

A golden statue of a muscular man, possibly a deity or hero, stands centrally. He wears a crown and has a sword at his waist. His arms are raised, and he holds a long staff or spear. The statue is set against a dark background with a subtle, glowing effect. The entire scene is framed by a decorative border of roses and leaves.

THE BECKONER

A 5TH EDITION SUMMONER CLASS

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

THE BECKONER

His presence is enthralling, his voice like silk: he speaks arcane words which coil in the air like glowing snakes. The very night seems to come alive. Glowing runes on the ground illuminate... and from the void steps a smoky figure, hazy and indistinct—but what can be seen is as captivating as it is compelling. Soft curves push forth straight for the man in the strange robes, sharp fingernails reach. The deadly claws trace down along his chest, but press only lightly... and he answers the caress. He cups the outsider's chin in his hand, and he looks into her glowing eyes as their bodies press together. "I missed you," the strange figure breathes in a language lost to time, and he simply smiles.

"Welcome home."

THE THINGS OCCUPYING THE WORLDS BORDERING ours are stranger than most dare imagine. A magical call for aid can bring these creatures forth as allies—for a short time, at least. These creatures are different, dangerous, devious...

and to some, delightful.

Beckoners are mages who build their power around calls for extraplanar aid, developing personal relationships with the creatures they summon. For some these bonds are friendly, platonic... but the unknown is alluring, and these creatures are terribly beautiful. A fair few Beckoners take advantage of this passion, enhancing their bond and the strength of their summons by the sweet delights they share.

Publicly, magical colleges and schools disdain this practice, warning it will lead to unholy combinations of mortal and immortal—or that the creatures called from the other side may gain great power over this world. And yet many mages attained the power they hold now by quiet whispers from the other side, and by the power of the void beyond. Are they so different?

ROLLING FOR SEDUCTION

This content has been developed with the intent of being available for any and every adult game table, but its full erotic potential can be unlocked by combining it with the core rulebook *Rolling for Seduction*, available from [DrivethruRPG](#) and [Gumroad](#). Some terms have been **colored pink**: these terms have special rules and lurid descriptions you can find in the core rulebook if you like this content on its own, consider picking up *Rolling for Seduction* to see its full potential... and bring some eroticism to your game table!

EXTRAPLANAR BONDED

Instead of calling forth swarms or battalions, Beckoners call a powerful few through the veils between worlds. They offer contracts to specific individuals, contracts which trade power and passion in exchange for the promise of their strength. Those who accept the contract are called *Bonded*, and stand to grow in power alongside their Beckoner. The role is a hotly contested one: few ways of gaining strength are as certain... or as sweet.

As a Beckoner levels up, they select from their chosen pantheon of creatures for whom they might become Bonded to... or further enhance the capabilities of their loyal partner.

INTIMATE CEREMONIES

The connection created between a Beckoner and their Bonded is a strong one, but like any relationship it requires effort, care, and regular input. When Beckoners summon one of their Bonded, they do well to set aside time to heal their partner's wounds and to deepen the connection between them. These tender moments vary from pair to pair—perhaps a quiet meal, a ritual of magic, a sparring match—but serve as important magical focuses for the kind of enhanced connection the Beckoner cultivates.

CREATING A BECKONER

As you build a Beckoner, think about the following questions:

- What led you to rely on the strength of another?
- How have outsiders from beyond the veil aided you?
- What obstacles from the magical world have you faced?
- How do you view extraplanar creatures? Are they just like us?

You might be a learned mage, well-read enough to be certain this is the surest way to grow your power. You might be a fresh-faced apprentice, wishing for a scheme to enhance your abilities and be noticed. You might be a magician deemed a heretic for your dalliances in the other planes.

You might view this power as just that, a means to an end—or it might be a tender relationship you seek to build.

You might see the creatures you call forth as below you, or you might see them as equals... or even your betters, who stand to teach you much.

QUICK BUILD

To make a Beckoner quickly:

Ability score priorities: Charisma, then Dexterity, then Wisdom...

Backgrounds: Sage, Noble, **Heartthrob**

CLASS FEATURES

As a Beckoner, you gain the following class features.

THE BECKONER

Level	Proficiency	Features
1st	+2	Spellcasting, <i>Beckon</i>
2nd	+2	Bonding Ceremony
3rd	+2	The Call
4th	+2	Ability Score Improvement
5th	+3	Directed Action
6th	+3	Call ability
7th	+3	Enduring Focus
8th	+3	Ability Score Improvement
9th	+4	Swift Strike
10th	+4	Resilient Bond
11th	+4	Call ability
12th	+4	Ability Score Improvement, <i>Beckon</i> duration
13th	+5	Resistant Summon
14th	+5	Defensive Beckon
15th	+5	Split Focus
16th	+5	Ability Score Improvement
17th	+6	Call ability
18th	+6	Indomitable Focus, <i>Beckon</i> duration
19th	+6	Ability Score Improvement
20th	+6	Indomitable Summon

HIT POINTS

Hit Dice: 1d6 per Beckoner level

PROFICIENCIES

Armor: None

Weapons: Daggers, darts, slings, quarterstaves, light crossbows

Tools: None

Saving Throws: Charisma, Wisdom

Skills: Choose two skills from the following: Arcana, History, Insight, Investigation, Medicine, and Religion. All Beckoners are proficient in **Sensuality***.

**at family-friendly tables, replace with Persuasion.*

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- A set of robes
- a quarterstaff or a dagger
- a component pouch or an arcane focus
- Scholar's pack or Explorer's pack
- 20 candles or a ritual brazier

SPELLCASTING

SPELLS KNOWN

Level	Cantrips	Spells
1st	1	1
2nd	1	1
3rd	1	2
4th	1	2
5th	1	3
6th	1	3
7th	2	4
8th	2	4
9th	2	5
10th	2	5
11th	2	6
12th	2	6
13th	2	7
14th	3	7
15th	3	8
16th	3	8
17th	3	9
18th	3	9
19th	3	10
20th	3	10

SPELL SLOTS

Level	1	2	3	4	5
1st	1	-	-	-	-
2nd	2	-	-	-	-
3rd	4	1	-	-	-
4th	4	2	-	-	-
5th	4	3	-	-	-
6th	4	3	-	-	-
7th	4	3	-	-	-
8th	4	3	-	-	-
9th	4	3	1	-	-
10th	4	3	2	-	-
11th	4	3	3	-	-
12th	4	3	3	-	-
13th	4	3	3	1	-
14th	4	3	3	1	-
15th	4	3	3	2	-
16th	4	3	3	2	-
17th	4	3	3	3	1
18th	4	3	3	3	1
19th	4	3	3	3	2
20th	4	3	3	3	2

As an Arcane spellcaster you carry a spellbook which serves as the focus for your spells. This carefully-kept folio contains the details of your spells as well as the true names of extraplanar entities you may call upon for aid.

You cast and learn spells from the Wizard spell list.

SPELL SLOTS

The above table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare the list of spells that are available for you to cast. To do so, choose a number of spells from your spellbook equal to your Charisma modifier + your Beckoner level (minimum of one spell). The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest.

SPELLCASTING ABILITY

Charisma is your spellcasting ability.

LEARNING SPELLS

Every other Beckoner level you gain, you can add a Wizard spell of your choice to your spellbook. This spell must be of a level for which you have spell slots, as shown on the above table. Your spellbook contains *Beckon*. *Beckon* does not count against your spells known.

BECKON

Cantrip Conjuration

Casting Time: 1 Action

Range: Self

Components: V, S, M (A token of favor from the creature being summoned)

Duration: Concentration, one combat encounter

You conjure a creature from beyond the veil: they appear in a space of your choosing next to you. They can communicate telepathically with you, without need for common language.

This creature, referred to hereafter as your Bonded, acts on its own initiative and considers you and your allies friendly. If it drops to 0 hitpoints or your Concentration on the spell ends, it disappears to recuperate on its native plane. Its wounds knit only slowly in this foreign world: if it would be healed by magic, it heals half as many HP. The same creature cannot be summoned more than once per day.

The creature remains at your command until the end of one combat encounter, at which point its energy is depleted and it returns to its home plane. Higher-level Beckoners can retain their Bonded for longer durations: two combat encounters at level 12 and three at level 18.

BECKONED BONDED

Medium Outsider, true neutral

Armor Class 11 + SL* (natural armor)

Hit Points 30 + 12 per SL*

Speed 30 ft. + 5 per SL*

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Str, Con trained

Skills Athletics, Perception trained

Senses passive Perception 10 + SL*

Languages Common

ACTIONS

Strike. *Melee Weapon Attack:* +4 + SL* to hit, reach 5 ft., one target. *Hit:* 2d6 + SL* bludgeoning damage.

Some skills and features of Bonded are improved by the spell slot level used to cast the *Beckon* spell. These are abbreviated to **SL**, or **Spell Level**. For example, a Beckoned Bonded summoned by a Beckon spell using a 2nd-level slot has 11 + 2 AC, and a total of 54 HP. Bonded add SL to their trained Skill checks and Saving throws.

Beckoners gain access to more Bonded when they choose a *Call* at level 3.

PERSONALIZING A BONDED

Encourage a Beckoner to come up with a description of the otherworldly creature they call forth. What does it look like? What color is its skin (if it has any), fur, or mass? What appendages does it have? What does it look like when the Bonded communicates? How about when it's happy or sad?

Once the player knows what their Bonded looks like, ask them about the creature's personality. Are they friendly? Unfriendly? Excitable? Morose? Serious? Teasing? Having the Beckoner answer these questions will help you play the Bonded for them and help the player develop an attachment to the creature. The more the player sees their Bonded as a unique, distinct creature from the rest of its ilk, the more they'll be eager to summon it forth for combat encounters—or for some quality time!

BONDING CEREMONY

The time you keep with your Bonded is too precious to waste, and their favor too important to take for granted. Beckoners ensure their connection to their Bonded remains strong with a combination of ritualistic magic and shared downtime activity.

When a Beckoner takes a Short Rest they may also undertake a Bonding Ceremony, if their Bonded is currently summoned. Bonding ceremonies vary in type and in format depending on the Beckoner and their Bonded: it could entail anything from idle sparring to group meditation to a toss in soft sheets.

Whatever the format, a Bonding Ceremony has a powerful effect on the Bonded. Until the Beckon spell ends, they add their Beckoner's Proficiency score to their Attack rolls, Skill checks and Saving throws. Additionally, any healing the Beckoner receives by spending their own Hit Dice heals their Bonded as well. This healing is not halved.

A GM may decide that a particularly powerful—or picky!—summon will need to be treated to a ceremony before they agree to assist a Beckoner in the future.

BONDING CEREMONIES

Not just any ceremony will do. Depending on the type, the nature and the power of the summon called by a Beckoner they may have different—and very exacting—requirements for what will earn their favor. A GM should consider offers of ceremony made by a Beckoner, and choose the ones which seem pleasing.

Some sample ceremonies follow, according to the type of Bonded:

- **Outsider (Good)** — poetry reading, bathing
- **Outsider (Evil)** — sexual congress, outfit shopping
- **Beast (Fey)** — playing "fetch," grooming with a brush
- **Humanoid (Fey)** — playing tricks, games of riddles
- **Elemental (Fire)** — sauna steaming, kindling a campfire
- **Elemental (Water)** — swimming, going out for drinks
- **Aberration (Ooze)** — feasting, meditating

THE CALL

As you grow more powerful, the scope of your focus narrows. You discover the thinnest points in the spaces between the worlds, and work at widening them. At level 3 Beckoners choose a *Call* from the **Beckoners' Calls**, subclasses which provide and enhance certain types of summons.

DIRECTED ACTION

The connection between your mind and the mind of your Bonded is almost tangible. At level 5 when you would take an Action, you may instead give up your Action to let your Bonded take one Action on your turn. Though you can suggest what they should do, they choose how to act.

ENDURING FOCUS

Your mind becomes a steel trap when you reach level 7, capable of holding focus despite extreme distraction. When you would roll a saving throw to resist losing Concentration on a spell, you roll at Advantage.

SWIFT STRIKE

By level 9, your Bonded learn to adapt to the altered speed of time on this plane. They may make one extra attack per turn when they take the Attack action.

RESILIENT BOND

At level 10, you widen the hole between the worlds to admit some of your Bonded's latent power. When you cast *Beckon*, choose one damage type (e.g. "bludgeoning" or "fire"). Your Bonded are Resistant against this damage for the duration of the spell.

RESISTANT SUMMON

When you reach level 13, the spells you've weaved upon your Bonded serve to ward and deflect enemy magics. If an enemy would cast a spell against your Bonded which provokes a saving throw, they make the saving throw at Advantage.

Furthermore, magic which would normally extinguish your summon has a reduced effect: if you or your Bonded would enter a suppressive magic effect such as *Antimagic Field* that would cause your Bonded to be dispelled, they instead take damage equal to half their maximum HP. While they remain in a suppressive effect they attack with Disadvantage.



A Bonded Succubus awaits orders from her Beckoner, by @TriggerPigArt

DEFENSIVE BECKON

Your life and limb is precious to your Bonded; when you reach level 14, they grant you some of their power to aid you in times of great need. Once per day, when you would be dealt damage, you may cast Beckon as a Reaction. The Bonded you summon takes this damage instead. Once you use this ability you can't use it again until you complete a Long Rest.

SPLIT FOCUS

When you reach level 15, you discover methods of compartmentalization—focusing on more than one thing at once while retaining your mind's razor edge. You are able to cast a second Concentration spell if at least one of the two spells is *Beckon*. While focusing on two spells at once you roll saves to keep your Concentration at Disadvantage.

INDOMITABLE FOCUS

When you reach level 18, the indelible bond you share with your Bonded defies all but the harshest opposition. When your Concentration on the *Beckon* spell would be broken by an outside force, instead any Bonded you have summoned take damage equal to half their maximum HP. If this does not reduce the Bonded to 0 or fewer HP, the spell continues.

BECKONERS' CALLS

When you reach level 3, your specialization allows you to call forth more unique Bonded. In addition to the Beckoned Bonded, your *Beckon* spell can call forth the Bonded from your Call.

WILDCALLER

Somewhere past the veil, beasts run through shimmering glade among winged faeries and laughing sprites. These creatures come leaping into the world of the mortals with a fierce joy and a devilish cunning. Beckoners pluck individuals from this strange place only to find them eager and waiting—the mortal realm is just such fun!

WILDCALLER

Level	Feature	Summary
3rd	Illusive Deception	<i>Illusions more deceptive</i>
6th	Tricksy Redirection	<i>Misses hit enemies</i>
11th	Pack Tactics	<i>Advantage nearby allies</i>
17th	Fey Substitution	<i>Swap positions on attack</i>

ILLUSIVE DECEPTION

The power of the Fey heightens the deceptive nature of your spells. When you take this Call at level 3, your Illusion spells resist discovery: if a creature would roll a Perception check to overcome one of your illusions, they do so at Disadvantage.

TRICKSY REDIRECTION

When you reach 6th level something of your Bonded's cunning has rubbed off on you. If you or your Bonded are attacked but the attack misses, you may redirect that attack to a different target within the attacker's range. If their attack roll beats the target's AC, they deal damage as if the target had been their intended victim.

PACK TACTICS

By the time you reach 11th level, your Bonded and you have learned to move as one through thorny brush and bloody battle alike. When you and a Bonded are within 5 feet of the same enemy, you both make Attack rolls against that enemy at Advantage.

FEY SUBSTITUTION

Little of what your enemies see is the truth, when you reach level 17. Your Bonded has taught you much—and that is self-evident when danger rears its head towards you. Swords and arrows cut through empty space, fooled by a simple trick of the light. If an enemy would make an attack against you or against a Bonded, you may use your Reaction to give them Disadvantage on the attack.

FEY BONDED

Medium Beast (Fey), chaotic neutral

Armor Class 12 + SL (natural armor)

Hit Points 30 + 10 per SL

Speed 30 ft. + 5 per SL

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Wis, Cha trained

Skills Athletics, Acrobatics, Stealth trained

Senses darkvision 60ft, passive Perception 10

Languages Common, Sylvan

Slippery. If a Fey Bonded would suffer a critical hit, they only take normal damage, not critical damage.

ACTIONS

Claw. *Melee Weapon Attack:* +4 + SL to hit, reach 5 ft., one target. *Hit:* 2d6 + SL slashing damage.

SPELLS

A Fey Bonded casts spells available to them at your Spellcasting Modifier.

FORMS

Fey Bonded are beasts such as bears, wolves and stranger things—though they may have Humanoid appearance in the Feywild, they appear in this world in undeniably intelligent animal forms. Some options follow, with special features unique to the form:

SAMPLE FEY BONDED FORMS

Form	As the above stat block, but...
Bear	...Bonded has Resistance against Bludgeoning, Slashing and Piercing damage.
Wolf	...Enemies attack the Beckoner at Disadvantage while this Bonded is within melee range of them.
Cougar	...May take the Hide Action as a Bonus Action.
Elk	..."Claw" attack becomes "Charge," knocking an enemy prone if the attack hits and the Bonded has moved at least 15 feet this round.

SPELL LEVEL

Casting the *Beckon* spell using higher spell slots has a profound effect on the magic Fae creatures carry with them from their plane.

FEY BONDED SPELLS

SL	Bonded can cast at your Spellcasting Modifier...
2	... <i>Faerie Fire</i> once per day.
3	...and <i>Invisibility</i> once per day.
4	...and <i>Mirror Image</i> once per day.
5	...and <i>Greater Invisibility</i> once per day.

ELEMENTCALLER

Pure embodiments of the laws of nature, Elements are a favored choice of the most powerful Beckoners. They are called forth both by those who wish to deepen their mastery of an element, and to protect against it.

ELEMENTCALLER

Level	Feature	Summary
3rd	Elemental Resistance	<i>Resist Bonded's element</i>
6th	Elemental Empowerment	<i>Better elemental spells</i>
11th	Explosive Dismissal	<i>Bonded explodes on "death"</i>
17th	Elemental Embodiment	<i>Combine for bonuses</i>

ELEMENTAL RESISTANCE

When you choose this Call at level 3 the lines between you and your Bonded begin to blur. While a Bonded is summoned, you gain Resistance to the element type (e.g. fire) your Bonded embodies.

ELEMENTAL EMPOWERMENT

At level 6 the nature of your Bonded's element becomes clearer to you, more malleable. More powerful. When you cast a spell that deals elemental damage of a summoned Bonded's type, raise the damage dice size (e.g. d6 to d8, d12 to d20) by one step.

EXPLOSIVE DISMISSAL

The pent-up power of your Bonded has to go somewhere. At level 11 when a *Beckon* spell would end or your Bonded falls to 0 HP, you may release their power in a devastating burst. Roll a number of d6 equal to your Beckoner level: deal that much damage of your Bonded's type in a 30ft radius sphere centered on your Bonded. If your Bonded has more than half their HP at the time of this event, roll d8s instead. A successful Dexterity save against your Spell Save DC halves this damage.

ELEMENTAL EMBODIMENT

At level 17, the separation between you and your Bonded has vanished. When you cast *Beckon* you may instead choose to summon them into your very body, gaining immunity to damage of their type, an extra Action per turn, and specific benefits depending on their type, below:

BENEFITS OF EMBODIMENT

Element	Benefit
Fire	Enemies who move into or begin their turn within 15 feet of you take 6d6 fire damage.
Earth	Resistance to all damage types but Psionic.
Water	HP doubles.
Wind	60ft Fly speed. Ranged attacks against you are made at Disadvantage.

ELEMENTAL BONDED

Medium Elemental, chaotic neutral

Armor Class 11 + SL (natural armor)

Hit Points 30 + 10 per SL

Speed 20 ft. + 10 per SL

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	4 (-3)	10 (+0)	14 (+2)

Saving Throws Str, Con trained

Skills Athletics, Perception, Arcana trained

Senses darkvision 60ft, passive Perception 10 + SL

Languages Common, Primordial

Elemental Absorption. If an Elemental Bonded would take damage of their type, they heal half that much damage instead.

ACTIONS

Slam. *Melee Weapon Attack:* +6 + SL to hit, reach 5 ft., one target.
Hit: 1d10 + SL bludgeoning damage.

SPELLS

An Elemental Bonded may cast a modified *Fireball* with their element type at your spellcasting modifier, once per combat.

FORMS

Elemental Bonded are the howling embodiments of the gale, the inferno, and more. Each form brings individual strengths and weaknesses to this plane.

ELEMENTAL BONDED FORMS

Form As the above stat block, but...

Fire	..."Slam" attack deals an additional 1d6 Fire damage per spell level of <i>Beckon</i> cast.
Water	..."Slam" attack initiates an opposed Grapple check.
Earth	...Bonded has Resistance against Bludgeoning, Slashing and Piercing damage.
Air	...Bonded may make one additional attack per round.

SPELL LEVEL

Casting the *Beckon* spell using higher spell slots has a profound effect on the fierceness of the element the Bonded brings with them to your plane. Elemental Bonded may also cast the spell *Fireball* once per combat, changing the damage type to their element. The area and damage of this spell increases as the Spell Level *Beckon* is cast at increases:

ELEMENTAL BONDED MODIFIED "FIREBALL"

SL	radius sphere	damage
1	5ft.	2d6
2	10ft.	4d6
3	20ft.	8d6
4	25ft.	10d6
5	30ft.	12d6

OUTCALLER

As high as the heavens, as low as Hell. Outcallers summon Angels, Demons and Devils to sup of their heady power... and to advance their own agendas. An Outsider who answers the call and becomes a Beckoner's Bonded must believe their duty shall be done on Earth, as in Heaven... or below.

OUTCALLER

Level	Feature	Summary
3rd	Outsider's Smite	Spell, weapon smite
6th	Principled Bulwark	Defenses vs. Alignment
11th	Just Rewards	Aligned actions rewarded
17th	Aura of Influence	Aura of depravity/purity

The Outcaller refers to aligned and opposing Alignments: a simplified table follows.

OPPOSED AND ALIGNED ALIGNMENTS

	Good	Neutral	Evil
Good	Aligned	N/A	Opposed
Neutral	N/A	N/A	N/A
Evil	Opposed	N/A	Aligned

OUTSIDER'S SMITE

You gain something of the power offered by your Bonded. After choosing this Call at level 3, when you would damage an enemy with a spell or a weapon attack, add your Charisma bonus to the damage. This bonus is doubled against creatures *opposed* to your Alignment.

PRINCIPLED BULWARK

Having your Bonded by your side firms your resolve and strengthens your defenses. At level 6, you and your Bonded make saving throws against spells and effects cast by *opposed* Alignment creatures at Advantage.

At level 14, you and your Bonded also gain Resistance against damage dealt by *opposed* Alignment creatures.

JUST REWARDS

When you reach level 11, the pursuit of your Bonded's path of justice fills your heart with warmth. When your Bonded is summoned and you act in a way *aligned* with your Bonded's alignment, you become **Aroused** if your Bonded is Evil or **unaroused** if your Bonded is Good.

AURA OF INFLUENCE

By level 17 your Bonded seems almost more at home on your plane than theirs—and they bring something of their power with them. Creatures within 15 feet of your Bonded make Wisdom saves to resist **Arousal** or **Desperation** at Advantage if your Bonded is Good, or at Disadvantage if your Bonded is Evil.

OUTSIDER BONDED

Medium Outsider, good-aligned or evil-aligned

Armor Class 12 + SL (natural armor)

Hit Points 30 + 10 per SL

Speed 30 ft. (30ft. Fly speed at SL 4+)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	16 (+3)

Saving Throws Wis, Cha trained

Skills Perception, Insight, **Sensuality** trained

Senses darkvision 60ft, passive Perception 12 + SL

Languages Common, Celestial or Infernal

Retribution. If an Outsider Bonded would take damage from a creature of *opposing* alignment, as a Reaction the Bonded may deal them 1d6 + SL Radiant damage.

Pleasant Afterglow. An Outsider Bonded knows just the way to purify your heart... or sully it. While granted **Afterglow** by your Bonded, add SL to your Proficiency.

ACTIONS

Longsword/Whip. Melee Weapon Attack: +5 + SL to hit, reach 5 ft., one target. *Hit:* 1d8 + SL slashing damage.

Shortbow. Ranged Weapon Attack: +4 + SL to hit, range 80/320 ft., one target. *Hit:* 1d6 + SL piercing damage.

SWAY EMOTIONS

An Outsider Bonded may, as a Bonus Action, make a **Sexual** skill check to attempt to change an adjacent creature's **Arousal** level. If the target fails on a Wisdom saving throw against this skill check, they become **unaroused** or **Aroused**, at the Bonded's choice.

FORMS

Outsider Bonded are the very purest embodiments of Heaven... and the lowest, most tempting creatures of the reverse.

OUTSIDER BONDED FORMS

Form	As the above stat block, but...
Angel	...Attacks deal Retribution damage against Aroused creatures.
Cupid	...Successful ranged attacks make an enemy roll at Disadvantage to attack the Bonded until the start of the Bonded's next turn.
Succubus or Incubus	...enemies roll at Disadvantage to resist Stimulate attempts made by the Bonded.
Devil	...Bonded makes attacks against Aroused or Desperate enemies at Advantage.

SPELL LEVEL

Casting the *Beckon* spell using higher spell slots has a profound effect on the amount of divine—or demonic—influence the Bonded brings with them to your plane.

OOZECALLER

There are those who look to the primordial for their favored summons. Aberrations and Oozes have lived between the planes since time immemorial—and will remain long after we have gone. Though most of these ever-hungry, ever-growing creatures might not understand much of the mortal realm, they know at least that we are *delicious*. And their secretions have curious effects...

OOZECALLER

Level	Feature	Summary
3rd	Palliative Secretions	<i>Heal from secretions</i>
6th	Entangling Pseudopods	<i>Advantage on grappling</i>
11th	Enflaming Vapor	<i>Arousing touch</i>
17th	Protective Embrace	<i>Be surrounded by Bonded</i>

PALLIATIVE SECRETIONS

The sweet-tasting fluids excreted by your Bonded have a healing effect. When you choose this Call at level 3, as a Bonus Action you may drink from your Bonded, knitting your wounds and soothing your aches. You heal your HP by 1d6.

This amount increases to 2d6 at level 8 and 3d6 at level 14.

ENTANGLING PSEUDOPODS

When you reach level 6 your Bonded has learned the strange anatomy of the creatures on your plane: joints, limbs and muscles. When it would make an Athletics check to grapple another creature or to maintain a grapple, it does so at Advantage.

ENFLAMING VAPOR

At level 11 and thereafter your Bonded is perpetually surrounded with a haze of aphrodisiac vapor, one which makes resistance near impossible. When a creature begins their turn within 5 feet of your Bonded or moves within 5 feet of them for the first time on their turn, they are **Enticed** at your Spell Save DC. A creature **Engulfed** by the Bonded rolls to save at Disadvantage.

You are not immune to this effect.

PROTECTIVE EMBRACE

At level 17 the symbiosis you share with your Bonded grows to its zenith. If you would be **Engulfed** by your Bonded you are not considered Grappled and may exit freely. While inside your Bonded you can breathe normally, speak and cast spells. Additionally, if you would be attacked or suffer damage, the attack and damage is received by your Bonded instead.

ABERRANT BONDED

Medium Ooze, chaotic neutral

Armor Class 10 + SL (natural armor)

Hit Points 40 + 15 per SL

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	18 (+4)	4 (-3)	14 (+2)	11 (+0)

Saving Throws Str, Con trained

Skills Athletics, Perception trained

Senses blindsense 60ft (blind beyond this radius), passive Perception 12 + SL

Languages None

Acidic Touch. Acidic secretions deal 1 **Armor Damage**. When acid damage is dealt to an enemy by the Bonded, reduce that enemy's AC by 1. If their AC would be reduced to 10, they are rendered nude.

Grasping Pseudopods. When the Aberrant Bonded makes a successful attack against an enemy, begin an opposed Grapple check. Creatures of a size smaller than the Bonded are **Engulfed** if successfully grappled.

Engulf. Until an Engulfed creature breaks the Bonded's grapple, they are considered Restrained, occupy one of the squares the Bonded does, and move with them. They can breathe. Engulfed creatures cannot be damaged from outside the Bonded except with Psychic damage.

ACTIONS

Slam. *Melee Weapon Attack:* +4 + SL to hit, reach 5 ft., one target. *Hit:* 1d6 + SL bludgeoning damage and 1d6 acid damage.

FORMS

Aberrant Bonded all look the same—at least to the uninformed. These amorphous blobs of strange, nearly-transparent goo with questing pseudopods have their own kind of characteristics, their own unique attributes which a Beckoner may note.

SPELL LEVEL

Casting the *Beckon* spell using higher spell slots has a profound effect on the amount of primordial ooze the Bonded incorporates when they arrive on your plane. The higher the spell slot, the larger they grow and the more of their power they can bring to bear.

ABERRANT BONDED GROWTH

SL As the above stat block, and cumulatively...

- 1 ...Gain Resistance to bludgeoning damage.
- 2 ...Stealth checks are made at Advantage.
- 3 ..."Slam" has 10ft reach.
- 4 ..."Acidic Touch" reduces AC by 2.
- 5 ...Grow to Large size.

BECKONER'S ITEMS

Powerful magical items have been devised to facilitate the successful summoning of powerful entities... and to make their time on our plane more pleasant! Here are a select few.

RITUAL BRAZIER

Common Item, 10GP

This burnished-bronze kettle is embossed with various scenes of strange creatures stepping forth from rifts in space... and those who come to meet them. A fire stoked in this brazier smells sweet and fragrant, and helps to put the mind and the body at ease.

RITUAL HERBS

Uncommon Item

This pouch of powerful-smelling dried herbs and leaves has a powerful restorative effect on creatures from beyond the plane. If burnt during a **Bonding Ceremony**, the Bonded involved in the ceremony adds their Constitution modifier to hit dice spent by their Beckoner in order to calculate healing received.

Once burnt, this item becomes useless ash.

SALVE OF ELEMENTAL RESIST.

Rare Item

The environments home to the creatures a Beckoner calls can be inhospitable to those of delicate constitution... and so can the Bonded themselves! The pale-colored ointment in this smooth silver compact has a lightly chilly feel... but when spread on the skin, it serves as a suitable barrier between the wearer and the elements. This salve takes a full turn to apply and lasts for 1 hour or until 1 damage of elemental damage (e.g. fire, ice) is sustained. While active, the wearer experiences even extreme elements as pleasant.

A full compact of this salve can be used on a Medium creature 4 times, or a Large creature once.

DIMENSIONAL ANCHOR

Legendary Item

A magnetic vortex seems to pool around this rod of heavy iron, tugging coins and metal towards it. Driving this rod into the ground with an Action activates it: within a 100-foot radius, extraplanar creatures cannot return to their home planes, even by spells which would banish them or the ending of spells which retain them. Additionally, summoning spells cast within the radius automatically fail. While active the rod hums slightly and shivers in the ground.

SAMPLE BECKONERS

OGRUSH SHORTSPEAR

Medium male Orc, chaotic good

Beckoner 3 (Wildcaller)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	8 (-1)	13 (+1)	15 (+2)

Saving Throws Cha +4, Wis +3

Skills **Domination** +4, Intimidation +4, Perception +1, Survival +1

DESCRIPTION

Ogrush is an intimidating figure, but possesses a soft heart.

Appearance. Ogrush has one chipped tusk and a scarred forehead. Green-gray of skin, he paints his cheeks with daubs of dark paint in stripes and handprints—the better to disappear under shaded boughs. He has a broad chest but his physique is toned: he has a runner's body, strong and agile, and wears carefully-sewn pelts on the places he does wear clothing. He sports a constant glower... though it rarely means anything serious.

Personality. Ogrush makes an intimidating sight. However, though gruff of voice and slow to speak, he has a surprisingly tender side. More than one lost or hurt traveler has been silently guided through the forest at his side... and his true softness of heart shines through when it comes to animals. Be they Fey or mortal, his expression softens when he sees a wolf or squirrel cross his path. And indeed, the animals of the forest are accustomed to him enough that they walk right up and demand he pet or brush them thoroughly.

UTILITY

Ogrush might appear to a party lost in the forest.

Guide to the Wilds. Ogrush sees people safely in and out of his domain... so long as they treat the wilderness with proper respect. If Ogrush determines a group is friendly and respectful, have them roll their Survival checks within the forest at Advantage—and describe friendly animals guiding their way.

Bonded. Ogrush frequently summons Fey spirits to his aid in order to protect his home, or to ease his loneliness. Two of his favorites are *Silverthrush*, a playful wolf with a silver streak along his shoulder, and *Laughingbrook*, a stag with a chipped antler on the same side as Ogrush's tusk. His Bonding Ceremonies consist of slow, gentle brushing and humming to these two.

PLEASURES

Ogrush can't deny that at times the forests are lonely. He welcomes momentary reprieves.

Seduction - DC 16. This forest protector is willing to warm another's bed for a night or two, provided his animals agree on the match. *A player that has passed a DC 14 Animal Handling check on Ogrush's Bonded Seduce him at Advantage.*

Preferences. Ogrush is gentle, but insistent in his pleasures. *A creature made to orgasm by Ogrush resets their orgasm DC to 12, not 10.*

Kinks. Ogrush likes multiple orgasms, fingering, and biting. He doesn't like anal, spanking, or quickies.

DESTINY

Medium nonbinary Tiefling, true neutral Beckoner 3 (Outcaller)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	15 (+2)

Saving Throws Cha +4, Wis +3

Skills Deception +4, Insight +3, Performance +4, **Submission** +4

DESCRIPTION

Destiny is a flashy gambler with a penchant for wearing their winnings on their sleeve.

Appearance. Destiny wears a flashy, expensive coat—though the make and color changes by the day. Their slender face is expressive and sharp even through the painted makeup they wear, the thick lashes and glossy lips... all stand in sharp relief against deep red skin. Destiny's eyes are bright yellow, curious and inquisitive—but they also hide a nervousness not exactly easy to read into. Tight leather binds their form into something androgynous, but nonetheless pleasing to the eye.

Personality. Destiny is fun-loving and excitable, happy to pursue the next compelling quest or adventure. They are easily tempted by the allure of treasure, especially fine jewelry—much of which ends up displayed on their wrists or neck. However, these flights of fancy come at a price: Destiny's addictive personality often drags them to betting tables where piles of gold are won by card and dice... or more often, lost.

UTILITY

Destiny might provide an entertaining—and charming—conundrum.

Should I or Shouldn't I. Destiny can often be found being given conflicting advice by their two favorite Bonded. They'll beg help from the party as they pass by. *If a party member sides with the angel, they'll receive a kiss and Advantage on **Sensuality** until their next Long Rest. If they side with the devil, they'll receive a french kiss and Advantage on **Domination** until their next Long Rest.*

Bonded. Destiny summons Outsiders to their aid when needed... but can never quite seem to choose which side to call from. They summon *Jorah*, a powerful angel with a soft voice and a soothing touch, as well as *Primrose*, a tempting Succubus with a delightful laugh and black-leather wings. Each strives to convince Destiny to rely only on them, plying their unique talents during their Bonding Ceremonies, but Destiny remains unable—or unwilling—to make the decision.

PLEASURES

Destiny is torn between indulgence and chastity.

Seduction - DC 18. Destiny is eager to enjoy themselves, but struggles to choose between Jorah's caution and Primrose's carelessness. *A player that passes a DC 16 Persuasion or Deception check spent convincing Jorah their intentions are honorable **Seduce** Destiny at Advantage.*

Preferences. Destiny loves it all, all at once, without delay. *Destiny rolls saves to resist becoming **Desperate** at Disadvantage.*

Kinks. Destiny likes kissing, oral, tickling, and bondage. They don't like **submissive approaches**, exhibitionism, or degradation.

SAMPLE BONDED

LUVIA

Medium Outsider (Cupid), chaotic good

Battle Tactics. Luvia prefers to stay at range and shoot her opponents with her arrows, then move in close while they have Disadvantage attacking her.

APPEARANCE

Luvia is an Angel; two golden halos rotate slowly floating inches above her head. Her hair is golden and sleek, falling down over one eye, and her lips are plump. Two large, white feather wings spread from her shoulders... though mostly decorative. Her bright eyes glow with her smile, which she turns unerringly on pairs—eligible partners which might come to be.

PERSONALITY

Luvia is fun-loving and sweet, fond of humming to herself as she walks or as she works. She does have a tendency to stick her nose in where it doesn't belong, though—in quarrels, debates and even matters of love. As a *Cupid* Luvia is heaven-bent on making pairs between whomever she might come across... and however well they might be matched!

IDEAL BONDING CEREMONY

When it comes to spending her downtime and being properly cared for, Luvia loves people-watching best. Her ideal ceremony might involve a cup of tea, a shaded seat, and a trickle of people meandering by... complete with lively discussion about who might be matched with whom.

BARKRIPPER

Medium Beast (Fey), chaotic neutral

Battle Tactics. Barkripper likes to get into the action. Fiercely protective, she willingly steps in the way of danger.

APPEARANCE

Barkripper is a one-eyed bear with a deep scar through one, trailing down to the edge of her mouth. Mostly black of fur, small tufts and streaks of white hint at old wounds. Those who know animals will be able to recognize her as not just old, but ancient—and yet she moves with all the speed and strength of a powerful youth. Her one eye gives her a mean glare.

PERSONALITY

Undeniably intimidating, Barkripper's growl is just as bad as her bite. Behind those rippling muscles and dense fur is a good heart, but those who aren't her Beckoner will have difficulty making it past her risen hackles... and the Beckoner has their own issues as well. Barkripper cares deeply for all forest creatures, and a potential ally will have to do some footwork convincing her they share the same care.

IDEAL BONDING CEREMONY

There are those who don't see the creatures of the forest as anything other than food; Barkripper delights in taking the meals out of these hunters' mouths. An excellent way to entertain Barkripper—and to convince her one shares her perspectives—is to travel small forest paths, disabling traps hunters have set.

FUMUS

Medium Elemental (Fire), chaotic evil

Battle Tactics. Fumus likes to lure enemies into melee range... then surprise them with a *Fireball* dropped right at his feet!

APPEARANCE

At first glance just a humanoid torrent of flame, Fumus is in fact a living embodiment of his home: a Fire Elemental. Mostly yellow with flickers of red at his edges and a blue-hot core where a mortal's heart might be. A close enough stare might suggest darker spots for eyes or even a mouth... though these change and shift by the second, impossible to tell if it's heat-warped air tricking the eye.

PERSONALITY

Fumus can be off-putting... and not just because of his unnatural shape. He has a craving for destruction; though he appreciates this world for what it is, he thinks it would all be more beautiful in flames. A Beckoner must be careful not to let him out of sight for long, for the pouring black smoke of incineration fills Fumus' heart with the purest glee.

IDEAL BONDING CEREMONY

Bonding Ceremonies with Fumus are bound to be a push-and-pull. What he finds relaxing are to see things go up in smoke—but his interest soon wanes if presented with the same firestarting material. To keep his interest and his fealty, more interesting, more precious and more expensive items will need to be fed to his flame.

HOPPER

Medium Aberration (Ooze), true neutral

Battle Tactics. Hopper likes to make use of their near-transparency to fool others into a sense of safety, friends and enemies both. Then they strike, playfully binding with their gooey tentacles.

APPEARANCE

Hopper's appearance is difficult to pin down, amorphous and nearly colorless as they are. Still, they do seem to alter their color slightly now and then, perhaps with their mood—and the gentle flail of their tentacle-like pseudopods becomes aggravated when danger rears its ugly head.

PERSONALITY

A constantly-shifting batch of ooze or slime might not suggest a fun-loving personality... but indeed, that's what Hopper brings to the table. When those Hopper travels with come to understand how to read them, mortals find the blob of goo both excitable and curious. If one can get past the sudden surprise of being gently probed or even drawn into Hopper's body, one might find a friendly and charming individual in a strange form.

IDEAL BONDING CEREMONY

The best Bonding Ceremony for Hopper is any which indulge their curiosity. New foods, new sights, new smells or even new dank, dripping caves—so long as Hopper's Beckoner is willing to explain in detail, the Ooze is fascinated and excited to spend their time just like that.

BECKONERS AND CONSENT

Check with your fellow players before you use this content in your game. Be sure you have their enthusiastic consent, and be open to downplaying objectionable parts—or playing something else. There will be other opportunities.

ENDING THOUGHTS

Everything you've read so far has been developed with the intent of suiting fun, consensual and erotic roleplay at an interested table. It's not perfectly polished; it's not necessarily balanced in all situations; it's most certainly not officially approved. Nonetheless, it's my hope you'll enjoy playing with it! If you do, or if you don't, I welcome your feedback, your recommendations and your patronage.

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CHANGELOG

This is a living document. When changes are made, you can update your edition by visiting the [Patreon](#).

- 1.0 - 11/29/21
 - Initial release
- 1.1 - 1/3/23
 - Update to match core rulebook re-release
 - Addition of commissioned image
 - Some minor rules changes

CREDITS

- Cover
 - Satan Summoning His Legions** by Thomas Lawrence
 - A public domain artwork.*
- Page 4 illustration (succubus in circle) by [@TriggerPigArt](#)

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