

Naughty & Dice

Dungeons & Dragons 5th Edition Conversion

By Anthony K. Harvey



**Sabledrake
Enterprises**

Naughty & Dice

Table of Contents

Table of Contents	2	Lactate	4
Chapter 6: Sex Magic.....	3	Parthenogenesis	4
Spells.....	3	Pleasure	4
Abortion	3	Prevent Pregnancy.....	4
Control Emotion	3	Magic Items	4
Caesarian	3	Chapter 10: Talopea.....	4
Change Sex.....	3	Immortal Statistics	4
Compatibility.....	3	Talopea (Wrath of the Immortals).....	4
Fertility*.....	3	Talopea (Rules Cyclopedia)	5
Gestation.....	3	Talopea (Immortal Set).....	5
Heighten Libido	3		



Naughty & Dice

Chapter 6: Sex Magic

Spells

Abortion

Level: Clerical 2, Magical 3

Range: Touch

Duration: Instantaneous

Effect: One non-viable fetus

Abortion causes a fetus that would not be viable outside the womb to be miscarried. If it is cast on a late-term fetus, it would result in premature delivery. This spell can be resisted with a successful saving throw vs. death ray.

Control Emotion

Level: Magical 3

Range: 60'

Duration: 1 turn

Effect: One living creature

If the victim of the spell fails a saving throw vs. spells, her emotions will be dictated by the caster's whim. The dictated emotions can override or reverse existing feelings. When the duration expires, the victim will be aware of the spell's effect on her.

Caesarian

Level: Clerical 4, Magical 5

Range: 0

Duration: 6 turns

Effect: Caster

This spell allows the caster to reach through the abdomen and into the womb in order to safely withdraw an infant without harming the mother or leaving a wound. Two successive castings would even allow the transplantation of an embryo into a surrogate.

Change Sex

Level: Magical 3

Range: 180'

Duration: 6 turns

If the subject fails a saving throw vs. spells, he is transformed to a fully functioning member of the opposite sex. The subject retains his original personality and awareness including sexual preference. For example: If a heterosexual male was transformed into a female, he would still be attracted to females.

If permanence is cast on this spell, the character will (over the course of a week) change sexual preference to match a heterosexual member of his new gender. After the week has passed, the effect

will become innate. Only a wish will be able to restore the character to his original gender.

Compatibility

Level: Clerical 6, Magical 6

Range: 120'

Duration: 6 turns + special

Effect: 2 living creatures

Compatibility allows two subjects normally not cross-fertile to interbreed. If their species are basically similar (humanoid), there is no saving throw. If there are extreme differences, both subjects are allowed a saving throw vs. spells to negate the effect. The mother is then able to carry the offspring to term. See the Orcs of Thar gazetteer for information on crossbreeding.

Fertility*

Level: Clerical 1

Range: 60'

Duration: 1 day or 1 month

Effect: One living creature

If it is cast on a male, it enhances the subject's sperm count to increase the chance of successfully fathering a child (provided that the female partner is fertile) for one day. It can temporarily cure men of sterility or make eunuchs functional.

If it is cast on a female, it triggers ovulation in order to make conception more likely (provided that the male partner is fertile) for one day. It can temporarily cure barrenness in women.

The chance of conception is increased by 1% per level of the caster.

The reverse of this spell, *Infertility*, causes a subject to become unable to contribute to the conception of offspring for one month. This spell can be resisted by a saving throw vs. spells.

Gestation

Level: Clerical 3, Magical 5

Range: Touch

Duration: Special

This spell accelerates a pregnancy by a factor of 10, resulting in normal human labor and delivery within one month of conception. There is no residual harm to mother or infant.

Heighten Libido

Level: Magical 1

Range: 120'

Duration: 6 turns

Effect: One living creature

Naughty & Dice

If the subject fails a saving throw vs. spells, all of the subject's sexually-related rolls are increased by +1 for every 5 levels of the caster.

Lactate

Level: Clerical 1, Magical 1

Range: Touch

Duration: 1 day

Effect: One living mammal

This spell causes the target's breasts to enlarge by one cup size and produce milk suitable for the nursing of an infant. The target of the spell may opt to resist the effect with a successful saving throw vs. spells. The target receives a modifier to the save if she meets any of the following conditions:

Mod	Condition
-2	Female of the same species with an infant
0	Female of a different species with an infant
0	Female of the same species
+2	Female of a different species
+4	Male

Parthenogenesis

Level: Clerical 7

Range: 90'

Duration: Permanent

Effect: One living female creature

The subject of the spell gains the ability to reproduce without the need of fertilization, creating and giving birth to an infant that is a genetic copy of the parent. If the subject is unwilling, she receives a saving throw vs. spells to avoid the effects.

Pleasure

Level: Magical 2

Range: 90'

Duration: 1d6 rounds

Effect: One living creature

The subject experiences a sudden and intense sensation of pleasure. This can be initially distracting. During the first round, the sensation ruins any spell-casting attempt. After the first round, spells may be cast on any round which the caster makes a successful saving throw vs. spells. At the end of the final round of this spell's duration, the subject must make a successful saving throw vs. death ray or become addicted to this spell's effects.

Prevent Pregnancy

Level: Clerical 1, Magical 1

Range: Touch

Duration: 1 day

Effect: One living creature

This spell renders the subject (male or female) temporarily unable to conceive. If the spell is cast upon a female within 3 days of intercourse, it can act as an emergency contraceptive.

Magic Items

Chapter 10: Talopea

Immortal Statistics

Talopea (Wrath of the Immortals)

(Goddess of a Thousand Pleasures)

Game Statistics: Temporal, Sphere of Matter. 7th level Immortal; AC -7; hp 110; HD 21; MV 150' (50'); #AT 2; D 3d12+2 (Punch); AM 50%; Save IM7; AL C; Str 17, Int 21, Wis 25, Dex 25, Con 22, Cha 25. Powers: Mystic Special Abilities, Turn Undead. Weapons: None.

Followers' Alignment: Chaotic. Her followers are known for their love of indulgence, luxury, comfort and excess.

Special Clerical Powers: Talopaen Clerics may use swords, axes, bows and crossbows. They can also determine the sexual orientation, habits, kinks, and preferences of a humanoid by studying him for one round.

History: One of the immortals of the northern lands, Talopea's history is lost to time. Not even she knows if she was once a mortal.

Personality: She is an immortal concerned with the here and now, the moment, the senses. Her province is that of sheer sensuality. She is not a immortal of love per se, or of marriage, or fertility – just pleasure in all its forms.

Allies: Both Faunus and Valerias look favorably on Talopea as their views often coincide with each other. Faunus's followers also favor hedonism and find her followers as good company.

While Valerias's plots revolve mainly around romance, passion also plays a part; While Valerias sees her as naive and self-centered, she also Talopea as amusing and harmless. Often, Talopea's followers become useful in her plots as romantic rivals or tests of commitment for her followers.

Enemies: Talopea despises the acts of rape and murder. This has put her at odds with several immortals. She opposes Talitha's views of gaining

Naughty & Dice

self-gratification at the expense of others. She has also been known to oppose the plots of Orcus, Thanatos, and Vanya as their war-like activities deny others the basic right to enjoy the pleasures of the flesh.

Appearance: Talopea is generally depicted as a lush-bodied nude woman, with ruby lips and golden hair and a face and form of unbridled beauty and promise.

Symbol: The 'holy symbol' of Talopea is a contour of gold that is rather sexually suggestive in design, often worn as an amulet on a chain around the neck.

Talopea (Rules Cyclopedica)

Sphere and Alignment: Matter; Chaotic.

Manifestation Power: Average

Worshippers' Alignment: Chaotic

History: One of the immortals of the northern lands, Talopea's history is lost to time. Not even she knows if she was once a mortal.

Personality: She is an immortal concerned with the here and now, the moment, the senses. Her province is that of sheer sensuality. She is not a immortal of love per se, or of marriage, or fertility – just pleasure in all its forms.

Allies: Both Faunus and Valerias look favorably on Talopea as their views often coincide with each other. Faunus's followers also favor hedonism and find her followers as good company.

While Valerias's plots revolve mainly around romance, passion also plays a part; While Valerias sees her as naive and self-centered, she also Talopea as amusing and harmless. Often, Talopea's followers become useful in her plots as romantic rivals or tests of commitment for her followers.

Enemies: Talopea despises the acts of rape and murder. This has put her at odds with several immortals. She opposes Talitha's views of gaining self-gratification at the expense of others. She has also been known to oppose the plots of Orcus, Thanatos, and Vanya as their war-like activities deny others the basic right to enjoy the pleasures of the flesh.

Appearance: Talopea is generally depicted as a lush-bodied nude woman, with ruby lips and golden hair and a face and form of unbridled beauty and promise.

Symbol: The 'holy symbol' of Talopea is a contour of gold that is rather sexually suggestive in design, often worn as an amulet on a chain around the neck.

DMing Notes:

Talopea (Immortal Set)

Sphere of Matter; Alignment: Chaotic

IMMORTAL FORM: Temporal L1 (21 HD); Permanent Power 600; Anti-Magic 50%; Power Drain 15; Magical Spell 19; Physical Blow 14; Mental Blow 17.

Magic Factor: Matter x1, Thought x2, Time x4, Energy x8
Aura Save Mod.: -6; Aura # Affected: 5

Base To Hit:

0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10
5	6	7	8	9	10	11	12	13	14	15

Attack	#AT	Dmg/Effect	Def.	Sp./Range
Punch	1/4*	2D6	-	-

Greater Talents Str/Con/Dex Total Talent Mod. 13
Lesser Talents Wis/Cha/Int Total Talent Mod. 16

Current	Adjustments
Str 17	Punch +2
Int 21	Projects 5
Wis 25	Aura 5
Dex 25	Unarmed +2
Con 22	Poison +5
Cha 25	Retainers 10
AC 0	Hit Points 110

Wrestle Rating 34

Special Attacks: None

Vision: None

Detections: None

Move/Turn (Round) Walk 120' (40')

Fly 360' (120'); Gaseous 720' (240')

Incorporeal 1440 miles (24 miles)

Difficulty Modifiers: Easy +55, Average +30, Difficult +5.