or the hetaera, the beguiler uses her charms, both mental and physical, to further her own ends by manipulating people.

The beguiler is a sub-class of the thief, focusing on more lascivious side of the underworld, sharing abilities with the thief, the assassin.

Requirements: Dexterity 9+, Charisma 11+

Races Allowed: Any but Gnome

Prime Requisite: Charisma

Alignment: Any non Lawful

Weapons Allowed: Bo Stick, Broadsword, Dagger, Dart, Knife, Rapier, Short Sword, Whip

Armor Allowed/Shields Allowed: Elfin Chain, Leather, Studded Leather/None

To Hit/Saves: Thief/Thief

Class Abilities:

Fitting her name, the beguiler's main ability is to "beguile" people (and possibly monsters) who are sexually interested in her type.

This beguiling is similar to the *charm* and *fascination* spells, except it is not a magical effect, and the beguiler must be close to the subject, close enough to touch.

The base chance (given on the beguiler skills table) is improved by the beguiler's charisma (reaction adjustment modifier) and decreased by 5% for every hit dice or level the target is higher than the beguiler. Subjects with a Wisdom score higher than the Beguiler's Charisma are allowed a saving throw (vs. spells).

Once beguiled, the subject will do anything the beguiler asks of him, provided the beguiler rolls a 3d6 under her charisma score. Tasks that the subject might do anyway require no roll, while ones that would risk his job or life would get a +3 or +6 added to the roll (or alternatively, roll 4d6 and 5d6).

Obviously suicidal commands will not be obeyed and break the beguilement, as will any sort of attack upon the victim.

This beguiled state lasts for a number of days equal to the beguiler's level, though the subject may be beguiled again if the subject was well treated.

Beyond the beguiling ability, the beguiler may perform several functions as per a thief, though in most cases, not as well.

The beguiler's extensive knowledge of human anatomy allows them to backstab as per a thief, and assassinate just as an assassin of the same level. They may also elect to simply stun an opponent instead of kill. A beguiled subject is eligible for either a backstab or assassination attempt from the beguiler.

Furthermore, a beguiler's skill at subterfuge allows them to spy as per an assassin, as well as disguise themselves as per an assassin, only their disguises are limited to that of their own gender.

Lastly, beguilers learn to use poisons to help in their business, both of seduction and deadlier pursuits. As such, not only can they handle poison without poisoning themselves, they gain a bonus to their saving throws versus poison equal to their level, rendering them nearly immune to poison at higher levels.

Beguilers can slip poison into someone's drink unnoticed by making a successful pick pockets roll.

At 4th level the beguiler's knowledge of poison is such that she can coat her fingernails with it, insinuating poison with merely a scratch

At 7th level the beguiler's intimate embrace can transfer poison to her victim.

At 11th level, the beguiler's mastery of poison increases to where she can poison a victim with merely a kiss on their target's lips..

At 15th level, the beguiler no longer needs to touch someone to subject them to poison, her very perfume can be poisonous. Each application lasts one turn (10 minutes) and affects one person within touching distance.

Besides fees from assassination or spying jobs, the beguiler may choose to practice her "trade", which will provide a monthly income equal to the cost of hiring her to assassinate a 0-level target. This is not necessarily prostitution, but simply "gifts" from admirers and beguiled subjects.

Demi-human beguilers may multi-class with beguiler in place of thief or assassin, where applicable.

Poison Types

Damaging poisons may instead be concocted to merely disable, damage reducing someone to 0 or below merely renders them unconscious.

A – Poison does 15 damage, no damage on a save (25 gp per dose)

B – Poison does 25 damage, no damage on a save (50 gp)

C – Poison does 35 damage, no damage on a save (100 gp)

D – Poison kills, no damage on a save (500 gp)

E – Poison kills, 10 damage on a save (1000 gp)

F – Poison kills, 25 damage on a save (2500 gp)

G – Poison kills, 50 damage on a save (5000 gp)

SA – Aphrodisiac, improves beguiling ability by 5% (1 sp), 10% (1 gp), 15% (10 gp), 20% (100 gp), or 25% (1,000 gp)

SB – Induces impotency for week on failed save (1gp)

SC – On failed save, victim cannot speak for 24 hours, and even on successful save, can only whisper (still allowing spell use, but not to summon help). (5 gp)

SD – The beguiler can distill any magical potion (with the exception of poison) and use it as a "poison". She cannot create the potion herself, but must acquire it somehow.

SE – On failed save, victim begins hallucinating and acts as under a *confusion* spell for 1d6 hours. On successful save, victim still hallucinates, but can differentiate hallucinations from reality. (25 gp)

SF – Induces deafness on failed save for 2d6 hours. (50 gp)

SG – Induces blindness on failed save for 2d6 hours. (100 gp)

SH – Induces paralyzation on failed save for 2d6 hours. Furthermore, the victim will obey orders given to him by the beguiler. This includes self-destruction, but the movements will be jerky and stiff (1000 gp)

Note: Beguiler poisons/distilled potions are too delicate to be used on anything but a dagger or knife, and regular darts won't penetrate enough.

Holdings

Unlike most other character classes, beguilers may have several different types of holdings.

At 9th Level, the beguiler may choose to found a high class brothel or a finishing school, costing 25,000 gp for building and furnishings. This brings in a net profit of 500-3,000 gp per month (1d6 x 500).

In either case, she attracts 8-18 (6+2d6) 0 level young women who train to become beguilers, 1d4+1 1st level beguilers, one 4th level beguiler assistant, and one special follower to serve as guard.

Each year, a 0-level woman has a 50% chance (modified by her charisma reaction modifier) of becoming a 1st level beguiler.

Furthermore each year, a 1st level beguiler has a 20% chance (modified by her charisma reaction modifier) of becoming a 2nd level beguiler, and a 2nd level beguiler has a 5% chance (modified by her charisma reaction modifier) of becoming a 3rd level beguiler

Leveled beguilers may occasionally (once per month per their level) be used at some task set by the beguiler. This is generally not dungeon crawling (if so they demand a full share) or assassination, but can involve reconnaissance or beguiling/distracting guards.

There is a 50% each year that a 1st level beguiler will leave to strike out on her own, a 75% chance a 2nd level beguiler will, and a 100% chance a 3rd level beguiler will. When a follower beguiler leaves, the character beguiler may make an offer to them as a henchmen with standard chance of hiring.

Finishing school students will otherwise leave after 4 years, brothel workers after 1ten. All who leave are replaced by a 0-level women. The character beguiler may also recruit additional 0-level women (up to 24 total in the school or brothel) by spending 500 gp each (advertising, bonuses, and so forth).

At 11th Level, beguilers may build an estate. This consists of a mansion and grounds and costs at least 100,000 gp.

The beguiler gains 2-5 beguilers of 1- 3 level to serve as maids, 2-4 fighters of 1-3 level to serve as footmen (or footmaids), and three special followers to serve as guards.

The beguiler gains a bonus to beguile guests of her estate equal to the price of the estate divided by 20,000. In other words, the minimum, 100,000 gp estate provides a 5% bonus, 200,000 provides a

10% bonus, 300,000 a 15% bonus, and 400,000 a 20% bonus. The maximum bonus is 25% in a 500,000 gp estate.

At 15th level, a beguiler may build a special stronghold, a pleasure dome. This requires an expenditure of no less than a million gold pieces and consists not of only of buildings, but gardens and pools.

The beguiler gains 12 1-3 level beguilers, 40 0-level guards (leather armor, 20 with halberd and short sword, 20 with heavy crossbow and long sword), 4 1st level (fighter) corporals, 2 2nd level sergeants, and one 4th level captain, as well as five special followers, two unusual followers, and one very unusual follower.

The beguiler gains a 50% bonus to her beguile ability to beguile guests of her pleasure dome

Follower Tables:

d100 Beguiler/ Prospective Beguiler Race	
01-70	Human
71-80	Half-Elf
81-85	Half-Orc
86-90	Halfling
91-95	Elf
96-00	Dwarf

d100 Special Follower Type	
01-70	Human
71-90	Demi-Human
91-00	Unusual

d100 Human Class	Level
01-30	Amazon (see PC8 – Amazon)
31-50	Bard (If official, still in fighter)
51-80	Cleric (worships Love goddess)
81-95	Fighter
96-00	Magic-User

d100 Demi-Human	Level
01-10	Dwarf Amazon
11-20	Dwarf Cleric/Fighter
21-30	Dwarf Fighter/Thief
31-40	Elf Fighter/Magic-User
41-50	Elf Fighter/Magic-User/Thief
51-60	Half-Elf Amazon
61-70	Half-Elf Bard (see above)
71-80	Half-Elf Cleric/Fighter/Magic-User
81-90	Half-Elf Fighter/Magic-User/Thief
91-95	Halfling Fighter
96-00	Half-Orc Amazon

d100 Unusual	Number of
01-10	Alu-Demon (4 th level as MU)
11-20	Android (4 th Level Pleasure Model see PC6 - Android)
21-30	Dryad (tree on grounds)
31-40	Exiled Drow (Cleric/Fighter 1/1)
51-60	Exiled Drow (Cleric/Fighter 3/3)
61-70	Leprechauness
71-80	Nymph (veiled)
81-90	Sylph
91-00	Unicorn (very confused)

d100 Very Unusual	Number of
01-15	Alu-Demon (9 th level as MU)
16-30	Brass Dragon (Small Young Adult)
31-45	Exiled Drow (Cleric/Fighter 7/7)
45-50	Djinness (No wish spell use)
51-75	Janness
76-90	Pseudo-Vampiress
91-00	Young Frost Giantess (8 HD)

The First Edition Beguiler Advancement Table

Level	Experience Points Required	Hit Dice	Title	Special
1st	0	1d6	Wanton	Backstab x2
2nd	1,750	2d6	Hussy	
3rd	3,500	3d6	Trollop	
4th	7,000	4d6	Strumpet	Poison Fingernails
5th	15,000	5d6	Minx	Backstab x3
6th	30,000	6d6	Doxy	
7th	60,000	7d6	Coquette	Poison Intimacy
8th	120,000	8d6	Temptress	
9th	250,000	9d6p	Mistress	Backstab x4
10th	400,000	10d6	Vixen	
11th	600,000	11d6	Vamp	Poison Kiss
12th	800,000	12d6	Seductress	
13th	1,100,000	13d6	Beguiler	Backstab x5
14th	1,500,000	14d6	Enchantress	
15th	2,000,000	15d6	Femme Fatale	Poison Perfume

The First Edition Beguiler Skills Table

Level	Pick Pockets / Escape Bonds	Open Locks	Find/Remove Traps	Move Silently	Hear Noise	Beguile	Poison Type
1st	30%	20%	15%	10%	15%	25%	SA
2nd	35%	25%	20%	15%	15%	30%	SB
3rd	40%	30%	25%	20%	20%	35%	A
4th	45%	35%	30%	25%	20%	40%	SC
5th	50%	40%	35%	30%	25%	45%	B
6th	55%	45%	40%	35%	25%	50%	SD
7th	60%	50%	45%	40%	30%	55%	C
8th	65%	55%	50%	45%	30%	60%	SE
9th	70%	60%	55%	50%	35%	65%	D
10th	75%	65%	60%	55%	35%	70%	SF
11th	80%	70%	65%	60%	40%	75%	E
12th	85%	75%	70%	65%	40%	80%	SG
13th	90%	80%	80%	70%	45%	85%	F
14th	95%	90%	90%	75%	45%	90%	SH
15th	100%	100%	100%	80%	50%	95%	G

Weapon Proficiencies: 3 at first level, 1 additional every 4 levels. -4 non-proficient penalty.

Non Weapons Proficiencies: 4 at first level, 1 additional every 3 levels

Starting Money: 10-60 gp (1d6 x 10)

The Original Edition Beguiler Advancement Table

Level	Experience Points Required	Hit Dice	Title	Special
1st	0	1d4	Wanton	Backstab x2
2nd	1,750	2d4	Hussy	
3rd	3,500	3d4	Trollop	
4th	7,000	4d4	Strumpet	Poison Fingernails
5th	15,000	5d4	Minx	Backstab x3
6th	30,000	6d4	Doxy	
7th	60,000	7d4	Coquette	Poison Intimacy
8th	120,000	8d4	Temptress	
9th	200,000	9d4	Mistress	Backstab x4
10th	300,000	10d4	Vixen	
11th	450,000	11d4	Vamp	Poison Kiss
12th	650,000	12d4	Seductress	
13th	900,000	13d4	Beguiler	Backstab x5
14th	1,200,000	14d4	Femme Fatale	Poison Perfume

The Original Edition Beguiler Skills Table

Level	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hear Noise	Beguile	Poison Type
1st	20%	10%	10%	10%	1-2	25%	SA
2nd	25%	15%	15%	15%	1-2	30%	SB
3rd	30%	20%	20%	20%	1-2	35%	A
4th	35%	30%	25%	25%	1-3	40%	SC
5th	40%	35%	30%	30%	1-3	45%	B
6th	45%	40%	35%	35%	1-3	50%	SD
7th	55%	50%	40%	40%	1-3	55%	C
8th	65%	60%	45%	45%	1-4	60%	SE
9th	75%	70%	50%	50%	1-4	65%	D
10th	85%	80%	55%	55%	1-4	70%	SF
11th	95%	90%	60%	60%	1-4	75%	E
12th	100%	95%	65%	65%	1-5	80%	SG
13th	100%	100%	70%	70%	1-5	85%	F
14th	100%	100%	75%	75%	1-6	90%	SH,G

Note: If using the 0E retro-clone that uses a single saving throw, it starts at 15 at 1st level and decreases by 1 per level until reaching 3.

Unlike assassins in original edition, beguilers only have d4 for hit dice. They do improve to 14 hit dice however, because unlike assassins there is an actual 14th level

The Basic/Expert Edition Beguiler Advancement Table

Level	Experience Points Required	Hit Dice	Title	Special
1st	0	1d4	Wanton	Backstab x2
2nd	1,750	2d4	Hussy	
3rd	3,500	3d4	Trollop	
4th	7,000	4d4	Strumpet	Poison Fingernails
5th	15,000	5d4	Minx	Backstab x3
6th	30,000	6d4	Doxy	
7th	60,000	7d4	Coquette	Poison Intimacy
8th	120,000	8d4	Temptress	
9th	200,000	9d4	Mistress	Backstab x4
10th	300,000	10d4	Vixen	
11th	425,000	10+1	Vamp	Poison Kiss
12th	550,000	10+2	Seductress	
13th	675,000	10+3	Beguiler	Backstab x5
14th	900,000	10+4	Femme Fatale	Poison Perfume

The Basic/Expert Edition Beguiler Skills Table

Level	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hear Noise	Beguile	Poison Type
1st	20%	10%	10%	15%	1-2	25%	SA
2nd	25%	15%	15%	20%	1-2	30%	SB
3rd	30%	20%	20%	25%	1-2	35%	A
4th	35%	30%	25%	30%	1-3	40%	SC
5th	40%	35%	30%	35%	1-3	45%	B
6th	45%	40%	35%	40%	1-3	50%	SD
7th	55%	50%	40%	45%	1-3	55%	C
8th	65%	60%	50%	50%	1-4	60%	SE
9th	75%	70%	60%	60%	1-4	65%	D
10th	85%	80%	70%	70%	1-4	70%	SF
11th	95%	90%	80%	80%	1-4	75%	E
12th	105%	95%	90%	90%	1-5	80%	SG
13th	115%	97%	95%	95%	1-5	85%	F
14th	125%	99%	99%	99%	1-5	90%	SH,G

Note: As there is no assassination ability in B/X, experience point requirements have been lowered. Poison use is still allowed.

Beguile adjustment for Charisma: +5 for 13, +10 for 14, +15 for 15, +20 for 16, +25 for 17, +30 for 18

Beguiler Magic Items

Crop of the Mistress – Operates as a +1 bo stick, but only does subdual damage. Also allows the wielder to cast *command* (as per the cleric spell) once per day. 1,000 xp, 5,000 gp

1% of all +1 clubs are actually this.

Earring of Protection – These are long, dangling jeweled earrings, and although they can be worn by anyone, would seem out of place on most adventurers. They provide a +1 (70% of those found), +2 (20%), or +3 (10%) to armor class and saving throws. They work in addition to rings or cloaks of protection, but do not work with magical armor. Sale value and xp as per rings of protection.

10% of magical rings of protection should be actually earrings of protection.

Studded Leather – The expanded armor table should be slightly adjusted to include +3 studded leather, as well as an additional magic armor

96-97 Studded Leather +2
98-99 Studded Leather +3 (2,000 xp, 10,000 gp)
100 Studded Leather of the Mistress (5,000 xp, 25,000 gp)

Studded Leather of the Mistress – This magical set of studded leather armor appears to +3, except when worn by a beguiler (or similar classes), when its true magical nature is revealed. Firstly, its armor class bonus increases to +5. It also raises the charisma by the wearer to 18 (if not already).

The wear may *command* (as per the cleric spell) 3 times per day; *suggestion* (as per the illusionist spell) once per day, and once per week, utter a *geas* (as per the magic-user spell).

If used in conjunction with the *crop of the mistress*, the wearer may now cast *suggestion* three times per day, as well as *power word, stun* once per day, smacking the crop against her hand. Once per week the wielder may swish the crop of the mistress in the air, causing the effects of a *symbol of pain*.

Optional Rule Involving Magical Armor and Thief Skills

Each +1 of the armor negates 5% of the penalty conferred by wearing the armor. This is meant to encourage thieves to actually wear armor, not simply bracers or rings of protection.

Sample Beguilers

Note: I showed how the hp was calculated, the dice total plus constitution. Also the skill % is modified by Dex, but not armor.

(Some of these are a bit tongue-in-cheek).

Nera Greeneye, 1st Level Human Beguiler

Str 9 Int 10 Wis 10 Dex 16 Con 15 Cha 17; AL N
hp 4+1 = 5; AC 6 (Leather, -2 Dex)
Attack" 1-4 (dagger)

PP 30% OL 20+5% F/RT 15% MS 10% HN 15%
Beguile 25% + 30% (Charisma)

Gear: Dagger, Leather Armor

So named because she has one green eye (and one blue eye, the green just being more notable) to go with her blonde hair, Nera frequently works as a barmaid in taverns frequented by adventures. She longs to join an adventuring party, but generally chickens out, content to help them spend their loot.

Rumor has it that Nera might actually be a changeling, the offspring of a hag and a human male that is swapped with a real human infant.

Ptera, 2nd Level Human Beguiler

Str 10 Int 11 Wis 7 Dex 12 Con 16 Cha 18; AL N
hp 11+4 = 15; AC:10
Attack: 1-3 (knife)

PP 35% OL 25% F/RT 20% MS 15% HN 15%
Beguile 30% + 35% (Charisma)

Gear: Mysterious Ring, Knife

Ptera (the P is silent) believes herself to be the reincarnation of a Neferan (pseudo-Egyptian) Queen. Unfortunately, she doesn't look the least bit Neferan, instead being very Asclian (pseudo-English) looking, with pale skin, dark brown hair, and blue eyes. She does however have a truly magnificent physique, made even more so by the abbreviated sort of dress she wears in her delusion, so no one argues with her. Furthermore, she does have a curious ring, left to her by a grave robbing grandfather.

Ptera lives in a dilapidated old mansion left to her by her grandfather, along with a lot of old Neferan junk. She has vague plans of starting up an Neferan themed cult with her as the head of it, but currently simply prefers to toy with admirers.

Unbeknownst to her, she is being watched by the Asclian secret police, who have ideas of recruiting her, or possibly funding her cult and using it to blackmail nobles on the Queen's behalf.

Freka Felsdottir, 3rd Level Human Beguiler

Str 16 Int 11 Wis 10 Dex 15 Con 16 Cha 17 AL N
hp 14+6 = 20; AC 6 (Studded Leather, -1 Dex);
Attack: 2-8+2 (+1 Broadsword, Strength)

PP 40% OL 30% F/RT 25% MS 20% HN 20%
Beguile 35% + 30% (Charisma)

Gear: Studded Leather, +1 broadsword

Freka is a big buxom blonde of classic Vhalen (faux-Viking) features, with a strict unyielding demeanor. She can generally be found practicing her trade in Dwarven settlements, whose love of well endowed tall blonde women exceeds that of gold and beer*. Eventually she gets fed up with dwarven affection and hooks up with an adventuring party for a short time or as a caravan guard traveling to a new town. She strongly dislikes gnomes and is curious about halflings.

* Actually from mythology, where the dwarves made jewelry for Freya in exchange for her favors

Melody Deepshaft, 4th Level Dwarf Beguiler

Str 16 Int 8 Wis 9 Dex 17 Con 16 Cha 14; AL NG
hp 18+8 = 26; AC 4 (+1 Leather, -3 Dex)
Attack 2-8+1 (broadsword) or 1-4+4 (dagger)

PP 45+5% OL 40+10% F/RT 35% MS 25+5%
HN 20%
Beguile 40% + 10% (Charisma)

Gear: Broadsword, Dagger, Leather Armor

Five feet tall, tawny haired, rosy cheeked, and remarkably amply built, Melody could serve as the model for a portrait of a serving wench on a tavern sign. And she has, working her way down the mountain halls into human lands, where she prefers the tallest men she can find.

Although she generally finds work in taverns, she has dreams of living up to her name. Her first name, that is, wanting to become a singer. Her voice is not at all bad, she just needs training, which she will try to cajole from a bard.

Any mention of female dwarves having beards will be met by Melody "accidentally" dropping a full glass on the speaker, followed up by a lecture on it being a rumor started by male dwarves to keep their women from being stolen.

Sister Goldenhair, 4th Level Half-Elf

Cleric/Beguiler Str 16 Int 20 Wis 18 Dex 18 Con 18 Cha 18; AL CN
hp (28+8)/2 + (20+8)/2 = 32; AC -1 (see below)
Attack: 1-10 (starblade)

PP 45+10% OL 40+15% F/RT 35+5% MS 25+10%
HN 20%; Beguile 40% + 35% (Charisma)

Gear; Biological Jumpsuit (AC 3), Starblade (laser knife that does 1-10 damage, nostr bonus)

Cleric Spells (3+2/2+2): 1st Command x2, Cure Light Wounds x2, Detect Law; 2nd: Augury x2, Hold Person, Silence 15' Radius

At first glace, Sister Goldenhair (as she calls herself) appears to be a perfect woman (or half-elf). Second, third, and even fourth glances concur. In fact, however you look at her, she seems too good to be true.

Which is actually the case. She is in fact a member of an alien race known as the Mi-Go, who ordinarily resemble flying lobsters with a skin disease. Their advanced science allows them to grow human bodies to order and to transplant brains into these bodies. Sister Goldenhair inhabits a clone of Bo Derek, at least a Bo Derek if she were a half-elf..

Sister Goldenhair (real name Gl'd'hr) however, has gone "native" after the recent destruction of her outpost (see *YS1 Outpost of the Outer Ones*), reveling in human sensations. She still is a priestess of Shub-Niggurath, but a more benign form, Xunira, who takes human form as a large and very beautiful jet black skinned woman.

Sister Goldenhair is in the process of establishing a temple to said goddess. She may have a number of Mi-Go equipment and be assisted by other priestesses (who probably also look like pointy eared movie stars, like Raquel Welch, Pam Grier, Ursula Andress, etc)

As the worship of Shub-Niggurath involves the usual orgies of a fertility goddess, the temple may prove both very popular and very hated by the more prudish types.

Hester Arnod, 5th Level Half-Orc

Fighter/Beguiler Str 18/77 Int 10 Wis 13 Dex 15
 Con 17 Cha 15; AL N
 hp $(39+15)/2 + (20+10)/2 = 42$; AC 1 (+3 chain, -1 Dex)
 Attack: 1-10+6 (+2 handed sword + Str)

PP 50% OL 40% F/RT 35% MS 30% HN 25%
 Beguile 45% + 15% (Charisma)

Gear: +3 Chainmail; +2 Two-Handed Sword

Hester greatly favors her human father and is a tall (6' 2"), muscular woman with reddish-brown hair, tanned skin, and grey eyes. Although not conventionally attractive, she is quite statuesque and presents a striking figure, and at an early age she learned the effect it had on most males.

While she does not hate humans, she finds them hypocritical. Her mother was one of many female orcs spared by an adventuring party who wiped out all the male orcs. Left without any protection or means to support themselves (not being skilled at hunting), the females and children were forced to flee their former home by encroaching kobolds, and would have starved to death if they had not been taken in by a mining outpost desperate for female company. Though she realizes they were treated better than if the male orcs had not died, she is bitter that they would have died had the mining community not had a need to exploit them,

Hester is primarily an adventurer and generally uses her beguiler abilities to recruit expendables (humans preferred) for her delves. If they aren't tough or bright enough to survive, she reckons, it's not her fault. After all, drinking that potion was just a suggestion, just like sticking their head into the gaping maw of a giant stone head.

Belith, 6th Level Human Beguiler

Str 10 Int 13 Wis 10 Dex 16 Con 15 Cha 17; AL N
 hp $26+5=31$; AC:-1 (Bracers AC 3,+2 Cloak,-2 Dex)

Attack: Knife 1-3+3 (+3 Buckle Knife)

PP 55% OL 45+5% F/RT 40% MS 35% HN 25%
 Beguile 50% + 30% (Charisma)

Gear: Bracers AC 3, Cape of the Bat, Buckle Knife +3

Belith is a strange woman who likes to hang out in dungeons pretending to be a creature of the night and beguile adventurers. Her pale skin, jet black hair, and blood red lips (at least with some makeup and some hair dye) definitely gives the impression she's undead, or at least some sort of blood sucker.

Avery Smallburrow, 7th level Halfling Beguiler

Str 8 Int 12 Wis 10 Dex 18 Con 16 Cha 17,
 hp $30+14 = 44$, AC 0 (+3 Studded Leather, -4 Dex);
 AL CG

PP 60+10% OL 50+15% F/RT 45+5% MS 40+10%
 HN 30% Beguile 55% + 30% (Charisma)

Gear: +3 Studded Leather, +2 Longtooth Dagger, Boots of Varying Tracks, *Anything* item

Like her older sister Jolly Smallburrow (an Assassin), Avery works for the Halfling Intelligence Network (HIN), an organization dedicated to preserving the halfling way of life by spying on and eliminating any potential adversaries, as well as fighting the decidedly prudish Moral Upbringing Coalition (MUC) and the minions of the Goddess of Prudery, Teptrigor and her ally, the hag goddess Ilarin.

At 4'10" she is exceptionally tall for a halfling, able to pass as a short human or with a bit of putty on her ears, an elf., at least when wearing her padded boots to cover her halfling feet and to provide a few extra inches of height.

She will generally be encountered by players as a friendly mole inside an evil organization, or perhaps as a patron, enlisting their aid for a daring raid on an enemy stronghold (where possibly her sister is being held captive, as part of a cunning plan to get the villain to reveal their dastardly plans).

Rupert Gyr, 8th Level Human Male Beguiler

Str 13 Int 14 Dex 10 Con 16 Cha 18; hp $26+16 = 42$; AC 10; AL NG

PP 65% OL 55% F/RT 40% MS 45% HN 30%
 Beguile 60% + 35% (Charisma)

Rupert is one of the rare male beguilers. Most men think they have a way with women, especially handsome men. But in reality, most end up failing rather badly when they try to become beguilers. Rupert is an exception. Dapper, perfectly groomed, quick witted.

Unlike most beguilers, Rupert uses his abilities to promote peace and charitable causes, though he still lives very lavishly himself and dresses in the finest clothes that can be had in the city. After all, charity starts at home.

**Marquessa, 7th Level Elf
Fighter/MagicUser/Beguiler**

Str 16 Int 18 Wis 7 Dex 18 Con 16 Cha 18
hp $(43+14)/3 + (19+14)/3 + (28+14)/3 = 44$, AC: 6; AL ?

PP 60+10% OL 50+15% F/RT 45+4% MS 40+10%
HN 30% Beguile 55% + 35% (Charisma)

Petite, blonde, and with icy blue eyes, Marquessa seems to be the epitome of elfin beauty. But inside that gorgeous exterior lies a heart as twisted and vile as something really vile and twisted.

Unable to (and unlikely ever to) cast the clone spell, Marquessa instead devised a way of brainwashing and surgery to create near identical duplicates of herself, and put this plan into motion as part of her role as a minor cog in an evil organization.

A group of heroic adventurers put an end to that organization long ago (30+ years), but that served to merely free the duplicate Marquessas. Some of these women were able to shake off their brainwashing and lead relatively normal lives, while others actively fought against evil. Still, some retained their original's love of depravity and continue on her devious plan of creating more Marquessas. A few especially sad individuals have split personalities, resuming their own, but given to periods of acting as the brainwashed Marquessa.

It's possible for PCs to meet several Marquessas, some friendly, some indifferent, and some villainous.

Julina Rade, 9th level Human Beguiler

Str 13 Int 11 Wis 13 Dex 15 Con 15 Cha 18
hp $31+ 9 = 40$; AC 1 (Bracers AC2, -1 Dex)

PP 70% OL 60% F/RT 55% MS 50% HN 35%
Beguile 65% + 35% (Charisma)

Gear: Bracers of AC2

Julina Rade (Rah-day) was better known as Red Julie in her moderately successful adventuring days. After a close call with a dragon resulting in a near total party kill, she decided that the time to retire now, founding a finishing school in Seiris (the fantasy equivalent of Paris).

While her school is somewhat popular among the wealthy, she also takes in orphans from the streets and trains them to be proper adventurers (and ladies), either joining beginner adventuring parties as full members, or as henchwomen to the more experienced.

She is tall, athletic, and has naturally dark red hair worn in the latest fashion, as are her clothes.

Students available for hire as henchmen (1000 gp fee plus usual henchmen payment):

Aline, 1st Level Human Beguiler

Str 10 Int 11 Wis 7 Dex 18 Con 15 Cha 14
hp $4+1 = 5$; AL N

PP 30+10% OL 20+15% F/RT 15+5% MS 10+10%
HN 15% Beguile 25% + 10% (Charisma)

Small and a bit pudgy, with her short curly brown hair, Aline has sometimes been mistaken for a very tall halfling, which of course, infuriates her.

Dara, 1st Level Human Beguiler

Str 16 Int 13 Wis 10 Dex 17 Con 16 Cha 15;
hp $6+2 = 8$; AL CN

PP 30+5% OL 20+10% F/RT 15% MS 10+5% HN
15% Beguile 25% + 15% (Charisma)

A former member of one of the many street gangs of Seiris, Dara has dusky skin, black hair and pouting red lips, which make her a striking figure. She is still rough around the edges and short tempered but loyal to those that can earn her respect and by respecting her..

Lizette, 1st Level Human Beguiler

Str 9 Int 12 Wis 10 Dex 16 Con 15 Cha 16
hp $6+1 = 7$; AL NG

PP 30% OL 20+5% F/RT 15% MS 10% HN 15%
Beguile 25% + 25% (Charisma)

With blonde frizzy hair and speaking common with a pronounced Alesian (pseudo-French) accent, Lizette seems almost a stereotype, something she takes advantage of.

Qira, 1st Level Human Beguiler

Str 11 Int 10 Wis 13 Dex 15 Con 15 Cha 17
hp $5+1 = 6$; AL N

PP 30% OL 20% F/RT 15% MS 10% HN 15%
Beguile 25% + 30% (Charisma)

Recruited from an orphanage for those that lost their parents in a war, Qira is red headed, freckled, and pale. She has an older sister (Qerra) who works for an archmage and will often threatens his wrath if not treated with proper dignity.

In truth, she's only met him once (there is an annual reunion at school), but he did give her an amulet she wears, which when removed or she is reduced to -1 hp or lower, will teleport her to his tower.

Verene, 1st Level Human Beguiler

Str 11 Int 14 Wis 10 Dex 16 Con 16 Cha 16
hp 6+2 = 8; AL NG

PP 30% OL 20+5% F/RT 15% MS 10% HN 15%
Beguile 25% + 25% (Charisma)

Verene is rarely seen without a smile on her face, contrasting with her dark skin and hair. She comes from a reasonably successful merchant family who sent her to school to become a society lady; she'd rather be an adventurer.

Oenanthe, 10th Level Human Beguiler

Str 10 Int 15 Wis 13 Dex 17 Con 16 Cha 18
hp 39 + 20 = 59; AC; -2 (Bracers AC 4; Ring of Protection +3, -3 Dex); AL: CE; Attack 1-3+3

PP 75% OL 65% F/RT 60% MS 55% HN 35%
Beguile 70% + 35% (Charisma)

Gears: Bracers AC 4; Ring of Protection +3; +3 Belt Buckle Knife (w/ poison)

While most beguilers use their skills to simply enrich themselves, Oenanthe also enjoys killing, working primarily as an assassin, always sleeping with her victims.

Descriptions of her vary wildly, but she invariably has dark colored fingernails

High Elfner, 11th Level Elven Beguiler

Str 8 Int 16 Wis 10 Dex 10 Con 18 Cha 18
hp 33 +22 = 55; AC; 10; AL N

Has flunkies for the other skills. Beguile: 75+35%

His true name lost in the vestiges of time, the High Elfner is best known to the world (nay, multiverse) as the publisher of Playelf.

He has not one, but several Playelf mansions scattered across the world (and possibly other planes), staffed by numerous lovelies of every species and often visited by B-list celebrities

Zahra, 15th Level Human Beguiler

Str 10 Int 15 Wis 13 Dex 18 Con 16 Cha 20
hp 57+30 = 87; AC: -7 (Bracers AC2, -4 Dex, +5 Ring of Protection

PP 100+15% OL 100+15% F/RT 100+5% MS
80+10% HN 50% Beguile 95% + 50% (Charisma)

Considered to be one of the most beautiful women in the world, if not multiverse, Zahra lives in a stately pleasure dome built in an oasis amidst a terrible desert, the exact location unknown, though rumors have sent hundreds of men to their death or to madness.

Zahra is a tall voluptuous woman of Neferan descent (pseudo-Egyptian) with violet eyes. Legends of her go back several hundred years, but people claim to see her all the time, always in the most fashionable cities, at the most fashionable parties and gatherings, where she always seems to have an invitation.

Notes:

This has a strange origin. One OSR supplement that deals with delving into a randomly generated mega-dungeon has tables for encounters in the town. One of the strange things about these tables is that prostitutes can be recruited as followers for your dungeon party. While that would presumably improve morale, it seemed like they wouldn't be much use in a dungeon...unless they had their own character class. But what class?

The old third party supplements frequently mentioned a "houri" class, presumably the one written up in the 13th Issue of the British gaming mag of the time. However, that class is more of a spellcaster

More recently, here were a couple similar third edition classes. The Temptress from the barbarian RPG, which again was something of a spell caster (at least potentially) and the Courtesan from an ancients RPG, both from a company named after a member of the weasel family.

Even more recently is the Slave Girl from John Stater's OSR game.

Still, the main inspiration was from a character from *Darkness Weaves* by Karl Edward Wagner. The villainess of the novel sends a woman to kill a spy, and she does it by seduction (apparently poison fingernails).

I didn't include a cyclopedia version of the class because a) that version is a lot of work since there are so many levels and b) The somewhat odd hit dice structure of the class is a poor fit.

Some of the sample characters are homages to various things. Belith from Clark Ashton Smiths Morthylla, Ptera from Jewel of the Seven Stars (and P from Pratchett's joke in Small Gods), another from a classic module, spy movies, and so forth.

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