

Gluttony

1 – Appetite

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: eat more

Upon casting this spell the caster's stomach grows larger, allowing them to eat 50 + 25/F% more food.

2 – Snack

Time to Cast: 5 rounds
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster's hand
Effect: summon food

Upon casting this spell, a snack of the caster's choice appears in his hand. This snack heals 1d6 damage points when consumed.

3 – Vomit

Time to Cast: 1 round
Resist Check: 3d6 vs HEA negates
Target: LOS 40 + 10/F'
Duration: instantaneous
Area: single creature
Effect: empty stomach

Failing this resistance check results in the target emptying their stomach. This causes the target to lose a round while vomiting.

4 – Meal

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: instantaneous
Area: caster's hand
Effect: summon more food

This spell, when cast, summons a meal. This provides all the nourishment required for the consumer to survive for a day, and heals 3d6 damage points. This can be made out of fresh meat, if desired.

5 – Toxic Nullification

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 30 + 10/F minutes
Area: self
Effect: eat poison freely

This spell turns all non-magical poison the caster would consume into a harmless tasty sauce of the caster's choice. This only works on poisons mixed into food or drink.

6 – Nourishment

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: eat anything

Anything the caster can chew and swallow can be digested for the duration. This material is considered as nourishing as normal food for the duration.

7 – Iron Jaws

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: bite extremely hard

Iron Jaws puts more force into the target's bite. Any bite attacks made by a person with this spell gain +2 to their attack roll and STR/5 additional damage to the bite, considering only their natural non-magical strength.

For the duration of the spell the target's teeth and jaws are as hard as iron.

8 – Cravings

Time to Cast: 3 rounds
Resist Check: 4d6 vs WIL negates
Target: LOS 30 + 10/F'

The target of the spell gains an overwhelming hunger for a type of food 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 that food or

Duration: 1 + 1/F weeks
Area: single creature
Effect: instill craving

must immediately consume it.

9 – Hunger Pain

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: clutch stomach

This spell causes the target's limbs to stick to the ground and the target to double over from stomach pain.

10 – Gello

Time to Cast: 4 rounds
Resist Check: none
Target: caster
Duration: 4 + 2/F rounds
Area: 10X30' cone
Effect: creates gello

The caster can create up to a thousand cubic feet of gelatin dessert. The gelatin dessert sprays forth from the caster's 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 – Feeding Frenzy

Time to Cast: 5 minutes
Resist Check: 4d6 vs CSE negates
Target: caster
Duration: 2 + 1/F hours
Area: 60 + 15/F' radius
Effect: make hungry

Everyone within the radius becomes extremely hungry and begins shoving their faces for the duration.

12 – Devour

Time to Cast: 2 rounds
Resist Check: 5d6 vs AGI negates
Target: touch
Duration: instantaneous
Area: single object
Effect: consume and digest large objects

This spell allows the caster to consume anything smaller than them, even large objects or people who fail the resistance check. When the caster eats something with this spell, they heal 1d6 every minute for 10 + 2/F minutes as they digest what they ate.

If a person is eaten with this spell, they will find themselves in a 10' x 10' x 10' extradimensional space inside the caster's stomach. If they cannot escape within 10 minutes, they will die.

Thirst

1 – Connoisseur

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: know booze

After casting this spell, the caster can, upon tasting a non-magical alcoholic beverage, know what it's made of and where it was made.

2 – Groggy Vision

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: beer goggles

After casting this spell, the caster views all those around them as having two more exceptional COM.

3 – Top Shelf

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 1 + 1/F minutes
Area: single drink
Effect: improve booze

Upon stirring a finger through a drink, the quality of the alcohol is improved by 1 + 1/(2F) dice. This makes the drink magical, and so not a valid target for distilling later.

4 – Drunken Fist

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 1 + 1/F minutes
Area: self
Effect: stumble around fists

Upon casting this spell, the caster gains incredible luck in their drunkenness. They always seem to manage to duck below attacks, gaining 2 + 1/F to each defensive value.

5 – Stumble

Time to Cast: 1 round
Resist Check: 4d6 vs AGI negates
Target: LOS 40 + 10/F'
Duration: 1 + 1/F minutes
Area: single creature
Effect: can't stand up

Upon failing the resistance check of this spell, the unfortunate target begins stumbling all over themselves. Attempts to stand up or walk simply resolve with the target on the ground.

6 – Cheers

Time to Cast: 5 rounds
Resist Check: willing target
Target: multitouch
Duration: 2 + 1/F' hours
Area: touched targets
Effect: peace

Upon casting this spell, the touched individuals join the caster in a cheer. For the duration of the spell, the group know where each other are, and how drunk other members of the party are.

7 – Mumble

Time to Cast: 1 round
Resist Check: 5d6 vs PWR negates
Target: LOS 50 + 25/F'
Duration: 10 + 5/F minutes
Area: single target
Effect: I'm not as drunk as you think I am

Upon failing the resistance check, the target begins slurring their words, making it very difficult to cast. For each round spent casting with verbal components, the target must make a 4d6 CSE check or flub and have to start over.

8 – Explosive Sobering

Time to Cast: 1 round
Resist Check: 5d6 vs AGI halves

Upon casting this spell, the caster belches fire at the target. This does 8d6 fire damage and will sober up the caster if they are intoxicated.

Target: caster
Duration: instantaneous
Area: 40' x 10' cone
Effect: flaming belch

9 – Immalleable

Time to Cast: 1 minute
Resist Check: willing target
Target: caster
Duration: 2 + 1/F hours
Area: self
Effect: too drunk to guide

For the duration of the spell the caster takes two dice off of mind effecting spells. The caster must be drunk to make use of this effect

10 – On the House

Time to Cast: 1 minute
Resist Check: none
Target: caster
Duration: instantaneous
Area: surrounding room
Effect: fill glasses

This spell, upon being cast, fills all glasses in the room the caster is currently in with 5 die booze of the caster's choice. This is generally done with the bartender's consent, to avoid being kicked out of the party. If the booze is not drunk within 10 minutes, it reverts to water.

11 – Slur

Time to Cast: 2 round
Resist Check: 6d6 vs PWR negates
Target: LOS 100 + 50/F'
Duration: 10 + 5/F minutes
Area: single target
Effect: speak drunkenly

Upon failing the resistance check, the target loses the ability to verbalize ideas. With this effect they cannot cast spells and can only communicate with other plastered people.

12 – Crowd Surfing

Time to Cast: 1 round
Resist Check: none
Target: caster
Duration: 10 + 5/F minutes
Area: self
Effect: read crowd

With this spell the caster can easily maneuver their way through a party without disturbing others. This functions up to a full blown riot, allowing the caster to move at their full movement rate through it.

Mental

1 – Stimulate

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

Time to Cast: 1 round
Resist Check: 4d6 vs WIL negates
Target: 1000 + 50/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 – Afterglow

Time to Cast: 1 round
Resist Check: 4d6 vs INT negates
Target: LOS 50'
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 – 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 – 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 question and answering.

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 – Astound

Time to Cast: 1 round
Resist Check: 4d6 vs WIL negates

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

Target: touch
Duration: 2 + 1/F hours
Area: single creature
Effect: astonishing size

communicate in any way for the duration of the spell.

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 spell's effects are successfully countered by a Revocation spell.

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 – Truly Satisfied

Time to Cast: 2 rounds
Resist Check: 5d6 vs WIL negates
Target: LOS 100 + 25/F'
Duration: 10 + 5/F minutes
Area: single creature
Effect: great satisfaction

After failing the resist check, the target feels so completely satisfied that they have no desire to do anything other than sit in the afterglow.

12 – Booty Call

Time to Cast: 1 minute
Resist Check: willing target
Target: same plane
Duration: instantaneous
Area: single sexual partner
Effect: summon partner

The caster names a previous sexual partner, who becomes aware that the caster is trying to summon them for sexual activity. Upon accepting the summoning, they are teleported nearby the caster and must immediately engage in sexual activity with the caster for the next 10 minutes.

Physical

1 – Lubricate

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

Lubricate enables a priest of Scrogg to create large amounts of super-slick Scrogg lubricant when needed.

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 – Prevent Disease

Time to Cast: 1 round
Resist Check: none
Target: touch
Duration: 2 + 1/F hours
Area: single creature
Effect: prevent 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 for the duration.

4 – Change Size

Time to Cast: 1 round
Resist Check: 3d6 vs WIL negates
Target: LOS 20 + 5/F'
Duration: 2 + 1/F hours
Area: single creature
Effect: change 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%.

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 their 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 creatures
Effect: flexible body

Flexible allows the target to become extremely flexible, enabling feats of contortion normally unavailable to living creature. This grants the target a two die advantage to escape grapples or bindings.

8 – Bondage

Time to Cast: 1 round
Resist Check: 4d6 vs STR negates
Target: LOS 20 + 5/F'

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

Duration: 2 + 1/F hours
Area: single creature
Effect: binds target

ceiling hangs, but without discomfort or suffocation.

9 – Impotence

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

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

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. The object must be of a size that the caster would be able to physically handle it under normal circumstances.

11 – Cure Disease

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

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, though physical traits will be changed accordingly. Finesses allow changes that are less than total opposite (androgynes, hermaphrodites...)

13 – Res-Erection

Time to Cast: 5 minutes
Resist Check: willing target
Target: touch
Duration: instantaneous
Area: single corpse
Effect: bring back

The dead target of this spell, who must have died in the last day, if they have a soul, or the last 10 minutes, if they don't have a soul, is brought back to life (with half their maximum DP, minimum of 6) in order to engage in sexual activity with the caster. After 10 minutes of sexual activity with the caster, the target remains alive. If the sexual activity is disrupted, the target's life ends again, the XP cost of the spell is not paid (but the units are), and the soul, if applicable, is returned to the afterlife (regardless of where it resides). *The target must have previously engaged in sexual activity with the caster in the last year in order for this spell to function.*