

[The Houri character class was written by Brian Asbury for White Dwarf #13 and is reprinted here with certain modification for DC's world without any permission what-so-ever!]

## HOURI

Houris, or Nymphs of Paradise to give a better description, are a very specialized sub-class of magic-user, being concerned with spells of charming or similar abilities. They also have the power to seduce single individuals and the ability to hide in shadows as thieves.

Prime Requisites for an Houri is Charisma (their voluptuously alluring beauty being very evident), which must be at least 15. Intelligence and Dexterity must also be at least 10. Houris may use only daggers as weapons as well as long, thin pins such as hat-pins, which can be easily concealed on the houri's person and do 1-3 points of damage. They may wear no armor; indeed, the less clothing they wear, the more effective they are. Houris must be human, elven or half-elven plus half-dryad.

Experience	Level	Hit Dice	Level Titles
0 2000	1	1d4	Novice
2001 4000	2	2d4	Flirt
4001 8,000	3	3d4	Charmer
8,001 17,000	4	4d4	Allurer
17,001 35,000	5	5d4	Temptress
35,001 70,000	6	6d4	Enchantress
70,001 150,000	7	7d4	Vixen
150,001 240,000	8	8d4	Courtesan
240,001 340,000	9	9d4	Seductress
340,001 450,000	10	10d4	Houri
450,001 570,000	11	11d4	Nymph
570,001 700,000	12	11d4+1	Nymph
700,001 850,000	13	11d4+2	Nymph
850,001 1,000,000	14	11d4+3	Nymph of Paradise
+150,000 per level +1 hit point per level			

Proficiencies: 1/2 + 1/2 per 6 levels  
 Armor: None  
 Weapons: dagger, knife, hat pin, blow tube  
 Alignment: Non-Lawful  
 Races: Human, Half-Elven, Elven (6), Half-Dryad (8)  
 Attributes: Charisma 15  
 Intelligence 10  
 Dexterity 10

Level	1st	2nd	3rd	4th	5th	6th
1	1					
2	2					
3	3	1				
4	3	2				
5	4	3	1			
6	5	3	2			
7	5	4	3	1		
8	6	5	3	2		
9	6	5	4	3	1	
10	6	6	5	3	2	
11	7	6	6	4	3	1
12	7	6	6	5	4	2
13	7	7	6	6	5	3
14	7	7	7	6	6	4

### SEDUCTION:

Seduction is an ability which is used against individual males of the same or similar race as the houri. The houri's percentage chance of seducing is given by the following formula:

$$(\text{Houri's level} / \text{Victim's level} + \text{Modifier(s)}) \times 100$$

Modifiers:

Barbarian: +2	Half-Orc/Orc: -1
Fighter, Thief, Bard: +3	Centaur: +0
Magic User, Druid, Assassin: +4	Half-Elf/Elf: +1
Cleric, Ranger: +5	Gnome, Dwarf: +2
Paladin: +7	Hobbit, Crat: +3
Monk: +8	Lizard Man: Immune

These modifiers are cumulative, e.g. an elven fighter has a modifier of +3 (fighter) +1 (elf) = +4.

Elven houris subtract 1 from the modifier, but are limited in the progression to the 6th level (Enchantress).

A seduced male will drop his weapons, become oblivious to his surroundings, and attempt to engage the houri in a passionate embrace. In such a state he is extremely vulnerable to any of the Kiss spells (see below). However, if the houri does attempt to use a spell on a seduced victim, he is allowed to make his saving throw vs magic. If this is successful, then he realizes what has happened in which case the seduction is broken and he cannot be immediately seduced again. Breaking the seduction, however, does not affect the success of the spell being used.

Seduction CANNOT be used in combat and cannot work against females except homosexual ones. The presence of other individuals in close proximity (within 10 feet, or obviously watching) will reduce the chance of success of the seduction attempt. For each outsider present, add 1 to the modifier.

Seduction lasts for a number of turns equal to five times the houri's level, or until broken. It can be broken in a number of ways, i.e. if the houri attempts to use a Kiss spell as above, or if she resists his attentions (the victim is allowed his saving throw vs magic each time she does so), or if the victim is attacked. In the latter case the seduction is instantly broken.

Seduction can only be used on a single individual at a time (unless they are "step-brothers"); an houri may use the ability a number of times per day equal to her level.

### **Example of the use of Seduction:**

Lirona the houri (third level) is attempting to seduce Thaddeus Leaf the thief. The scene is the Red Dragon Inn. There are a number of other people present but no one is paying any particular attention to the pair. Both are human. Thaddeus is 5th level.

Lirona's chance of seducing Thaddeus is equal to 3 (her level) x 100 divided by 8 (5 for Thaddeus' level and 3 for being a thief), i.e.  $300 / 8 = 37.5\%$ . Lirona rolls a 30. Success! Thaddeus is taken in by her charms. However, a bar is no place for a romantic liaison. Eagerly he accompanies her upstairs to her room, his arm around her slim waist, not suspecting the fate that awaits him when he gets there...!!

Optionally, the houri's state of dress can effect seduction. Add 1 to the modifier if she is heavily clothed, subtract 1 if she is scantily or provocatively clad, and subtract 2 if she is nude. (The latter state, however, will not be terribly practical under most circumstances, and might well lead to arrest for indecent exposure).

### **HOURI SPELLS:**

#### **First Level Spells**

- 1) Charm Person (M-1)
- 2) Detect Charm
- 3) Fascination\*
- 4) Impotence\*\*\*
- 5) Kiss of Healing\*\*
- 6) Kiss of Sleeping\*\*
- 7) Kiss of Waking\*\*
- 8) Read Languages (M-1)
- 9) Silvertongue
- 10) Ventriloquism (M-1)

#### **Third Level Spells**

- 1) Bodyguard
- 2) Charm Unnatural Animals
- 3) Disguise
- 4) Hold Person (M-3)
- 5) Kiss of Slavery\*\*
- 6) Love Spell
- 7) Resist Charm
- 8) Suggestion (M-3)

#### **Fifth Level Spells**

- 1) Change Sex
- 2) Hold Monster (M-5)
- 3) Kiss of Change\*\*
- 4) Kiss of Death
- 5) Kiss of Disfigurement\*\*
- 6) Stop\*\*

#### **Second Level Spells**

- 1) Charm Normal Animals
- 2) Communicate
- 3) Dispel Charm
- 4) Ecstasy\*
- 5) Influence
- 6) Jealousy
- 7) Kiss of Strength\*\*
- 8) Kiss of Weakness\*\*
- 9) Kiss of Wounding\*\*
- 10) Transfer Charm

#### **Fourth Level Spells**

- 1) Charm Monster (M-4)
- 2) Confusion (M-4)
- 3) Enchant Female
- 4) Hate Spell
- 5) Kiss of Linking\*\*
- 6) Kiss of Paralysis\*\*
- 7) Lovesickness\*
- 8) Resist Charm 10'r

#### **Sixth Level Spells**

- 1) Blow Kiss
- 2) Geas (M-6)
- 3) Heartbreaker
- 4) Kiss of Life\*\*
- 5) Kiss of Regression\*\*
- 6) Mass Charm (M-8)

\* spell affects only male humanoids

\*\* no saving throw allowed

## NOTES:

Houris CANNOT be lawful

There is a male equivalent of houris, the Gigolo character class. Simply read "male" for "female" and vice versa.

Elven houris with 15+ dexterity have the option of operating as multi-classed houri/thieves, gaining the abilities of both but retaining the houri's limitations as regard armor. Of course they will both need to gain the combined experience required by both classes to progress up the levels. This is the ONLY multi-class available, although split-classing is still possible.

Houris are assumed to have access to a very select group of cantrips, as well as certain intrinsic to the class. They cantrips would control all the standard "female" body functions which occur monthly.

## HOURI SPELLS & MAGIC ITEM DESCRIPTION:

### FIRST LEVEL SPELLS:

**Charm Person:** as per MU spell

**Detect Charm:** Enables the houri to ascertain whether an individual or creature is under the influence of any kind of Charm or Hold spell, including *geas*, *quest*, *suggestion*, *domination*, etc. Range is 6" while the duration is 2 turns.

**Fascination:** Affects a single (male) individual who will be unable to do anything at all except follow the houri wherever she goes, unable to take his eyes off her. If attacked he will try to beat off any opponents including his own comrades, in a berserk fury, in order to continue moving toward the houri. Range is 12" and duration is 20 turns.

**Impotence:** The recipient of this spell becomes impotent for 24 hours. During this period he will attack, make saving throws, proficiency checks, etc at -1 and morale will be at -2. Charisma scores will be lowered by 1-3 points each for the duration, and the character will feel down right miserable, while his libido feels worse.

**Kiss Of Healing:** Like most Kiss spells, there is no saving throw against *kiss of healing*. This works like a *cure light wounds* spell, restoring 2-7 points of damage to an injured character.

**Kiss Of Sleeping:** The victim of this spell falls into a deep coma for 1-10 turns plus 1 turn per level of the houri and cannot be awakened by normal means. A second kiss from the houri can negate this spell.

**Kiss Of Waking:** This spell will negate a *sleep* spell of any sort, no matter what level.

**Read Languages:** as per MU spell *comprehend languages*, but applying only to written materials.

**Silvertongue:** Enables the houri to lie so convincingly that the recipient will believe anything she says (unless, of course, his senses tell him otherwise; he will not for example, believe the houri if she tells him that a monster is attacking unless he can see it). Affects 1 to 6 individuals. Only victims higher level than the houri are allowed a saving throw. Range = 10", duration = 6 turns.

**Ventriloquism:** as per MU spell

### SECOND LEVEL SPELLS:

**Charm Normal Animals:** This affects any normal animal, e.g. wolves, bats, lions, elephants, etc, but not giant animals or monsters. It will affect 1-20 small insects, 1-8 small animals (bats, rats, small birds), 1-4 medium-sized animals (dogs, lions, leopards) or one single large animal such as a rhino or elephant. Range and duration are as per *charm person or mammal*

**Communicate:** A spell to enable the houri to communicate with any intelligent creature in its own language. Duration is 1 turn/level.

**Dispel Charm:** Removes any kind of Charm. Unless the target is *geased* or *quested* (q.v.) or under psionic control, this spell is automatically successful, otherwise the recipient must fail a saving throw versus magic to benefit from this spell (even if willing). An houri may only attempt to disrupt a given Charm once, although she may try again if she gains a level. Range is 2".

**Ecstasy:** This affects 1-8 levels of male, humanoid characters. The lowest level characters are affected first, then the next lowest and so on. Victims fully affected sit down and stare at the houri, completely entranced and offering no resistance to anything she does to them (short of actually running them through). Partially affected characters are affected in a similar manner, but are allowed a saving throw, whereas fully affected characters are not.

Example: Lirona, using this spell on three 1st level and one 3rd level character rolls a 5 on a d8 and so can effect 5 levels. The 1st level characters go under immediately, but the 3rd level one is only partially affected and is allowed a save vs magic. Range is 4". Duration is 1-6 turns plus 1 turn/level.

**Influence:** A very subtle variation on *charm person*. The recipient of this spell is completely unaware that he is charmed and behaves normally in all respects EXCEPT that he must obey any order the houri gives him. (Exception orders to the victim to kill or harm himself will be ignored. He will simply not hear them.) The victim will obey the orders cheerfully and believe he is doing so because he wants to. Influence is so subtle that it can be detected only by an houri of the same level or greater than the one who cast it. Range and duration are as per *charm person*.

**Jealousy:** This affects 1-6 persons causing them to become jealous of each other to the extent that they will ignore the houri or any other source of danger present and quarrel amongst themselves for 2-8 turns. There is a 20% chance of such an argument leading to blows and, if it does, there is an additional 20% chance of the fight being to the death. Note -- if the fight is not to the death then the combatants will come out of the spell when hit. Range is 6".

**Kiss Of Strength:** This works exactly as a *strength* spell. A second kiss can remove this spell.

**Kiss Of Weakness:** This removes 2-8 points of strength from the victim for 24 hours. After receiving such a kiss, the victim will be completely helpless for 1-10 rounds. A second kiss from the houri can remove this spell

**Kiss Of Wounding:** Affects the victim as would a *cause light wounds* spell doing d6+1 damage with no save.

**Transfer Charm:** This spell transfers control over a charmed individual to another person, e.g. if the houri encounters someone who has been charmed by another magic user, she can use this spell to transfer control over that person from the original caster to herself (or, indeed to someone else). Range is 12". Duration as per the original Charm spell used.

### THIRD LEVEL SPELLS:

**Bodyguard:** This affects ALL characters and creatures of 1-3 hit dice within a 30ft radius of the houri. Any of these who fail to save vs magic will immediately disregard their previous purpose or allegiances, leap to the houri's side, and form a protective ring around her defending her from all assailants, even their own comrades. Note, however, that they are not actually *charmed*. After they have successfully protected the houri from immediate danger the victims of this spell will become catatonic for 1-4 turns before returning to normal. Range is 6".

**Charm Unnatural Animals:** This affects any animal of any kind, including normal, giant, enchanted and fantastic types such as worgs, bloodhawks, dolphins, dinosaurs, giant ants, hengeyokai, phase spiders, etc. Unnatural animals are natural animals with some slight deviation, such as size, intelligence, temperment or some minor magical ability. If the creature's alignment is not neutral and the creature has obvious magical abilities, it is probably not an animal, but a monster (pegasus, wyvern, gorgon, etc). Enchanted animals (such as familiars and hengeyokai) save vs the spell at +3; otherwise, it functions as *charm normal animals*.

**Disguise:** Similar to the *change self* spell of illusionists in that it causes all viewing the houri to believe she is a female of their own race or species. This spell also enables the houri to be able to seduce ANY male biped or human-like creature believing the disguise spell. While this spell is in effect, negative modifiers for the victim's race are voided. Duration is 4 turns + 1 turn/level.

**Hold Person:** MU spell.

**Kiss Of Slavery:** This is actually a *charm person* spell with no saving throw. Checks to break are made after twice the normal duration. A victim of this spell will obey ANY order unquestioningly.

**Love Spell:** This spell requires some item belonging to the intended victim for it to work such as a lock of hair, nail parings or the like. The spell is chanted over the item and it will cause the character to whom it belongs to fall in love either with the next person that he/she sees, or with a person of the houri's choice, or, if the victim is male, with the houri herself. Range and duration are as per *charm person*.

**Resist Charm:** This hedges the houri around with a protective aura which makes her immune to any kind of Charm or Hold spell including *geas*, *quest*, *suggestion* and bardic charm. Duration is 6 turns.

**Suggestion:** MU spell.

#### FOURTH LEVEL SPELL:

**Charm Monster:** as per MU spell.

**Confusion:** as per MU spell.

**Enchant Female:** This spell must be used in conjunction with a spell which would normally be effective only upon a male victim, e.g. *fascination* or *lovesickness*, and enables the houri to work that spell upon a female victim. It would also enable the houri to seduce a female... Range and duration are the same as the spell it is used in conjunction with.

**Hate Spell:** This is identical to *love spell*, but has the reverse effect, i.e. the victim will hate either the first person he/she sees, or the person of the houri's choice. The victim will then either attack that person, or plot to kill him/her. After the object of the victim's hate has been killed, he/she will revert to normal, otherwise the spell wears off as *charm person*.

**Kiss Of Linking:** This links the mind of the houri with that of another character for upto 2d4 hours, and during this time period the two will think and act as one person. The houri will be able to speak through the other person, and even cast spells through him/her. There is, however, a 10% chance of their minds ending up in the wrong bodies when the spell wears off. The houri may end this spell at any time she wishes. This spell must be allowed to last at least two hours, or the chance of a mind-switch increases to 50%. Should one of the two linked characters die, then both minds will end up permanently in the body of the survivor, i.e. he/she will become a sort of "split personality."

**Kiss Of Paralysis:** This causes a paralysis which lasts 1-4 days or until the houri removes it with a second kiss, whichever is shorter.

**Lovesickness:** Affecting a single male victim, this spell makes its recipient become so much in love with the houri that as soon as he loses sight of her, he begins to waste away, he goes off his food, turns to drink and becomes a general wreck, fighting at -3. As a result he will die of malnutrition in a number of days equal to double Constitution, losing one point every two days, and there is also a 10% chance of him committing suicide. What's more, if the houri tells him to go away, he is compelled to do so. This unpleasant condition may wear off as *charm person*, but otherwise must be treated by *cure disease* or a *love spell*, which will make him fall in love with someone else instead. Range is 6".

**Resist Charm, 10' Radius:** As *resist charm*, except that it protects all persons or creatures within a 10ft radius of the caster. Duration 6 turns + 1 turn per level.

## FIFTH LEVEL SPELLS:

**Change Sex:** A spell to alter the sex of any humanoid creature. This is such a traumatic change that, unless the victim has submitted to it voluntarily, he/she/it will be automatically *confused* for 1-10 turns, and also there is a 5% chance that it will cause permanent insanity. Range is 12". Duration is permanent unless dispelled or reversed.

**Hold Monster:** as per MU spell.

**Kiss Of Change:** This spell affects its victims as *polymorph others* except that it is not permanent. As with most other Kiss spells, there is no immediate saving throw but the victim may be able to break free of the spell after a period of time, depending upon his constitution. Checks are made as per *charm person*, substituting constitution for intelligence and if a successful save magic is made, the victim reverts back to its normal form.

**Kiss Of Death:** The ONLY Kiss spell for which a saving throw is allowed. The result of not making the saving throw is obvious. Victims successfully saving vs magic merely take half their remaining hit points.

**Kiss Of Disfigurement:** This permanently reduces the charisma of the victim to three, i.e. he grows horns, an extra nose, becomes covered with warts, develops a vile body stench which makes a skunk seem like Chanel No. 9, gains an impossible speech impediment, etc and is rendered generally repulsive. As a result the victim becomes shunned by humanity. Anyone whom he tries to approach will usually attack him, including his friends and relatives. Small children will follow him about throwing stones at him...pigs will cross the street to avoid him...

**Stop:** In casting this spell the houri performs some action such as suddenly removing all her clothes which causes ALL activity by living beings with a 20 ft radius to cease immediately for 1-4 melee rounds. Note, however, that this spell is NOT equivalent to *time stop* for only living things are affected and any creature touched whilst the spell is in operation immediately breaks free of it. There is no saving throw against this spell and protection devices do not work against it. Blind creatures are, however, immune.

## SIXTH LEVEL SPELLS:

**Blown Kiss:** This enables the houri to use any Kiss spell of levels 1-5 at long range without physical contact. It must be used in conjunction with another spell. Range is 12".

**Geas:** as per MU spell.

**Heartbreaker:** A spell to induce a sudden heart attack in its recipient although a save vs magic is allowed. If the saving throw is not made, the character then rolls system shock. If failed, he/she dies of cardiac arrest. If he/she survives, the character will be totally incapacitated for 2d6 weeks. He/she will also permanently lose a point of strength and a point of constitution, and will have a 5% chance of a further heart attack every time he/she exerts his/herself from then on. Range is 6".

**Kiss Of Life:** The houri equivalent of a clerical *raise dead* spell with the usual limitations of that spell. The usual check against constitution must be made to determine whether the character is raised successfully.

**Kiss Of Regression:** This causes its victim to regress, both physically and mentally, into an infant. It can, however, be used to negate the effects of a **staff of withering**. There is a 1% chance per year negated that the recipient will become an infant regardless. The duration is permanent unless dispelled when used as an attack (to turn an adult into a baby). When used as therapy for aging attacks, *kiss of regression* cannot be dispelled or disrupted. The age of a regressed infant is equal to its former age in days (i.e. a 21 year old woman becomes a 3 week old babe).

**Mass Charm:** as per MU spell although the range is 18".



NOTES: Houris can use any items of magical jewelry including rings, necklaces, scarabs, etc, plus magical daggers and items usable by all classes. They may not use wands, staves or rods nor are they allowed to use other magic user items except those connected with charms or charming (such as a **rod of rulership** or **staff of command**) or useable by all classes (such as a **wand of wonder** or **illumination**). Houris MAY use a **crystal ball**.

A **Manual of Advanced Love Making** will enable any houri reading it to instantly gain one full level of experience. However, anyone else reading it will suffer 2-16 points of damage plus the effects of a *kiss of weakness* spell.

**Lipstick of Irresistibility** give its wearer a limited *kiss of slavery* ability, the effects lasting as a double duration *hold person* spell. Each stick is good for 5 applications and each application lasts for 1-6 kisses.