

# Church of AmoraX

## AmoraX

AmoraX is the god of sensation, perception, and pleasure. Often shown as a hermaphrodite with the head of a goat, it is the patron of orgies and debauchery as well as pain and torture. It is not an evil god however - it does not care for the circumstances under which its favoured actions are undertaken.

Alignment: Chaotic Neutral

Domains: Forbidden Pleasure, Chaos, Luck

Favoured Weapon: Chain with hook (treat as spiked chain)

Holy Symbol: side view of a goat's head

## Myth

There are many tales about AmoraX, most of them describing its conflict with lawful gods, especially Jann'ih. It hates demons who offer the same kind of services as its followers.

## Moral Teachings

AmoraX is a god of sensuality, senses, and chaos. His priests do not follow a moral code as such but there are things that please or displease their god. Note that this is only one interpretation and many followers or priests will happily call you a heretic for proclaiming this set.

- **Senses:** AmoraX is not happy with those who neglect their senses or who hurts the sensory organs of others. Stealing an eye is one of the greatest offences against AmoraX.
- **Pleasure:** Not only is it acceptable to look for pleasure, asceticism is also seen as an offence to AmoraX.
- **Sensation:** However, not only pleasure is acceptable, also other sensations (pain, the touch of exotic

materials) are seen as important experiences for the AmoraX follower.

- **Luck:** AmoraX is also a god of luck (one of his minor aspects) and looks favourably on gambling.

## Priesthood, Temples & Hierarchy

### Generic Organisation

The church of AmoraX is secretive and consists mainly of hidden shrines. There is little hierarchy and save for a few basics described here.

Besides the "civilised" church of AmoraX there are many cults among the elves and fey, often with vastly different ethics and rituals. There are rumours of a gigantic temple complex deep in the forests, built into the canopy, but contact between the two branches of the church are sporadic.

### The Grand Temple of Sensation

This giant temple complex deep under the forest just outside of the city of Vivine is home to the single most organised chapter of the church. Overall it looks like a mixture between a prison and a decadent palace. Any follower of AmoraX plans to go here at least once in his life.

The temple has a definite *Arabian Nights* theme save for the many murals depicting the various acts favoured by the god.

### Shrines

Usually hidden away in the sewers or outside of the towns, these shrines are tiny and far less elaborate copies of the grand temple. They are usually operated by one priest and several acolytes.

## Disguised Shrines

Bordellos, dungeons, restaurants - all these can be run by *Bringers of Joy*. While the money is used to further the goals of the church (or to enrich a corrupt priest), the main purpose is to "educate" followers of other faiths and convert them to AmoraX.

## Elven Shrines

On many worlds elves worship AmoraX, often under the name of Paddir. Their shrines are less gaudy than the human ones and are often dedicated to the aesthetics of subtle pleasure and sensation.

## Dark Fey Shrines

The dark fey of Vivine also worship AmoraX and have shrines dedicated to him. These are always natural looking sites with a dark aura, often littered with the bodies of former sacrifices.

## Hidden Prophets

Before a priest(ess) gets a vision from AmoraX that grants him the permission to build a shrine, (s)he wanders about, hiding her holy symbol and trying to influence others to seek out strong sensations. Some pose as priests of other religions, slowly corrupting its teachings.

## Bringers of Joy

Settled priests of AmoraX have no unifying dress code but love Arabian garment. They usually have a goat's head hidden somewhere among the patterns of their clothing.

## Grand Priests

Bringers of Joy of at least 15th level become grand priests, are given the purple *robes of ecstasy*, and meet at the grand temple every 5 years to celebrate a giant orgy and to disagree over

theological matters. Practically every high priests would be considered a heretic in more lawful churches.

## Flesh Hooks

These fighters, who specialise in fighting with hooks on chains, are what can be considered the *templars* of AmoraX. While they do not have a specific uniform, they usually have their holy symbol displayed on some prominent position. Some of them pursue holy quests but most serve as guards to protect the Bringers of Joy from organised criminals or overzealous authorities.

There are also dark fey flesh hooks who usually avoid their human brethren but have an uneasy cease-fire with them as long as they do not interfere with their quests of pain and torture.

## Prestige Classes

### Flesh Hook

These templars of AmoraX are lone fighters who do the biddings of their god. The range from easy-going sensualists to psychotic killers and torturers - some even fill both categories. The majority, however, prefers an easy-going life of pleasure who see pain inflicted on them as a lesson of life.

Hit Die: d8

### Requirements

Patron Deity: AmoraX  
Knowledge(Religion) 4 ranks  
Base Attack Bonus +3  
Feats: Enjoy Fear

### Class Skills

The Flesh Hook gets 6 + Int modifier skill points per level. Chose from: Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha),

Knowledge (religion) (Int), Knowledge (pleasure & pain) (Int), Profession (Wis), and Ride (Dex).

### Class Features

**Weapon and Armor Proficiencies:** A Flesh Hook becomes proficient in the use of the *spiked chain*, the favoured weapon of Amoraax. Due to the dislike for other weapons, the god will punish those using them with a negative level for 1d4 days. This does not apply to ranged weapons.

**Sensual Link:** After making a successful touch attack, the Flesh Hook shares the sensations of his target, i.e. he feels the same pain and pleasure, shares the senses of the other etc. This means that many enchantment spells that influence emotions will also affect the Flesh Hook (no separate save allowed). The effect lasts for 1d4 hours, has a range of 15 miles, and can be used once per day. The affected creature knows what is happening, feeling the foreign presence within its head.

**Distraction:** Intense pain (caused by more than 20 hp of damage per attack) will require the Flesh Hook to make a will save vs. DC damage taken minus 5 or freeze in ecstasy for one round as if *dazed*.

**Fearless:** The character automatically passes all saves vs. fear effects and gains

the appropriate benefits from the *enjoy fear* feat.

**Planar Ally:** The character gains a planar ally in the form of a *joyful virgin*. This outsider will support the Flesh Hook like a cohort, practically worshipping her and doing her bidding in any way. If the planar ally dies, a new one will appear after 1d4 weeks. For every level that the Flesh Hook gains, the virgin will gain a hit dice, so a level 4 Flesh Hook will have a 2 HD ally.

**Holy Word:** The character can pick one spell from the *forbidden pleasure* domain that is level 3 or lower. The Flesh Hook gains this spell as a spell-like ability, usable once per day. The save DC is 14 minus the level of the spell, modified by the characters constitution bonus, i.e. *convulsion of lust* thus has a save DC 11 if the con bonus is +0. This means that the more powerful spell-like abilities will be easier to avoid. At subsequent levels the character can chose additional powers or pick the same one for extra uses per day.

**Chain Spirit:** As a standard action, the character can bind his planar ally into his spiked chain, gaining a +1 circumstance bonus to attacks and damage. The ally must be within touch range. This spell-like ability is usable at will.

**Table 1: Flesh Hook**

Level	BAB	Fort	Ref	Will	Special
1	1	0	0	2	Sensual Link, Distraction
2	2	0	0	3	Fearless
3	3	1	1	3	Planar Ally
4	4	1	1	4	Holy Word
5	5	2	2	4	Chain Spirit
6	6	2	2	5	Aura of Amoraax
7	7	2	2	5	
8	8	3	3	6	Holy Word
9	9	3	3	6	
10	10	3	3	7	Holy Word

**Aura of Amorax:** The Flesh Hook is surrounded by a 10 feet aura that either causes a slightly pleasant or slightly painful sensation, affecting all within the radius as either a *bless* or a *bane*. This effect is permanent and cannot be suppressed. Also, it affects friends and foe alike and never the character herself.

## Skills and Specials

### Language of Amorax

This secret language is non-verbal and consists of touching those you wish to talk to in subtle ways. Some of this can be quite painful due to the stimulation of pressure points on the body. This language can be learned like a normal one. However, priests of Amorax learn it for free. Also, all outsiders in the service of the god speak it.

### Knowledge (Pleasure & Pain)

The character has a profound knowledge about the human body with regard to the nervous system and the its reaction to stimulation. Therefore, the character knows how to cause pleasant feelings (e.g. through massages) or how to inflict pain. This skill is a class skill for priests of Amorax. 5 or more ranks in heal or knowledge (anatomy) give a +2 synergy bonus on this skill. Conversely, 6 or more ranks in this skill, give a +2 synergy bonus on intimidate checks.

## Feats

### Enjoy Fear

The followers of Amorax are always looking for extreme sensations and that which causes fear in them is especially coveted by some of them. Rather than flee from the source of fear, they are drawn to it and actively enjoy it.

**Prerequisite:** Will save of +2 or more

**Benefit:** The character gains a +2 on all saves vs. fear effects. Additionally, if she passes the test, she gains a +1 circumstance bonus on all skill checks and saves due to the tingling sensation.

## Songs of Decadence

This feat is often learned by bards who worship Amorax and who wish to better serve him. The feat grants them the ability to play several new songs.

**Prerequisite:** 10 ranks in perform, ability to perform bardic music.

**Benefit:** The bard gains access to two new songs, described below.

*Song of Debauchery:* After listening to the bard's song for more than a minute, all living beings within 30 feet suffer a -4 penalty on all saves vs. poisons or drugs.

*Song of Desire:* After listening to this song for one minute, all creatures within 30 feet develop a great specific desire as defined by the bard. This can be food, sexual pleasure or any other "decadent" thing. Those failing a will save vs. the bards *perform* skill check result will do almost anything to fulfil their desire. However, they will not violate their alignment, so lawful creatures are more likely to send others to get what they want than to abandon their post. This song can only be used when nothing distracting such as combat is currently happening. The effect wears off as soon as the bard stops playing or the creature cannot hear the bard any more.

## Domains

### Forbidden Pleasure

Clerics with the forbidden pleasure domain have *perform* as a class skill and *bardic knowledge* as a bard of the same level. If the character multiclasses as a bard, the levels effectively stack.

1. Enjoy Pain
2. Visions of Pleasure

3. Convulsion of Lust
4. Symphony of Hell
5. Nightmare
6. Orgy of Destruction
7. Repulsion
8. Symbol
9. Energy Drain

## Spells

### Convulsion of Lust

Enchantment (Compulsion)

**Level:** Forbidden Pleasure 3

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** 50 feet

**Target:** one humanoid creature of medium-size or smaller

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The target of this spell suddenly feels immense physical pleasure, starting to convulse on the floor unable to take any action. The affected creature hardly perceives its surroundings and is considered helpless and prone. Some clerics consider the use of this spell for recreational purposes but find that it dulls their sensory threshold over the time.

### Enjoy Pain

Enchantment (Compulsion)

**Level:** Forbidden Pleasure 1

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Range:** 50 feet

**Area:** 30 feet radius

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

All living creatures within radius enjoy the pain inflicted upon them in combat. After the first time they are hit and take

damage, they feel so great that they have -2 circumstance penalty on their AC for the remainder of the spell duration.

### Orgy of Destruction

Conjuration (Summoning) [Chaos]

**Level:** Forbidden Pleasure 6

**Components:** V, S

**Casting Time:** 2 full rounds

**Area:** close (25 ft. + 5 feet/level)

**Duration:** 1 minute / level

**Saving Throw:** None

**Spell Resistance:** No

The cleric conjures a harem of 2d4 *joyful virgins* led by a *eunuch guardian*. The creatures appear at random positions within the range of the spell and start attacking those who are not allies of the caster. If there are no more enemies, they will start wrecking the scenery, all the while chanting, drinking, and kissing each other. The eunuch guardian does not participate in these activities but rather tries to protect the virgins, the caster, and his allies from attacks with his magical abilities.

The orgy of destruction will not willingly leave the area where it was conjured (i.e. the original area of the spell).

### Symphony of Hell

Evocation [Sonic]

**Level:** Forbidden Pleasure 4, Bard 3

**Components:** V, S, M

**Casting Time:** 1 standard action

**Range:** Medium (100 ft. +10 ft./lv.)

**Target:** 1 creature

**Duration:** 1 minute / level

**Saving Throw:** Will (see below)

**Spell Resistance:** Yes

Snapping a raven's bone during the casting, the cleric causes a powerful bolt of noise that can be used for a ranged touch attack. The creature hit by the bolt takes 4d6 points of sonic damage and

must make a will save or become *dazed* for one round, being unable to take any action due to the haunting sounds echoing in its head.

*Material Component:* The bone of a raven

### Visions of Pleasure

Illusion (Phantasm) [Mind-Affecting]

**Level:** Forbidden Pleasure 2

**Components:** V, S, DF

**Casting Time:** 1 standard action

**Range:** medium (100 ft. + 10ft./lv.)

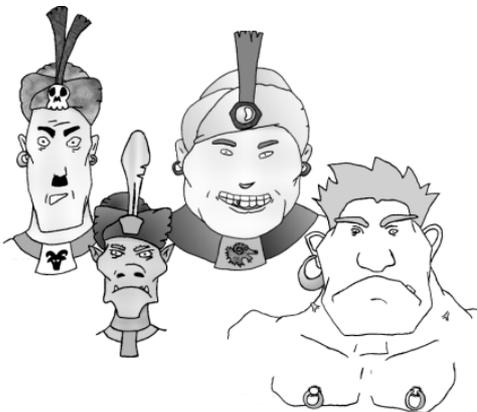
**Target:** one creature

**Duration:** 1 minute / level

**Saving Throw:** Will negates

**Spell Resistance:** Yes

The targeted creature ceases to perceive what is around him. Instead it sees a beautiful garden which offers all the secret pleasures it has ever dreamt about. The affected creature is effectively blind (loses dex bonus, all opponents have full concealment and gain +2 to attack rolls, character moves at half speed, and suffers -4 on most strength and dexterity based skills). Additionally, the distracting images make it difficult to cast spells (concentration check DC is same as the will save DC for this spell). The more demented clerics of Amorax cast this spell on themselves sometimes for the pure pleasure of it.



## Items & Artefacts

### Mundane Items

**Living Wine:** The secret of this unique drink is closely guarded by the followers of Amorax. Rumours suggest ingredients ranging from abyssal grapes to some of the less dangerous ooze-type monsters. The living wine is an amber-coloured liquid that is slightly more viscous than water. The wine leaves a tingling sensation in the mouth and tastes rather sweet. Even a single glass can get one highly intoxicated. *Cost per bottle: 30 gp*

**Holy Water of Amorax:** This liquid is produced by spell and counts as either holy or unholy water. However, if mixed with alcohol, it greatly enhances the effects, acting as a powerful euphoric and aphrodisiac. *Cost per phial: 35 gp*

**Enlightening Weed:** This herbal mixture has to be consumed as a tea to take effect. The herbs heighten the character's senses to a higher level, granting a +2 on all listen, search, and spot skill checks. However, the character is also more sensible to pain. The effect lasts for an hour before wearing off, leaving the user with a slight headache. Unfortunately some of the ingredients are really rare, hence the high price. *Cost per dose: 150 gp*

### Magic Items

**Goggles of Joy:** These goggles look similar to those of pure sight but have a rather different effect. In the beginning, everything is normal but after a while what is seen starts to differ from reality - people look better, food more appetizing, rooms are cleaner etc. This item is not undisputed amongst Amorax's followers - some see it as a new sensation, others as fake and heretical. *Caster Level: 3; Prerequisites: craft*

wondrous items, *silent image*; *Market Price: 1000 gp*

**Goggles of Pure Sight:** Amoraax is a god of senses and perception. Enhancing senses is one of the goals of Amoraax and therefore some priest invented the goggles of pure sight to honour his god. These glasses provide a +8 circumstance bonus on all spot and search checks. However, due to the enhanced senses, the wearer becomes more susceptible to blindness, i.e. all spells causing blindness give the character a -2 circumstance penalty to his save. *Caster Level: 5th; Prerequisites:* craft wondrous items, *remove blindness, guidance*; *Market Price: 2300 gp*

**Staff of Pleasure:** This staff is made of the rare and expensive wood of a carnivorous tree carved to be covered writhing intertwined bodies of men, women, and goatheaded humanoids. It looks quite irregular and disturbingly organic. Typically senior priests own a staff like that and it is seen as a sign of authority among followers of Amoraax. The spells contained within are:

- Endurance
- Convulsion of Lust
- Visions of Pleasure
- Obscuring Mist
- Remove Disease

Each of the spells uses one of the 50 charges contained within the staff. *Caster Level: 12 Prerequisites:* craft staff, *endurance, convulsion of lust, visions of pleasure, obscuring mist, remove disease*; *Market Price: 37,125 gp*

## Artefacts

**Drums of Ecstasy:** These drums are awarded to those priests of Amoraax that have performed a special duty for their god. They are said to enhance the power of the priests spells if played during casting. Few, however, have seen such a drum and only 4 are known to exist.

## Outsiders

The following outsiders are closely associated with Amoraax. Most of them have to do with pleasure, pain, or senses. A priest of Amoraax can either conjure them with a *summon monster* or consult them as *planar allies*.



### Joyful Virgins

These scantily dressed but veiled spirit beings usually carry amphorae with wine, musical instruments, and other symbols of decadence. They appear as rewards from Amoraax to his faithful or are conjured during rituals and parties. Unfortunately (but to the delight of some highly chaotic priests), there are some factors that cannot be influenced during conjuration and are rolled up on the tables below. These creatures can be conjured with *Summon Monster I*. Note that even though alignment varies, the spell is always considered chaotic. The special conjuration rules in the campaign presented here, require that all random aspects be rolled before the first conjuration.

#### Medium Outsider

Hit Dice: 1d8+5  
 Hit Points: 9  
 Initiative: +3 (dex)  
 Speed: 30 feet  
 AC: 13 (+3 dex)  
 Attacks: bite +2  
 Damage: 1d4+1  
 Face/Reach: 5 ft / 5 ft  
 Special Qualities: Lowlight Vision,

Acid Resistance 5,  
 Cold Resistance 5,  
 Electricity Resistance 5, SR 2

Saves: Fort +4, Ref +5, Will +3

Abilities: Str 13 (+1), Dex 17 (+3), Con 15 (+2), Int 10 (+0), Wis 12 (+1), Cha 18 (+4)

Skills: Diplomacy +8, Escape Artist +7

Feats: Toughness

Challenge Rating: 1/3

Alignment: see below

#### Sex (d4)

- 1 male
- 2 female
- 3 hermaphrodite
- 4 fluctuates hourly

#### Personality (d4)

- 1 shy and well-mannered (LN)
- 2 plotting and sadistic (CE)
- 3 lazy and hedonistic (CN)
- 4 friendly and generous (CG)

#### Equipment (d4)

- 1 amphora of wine
- 2 lyre or flute
- 3 water pipe with drugs
- 4 whip and shackles

### Hedonaxi

These small winged humanoids have bloated bodies and can barely move. However, they are feared for their eternal hunger which makes them take a bite of everything that comes into the impressive reach of their tongue. Due to the chaotic nature of Amoraax, these little pests vary widely (roll once on the table below with a d6).

- 1 spiked tongue (1d8 instead of 1d4 damage)
- 2 goat headed (+2 on saves vs. enchantment)

- 3 extra head (+2 on spot, listen, search, cannot be flanked)
- 4 scaly skin (+4 natural armour)
- 5 crazy eyes (can *cause fear* once per day as a 10th level cleric)
- 6 miniature head on tip of tongue (+1d6 sneak attack damage with tongue)

### Eunuch Guardian of Pleasure

These satyr-like dwarves with goat's legs, horns, and goatees are common servants of Amorum, guarding his treasures in the heavenly garden of sensation. They usually wear turbans and go barechested to show off their elaborate nipple rings. These creatures can be conjured with a *summon monster III*. While their combat abilities are not very exciting, they have several defensive benefits for their masters. Sometimes, they are conjured outside the context of combat because of their specialised knowledge (roll table below).

#### Medium Outsider

Hit Dice: 3d8  
 Hit Points: 13  
 Initiative: +3 (dex)  
 Speed: 30 feet  
 AC: 18 (+3 dex, +5 natural armour)  
 Attacks: slam +6  
 Damage: 1d6+1  
 Face/Reach: 5 ft / 5 ft  
 Special Qualities: DR 10/+1, Darkvision 120 feet, Acid Resistance 20, Sonic Resistance 15, Electricity Resistance 10, SR 5, regeneration 2, spell-like abilities  
 Saves: Fort +3, Ref +6, Will +4  
 Abilities: Str 13 (+1), Dex 17 (+3), Con 10 (+0), Int

10 (+0), Wis 12 (+1), Cha 18 (+4)

Skills: speciality (see below), listen +7, spot +7, search +6

Feats: dodge, mobility

Challenge Rating: 2

Alignment: chaotic neutral

*Spell-like Abilities (sp):* 1/day - *dispel magic, magic circle against law*, at will - *bless, protection from law*. All these are treated as if cast by a 12th level cleric.

#### Speciality (d6)

- 1 knowledge (drugs) +7
- 2 profession (torturer) +6
- 3 knowledge (art) +7
- 4 perform (song) +10
- 5 tumble (dance) +9
- 6 knowledge (religion) +7

### Goatheaded Glutton

These large, incredibly obese humanoids have the head of a goat and are renown for their eternal hunger. Despite their low speed they are able combatants that swallow their enemies in one piece. Also, their enormous girth makes them largely immune to bludgeoning damage. The Gluttons are part of the court of Amorum and amuse the god with their clumsy antics. A Goatheaded Glutton can be conjured with a *summon monster IV*.

#### Large Outsider

Hit Dice: 4d8+23  
 Hit Points: 41  
 Initiative: -2 (dex)  
 Speed: 5 ft. (can't run)  
 AC: 17 (-1 size, -2 dex, +10 natural)  
 Attacks: slam +10  
 Damage: 1d8+5  
 Face/Reach: 5x5 feet / 10 feet  
 Special Qualities: DR 10/bludgeoning, SR 6, acid resistance

10, fire resistance 15, sonic resistance 10, cold immunity, lightning resistance 15, fast healing 3, improved grab, swallow whole

**Saves:** Fort +9, Ref +2, Will +3

**Abilities:** Str 21 (+5), Dex 7 (-2), Con 21 (+5), Int 9 (-1), Wis 8 (-1), Cha 7 (-2)

**Skills:** Listen +8, Spot +8, Search +8, Hide +9, Move Silently +10, Knowledge (Religion) +8, Wilderness Lore +10, Intimidate +7

**Feats:** weapon focus (slam), toughness

**Challenge Rating:** 3

**Alignment:** chaotic neutral

*Improved Grab (ex):* When hitting with a slam attack, the glutton can make a grapple check to start a grapple. If successful, he can attempt to swallow the grappled creature next turn.

*Swallow Whole (ex):* With a successful grapple check, the glutton can swallow a grappled creature whole. Those inside it take 2d6 acid damage each turn. To cut a hole into the glutton's belly requires inflicting 10 points of damage with a small slashing or piercing weapon. The hole stays open and can be used by other swallowed opponent to escape immediately and not take any acid damage at all.

### Hound of Amoraꝥ

These frosty outsiders look like bulldogs with the head of a goat and the wings of a bat. Cunning and malicious, they have fantastic sensory organs as befits their role as guardians of the heavenly gardens. Some hounds are more combat

oriented and forego one of their feats in favour of *multiattack*. A hound of Amoraꝥ can be conjured by a *summon monster V* but is also a good candidate for the *lesser planar ally* spell. However, they resent anything else but guard duty or tracking and will try to twist the treaty with their master in all other cases.

There are several different variants of hounds that make little difference statswise but add flavour to the individual outsiders and mean a lot to each subspecies.

#### Mutation (d6)

- 1 long frog-like tongue
- 2 1d6 rat tails
- 3 body is completely transparent as if made of ice
- 4 skin pierced with many brass rings
- 5 can breathe a 60 feet cone of snow (harmless)
- 6 has a small pouch on belly that allows the cool storage of drinks and snacks

#### Large Outsider [Cold]

**Hit Dice:** 8d8+16

**Hit Points:** 52

**Initiative:** +2 (dex)

**Speed:** 40 ft., fly 30 feet (poor)

**AC:** 14 (-1 size, +2 dex, +3 natural)

**Attacks:** 2 claws +14, bite +9

**Damage:** claws 1d8+6, bite 1d4+3

**Face/Reach:** 5x10 feet / 5 feet

**Special Qualities:** scent, SR 8, sonic resistance 6, acid resistance 4

**Saves:** Fort +8, Ref +8, Will +8

**Abilities:** Str 23 (+6), Dex 15 (+2), Con 15 (+2), Int 10 (+0), Wis 10 (+0), Cha 9 (-1)

Skills: Listen +8, Spot +8,  
Search +8, Hide +9,  
Move Silently +10,  
Knowledge  
(Religion) +8,  
Wilderness Lore +10,  
Intimidate +7

Feats: track, iron will, skill  
focus (wilderness  
lore)

Challenge Rating: 4

Alignment: chaotic neutral

*Cold creature:* Immune to cold damage but takes double damage from fire attacks on a failed saving throw.

*Scent (ex):* Can detect creatures within 30 feet by smell.

### Shadow Angel

These angel-like beings absorb all light that touches them, making them look like shadows. As the heralds and messengers of AmoraX they are fast and able to withstand some damage.

### Healers of the Goathead

The opposite of shadow angels and their bitter rivals, these are beings of pure light. Benevolent and generous, the healers return lost senses to beings all over the prime material.

### Courtesans of AmoraX

These extremely beautiful beings made of sin and flesh are the personal lovers of the god. While they exist only to give pleasure, their unearthly sensuality is too much for mere mortals and their touch, while extremely pleasuring, is stunning or even deadly to them.

A courtesan normally looks like a stunning woman and appears to be of the race of those looking at her. She is dressed according to her personal taste. The only thing that betrays her supernatural nature is the fact that she is completely pink and rose coloured. A

courtesan can be summoned with a *summon monster VIII* or with *lesser planar ally*.

### Medium Outsider

Hit Dice: 7d8+14  
Hit Points: 45  
Initiative: +3 (dex)  
Speed: 30 feet  
AC: 18 (+3 dex, +5 natural)

Attacks: sword +11/+6

Damage: 1d8+5

Face/Reach: 5x5/ 5 feet

Special Qualities: fire immunity, sonic resistance 10, acid resistance 5, courtesan power, spells, DR 5/+2

Saves: Fort +7 Ref +8 Will +8

Abilities: Str 20 (+5), Dex 17 (+3), Con 15 (+2), Int 14 (+2), Wis 16 (+3), Cha 18 (+4)

Skills: Appraise +12,  
Concentration +12,  
Knowledge  
(Religion) +12, Listen +13, Diplomacy +14, Spellcraft +12, Wilderness Lore +13

Feats: spell focus  
(enchantment), lace  
spell (chaotic)\*

Challenge Rating: 8

Alignment: chaotic neutral

\*taken from: Book of Eldritch Might, increases spell save DC by +2 for lawful targets.

*Spells:* The courtesan casts spells like a 6th level sorcerer. Also, she can cast spells of the *forbidden pleasure* domain as arcane spells.

*courtesan power (su):* Each courtesan has one special power, taken from the

table below. These powers directly derive from their role as divine playthings. The save DC for these powers (if applicable) is 13 + the courtesan's charisma modifier.

#### Courtesan Power (d6)

- 1 at will - *convulsions of lust*
- 2 at will - *charm monster*
- 3 if attackers fail a will save, they are overcome by the courtesan's beauty and cannot bring themselves to attack in melee combat for that round.
- 4 the courtesan carries a sword made of pink steel that deals 1d8 points of damage and will cast *enjoy pain* on those hit (duration: 1 minutes/HD of courtesan). The sword deals 1d6 points of damage to any other creature holding it.
- 5 after being hit for the first time, the courtesan goes mad with pleasure, effectively falling into a barbarian's *rage*
- 6 the overwhelming charisma of the courtesan makes her difficult to attack, adding her charisma modifier to all her saves.

#### Lord of Pleasure and Pain

These tall djinn-like creatures are powerful servants and heralds of Amoraax and rarely intervene on the material plane, unless conjured by a powerful priest. They are difficult servants as they take everything literally or forget complex orders on purpose.

#### Duke of Sensory Overload

This unique outsider looks like a *Lord of Pleasure and Pain* but has the head of a goat. It is considered the right hand of Amoraax and is the patron of intense sensations. It is said that it can cause a visual overload that forever changes the

way a creature perceives its environment.

#### Duke Malisia of Pain

Malisia is a son of Amoraax and some unknown goddess of torture and pain. He is a patron of pain and torture, the darker aspects of Amoraax and also the guardian angel of the dark fey. Malisia looks like a Goatheaded Glutton but is even more massive and is covered with tiny cuts that are home to various tiny Hedonaxi. The god often has to restrain this being to avoid orgies of mass destruction.

#### Avonia Allseeing

This powerful outsider looks like a courtesan but has three eyes and has rounder shapes than the others. Avonia is the patron of senses and she is the protector of those who use their senses as part of their profession, such as watchmen, cooks, or tasters. She has lost much of her influence in the hierarchy of Amoraax and is currently tormented by Malisia whenever nobody is looking.