



# Scrogg – Lord of Sensual Pleasure

## 1.1 Domain

The Master of Pleasure and the Slave of Desire are the two most common titles given to the god Scrogg.

## 1.2 History

Only this deity has his origins occur during recorded history. During the early 74th century, in the city of Aldeberon on the planet Torandor, a priest of Orus plotted to gain power by starting his own sect of worshipers. This priest searched nearby alleys until he found an unconscious drunk. Dragging him to the new shrine, the priest enthroned him as “Scrogg.” Well, this drunk didn’t last long, dying soon afterwards. The priest went back to the streets, found another derelict, and proclaimed him the newest incarnation of the god Scrogg. The priest was on to a good thing. As high priest of the new emerging religion, he had riches, fame, followers, and all the women his tongue could handle. This deception was continued, scrogg after scrogg, by this priest and his descendants for many generations.

Several hundred years later, after the destruction of Torandor, on the newly colonized planet Jaern, the presiding priest of Scrogg discovered something most strange. While executing his duty initiating a new acolyte into the priesthood, his physical prowess seemed magically augmented. The initiation ceremony lasted for two hours, and at its conclusion the priest was still ready for more. Then he realized that the vast number of worshipers had indeed begun to give the “false” god Scrogg the power to grant his priests magical abilities.

As you can well imagine, the priest rushed to show his fellow priests and priestesses what he could accomplish, with the aid of Scrogg’s power. They earnestly and devotedly spent time experimenting with this growing power. The next years were exciting ones for the priesthood. They were everywhere, teaching the peoples of the ways of Scrogg. For generations afterwards, the people honored and celebrated the coming of Scrogg.

In the year 10067, the incarnation cycle was brought to an end when, someone was willing to take up the Godhood for good. Unlike any of the incarnations, he was determined to do good by the Godhood and has since endeavored to bring about good changes in the priesthood.

## 1.3 Motivation

“Pleasure is what brings true meaning to the lives of all.”

Scrogg’s followers believe that life is meant to experience as much pleasure as possible. They will do all in their power to ensure that they and anyone else who wishes it may experience as much pleasure as possible on this world. Using their power to cause displeasure is frowned upon when it is unneeded and will not further the cause of pleasure.

## 1.4 Aspects

Scrogg may manifest himself/herself in many forms based on who is around and their personal sexual preferences. Scrogg will often decide to either appear to each person in a different form or will

compromise on a form that all can find appealing. Clothing will always be sparsely used in any form that is chosen and makeup may often be used.

Scrogg always starts a friendly public appearance by asking how he can please those involved and will never turn down an offer of sex and will always offer sex before he leaves.

## 1.5 Places of Worship

The variety of actual buildings housing congregations of Scrogg worshipers is large. They tend to acquire large buildings with a lot of open space, as centrally located within large cities and towns as possible. The most impressive temples are large cylindrical shaped towers, such as those in Centralia and Rougtero. Regardless of its shape, these temples are called The Erection by Scrogg’s priests and followers, and quite a few less complimentary names by those whose property value has plummeted around these temples.

## 1.6 Structure of the Priesthood/Temple

The priesthood will be organized in hierarchy by the priest’s extra knowledge in the sexual arts, their physical ability during sex, and their ability to entice others to participate in the carnal arts. The **Organmaster** is the highest position in the temple. This position is to be held by two people. One person will be an individual will be a priest that prefers the masculine gender and the other will be a priest that prefers the feminine gender. It does not matter the current or original sex of those in either position. Either position may also be taken by a priest that prefers to be considered gender neutral or of both genders. Both Organmasters will have been the highest in the hierarchy at the time that they were appointed to be Organmasters. The Organmasters of the largest temple of Scrogg are also designated as the high Organmasters and have the most power in the priesthood. Temple leadership will be reassessed every two years to ensure that the Organmasters are of the best quality that the temple has to offer. Reassessment can take as long as a month to properly assess all of the priests in the larger temples. A council group, known as the **Partners of Scrogg**, will be put together in each temple by the current Organmasters at the time that the Organmasters take office and will generally be those that are also fairly high in the hierarchy. The job of the council is to hear cases of crime against the temple and make day to day decisions about the events in each temple.

### 1.6.1 Requirements

To enter the priesthood, an applicant must enter the temple, naked, and present themselves at the main altar, prepared to be used by anyone there whom wishes. The applicant must give freely of themselves for a period of one full week to any whom asks. At the end of this time, the applicant is conscripted into apprenticeship.

#### 1.6.1.1 Apprenticeship

Training will include classes involving advanced knowledge about how to go about sexual acts, from how to properly set the atmosphere and mood for any given sexual encounter beforehand, to how to maximize the experience of sex for both you and a partner, to knowledge about sex as a profession and knowledge of various kinks, quirks, positions and fetishes that people may expect a professional in such an area to know. These classes include hands on demonstrations and encourage both



experimentation and individualism. After the first six months of classes are done, the student is also assigned as an aid to a member of the priesthood who will teach them more in depth about some aspect of sex and a number of sexual fetishes of the student's choosing.

#### 1.6.1.2 Initiation

Testing is done in a number of ways. The first test is over the student's knowledge of sexual concepts and understanding of the concepts of pleasure. The second test grades how well the student can put the theories into practice. For the third test, they must return to the temple having learned a new sexual technique from the outside world or some understanding of the sexual preferences of other people.

#### 1.6.1.3 Duties

While most of the priests would be content to spend all of their time within the Erection expanding their sensual horizons, they are duty bound to leave the Erection and spread their message to the general populous. They must spend at least 50% of their time outside the Erection, in intercourse with the general populace, spreading their messages, techniques and their bodies to those willing to embrace Scrogg's message.

### 1.6.2 Advancement

Rankings in the hierarchy are based on the priest's extra knowledge in the sexual arts, their physical ability during sex, and their ability to entice others to participate in the carnal arts. The ranking is honorary for the most part and only makes any difference at the top most rankings where the members could become the Organmaster or a member of the council.

### 1.6.3 Dogma

"It is more holy to receive than it is to give..."

The worshipers of the Scrogg believe that it is their destiny to experience as much pleasure as possible in this life, as they will be rewarded one-hundred-fold in the afterlife. As each passes on, they believe that they become one with their god, initiated into everlasting life by an act of fornication with the god himself. Each worship lives for the day of being scrogged by his erectedness.

### 1.6.4 Traditions

Traditions tend to vary from person to person based on the sexual preferences and fetish preferences of the various priests. Those who have similar likes to a priest will often emulate the traditions of that priest. The priest will often work to pass down the traditions to their apprentices.

#### 1.6.4.1 Appearance

Each follower attempts to cultivate a unique style that both identifies whom they are and the kinds of activities they will participate. An elaborate code has developed over the centuries where every piece of clothing, every scrap of jewelry and every stroke of paint has meaning. There are local variations in these meanings, but on the whole, any follower can identify the preferred activities of any other they meet.

#### 1.6.4.2 Clothing

Silks and velvet are favorite fabrics for most clothing. Favorite colors seem to range from a deep purple to a light red or orange. The cuts of these robes are always unusual, and always reveal or allure to revealing much more to the public view. Unlike the followers of Ra, who find nudity to simply be ordinary and dull, these people use their robes to accentuate the sensuality of what they choose to reveal.

#### 1.6.4.3 Speech and Gestures

The Scroggites have evolved a strange dialect of Paroli over time, resplendent with words portraying various physical activities. Their subtlety of meaning allows them to differentiate between thousands of different ways to express lust. A complex series of prefixes and suffixes allows them to specify most of the details of a carnal act with a single verb. The Scroggites have noticed the commoners inability to understand the nuances of this speech and are careful to go into detail with them though the dialect is still used inside the priesthood itself to streamline operations.

## 1.7 Worship

The followers of Scrogg have no need for a special time for worship. Their every act of lust and fornication is affirmation of their faith in their god, and a realization of their true selves. Those that they help to have pleasure is also worship to the priests of Scrogg. The more people that they can bring pleasure to, the more they have worshipped Scrogg.

### 1.7.1 Sacrifices

While no material sacrifices are made by this sect, followers of Scrogg will show their approval, joy or respect for outsiders by presenting themselves to those they admire for their use and pleasure. The offer itself is sufficient to show proper respect, gratitude or admiration, its refusal is not looked down on.

### 1.7.2 Donations

As with all sects, money is what keeps the temple open. The Erections are no exceptions. Monetary donations are always welcome. Followers are expected to donate at least 100 silver pieces per year to the Erection, and the wealthy will always donate more. A family of modest means can be excused from donating for a year by working to keep the temple or the community surrounding the temple clean or may aid the priests if they so desire.

### 1.7.3 Penance

Crimes against the temple include stopping sex for undue reason, purposefully reducing anyone's enjoyment in the carnal arts, refusing sex without cause, disturbing the general atmosphere of the temple, disturbing people during the act of sex, willful chastity, and rape just for the sake of rape. Sex for the sake of having sex should generally be approved of by both partners. All crimes shall be brought before the Partners of Scrogg and punishments shall be decided accordingly. Punishments include the use of spells and tools to deny the punished the joy that they have denied others in equal measure.



## 1.8 Holidays & Feast Days

To the followers of Scrogg, each day is a holy day. Since the first incarnation of Scrogg, there has been over 400 incarnations of the god. The day each was incarnated is a holy day for the followers whom most sympathize with that incarnations and his/her particular practices. Each day the number of the proper incarnations is posted, along with appropriate hymns and worship practices. On regular occasions, the Organmaster will organize feast days. On such days, the temple will throw a party with plenty of food, drink, and merriment. Unlike other days, the main focus of these parties is the enjoyment on the part of the community and not sex, though, with all of the drinking and Scroggites around, it is inevitable that many people will end up having sex that may not have thought about doing so before.

## 1.9 Relationship to Other Deities

Other priesthods are not as against Scroggites these days as they used to be. As the Scroggites are no longer in violation of the teachings of other priesthods most of the animosity has become lost, though many still find the nature of a priesthod of sex to be in poor taste. The priesthod of Orus is one of the few priesthods that can be said to actually look favorably on the Scroggites.

## 1.10 Priesthod Skills

Because Scrogg is a priesthod of sex, base priests of Scrogg can purchase the following skills at base cost: Courtesan, Dancing, Diplomacy, Disguise, Pimping, Seduction, and Toy Making.



## 1.11 Magical Abilities

Priests of Scrogg have at their command four spell groups that allow them to experience and give pleasure of all degrees.

**Physical** spells allow the priest to see and meet the physical needs of those who must be pleased.

**Mental** allows the priest to delve deeply into their own and other's minds, causing and understanding the motives of thought.

**Emotional** spells allowing control and perception of emotions allow the priest to manipulate himself and others for pleasure and pain.

**Spiritual** spells allow the priest to recognize, understand and captivate the spirits of those immaterial, animal, and supernatural.

### 1. Physical

- 1 Stimulate
- 2 Lubricate
- 3 Prevent Disease
- 4 Change Size
- 5 Stamina
- 6 Disrobe
- 7 Flexible
- 8 Bondage
- 9 Bend Over
- 10 Gello
- 11 Cure Disease
- 12 Change Sex

### 2. Emotional

- 1 Lower Inhibition
- 2 Detect Lust
- 3 Paper Bag
- 4 After Glow
- 5 Frustrate
- 6 Want Animal
- 7 Sex Aura
- 8 Instill Fetish
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### 3. Spiritual

- 1 Detect Virginity
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- 5 Detect Prowess
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- 12 Final Fling

### 4. Mental

- 1 Fondle
- 2 Blab
- 3 Voyeur
- 4 Truth or Dare
- 5 Foreplay
- 6 Pillow Talk
- 7 Steal Orgasm
- 8 Astound
- 9 Impotence
- 10 Fidelity
- 11 Sex
- 12 Distance Sex



### 1.11.1 Physical

#### 1 – Stimulate

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 2 + 1/F hours  
Area: single target  
Effect: excites target

Any one creature that the caster touches while casting this spell becomes physically (sexually) excited. Any carnal acts will be 50% longer and more satisfying while under this spell. Multiple casting of this spell does not increase its effects.

#### 2 – Lubricate

Time to Cast: 1 round  
Resist Check: none  
Target: 1 + 1/F'  
Duration: instantaneous  
Area: 1 + 1/F ounces  
Effect: creates lubricant

Lubricant enables a priest of Scrogg to create extra amount of super-slick, Scrogg approved lubricant when needed.

#### 3 – Prevent Disease

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: prevents disease

Prevent disease allows the caster to prevent the spread of diseases (especially the venereal type). The priest casts this spell and then touches the target. The target is unable to be diseased during the duration.

#### 4 – Change Size

Time to Cast: 1 round  
Resist Check: 3d6 WIL negates  
Target: LOS 20 + 5/F'  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: changes organ size

With this spell a good scrogger can cause the sexual organs of his target to either become smaller or larger. Any organ can be increased or decreased by 50 + 10/F percent.

#### 5 – Stamina

Time to Cast: 2 rounds  
Resist Check: none  
Target: touch  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: go forever

Stamina allows the target to increase his sexual stamina. The priest will not become fatigued or pass out while engaged in any sexual activity.

#### 6 – Disrobe

Time to Cast: 2 rounds  
Resist Check: 4d6 vs STR negates  
Target: LOS 10 + 5/F'  
Duration: instantaneous  
Area: single creature  
Effect: lose clothing

Disrobe causes the target's clothing to fall to a heap at the target's feet. Magical clothing is immune from this effect.

#### 7 – Flexible

Time to Cast: 2 rounds  
Resist Check: none  
Target: touch  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: flexible body

Flexible allows the target to become extremely flexible, enabling feats of contortion normally unavailable to living creatures.



### 8 – Bondage

Time to Cast: 1 round  
Resist Check: 4d6 vs STR negates  
Target: LOS 20 + 5/F'  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: binds target

Bondage causes magical bonds (type specified by caster) to bind the target in the manner the caster chooses. The bonds can only affect the target. Anyone else is unable to see or feel the bonds. A person suspended from a ceiling hangs, but without discomfort or suffocation.

### 9 – Bend Over

Time to Cast: 3 rounds  
Resist Check: 5d6 vs HEA negates  
Target: LOS 30 + 5/F'  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: bend over

This spell causes any of the target's limbs which are touching the ground to stick to it. The target is then afflicted with severe stomach cramps, causing it to "bend over".

### 10 – Gello

Time to Cast: 4 rounds  
Resist Check: none  
Target: caster  
Duration: 4 + 2/F rounds  
Area: 10 X 30' cone  
Effect: creates gello

The caster can create up to a thousand cubic feet of gelatin dessert. The gelatin dessert sprays forth from the casters finger in a cone. The flavor is selectable by the caster. Multiple flavors, colors and textures are possible if finessed. The gello is permanent and will melt as normal gelatin dessert would.

### 11 – Cure Disease

Time to Cast: 10 minutes  
Resist Check: 4d6 vs HEA negates  
Target: special  
Duration: instantaneous  
Area: single creature  
Effect: cures disease

Cure Disease cures the target of all venereal or sexually transmitted diseases. The caster must be engaged in sexual activity with the target for the spell to succeed.

### 12 – Change Sex

Time to Cast: 10 minutes  
Resist Check: 5d6 vs PWR negates  
Target: LOS 30 + 5/F'  
Duration: permanent  
Area: single creature  
Effect: change target's sex

Change sex alters the target's sex into its opposite. All attributes remain the same, physical traits will be changed accordingly. Finesses allow changes that are less than total opposite (androgynes, hermaphrodites...)



## 1.11.2 Emotional

### 1 – Lower Inhibition

Time to Cast: 1 round  
Resist Check: 3d6 vs CSE negates  
Target: 20 + 5/F'  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: lowers inhibition

This spell causes the target to become more receptive to invitations to engage in carnal actions. If the target fails their resistance check, they would move one step on the scale of "Never!", "Probably not", "unsure", "maybe", "yes", "Right Now!". The effects of this spell are cumulative.

### 2 – Detect Lust

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 10 + 5/F minutes  
Area: 50 + 10/F' radius  
Effect: see who's horny

This spell detects lust, sexual urges and excitement. The caster will be able to judge the exact state of excitement.

### 3 – Paper Bag

Time to Cast: 1 round  
Resist Check: 3d6 vs WIL negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: look like loved one

This spell forces the target to view his current partner as his most desired mate. Very useful when you lose your wolf-ugly-escape kit.

### 4 – Afterglow

Time to Cast: 1 round  
Resist Check: 4d6 vs INT negates  
Target: touch  
Duration: 1 + 1/F minutes  
Area: single creature  
Effect: elation

The target of this spell feels satiated and lethargic. While physically undisturbed by others, he is unable to take any offensive actions for the duration of the spell. Any offensive actions taken against the target will cancel the spell.

### 5 – Frustrate

Time to Cast: 2 rounds  
Resist Check: 4d6 vs CSE negates  
Target: LOS 20 + 5/F'  
Duration: 24 + 12/F hours  
Area: single creature  
Effect: can't have what want

The target of this spell convinces themselves that they cannot have what object or person they most desire, even if it is within their grasp. The target will unconsciously sabotage any attempt to possess what he desires while under this casting.

### 6 – Want Animal

Time to Cast: 1 round  
Resist Check: 4d6 vs CSE negates  
Target: LOS 20 + 5/F'  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: target wants animal

The target of this spell is suddenly possessed with the overwhelming urge to have an animal. The first creature that the target sees that is not of his race MUST be had by the target.

### 7 – Sex Aura

Time to Cast: 2 rounds  
Resist Check: 4d6 vs PER negates  
Target: LOS 10 + 5/F'  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: target looks sexy

Anyone viewing the target is struck by the overt sexuality of the target. Almost all are at least a little excited by him, and most wish to have him.



### 8 – Instill Fetish

Time to Cast: 3 rounds  
Resist Check: 4d6 vs WIL negates  
Target: LOS 30 + 10/F'  
Duration: 1 + 1/F weeks  
Area: single creature  
Effect: instill fetish

The target of this spell gains a sexual fixation for **a type of item** of the caster's choice. While under this fixation, the target must succeed at a resistance check of three dice against WIL each time he sees the item to avoid attempting having to immediately acquire it.

### 9 – Insatiable

Time to Cast: 2 rounds  
Resist Check: 5d6 vs WIL negates  
Target: touch  
Duration: special  
Area: single creature  
Effect: make insatiable

The target of this spell must immediately start performing a carnal act with the nearest or most convenient creature, person or item. He must continue this, and once each hour succeed at an attribute check starting at three dice against HEA or pass out. The attribute check increases by one die each additional hour. This spell stays in effect until he does finally pass out, at which time he will fall into a coma like sleep for at least 8 hours.

### 10 – Redirect

Time to Cast: 1 minute  
Resist Check: 5d6 vs WIL negates  
Target: touch  
Duration: 1 + 1/F days  
Area: single creature  
Effect: transfer emotions

The caster mentions **two names** to the target as he casts this spell. The targets emotions, positive or negative, toward these two people swap while this spell is in effect.

### 11 – Area Arousal

Time to Cast: 5 minutes  
Resist Check: 4d6 vs CSE negates  
Target: caster  
Duration: 2 + 1/F hours  
Area: 30 + 10/F' radius  
Effect: make horny

Everyone in the area get extremely aroused, attempting to satiate their carnal desires as quickly and noisily as possible.

### 12 – Black Balls

Time to Cast: 1 round  
Resist Check: 6d6 vs WIL negates  
Target: LOS 50 + 10/F'  
Duration: special  
Area: single creature  
Effect: must have sex

If the target of this spell misses his resistance check, he cannot sleep, eat, or converse coherently with anyone until he performs a carnal act with someone whom he desired before the spell was cast. If the target has no libido, the GM determines the recipient of the target's lust randomly.



### 1.11.3 Spiritual

#### 1 – Detect Virginity

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: instantaneous  
Area: single target  
Effect: detect virginity

When the caster touches his target, and that target is a virgin, the caster alone will hear a large gong sound.

#### 2 – Prowess

Time to Cast: 1 round  
Resist Check: none  
Target:  $20 + 5/F'$   
Duration:  $2 + 1/F$  hours  
Area: single target  
Effect: aura of prowess

The target of this spell is endowed with an aura of “sexual prowess”. If someone looking at the target fails a resistance check of 3d6 against CSE, he or she will believe that the target would be good in bed.

#### 3 – Share Pleasure

Time to Cast: 2 rounds  
Resist Check: 4d6 vs WIL negates  
Target:  $1000 + 250/F$  mets  
Duration:  $10 + 5/F$  minutes  
Area: single known person  
Effect: share pleasure

While casting the spell, the priest **visualizes someone that he has memorized**. When the spell is finished the priest will feel all pleasure that the target experiences. Additionally, if the target fails the resistance check (or is willing) the target will feel the priest’s pleasure.

#### 4 – Wet Dream

Time to Cast: 5 minutes  
Resist Check: 4d6 vs WIL negates  
Target:  $LOS 10 + 5/F'$   
Duration: one dream  
Area: single creature  
Effect: cause wet dream

The priest casts this spell and then **names a person or creature known to himself**. The target’s next dream will involve the named person or creature in a sexual context.

#### 5 – Detect Prowess

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration:  $1 + 1/F$  minutes  
Area:  $30 + 10/F'$  radius  
Effect: detect experience

Using this spell, a priest can gauge the relative (to himself of course) sexual ability/experience of all creatures he can see within its area of effect.

#### 6 – Tickle

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration:  $2 + 1/F$  hours  
Area:  $2 + 2/F''$  radius  
Effect: create erogenous zones

The spot touched by the caster becomes an erogenous zone.

#### 7 – Rejuvenate

Time to Cast: 1 round  
Resist Check: none  
Target: touch  
Duration: instantaneous  
Area: single creature  
Effect: cure wounds

The priest casts this spell and then has sex with the target. The target heals 1d8 damage points. The healing takes place when the priest reaches the climax of his carnal activity.



### 8 – Spirit Sex

Time to Cast: 2 minutes  
Resist Check: 4d6 vs WIL negates  
Target: LOS 50 + 10/F'  
Duration: instantaneous  
Area: single creature  
Effect: implant memory

While casting the spell, the priest **thinks up a scenario involving himself and the target**. The scenario must cover less than an hour of time. If the target fails the resistance check, they will believe the new memory to be real.

### 9 – Revirginate

Time to Cast: 5 rounds  
Resist Check: 5d6 vs WIL negates  
Target: touch  
Duration: permanent  
Area: single creature  
Effect: forget sexual experience

If the target of this spell fails its resistance check, he loses all memories of anything dealing with sex. The memories will return if the spells effects are successfully countered with a **Revocation** spell.

### 10 – Sex Toy

Time to Cast: 5 rounds  
Resist Check: none  
Target: touch  
Duration: 2 + 1/F hours  
Area: single object  
Effect: animate object

The target **non-living object** of this spell is animated and can be used for any sexual purpose that the priest instructs.

### 11 – Dominance

Time to Cast: 5 rounds  
Resist Check: 5d6 vs WIL negates  
Target: LOS 20 + 5/F'  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: dominate someone

For the duration of the spell, the target must do whatever sexual acts that the priests instructs. The target will not willingly attempt to leave the caster's side, but cannot be ordered to perform any acts of self-injury.

### 12 – Final Fling

Time to Cast: 1 minute  
Resist Check: none  
Target: touch  
Duration: 2 + 1/F hours  
Area: single corpse  
Effect: bring back to life

The caster targets the body of a **creature that has died in the past week**. The target is temporarily brought back to life for the duration of the spell or until the priest is done having sex with it (whichever is shorter).



## 1.11.4 Mental

### 1 – Fondle

Time to Cast: 1 round  
Resist Check: none  
Target: 80 + 20/F' LOS  
Duration: instantaneous  
Area: single creature  
Effect: grope at distance

By casting this spell, the priest can fondle someone with a mere glance.

### 2 – Blab

Time to Cast: 1 round  
Resist Check: 3d6 vs CSE negates  
Target: touch  
Duration: 1 + 1/F minutes  
Area: single creature  
Effect: answer questions

**During sex**, the priest can cast this spell and then ask three yes/no questions. If the target fails its resistance check, it must answer to the best of its ability.

### 3 – Voyeur

Time to Cast: 1 round  
Resist Check: none  
Target: caster  
Duration: 2 + 1/F hours  
Area: ¼ mets  
Effect: see sexual acts

For the duration of the spell, the caster can see any sexual act within the area of effect. The caster is first given an image of the nearest act. He may if he wishes skip any image and go onto the next furthest out or back to any previous image.

### 4 – Truth or Dare

Time to Cast: 1 round  
Resist Check: special  
Target: touch  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: binding agreement

The priest casts this spell and then **propositions someone with a yes/no question and a sexual task**. Should the target refuse to answer the question truthfully, they cannot experience any pleasure until they do the task.

### 5 – Foreplay

Time to Cast: 1 round  
Resist Check: 3d6 vs CSE negates  
Target: touch  
Duration: instantaneous  
Area: single creature  
Effect: do foreplay

The target of this spell believes that he has already experienced foreplay from his sexual partner and is sexually elevated as if it had actually occurred.

### 6 – Pillow Talk

Time to Cast: 1 round  
Resist Check: 4d6 vs WIL negates  
Target: touch  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: pump for information

**While having sex with the target**, the priest casts this spell. If the target fails its resistance check it must truthfully answer any questions the caster asks within the duration. After sex, the target forgets the questioning and the answering.

### 7 – Steal Orgasm

Time to Cast: 1 round  
Resist Check: none  
Target: LOS 20 + 5/F'  
Duration: instantaneous  
Area: single creature  
Effect: steal orgasm

The caster targets **a creature which is about to have an orgasm**. The priest then has the orgasm instead. The creature does not experience the orgasm.



### 8 – Astound

Time to Cast: 1 round  
Resist Check: 4d6 vs WIL negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: lose communication

The target of this spell is so astounded by his perception of the caster's sexual equipment that he goes into a state of shock and cannot speak or communicate in any way for the duration of the spell.

### 9 – Impotence

Time to Cast: 1 round  
Resist Check: 5d6 vs CSE negates  
Target: LOS 20 + 5/F'  
Duration: 1 + 1/F days  
Area: single creature  
Effect: lose libido

If the target fails his resistance check, he loses the desire, the ability and the pleasure of sex.

### 10 – Fidelity

Time to Cast: 2 rounds  
Resist Check: 5d6 vs WIL negates  
Target: LOS 20 + 5/F'  
Duration: permanent  
Area: single creature  
Effect: bind to partner

The target of this spell, upon failing its resistance check, will only want to have sex with its current partner. Any spell effect that would create a desire for someone other than its current partner will fail.

### 11 – Sex

Time to Cast: 2 rounds  
Resist Check: 5d6 vs INT negates  
Target: touch  
Duration: 2 + 1/F hours  
Area: single creature  
Effect: thinks having sex

For the duration of the spell, the target will (if it fails its resistance check) believe that it is having sex with whatever the caster specifies at the time of casting.

### 12 – Distance Sex

Time to Cast: 5 rounds  
Resist Check: 6d6 vs INT negates  
Target: LOS 500 + 100/F'  
Duration: 10 + 5/F minutes  
Area: single creature  
Effect: mental sex

Once the target fails his resistance check, the caster is granted complete freedom to mentally violate the target in any way he wishes. The caster dictates sexual acts which both the caster and target then feel, see and hear, smell and taste. The target may respond mentally, but the caster is always in control. The target's body is immobile for the duration of the spell.