

# EROTIC NPCs

*20 SENSUALLY ILLUSTRATED CHARACTERS*

*DESIGNED FOR EROTIC ROLEPLAY*

FROM THE  
ROLLING FOR SEDUCTION  
SUITE

**18+**

The barmaid winks, dipping low as she slips the gold into her generous cleavage. She flounces away with a swish of her hips, attracting the attention of the nearby blacksmith: he sweats as he tries to muscle his opponent's arm to the table, his upper half bare and bulging. Behind the bar the smirking bartender assembles a complicated drink with quick flicks of his wrist, impeccable in his suit, and hands it to the scarred woman who downs it without a second thought. She scans the crowd with a hand on her mace, cracking her knuckles, skin like bronzed armor behind her furs. Ephemeral, a hand brushes yours... and that slender figure slips through the crowd to pause for a moment at the stairs, blinking long eyelashes at you, a secretive smile on that Elfin face before it disappears up towards the private rooms...

**I**N AN EROTIC WORLD, OF COURSE THERE must be people going about, living their lives day by day. No adventuring party is an island: even on their adventures the party might meet competition, knowledgeable locals, or even hire some help. In the space between adventures, the party might order drinks from the barman, might speak to the local clergy, might sell items to the cunning thieves' fence. And what of the peasants they pass on the street, or the merchants on the road?

Each of these characters has the potential to bring something fun and exciting to the game. Each of these characters has the potential to be erotic.

## WHAT'S AN EROTIC NPC?

The first question, then, is this: *what differentiates an **erotic** character from a **normal** one?* I think it's a matter of purpose. When a DM describes a group of characters in the tavern, they're essentially giving their players a number of *hooks*, opportunities to roleplay their characters or advance their goals through them. In the snippet above, perhaps a Fighter might be tempted to lock arms with the blacksmith. Perhaps a Rogue might want to slip over to the barman. Perhaps a Barbarian might seek a kindred spirit in the muscled woman drinking.

Of course, you might have players with more amorous intentions. What if the Sorcerer followed the Elf up to the rooms? What then? In an average game, you might fade to black, or imply something, or uncomfortably move on. But in an adult game, we can play it out. We can see what happens. And we knew we could: that's why we described the NPCs in the snippet the way we did! We gave the players *hooks* of a sexual nature, that they can choose to follow up on... or not.

That's our definition, then: **characters who provide an erotic, optional hook for the players.**

## WHY EROTIC NPCs?

The next question, then, follows: **why play erotic NPCs?** I think the answer differs from player to player, from game master to game master. Maybe you've thought up a villain who uses their sexuality as a weapon, and you want to try to ensnare your players. Maybe the party has stepped into a town gripped by a hyper-sexualized curse. Maybe you want to depict an amorous potential paramour... or maybe you just want to have some fun!

## WHY NPCs?

Just one question left: why NPCs at all? There's an argument to be made that the GM should just let their players play with each other, and the GM should mostly be there to steer the game in between. If that works for your table, congratulations! But if that's the case, why did you buy this booklet?

I think most GMs will agree that their players are much more comfortable roleplaying with the world the GM creates. Creating a believable, immersive world requires a tremendous amount of work, but the result is priceless: it allows your players to fully sink into their characters and do all the things they wouldn't normally be able to. NPCs are a huge component of your world. Without them, it would be empty indeed. And your NPCs are going to be the ones convincing your players it's not just OK to play an erotic game—it's encouraged!

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# PLAYING EROTIC NPCs

Well, now you've got an NPC or two in your back pocket—maybe you've made them up yourself or maybe you're taking a couple from the next chapter. You've picked them out, sure... but what now?

You'd better set up an introduction.

## THE FIRST MEETING

Before we talk about anything else, before we go into any of the nitty-gritty, let me say this first:

**Don't let your players sleep with the NPC on their first meeting.**

I know: controversial. It'll probably frustrate your players a bit, sure. If the bard says "I head to the bar and sleep with the first barmaid I see," or the Paladin says "I get my rocks off in the church," there's no harm in that: a few words about how it goes, then move on.

But there's a reason players go delving into dungeons for treasure: the journey is the best part. If the treasure was on their doorstep, if they didn't have to try for it, then there'd be no point! And the game would be far less fun. By the same token, fulfilling and compelling NPC romances—and sexual encounters—should be something that take a little effort on their part.

There are a lot of reasons why—due to no fault of your players'—a first impression might not lead to an immediate rendezvous. You can make up your own, or you can roll on this table:

### THE NPC ISN'T YET WILLING TO SLEEP WITH YOU BECAUSE...

d20	Reason
1	...a body ailment of theirs causes discomfort.
2	...this isn't the right time.
3	...they're inexperienced and thus, cautious.
4	...their initial impression of the player is bad.
5	...they want more shared intimacy with the player.
6	...they need the player to be okay with a certain kink.
7	...an existing lover complicates matters.
8	...they have high standards the player doesn't yet meet.
9	...they're self-conscious about their body.
10	...past trauma makes them hesitant.
11	...they haven't enjoyed the sex they've had.
12	...they're chaste by choice.
13	...they're hiding a secret kink.
14	...this isn't the right place.
15	...they're chaste, but not by choice.
16	...they want a commitment from the player.
17	...their culture demands a ritual of courtship first.
18	...they have a self-imposed rule, such as "best me first."
19	...their family needs to accept the player first.
20	...they're dealing with a wicked curse.

These, of course, are purposefully surmountable issues: a player could rise to meet the NPC's high standards, or could ignite the fires in a frigid NPC.

Give your players a goal to work for with romance as the reward and then they'll be thinking about it on their next adventure, maybe even deep inside the dragon's den!

You don't have to get too fancy if you don't want to, either—it might be enough, depending on your group, to describe a lovely NPC as they turn the corner, give a few lingering glances, then disappear. Perhaps your players will open an investigation as to their identity; perhaps the desire will grow ever stronger.

## PUSH AND PULL

You know your players best, but I find the most effective way to pique a player's romantic interest—and make the conclusion all the sweeter—is to establish a pattern of "push" and "pull." Let's take an example: the Rogue wants to seduce the local princess. There are some obvious obstacles we can imagine in this situation. Let's pick the obvious one: the Rogue isn't of noble blood. We can refine this down into a goal:

**The princess won't openly be lovers with anyone her father the king doesn't approve of—and he only approves of noble partners.**

Straight away, this gives us a lot of options.

- *Won't openly be lovers*: the Rogue could evade the guards and slip into her bedroom at night.
- *Won't be lovers*: the Rogue could begin as a friend and find opportunities to become more.
- *Only approved partners*: the Rogue could alter their appearance to match a potential beau.
- *Her father must approve*: the Rogue could cozy up to the king and win him over with charm.
- *Only noble partners*: the Rogue could forge a document showing a noble lineage.

This is just a very small list of potential options. Can you think of some more? I bet if you put that in front of your players, they could come up with some hare-brained schemes that you could never imagine in a million years. Some of them might even be good!

### NEVER SAY "NO"\*

It's easy to come up with reasons why a player might not be able to win the heart of a given NPC: maybe they're of noble birth so the commoner is out of luck; maybe they're gay, so the opposite gender is a no go; maybe they've got a partner they love very much; and so on, and so on. But they can fail to seduce the king at any other table.

I strongly recommend you adopt a policy of "yes, but..." in regards to your NPCs. Never use an insurmountable obstacle; instead, use one that can be overcome. They're gay, but bi-curious. They're married, but not happily (or maybe they're open to a third). They're of noble birth, but they *really* want to piss off their parents.

Of course, this was all "push:" "No, you can't sleep with the princess because..." there's no "pull" at all, and that's no good. These obstacles add some excitement and a direction, but if they're difficult ones—especially if they take multiple sessions to overcome!—you can reasonably expect your players to lose interest in their potential partners. To avoid this you'll have to give them little enticements, little reminders of what they can stand to gain if they keep on a little longer.

Returning to our previous example with the Rogue and the princess, we can imagine some encouragement from the princess to keep the Rogue motivated. Perhaps she finds little ways to offer reminders: she lets her eyes linger, or she winks, or she fidgets and rubs her thighs. Perhaps she entices with little flashes of her skirts, or sweet words, or peeks at her body. Perhaps she even goes as far as she can without going all the way. Perhaps she reveals just how hard it is for her to wait and pens licentious messages to invigorate her partner.

There are a million ways to keep and to hold interest like this. If you feel like a player is getting frustrated—or worse, bored—you might want to tease them just a bit. That, or you can move on to the next pretty thing that might cross their path.

#### NOTE TO THE GM

Here's a neat trick to make a player feel like their effort is worth it: have the NPC working at the problem, too. Show the player a moment where the NPC they desire is, under their own effort and their own motivation, trying to make things work.

## FAILURE!

The Rogue swims the moat, scales the wall, evades the dogs... and walks right into an armored patrol. No clandestine meeting tonight, unless it's with a jail cell!

When an obstacle is put in the way of a player, they don't always manage to overcome it. When it comes to the erotic, this can be a moment of intense frustration and annoyance. You'll have to decide whether to egg them on to try again, or to gracefully let it go. If you don't think they're too dismayed, and you think they'll enjoy giving it another shot, be sure to give them another "pull." The princess sends a coded letter, perhaps, with instructions for how to evade the patrols... or a place and time to meet her outside the castle walls.

You can also try to change the problem. Maybe the princess is now allowed clandestine meetings—but only with a list of people that excludes the Rogue. Now, perhaps a disguise would be better!

## SUCCESS!

Whew! Over the walls, through the corridors, et cetera. Now the Rogue is in the princess' chambers and there's nothing to stop them sealing the deal. What next?

Well, they seal the deal, of course.

Every table's going to have a different level of comfort with how detailed things can get. If you're in this deep you should already have an idea of what your players prefer: if you don't, you'd better ask!

It's beyond the scope of this book to tell you exactly how to describe, or roleplay, the consummation in the princess' quarters. Play with it, have fun with it, and when you feel like you've found a natural finish, move on. Let the player(s) bask in the moment for a bit, and then come back to them with the aftermath.

## AFTERMATH

Well, they've gone and done it. So we're done, right? Nothing more to talk about? Well, not quite. You want the Rogue to come back to the princess sometime, right? That means you need another push, and you need another pull.

Roll on that big old table on the last page, or make up your own new obstacle—set of obstacles?—for your player(s) to overcome. The Rogue has slept with the princess, sure, but if they want to do it again they'll have to face the head of her personal guard who's beginning to cotton on. Or maybe the princess is being married off to a prince in a foreign land by her unwitting father!

Once again, we're not demanding a player act on the hook we're presenting them. What did we say? **Characters who provide an erotic, optional hook for the players.** Maybe the princess was just fine, but not memorable; maybe the hike into the castle was too fraught; maybe now that the goal has been reached, it's time to look for a new mountain to climb. If your player is satisfied with the encounter and doesn't see the need for another one, then you've done your job! Pat yourself on the back and make sure the other players get some attention too.

But that's why we give them another hook: on the off chance the princess captured the Rogue's heart, there should be an opportunity to go back, and an obstacle to overcome. They know they can do it again, it's just a matter of when!

#### NEXT TIME...

Want your players to come back for a second round? One foolproof method is to promise them a kink they didn't get to indulge in the first time. Have the princess blow a kiss and promise: next rendezvous, I'll let you do that thing you like.

# SAMPLE EROTIC NPCs

What follows is a set of NPCs written in loving detail, and rendered in digital art—some characters to slip into appropriate moments and scenes. They're organized below by their expressed gender and the type of kinks they play into: maybe just by looking at the list you can identify a couple that catch your fancy... and maybe more importantly, catch your players' fancies!

## READING THESE NPCs

A heck of a lot of descriptive information has been distilled into each of these NPC pages. So how do you go about reading it? Let's break down the individual parts.

### PICTURE

Each of these NPCs has been rendered in digital art begun with an AI base and then finished with extensive digital editing and enhancing. They can be used to show to your players to give them an idea of who they're talking to—but be careful not to show them any of the rest!

### DESCRIPTIVE SNIPPETS

Each NPC is accompanied by a set of expository descriptions, intended to give you a list of short, pre-written bits you can read aloud to provide your players with some visual detail. You can pick and choose which lines to use, and which to save for later (or omit entirely) to shape the image your players receive. Some descriptions are standard: you can expect to see a *Body* tab which should give a general understanding of the NPC's body beneath their clothes, which get their own *Clothes* tab. After that it's free game: visual elements that stand out on the NPC's body like their legs or their chest might get a mention, and a few of the kinks they play into might also get their own descriptions so you can turn your player's minds to the erotic.

### CHARACTER SHEETS

**Stats and saves.** A simplified character sheet is also provided for these NPCs, something you should be able to reference and pick from at a glance. They've got no combat information; they aren't intended to be used in combat, though of course there's nothing stopping you! All these NPCs have stats near what would be expected for an 8th-level PC with a Proficiency Bonus of +3: if your party is much higher or much lower, you might want to reduce or increase the bonus accordingly.

**Potential meetings.** Here are a suggested list of places, circumstances and scenarios in which the players might come into contact with each NPC.

These aren't the only places they might be—but hopefully they give you an idea or two.

**Description.** Another set of descriptive elements follows the stats and saves, but these are intended to be read by the GM and not by the players: they're short lists of things that you can expand upon when you describe the NPC to your players.

**Utility.** Inside the next section you'll find how the NPC might interact with the players: will they be a positive force? A potentially negative one? Some NPCs might offer your group unique buffs and opportunities, while others might pose complex difficulties the group might have to deal with.

**Pleasures.** Last is the most intimate part of the character—what kind of intimacies they prefer! Each NPC has a way into their bed, a method of **Seduction** that's most likely to work, or least likely. Some NPCs prefer strong come-ons using **Domination**, others softer approaches with **Submission**, and still others the simple romance of **Sensuality**. An NPC noted **Submission** or **Disadvantage**, for example, makes the player roll to **Seduce** at Disadvantage when they're not using the **Submission** skill.



Illustration from *Monsieur Paulette et ses épouses* by Louis Malteste

Each NPC also has preferences as to how they're treated under the sheets: if a player discovers these secrets they might end up as more than just a notch on the NPC's bedpost. Remember not to reveal this section to your players! If they know all the tricks, the mystery fades—and the encounter is much less memorable. Hint at it, give information gained by skillful inquiry, and then properly reward a player who figures out the right moves.

Finally, a laundry list of the NPC's personal kinks and turn-offs: these are available for your players to intuit, to accidentally stumble upon... or to be told of! Utilizing a kink might make an NPC struggle to resist **orgasm**, but a turn-off might spell the end of a romantic encounter.

## INVOLVING THESE NPCs

Now that you know how to read each of these NPCs' character sheets, you can start thinking about how to bring one (or more!) of them into your game. You can read through each one and pick the ones you like, or I have a couple of suggestions for a more streamlined process:

- **Read the kinks.** Do you know what you like? Do you know what your players do? I sure hope so. You can glance through the table below and see what matches up where—and pick what sounds most exciting!
- **Ask your players.** Show the NPCs to your players, or at least let them read the table and check out their portraits. Is there an NPC they all want? Is there a player you're looking to reward or tempt?

- **Create some tension.** The best NPCs pose some interesting questions, and act as foils or opposites to your players. When you look at the NPCs, can you spot some who would divide the players between loving and hating them? Agreeing and disagreeing with them? As long as they don't disgust anyone, a little hate and a lot of love makes for some great tension.
- **Roll for it!** Sometimes simple is best. Got a moment you know you need one of these NPCs for? Just roll a d20 and see how it falls!

## ADAPTING THESE NPCs

I get it—not every NPC fits every occasion. And more than that, not every NPC suits every set of tastes! If you the full picture of an NPC doesn't appeal, but you feel like the foundation is a good one, don't hesitate to make some changes! I encourage you to swap around kinks and turn-offs to please your players, and to enhance parts of the NPCs you think they'll like. Just be sure to consider your own preferences, too—it's no good if you force yourself to make some NPCs that turn your stomach!

### WHY ISN'T THERE...?

You may notice some remarkable absences in the following NPCs, some body types, some roles or some kinks that are notably lacking. I've done my best to provide a group that's got a lot to offer, but it wasn't possible with only 25 to represent all I'd like to. If something you wanted isn't present here, I encourage you to adapt one of these NPCs if possible and if not, create it using the tools from the previous chapters! If you create something you're proud of, you're always welcome to come by the [Patreon](#) and share it!

d20	Name	Gender	Sexual skills	Kinks
1	<u>Sable Darkheel</u>	F	<b>Domination</b>	Domination, orgasm denial, trampling, disdain
2	<u>Lillium Graceweaver</u>	M	<b>Submission</b>	Submission, free use, depththroat, spanking
3	<u>Alliwyn Steele</u>	F	<b>Domination</b>	Domination, neglect, shaming, ruined orgasms
4	<u>Rose Onetusk</u>	F	<b>Submission</b>	Romance, kissing, naivete, embarrassment
5	<u>Vicarious</u>	M	<b>Domination</b>	Teasing, bondage, clothing, touch
6	<u>Grom Stoneheart</u>	M	<b>Sensuality</b>	Size diff., cuddling, gentleness, commitment
7	<u>Moxx Firestarter</u>	F	<b>Sensuality</b>	Performance, exhibitionism, hidden toys, flirting
8	<u>Kali Briarheart</u>	NB	<b>Dom., Sub.</b>	Marking, nature, biting, primal
9	<u>Marianne du Gramont</u>	F	<b>Submission</b>	Bimbofication, gullibility, dress-up, unaware
10	<u>Aurora Moonstone</u>	F	<b>Submission</b>	Emotionless, transaction, outdoors, gangbang
11	<u>Alecto Burntbark</u>	F	<b>Sensuality</b>	Transaction, gambling, edging, financial dom.
12	<u>Gloria Celes</u>	F	<b>Sensuality</b>	Cheating, mothering, lactation, weight
13	<u>Justus Lamonte</u>	M	<b>Domination</b>	Rough, drinking, humiliation, ownership
14	<u>Gabriel Goldwing</u>	M	<b>Domination</b>	Protective, praise, DDLG, softdom
15	<u>Len Spiritcaller</u>	NB	N/A	Emotionless, distracted, free use, casual
16	<u>Moirra Steelshield</u>	F	<b>Domination</b>	Muscles, wrestling, competition, exhaustion
17	<u>Diego the Pious</u>	M	<b>Domination</b>	Religion, BDSM, wax, small dom
18	<u>Marco de León</u>	M	<b>Dom., Sub.</b>	Switch, wrestling, muscles, groping
19	<u>Pippa Swiftwind</u>	F	<b>Sensuality</b>	Stealth sex, magic, innuendo, pranks
20	<u>Lucius Nightshade</u>	M	<b>Domination</b>	Orgasm denial, magic, mindlessness, desperation

# SABLE DARKHEEL

Domination – Orgasm denial – Trampling – Disdain



Sable Darkheel by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...she twists her red lips in a grimacing frown, her eyes flashing...
Breasts	...her shapely leather brassiere holds her so tightly that two peaks poke through the fabric...
Ass	...the sway of her hips is accentuated by the high heels she wears, which push her backside into two firm globes...
Thighs	...dark purple skin slips down into those black, shiny leather boots, both legs slender but strong...
Clothing	...the black leather gear she wears squeezes her tight, contrasted by her dark purple flesh...
Domination	...Sable raises her head to look down her nose at you, flicking her white hair carelessly back...
Orgasm denial	..."Until I get what I want..." she traces a sharp fingernail in a slow circle: "why should you?"
Trampling	...she stamps a foot down hard, twisting her heel, grinding the sharp stiletto into the ground...
Disdain	...she curls her lips with a sneer, narrowing her eyes like she's looking at rotting garbage...

# SABLE DARKHEEL

Medium female Dark Elf, chaotic evil

Ranger 8

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

**Saving Throws** Strength +8, Constitution +6

**Skills** Acrobatics +5, **Domination** +2, Stealth +8

**Potential meetings.** Alone in a dark cave. Sitting behind the desk of a shady business. Disciplining a servant in the open. Marking the players for death.

## DESCRIPTION

**Face.** Sharp cheekbones. Yellow eyes with red eyeshadow. Ruby red lipstick. Pointy Elven ears and long, luxurious white hair.

**Body.** Voluptuous-figured: medium breasts, medium but very shapely rear. Soft stomach without tone, toned legs.

**Clothing.** Black, shiny leather garments. Bikini top and sleeves connected to black choker. Halters and strings connecting a waist jacket to tiny black, leather shorts. Long leather stiletto boots that reach just past her knees.

**Items.** Long, sharp knives at her belt and in her hands. A necklace with a glowing red stone nestled between her cleavage.

**Personality.** Unpleasant, cold and prickly. She's dismissive if not hateful of everyone and doesn't mind showing it. Fondly disdainful towards those who've shown her proper obedience.

**Habits.** Sharpens her knives and tosses them idly. Sits with her feet up on whatever surface is in front of her.

## UTILITY

**Black Hand marks.** Sable knows the names of those who have been marked for death. If the party is willing to dirty their hands she'll point them towards otherwise ordinary townfolk: 50GP if they turn up dead, 100 if they "disappear."

**Kiss of Death.** Sable sells toxins from the places deep below the earth. For 20GP a player can buy a single-use poison that can be applied to their slashing or piercing weapon: a successful hit with that weapon allows the player to roll Intimidation or Domination at Advantage against the creature they damage. The toxin wears off after one hit.

## PLEASURES

Sable doesn't take many to her bed, but those who accompany her keep quiet about their experiences—except to loudly sing her praises.

**Seduction — DC 16 (Submission or Disadvantage).** Sable is a difficult mistress to approach, but not impossible. A player who makes a public display of their obedience or subservience to Sable rolls to **Seduce** her at Advantage.

**Preferences.** Sable rarely indulges her servants with pleasure of their own before they please her fully—if she indulges them at all. It's gift enough, she thinks, to be allowed to pleasure her at all. Sable rolls to resist **Arousal** at Advantage if she hasn't yet **orgasmed**.

**Kinks.** Sable likes subservient partners and enjoys chastising them, ordering them around and stepping on them. She doesn't like exhibitionism, giving oral, or sexual positions when she's on the bottom.

# LILLIUM GRACEWEAVER

Submission - Free use - Deepthroat - Spanking



Lillium Graceweaver by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...he blinks thickly-lashed eyes, smiling with those plush, soft lips...
Hands	...he gently squeezes his staff, long, slender fingers wrapping one by one around the haft...
Ass	...he bends and those robes lay comfortably against his lower back and a surprisingly large, soft pair of wobbling cheeks...
Thighs	...his robes bunch between his legs, revealing milky-white legs...
Clothing	...the white robes of his station sit on him naturally, cloaking his figure until he bends, or stretches, or arches his back...
Submission	...he drops his eyes meekly, shifting left and right as he fidgets with a hand bunching his robes...
Free use	..."It's my honor to be of use," he intones breathily. "The gods want nothing less than for me to give all I have..."
Deepthroat	...he tips the tankard back and swallows, eyes closed. He looks up when it's finished with a set of rosy, embarrassed cheeks...
Spanking	...he bites his plump, pink lip and jumps a little as the blow hits. He watches the brawl and breathes out a shivering sigh...

# LILLIUM GRACEWEAVER

Medium male Half-Elf, lawful good

Cleric 8

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	15 (+2)	8 (-1)	20 (+5)	14 (+2)

**Saving Throws** Wisdom +5, Charisma +8

**Skills** Insight +8, Medicine +3, Submission +5

**Potential meetings.** Praying in a cloistered church. Laying hands on the wounded. Replenishing an adventuring party's strength.

## DESCRIPTION

**Face.** Soft, slender features. Blue sparkling eyes. Pouty, thick pink lips. Half-pointed ears and gorgeous, shoulder-length golden hair.

**Body.** Soft, pink skin. Slim-chested but wide-hipped. Thick thighs with no gap. Full, pert backside.

**Clothing.** White, hooded robes with golden filigree. Underneath, small tight boyshorts that double as underwear.

**Items.** A holy staff of white marble bearing a figurehead showing a woman kneeling, face upturned and mouth open.

**Personality.** Quiet and meek but warm to his friends and those kind to him. Silent when disappointed or disapproving, merely stares reproachfully.

**Habits.** Holds his staff behind his back hooked in his elbows, unintentionally pressing the fabric of his robes to his lower back.

## UTILITY

**Relief work.** Lillium is passionate about providing succor to those who need it: some require healing, others comfort, and still others a kind of release. The church he attends will gladly pay 10GP for every penitent helped, or 30GP for those with less conventional requests.

**Deep healing.** His touch feels like magic—and in truth, it is. Every time Lillium **Stimulates** another creature, they heal 1d8+8 HP.

## PLEASURES

Lillium is matter-of-fact about sexuality: to his way of thinking, meeting sensual needs is an important role the members of the cloth can play.

**Seduction — DC 14 (Sensuality at Disadvantage).** Lillium is happy to indulge someone who begs for his touch—or matter-of-factly takes it. A romantic approach, however, is likely to be met with failure. A player with visible needs, or visible wounds, rolls to **Seduce** him at Advantage.

**Preferences.** Lillium is pleased to be of service, but shows much less interest in his own satisfaction. As it happens, being used in the right way is satisfying enough for him. When their partner **orgasms**, Lillium rolls to resist **orgasm** at Disadvantage.

**Kinks.** Lillium likes all lovers, though he prefers dominant ones. He likes free use, deepthroating, and spanking. He doesn't like frothing, being on top, or exhibitionism.

# ALLIWYN STEELE

Domination - Neglect - Shaming - Ruined orgasms



Alliwyn Steele by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...she watches with those smoky blue eyes, her slender cheekbones moving as her pouty lips purse in a smirk...
Breasts	...she adjusts the leather top of her outfit, squishing her medium breasts back in place...
Ass	...her hips sway as she stalks down the street, her tight rear on full display where the leather leotard dips between her cheeks...
Legs	...her toned legs flex as she expertly scales the side of the building, fitting her boots into small cracks in the brickwork...
Clothing	...she brushes back the furred edge of her hood and pats down the rest of her little leather number: a rich blue, the garment gives a peek at her cleavage and then dips between her thighs like a leotard, flat over her toned stomach...
Domination	...she flutters that fan in front of her face: it's impossible to see her expression, but those eyes stare with a kind of amused disappointment...
Neglect	..."Oh," she mutters with clear disinterest in her voice. "Were you talking? I stopped caring..."
Shaming	...her eyebrows quirk and she isn't fast enough to hide her pitying smile behind her fan. "Really?" she breathes. "Pathetic..."

# ALLIWYN STEELE

Medium female Elf, chaotic evil

Rogue 8

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	14 (+2)	14 (+2)	12 (+1)	16 (+3)

**Saving Throws** Dexterity +8, Intelligence +6

**Skills** Deception +5, **Domination** +6, Sleight of Hand +8, Stealth +8

**Potential meetings.** Relaxing in a tavern or a hookah bar. Lifting something from pockets in front of (or belonging to) the party. Searching for a group to pull a heist.

## DESCRIPTION

**Face.** Piercing, calm blue eyes with impeccable eyeshadow and eyebrows. Pointy Elven ears and deep blue hair. Pouty lips.

**Body.** Slender, toned build. Medium breasts and shapely hips. Long, athletic legs and a toned stomach.

**Clothing.** Expensive leather garments, hand-stitched and cut. Skimpy attire revealing her toned figure. Blue leather reveals her cleavage and the entirety of her legs, down to leather boots.

**Items.** A peacock-feather design, metal fan. It's sharpened and weighted to be thrown or to provide a deadly cut.

**Personality.** She appears kind and friendly on the surface, but holds no true allegiance to anyone but herself. She'll turn her back on anyone at any time, and tires quickly of listening to anyone talk about anything but her.

**Habits.** Tests her pickpocketing skills frequently on unsuspecting passerby. She stays up late bar-hopping and enjoys smoking hookah.

## UTILITY

**Break-in specialist.** Alliwyn knows all the safehouses in town... and has drawn napkin diagrams of how to break into each one. She might scope the players out as a potential heist group, though they'll have to be careful she doesn't leave them in the vault!

## PLEASURES

Alliwyn's favorite type of partner is one who's stupid enough to do whatever she says, but she tends not to say it out loud.

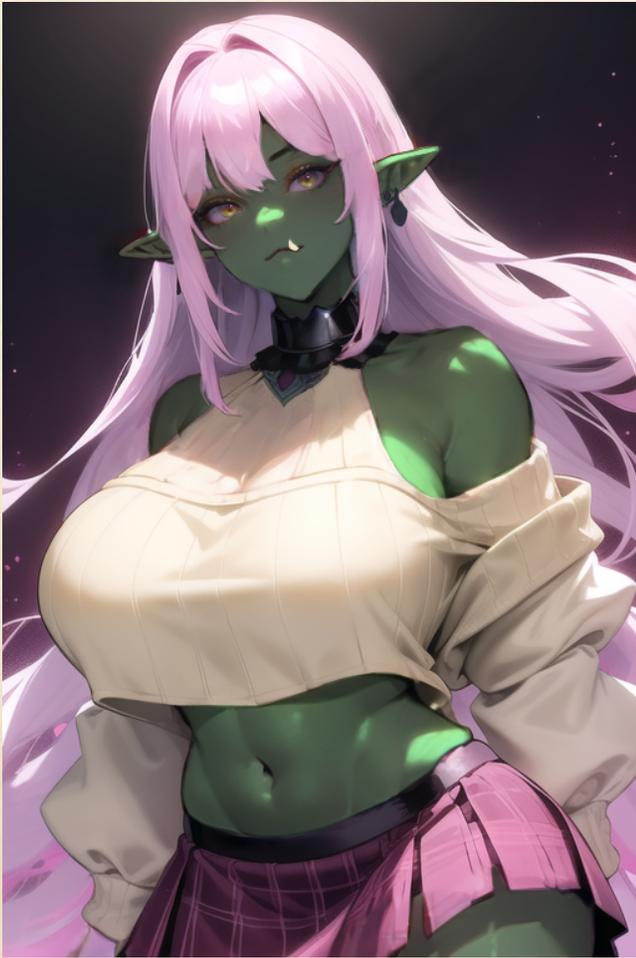
**Seduction — DC 12 (Submission or Disadvantage).** Alliwyn doesn't mind a fling: it doesn't mean much to her. A longer-term relationship, however, requires mutual trust... and that is difficult to come by for her. A potential paramour with dirt on her—that they convince her they won't use—rolls to **Seduce** her at Advantage.

**Preferences.** Alliwyn's own pleasure is, in her mind, the most important part of any sexual encounter. She expects her partners to slavishly work at pleasing her... and she doesn't spare a thought for their own enjoyment, even to notice them. If a player ever makes a **Sexual Skill** check below 10 during an encounter with Alliwyn, she shames them brutally: until their next Long Rest, they roll **Sexual Skill** checks at Disadvantage. If a partner fails to reach their own finish during an encounter, however, she'll start to finish them—then stop at the very best part: "better luck next time."

**Kinks.** Alliwyn enjoys ordering around her partners, chastising and demeaning their sexual skills. She prefers positions where she's on top, and she smokes during sex. She disregards her partners during sex, as if they're merely a tool for her. She doesn't like exhibitionism, giving sexually, or pushy partners.

# ROSE ONETUSK

Romance - Kissing - Naivete - Embarrassment



Rose Onetusk by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...she flicks her eyes downward, hiding her blushing cheeks and single white, sharp tusk...
Body	...Rose reaches for the top shelf, easily plucking the heavy box of books from nine feet up...
Breasts	...as she reaches, her sweater pulls away from her muscled stomach, carried aloft by those large, heavy orbs...
Clothing	...the purple pleated skirt drapes as she sits to read: the sweater draped over her large chest, from this angle, almost looks modest...
Romance	...Rose sighs longingly. "To find my prince amidst pure white flowers," she breathes...
Kissing	...she stares, wide-eyed at the illustration depicting a knight's kiss with his lady: "Imagine," she says under her breath...
Naivete	..."Check me out?" she tilts her head quizzically. "I'm not a book..."
Embarrassment	...she moans as she hides her face in her hands. "Don't tell anyone I was reading it, I'll do anything..."

# ROSE ONETUSK

Medium female Half-orc, lawful good

Researcher

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	18 (+4)	10 (+0)	8 (-1)

**Saving Throws** Intelligence +8, Wisdom +2

**Skills** Arcana +8, History +8, Investigation +8, **Sensuality** -1

**Potential meetings.** Deep inside a library. Out nervously gathering books or necessities. Watching romantic plays.

## DESCRIPTION

**Face.** Soft face with freckles and a single white tusk emerging from her lips. Curly, black hair in an untidy mop. A pair of overlarge glasses.

**Body.** Olive-green skin color. A strong build, muscled arms and massive thighs. Giant soft, pillowy chest and tight buttocks. Tall but for her hunched posture.

**Clothing.** Long, pleated purple skirt and pretty little shoes. A sweater that hangs over her large chest but can't quite make it to her muscled stomach.

**Items.** A book she carries everywhere, titled "A History of the Realms." The inside has been cut out to allow her to place inside it various romantic novellas.

**Personality.** Kind and thoughtful, but extremely shy and naive. Falls over herself to help whomever she thinks needs it, then retreats with apologies for her presumption. Prone to flights of fancy and optimistic daydreams.

**Habits.** Becomes deeply engrossed in her book, to the point she jumps in surprise when she's interrupted. When she reads something licentious her cheeks burn and she bites her lip with her tusk.

## UTILITY

**Lore expert.** Rose knows a great deal about otherwise difficult to research topics. For a small payment of 20GP, the players can ask her to research a specific monster, such as a Zombie: during their next encounter with that creature, the players roll Initiative at Advantage. If Rose is fond of a player, she'll offer to waive the cost in return for a long, romantic kiss she says is "for research." ???, ???

## PLEASURES

Rose has no experience, save for what she's picked up in books, but she's got a lot of dreams and a lot of expectations.

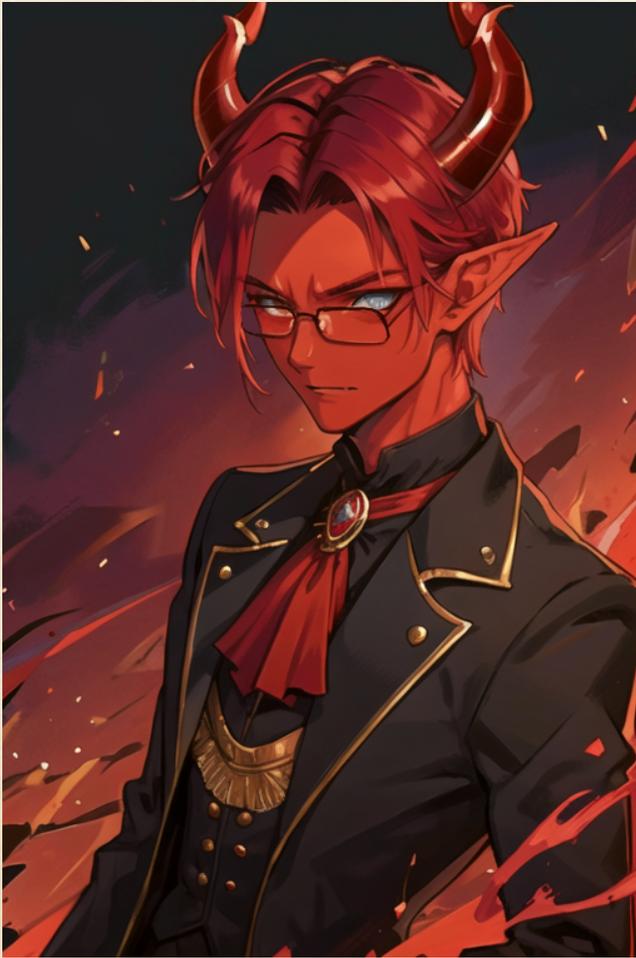
**Seduction — DC 18.** It's a difficult task to match the expectations laid from a lifetime reading the sappiest, most romantic texts she can find. An ordinary proposition is likely to leave her feeling disillusioned. A player who successfully makes a DC 16 Performance check to perform a romantic song or poem rolls to **Seduce** her at Advantage.

**Preferences.** Rose doesn't know what she likes, but is happy to learn from someone with more experience. *Rose rolls to resist orgasm at Advantage. If a player succeeds on a DC 16 Insight check during sex, this effect ends.*

**Kinks.** Rose is just discovering her kinks—but she knows she likes romance, poetry, slow lovemaking, and kissing. She doesn't like rough sex, hair pulling, raceplay, or being put in a commanding role.

## VICARIOUS

Teasing – Bondage – Clothing – Touch



Vicarious by [@Mothaccino](#)

### DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...he peers cuttingly with those green eyes, and runs a thin comb through his perfect black hair between those elegantly curving red horns...
Body	...he taps a finger slowly on his red-skinned wrist, standing easily in a model's pose. It emphasizes how tall, how lanky he is, and the way his outfit accentuates it all...
Hands	...delicate, slender fingers slide down the edges of his outfit. Long and shapely, those fingers make minute adjustments moment by moment...
Clothing	...his impeccably-fitted suit is dark and expensive-looking. White sleeves peek from the dark suit, each bearing a golden pin. The white undershirt opens to reveal the deep, red skin beneath...
Teasing	..."Perhaps," he murmurs quietly, eyes flicking over his subject as if he's mentally undressing them. "After a little costume change..."
Bondage	...he takes the tape and cinches it tight. The way he expertly takes in the fabric makes it feel like a dozen hands, gripping gently...
Touch	...long, slender red fingers with black nails slide down the collarbones, brush the neck, lightly massage the shoulders...

## VICARIOUS

Medium male Tiefling, neutral good

Tailor

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	8 (-1)	14 (+2)	12 (+1)	18 (+4)

**Saving Throws** Dexterity +6, Charisma +8

**Skills** Insight +4, Perception +2, **Sensuality** +8, Sleight of Hand +6

**Potential meetings.** Inside his tailor's shop. Fixing up a noble just in front of the royal ball. Purchasing exotic fabrics. Inviting in the poorly-dressed.

### DESCRIPTION

**Face.** Sharp angular features, piercing green eyes, perfectly styled black hair. His horns, a deep red, curl elegantly away from his head. Wears a well-kept goatee.

**Body.** Tall and lanky, skin a rich red color. His slender arms belie a wiry strength and his fingers are long and dexterous. His nails are painted black.

**Clothing.** A stylish suit that clings to his body, dark to match his coloration. Shined leather shoes and wrist cuffs, golden timepiece in his pocket.

**Items.** Pockets are filled with tailoring items and tools: measuring tape, pins and needles, sewing gear and a pair of razor-sharp scissors.

**Personality.** Charming, soft-spoken and delicate. Discerning to the point of insult: he doesn't say if he finds something unappealing, but you can read it on his face. Kind and encouraging to those he thinks need a little help to look their best.

**Habits.** Continuously flicks dust, real or imagined, from his shoulders and sleeves. His eyes rove over passerby, picking out problems or highlights of their dress.

### UTILITY

**Master Tailor.** Lorenzo is a skilled tailor, able to create bespoke garments to suit any taste or occasion. Usually his prices are exorbitant: 500GP buys a single outfit. The player with the lowest Charisma, or the worst outfit, he'll charge 100GP instead—potentially even begging them to let him improve their style. This clothing is magical: it hugs the body marvellously enough to grant +1 Charisma, but makes the wearer roll to resist **Arousal** at Disadvantage.

### PLEASURES

Vicarious is passionate about his work—which often bleeds over into passion for his clients.

**Seduction — DC 18.** Vicarious doesn't partner with just anyone: they need to have the beauty, and the force of personality, he appreciates. And some of his custom tailoring helps. A player wearing clothes made by Vicarious rolls to **Seduce** him at Advantage.

**Preferences.** Vicarious likes to touch, and he likes to explore. In his bedchambers often one or all are blindfolded to "better appreciate the form." Sometimes his clever hands wrap rope about his partners too, for the same reason. His pleasures heighten his work: Vicarious **Entices** a creature he measures, using his **Sensuality** skill. Either way, he becomes **Aroused**.

**Kinks.** Vicarious likes pleasure that's slow to build, light bondage, handjobs, fingering and clothed sex. He doesn't like rough sex, spanking, exhibitionism, or public play.

# GROM STONEHEART

Size difference – Cuddling – Gentleness – Commitment



Grom Stoneheart by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...those clear eyes peer down from his craggy brow, his mouth hidden behind his bushy white beard...
Body	...towering tall as an oak, each of his footsteps shiver the ground. The half-wrought sword in his hand is like a dagger...
Bulge	...as he bends to hammer that glowing iron, his apron shifts: behind it his slacks tent in a curious way: a tunnel running halfway down his thigh, supported by something thick and long...
Hands	...his oversized hands do delicate work: each large, rough finger holds the metal in his grip while he tip-taps the blacksmith's hammer...
Clothing	...he crouches in his large, brown slacks, his heavy leather apron folding. He uses soot-stained hands to roll up the sleeves of his white shirt, leaving yet more marks...
Size diff.	...he towers over you, blotting out the sun with his head. Surely you barely come up to his stomach. He grins tenderly, and rumbles: "hello, little one..."
Gentleness	...He lays the metal in your palm, and with his large fingers, gently closes your hand around it...

# GROM STONEHEART

Large male Giant, neutral good

Blacksmith

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	14 (+2)

**Saving Throws** Strength +11, Constitution +10

**Skills** Athletics +11, Perception +3, **Sensuality** +4

**Potential meetings.** Hammering on his anvil. Mobbed by gawking people on his way through the market. Enjoying a beautiful mountain view. Asking to look at the party's arms or armor.

## DESCRIPTION

**Face.** A chiseled jawline with a thick, well-groomed grey beard. Messy salt-and-pepper hair and warm brown eyes that peer from under his craggy brow.

**Body.** Towering more than ten feet tall. Large and broad-chested, hairy pecs peeking from his open shirt. Corded arms and calloused, rough hands scarred from burning coals, cuts and scratches. The bulge of his oversized member snakes down his leg.

**Clothing.** Simple slacks and an open white shirt stained by coal and dust. A huge leather apron that covers most of his front, including his hips and upper legs.

**Items.** Inside the apron's large pocket he carries some blacksmith's essentials: nails, a firestarter, and snacks. From his belt hangs a huge hammer.

**Personality.** Though gruff in tone, Grommash is kind and thoughtful. He isn't dumb, though his low self-confidence tells him otherwise, but more than anything he's happy to help anyone he thinks needs it.

**Habits.** When hard at work, he hums to himself: he doesn't realize other people can hear him do it, and if told he blushes dark.

## UTILITY

**Master blacksmith.** Grommash is a skilled metalworker. He can make weapons with a +1 enchantment, which he sells for market price, or he can improve existing weapons up to +2. He'll do so for free for a lover, or their companions. Otherwise, it's half the cost of the weapon, and a week of work.

## PLEASURES

Grommash is relatively inexperienced, with only a few largely negative experiences under his belt. For the right person, he could try again.

**Seduction — DC 16.** Grommash is a gentle giant, and careful. To run the chance of hurting someone with his above-average physique, he'll have to believe they're genuine—and they want him for something else than a fling. A player with more than a week of time spent with Grommash rolls to **Seduce** him at Advantage.

**Preferences.** The gentle giant can be as tough on his partner as the steel he works with, or as soft as a cloud. Only when he's fully convinced his partner can take it, then he'll bring his true might—and full length—to bear. A non-Large player with less than 16 Constitution rolls to save against **orgasm** at Advantage when with Grommash.

**Kinks.** Grommash likes cuddling, handjobs, grinding, and slow sex. He doesn't like deepthroating, painful insertions, rough sex, or anal.

# MOXX FIRESTARTER

Performance – Exhibitionism – Hidden toys – Flirting



Moxx Firestarter by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...that small face smiles a devilish grin, her purple eyes sparkling; magic is dusted all over her luxurious hair and her skin, giving it a precious sheen...
Body	...though small, she commands attention, standing in a way that juts out her hips and her chest to make it seem like her modest proportions are generous...
Breasts	...small, pert mounds peak the pretty top she wears, cleavage cut from the fabric intentionally to let the busker's tie slip between soft orbs...
Clothing	...flashy, eye-catching purple garments glitter with gold trim. Each step and flounce makes them glitter in the light, drawing attention to the slim, small body inside...
Performance	...she steps up on the bar, thrusting her mug in the air, ale sloshing. "All the world's a stage!" she happily exclaims, and tosses sparkling powder in the air that ignites in small crackling fireworks...
Hidden toys	...she holds the small capsule up to her eyes and giggles when it begins to buzz. "You'll put on such a performance," she crows, "when this little cutie is making you dance..."

# MOXX FIRESTARTER

Medium female Halfling, chaotic neutral

Alchemist 8

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	8 (-1)	18 (+4)	12 (+1)	16 (+3)

**Saving Throws** Constitution +2, Intelligence +7

**Skills** Arcana +7, Performance +6, **Sensuality** +6

**Potential meetings.** Performing on stage. Celebrating a standing ovation by getting drunk. Showcasing small tricks to children, or raunchier devices to other women.

## DESCRIPTION

**Face.** Heart-shaped face, bright eyes. Purple eyeshadow and dusted cheeks. Bright, magically-colored hair and captivating globe earrings. A dazzling smile.

**Body.** Slender and small, shapely but small-proportioned. About 4 and a half feet tall, and that's with heels.

**Clothing.** Bright, eye-catching colors on showman's clothing: a tie resting between her small cleavage, bright leggings up to her thighs. Swishing, swaying purple, green and gold fabrics.

**Items.** Exciting magical items and trinkets in her many pockets. A Bag of Tricks, a few wands, and many powders. Mechanical gadgets that move on their own.

**Personality.** Bright and bubbly, fun and quirky. Loves to be the center of attention and gets pouty when she's not. Likes to be viewed with romantic, sexual and any other kind of attraction: it means eyes are on her, and she can play the game.

**Habits.** Finds it hard to sit down and relax. If there's an opportunity to show children a magic trick, to steal the spotlight, or to dazzle with a magical bit, she takes it.

## UTILITY

**Attractive assistants.** Moxx puts on a show every night at the theater. She's always looking for ways to freshen up her performance, and loves to bring on new talent. *She'll pay a helper 50GP for a night's show—or 150GP if they can make a DC 18 Performance roll. However, she'll try to sabotage them if they have 16 or higher Charisma: she'll put them in apparel that vibrates, Stimulating them at her Sensuality as they perform.*

## PLEASURES

Moxx loves to flirt and loves to play—but when she gets serious, she prefers to do it on stage.

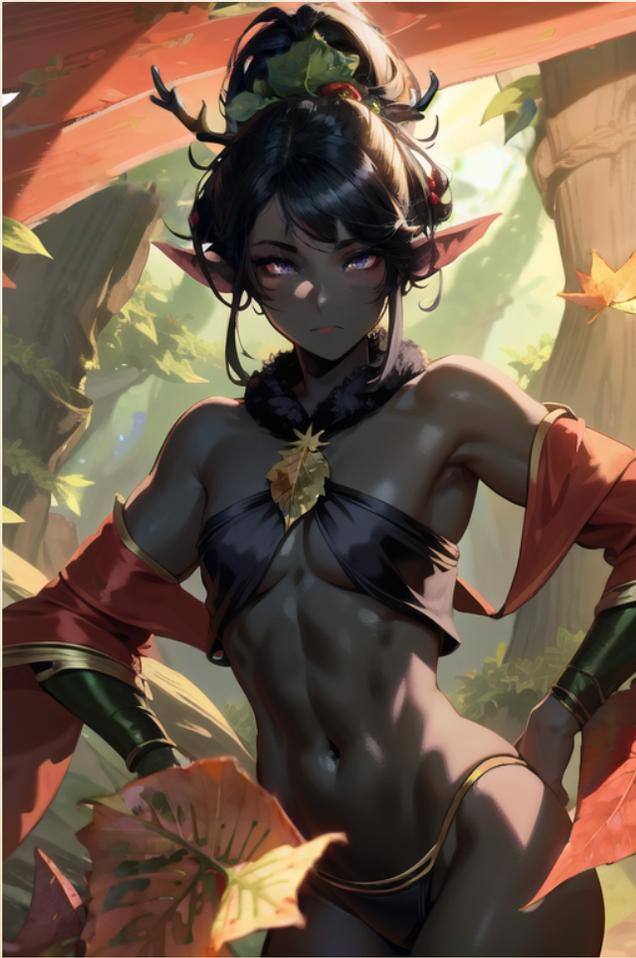
**Seduction — DC 15 (Submission at Advantage).** Moxx is easily charmed, though she prefers to be in control of the situation. Her very favorite partners are those willing to brave the spotlight with her—and strut their stuff. *A player willing to have sex on stage in front of a crowd rolls to Seduce Moxx at Advantage.*

**Preferences.** There's something about being in the eyes of others—something that stokes the fire in Moxx's breast. *While being watched by at least three people, Moxx rolls to resist Arousal and to resist orgasm at Disadvantage.*

**Kinks.** Moxx likes exhibitionism, loud sex, hidden toys and flirting. She doesn't like solo masturbation, partners who steal the spotlight, or giving without receiving.

# KALI BRIARHEART

Marking – Nature – Biting – Primal



Kali Briarheart by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...yellow, dilated eyes flick to and fro in careful observance, taking in their surroundings. A darting, startling red tongue licks their black lips...
Body	...toned, resilient flesh is on display: a slender, wiry figure with absolutely no excess fat. Their skin is deep black, and glimmers in rays of sunlight...
Stomach	...chiseled, rock-hard abs flex underneath their dark skin, veins standing out in vague relief. Scratches and faint scars glint in the light when Kali turns at just the right angle...
Clothing	...small cloths in black and red are tied tightly around their lithe form, only enough to cover the bare essentials: a black chestwrap hangs over what could be small, soft mounds or a flat plane...
Marking	...they lick their arm where the thorns caught it, bright red tongue cleaning the small cut. "Memory," they say, and their eyes glitter: "This cut for the day I met you..."
Primal	...a fire rages in those eyes. They stare in open hunger, the way a cat might observe a limping mouse, and their teeth bare with the subtle rumbling of a guttural growl...

# KALI BRIARHEART

Medium NB Elf, chaotic neutral

Druid 8

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	8 (-1)	18 (+4)	14 (+2)

**Saving Throws** Intelligence +2, Wisdom +7

**Skills** **Domination** +5, Nature +2, Perception +7, Survival +7, **Submission** +5

**Potential meetings.** Stalking through the forest. Warding an animal from a hunter's attempts. Gorging on a fresh kill. Watching from the trees, eyes glowing.

## DESCRIPTION

**Face.** Thin, hollow-cheeked face. Long pointed ears and dark, sleek hair tied up back in a large bun. Leaves and thorns bind the hair and imitate horns.

**Body.** Slender and wiry, lithe and deceptively strong. Very little fat on the frame, and dark black skin. Wide hips and a very small chest help to blur the line between male and female.

**Clothing.** Small strips of black cloth covering the most sensitive parts: two strips cup the chest, another acts as a loincloth. Leaves, thorns and bark woven in where possible.

**Items.** A thorned bow with several arrows tipped by chipped stone. A single golden leaf clasp that holds the strips of cloth at the chest.

**Personality.** Fiery and fierce, burning with quiet intensity. Rarely speaks—doesn't know much language—but bares their teeth savagely at anything that appears to threaten them. Mannerless and crude, but fiercely loyal and kind to allies.

**Habits.** Forages constantly when in the wilds: digs vegetables from the ground, berries from bushes, and whatever else that can be found. Chips and sharpens stone points on weapons.

## UTILITY

**The secret ways.** Kali knows passages through the wilds that no one else does. Kali knows how to be safe from beasts' teeth and claws: these are things Kali might share... for the right group. *If the players are respectful of the wilds, Kali may appear just in front of them now and then, guiding them along a secret path. If they're disrespectful, Kali might instead try to lead them astray. While following Kali, players make Survival checks at Advantage.*

## PLEASURES

Kali knows all beasts in the wilds have a rut. Kali is no different.

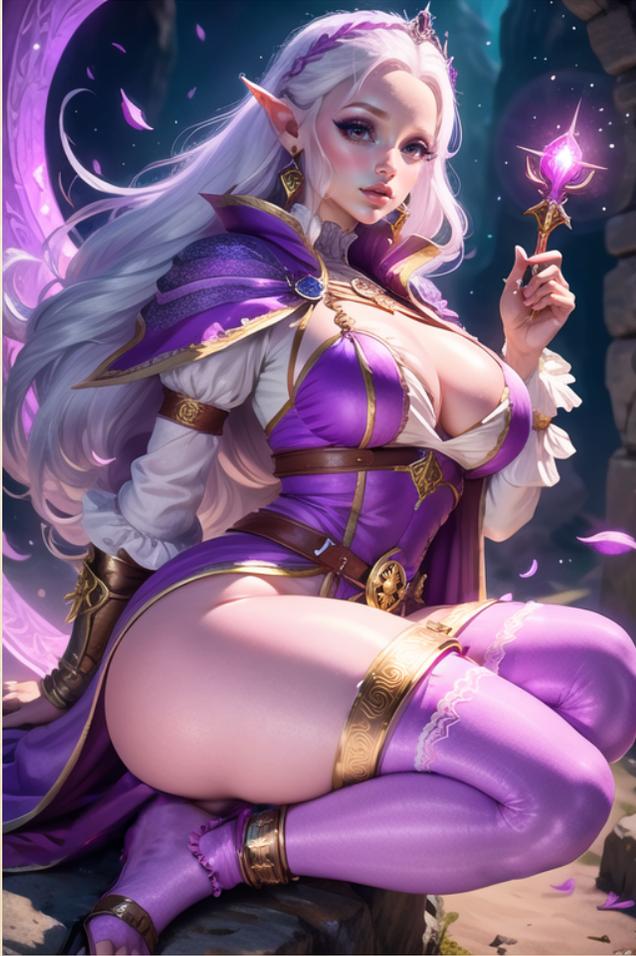
**Seduction — DC 14 (Sensuality at Disadvantage).** Kali considers mating an undeniable fact of life—a fun and invigorating fact. They don't really understand the song-and-dance that some cultures attach to it: if someone wants something, they should try and take it. *A player that uses their words to Seduce Kali does so at Disadvantage.*

**Preferences.** All of Kali's desires are primal: everything they know has been modeled by the beasts of the wilds, from their snapping jaws to their rough play. *Kali Grapples with their partner while having sex. If their partner is winning the Grapple, Kali rolls to resist orgasm at Disadvantage.*

**Kinks.** Kali likes rough sex, doggystyle, biting, and marking or being marked by their partner. Kali doesn't like kissing, soft or slow lovemaking, romance or flirting.

# MARIANNE DU GRAMONT

Bimbofication – Gullibility – Dress-up – Unaware



Marianne du Gramont by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...her doll-like face screws up in concentration, and then smooths over all at once. She stares somewhere far away as her moist, pink lips move in slow, silent speech...
Body	...her body seems ready to spill out of every bit of clothing she wears, slightly plump and pale as snow, thin pointed ears marking her as of Elven blood, but with an hourglass figure...
Breasts	...her large, eye-catching, heavy breasts seem to visibly strain against the fabric of her bodice, showing cleavage not only between them but revealed in part at the sides...
Thighs	...thick, soft thighs emerge from the slit in her purple tunic, large and soft down a ways until they're captured within the tight press of purple stockings...
Gullibility	...she blinks her doe eyes with surprise, one dainty hand covering her mouth. "I suppose I'd never thought of it that way... but now that you say it, I guess you must be right..."
Unaware	...her attention fades away, her mind somewhere else entirely. She doesn't so much as twitch when a hand is waved in front of her blankly staring face, or when she's nudged by a passerby...

# MARIANNE DU GRAMONT

Medium Female Elf, neutral good

Wizard 8

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	8 (-1)	18 (+4)	12 (+1)	16 (+3)

**Saving Throws** Intelligence +8, Wisdom +4

**Skills** Arcana +4, Insight +4, Religion +7, **Submission** +6

**Potential meetings.** Sitting behind an oracle's table offering divinations. Bumping haphazardly into obstacles. Staring dreamily into the distance. Struggling with everyday tasks.

## DESCRIPTION

**Face.** Dainty, doll-like features. Porcelain skin and large, doey eyes. Luxurious lashes. Plump lips always slightly wet and parted, long white gently curled hair. Pointed ears with golden earrings dangling. Always wears a slightly distant, spacey expression.

**Body.** Voluptuous and slightly plump. Pale-skinned. Large, oversized chest, thin waist, wide hips, strong legs. Hands are dainty and smooth.

**Clothing.** Noble dress in royal purple, white undershirt, and gold trim. Tunic parted at hips and thighs. Small shoulder cape. Bodice straining to contain her overflowing chest. Thigh-high stockings and pointy, long heels.

**Items.** A golden wand tipped with a purple, glowing crystal. Several decks of ornate cards with different pictures and names.

**Personality.** Friendly and kind, but airy and slow on the uptake. Soothes herself by using divinatory magics and is happy to do so for her friends or acquaintances. Very trusting, even towards people she's only just met.

**Habits.** Blinks her eyes slowly, mouth agape when she hears something even slightly surprising. Fiddles with her golden wand when her hands are unoccupied.

## UTILITY

**A glimpse into the future.** Marianne is skilled in Divination. When she casts the magic her eyes unfocus and her expression goes blank while she sees a dim vision of the future she seeks. Marianne is happy to perform the Augury spell for anyone who asks. While in the trance, she only dimly feels physical sensations. If the vision depicts sexual events, she becomes **Aroused**.

## PLEASURES

Marianne likes to take her clothes off, though most often she finds herself convinced into taking them off anyway.

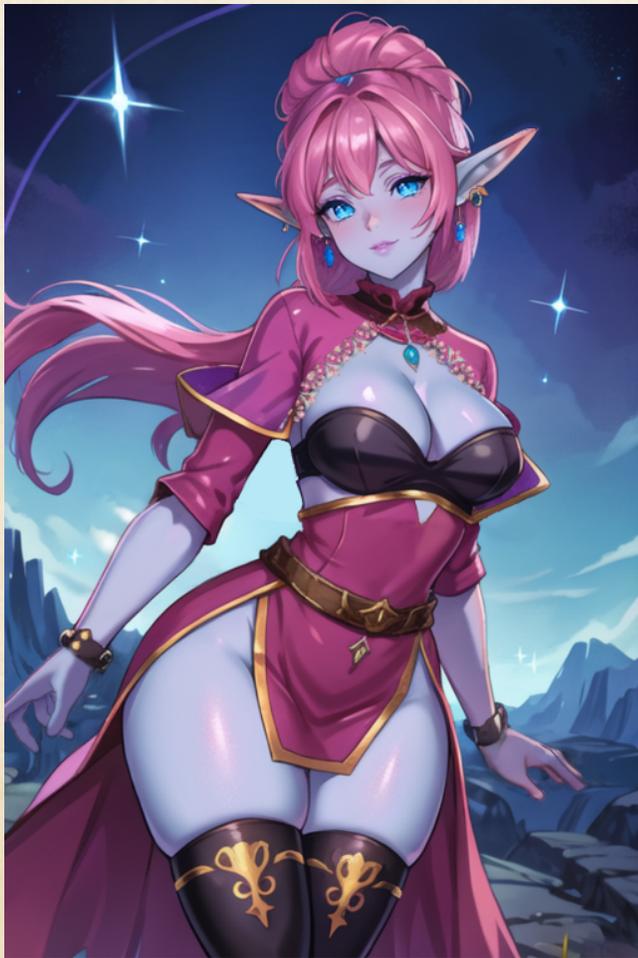
**Seduction** — **DC 12.** Marianne is gullible: she would believe it if someone told her the sky was green, and wouldn't hold a grudge when it was disproven. She's motivated to help out anyone who asks, and is sensitive to professed—or faked—needs. A player can use the Deception skill to **Seduce** Marianne.

**Preferences.** The weight of Marianne's choices bears on her: she happily accepts input on how she should dress, act, and even speak. A player may make a **Domination** skill check at DC 12: if successful, they can make a request of Marianne as if by the Suggestion spell.

**Kinks.** Marianne likes being given orders, giving oral, titjobs and nipple stimulation. She doesn't like being on top, leading sexual encounters, or bondage.

# AURORA MOONSTONE

Emotionless sex – Transaction – Outdoor sex – Gangbang



Aurora Moonstone by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...she turns her slender face towards the sky, and her skin seems to glow with starlight. She pushes back reddish-pink hair from her forehead to gaze with a dreamy expression...
Brassiere	...a black, flimsy bra holds her medium-sized, soft blue breasts in its cups. The fabric is thick enough to hold them, but not so thick the subtle press of a nipple doesn't poke through...
Hips	...the small loincloth stays draped between her thighs, fluttering obscenely as it gives glances and peeks. The garment goes so high up, it seems clear there's no evidence of undergarments at all...
Emotionless	...she smiles benignly, but the expression doesn't reach her eyes: she seems, in some way, to be looking right through you at something else...
Transaction	...she places a hand over her stomach and remarks serenely, "I've been blessed... and I would be happy to share it..."
Gangbang	...she eyes the others with her small smile, her dreamy gaze: "Why not bring everyone?" she asks in a nonchalant murmur. "The more the merrier..."

# AURORA MOONSTONE

Medium Female Elf, neutral evil

Warlock 8

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	20 (+5)

**Saving Throws** Wisdom +4, Charisma +8

**Skills** Arcana +4, Deception +8, Perception +4, **Submission** +4

**Potential meetings.** Wandering in the wastes. Drifting near the edges of a town. Drifting ethereally into the party's midst.

## DESCRIPTION

**Face.** Beaming, youthful face. Long pointed ears blue at the base but a warmer pink near the tips. Small gemstone jewelry earrings. Striking blue, sparkling eyes. Long reddish-pink hair in a ponytail that goes all the way down to her hips.

**Body.** Slim but wide-hipped. Blue-tinged skin with a flat stomach and medium breasts. Large, soft ass with thick thighs.

**Clothing.** Magenta top and skirt: top opens wide to reveal cleavage, skirt has a small loincloth for the front. Smooth, silken fabrics bound by a blue jewel at the collar. Simple bracelets and thigh-high boots with golden gilt. A black brassiere.

**Items.** A shimmering silver mirror polished to a bright shine.

**Personality.** Curious and dreamy to the point of seeming naive. Airy and a little vague, hides her mouth behind her hand when she seems to giggle. She gives an outward facade of bland kindness while her internal personality is much more cold, ruthless, and calculating.

**Habits.** Turns her eyes skyward now and then to stare with a curious expression. Gazes at herself longingly in her mirror.

## UTILITY

**Wellspring of power.** Aurora has been magically blessed by the stars: others who copulate with her are granted a portion of that power—this is information she volunteers, even in the middle of a conversation. Little do her partners know, she's taking from them instead of giving... *When a player becomes affected by **Afterglow** due to a sexual encounter with Aurora, they gain temporary HP equal to the size of their own Hit Die + their Constitution Modifier. When their **Afterglow** ends, their maximum HP is reduced by the same amount.*

## PLEASURES

Aurora shows little evidence of sensual enjoyment—though inwardly, she's gleeful.

**Seduction — DC 0.** Aurora is contracted to a strange being from beyond the stars, a creature who draws power from sexual energy. She eagerly seeks out powerful partners to seduce into her bed—all the better to increase the powers of her patron whom she communicates with through her mirror. *Aurora may act as if she needs convincing, but will accept any and all offers of intercourse.*

**Preferences.** It's difficult to make Aurora feel sexual pleasure, though she enjoys her dalliances nonetheless. *Aurora rolls to resist becoming **Aroused** or **orgasming** at Advantage.*

**Kinks.** Aurora likes sex underneath the starry sky, being gangbanged, internal cumshots, and anal. She doesn't like outercourse, giving handjobs, romance or slow sex.

# ALECTO BURNTBARK

Transaction – Gambling – Edging – Financial domination



Alecto Burntbark by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...those calculating, intelligent red eyes flash with amusement. She spreads her painted lips in a smile to reveal sharp white teeth, and tosses her head in a laugh...
Body	...she leans back in her chair, stretching her arms behind her head, orange skin gleaming in the light...
Chest	...the soldier's top strains under the force of the large bosom it contains, each button fighting its own private war...
Clothing	...she shifts in her chair, crossing her red legs over: her thighs peek from the cut in her pencil skirt, a warm press visible for a fraction of a second...
Transaction	..."Go buy me another drink," she says with a trace of amusement in her voice, "and..."
Gambling	...she laughs, revealing those sharp white teeth. "No chance you'll win the next hand. If you do, I'll give you that release I promised. And if I win..."
Edging	...she draws her slender fingers up along your thigh and then—just as she draws close—pulls them away. "Win another hand," she breathes, "and then..."

# ALECTO BURNTBARK

Medium Female Tiefling, lawful neutral

Merchant

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	12 (+1)	16 (+3)	14 (+2)	18 (+4)

**Saving Throws** Wisdom +5, Charisma +7

**Skills** Deception +7, Insight +5, Persuasion +7, **Sensuality** +7

**Potential meetings.** Gambling at a high-stakes table. Hagglng good-naturedly with a shopkeeper about a price. Listening quietly through her ring—to the players or near them.

## DESCRIPTION

**Face.** Watchful, intelligent red eyes. A pleasant if devilish smile: sharp, jagged teeth. Ruby red hair bundled up in a bun. Glossy red horns curving upwards.

**Body.** Small-hipped but large-chested. Burnt orange skin color and long, sharp fingernails. A long, thin tail with an arrowhead tip that waves lazily.

**Clothing.** A black, collared soldier's top cinched by metallic silver belts to restrain her large chest. A short red leather pencil skirt. Black thigh-high leggings that disappear into impeccably polished flats.

**Items.** Burnished silver ring on her hand that allows her to eavesdrop on nearby conversations. White bag that functions as a *Bag of Holding*.

**Personality.** Charming and funny with a biting, sarcastic wit. Blunt but not to the point of callousness, just enough to tease. Driven and self-assured, knows what she wants and how to get it. A little bit of a poor winner: when she pulls out ahead, she gloats.

**Habits.** Rummages in her bag for something now and then. Casually offers odds on an event soon to occur, like whether a passerby will trip.

## UTILITY

**Death roll.** Alecto loves to gamble. She will happily engage the group in games of chance or guile: she plays for money, for favors, and for pleasure—the higher the stakes, the better. Those she respects enough she might even involve in her financial plotting: *Alecto has secret information about backroom business deals. She'll offer ways for the group to win big—though an Insight check that beats her Deception will reveal she stands to pocket most of the rewards.*

## PLEASURES

Alecto treats sex like a business. She doesn't see anything wrong with being bought—or buying others.

**Seduction — DC 20.** Alecto is notoriously difficult to talk into bed... but remarkably easy to bet into it, so long as you win more often than you lose. *A player who wins a bet with a sexual component is eagerly repaid by Alecto. She's happy to make these sort of bets that slowly escalate.*

**Preferences.** She loves a little fun... but Alecto thinks it's the journey, not the destination, that's the height of pleasure. *When Alecto rolls to resist **orgasm**, she rolls at Advantage during the next turn.*

**Kinks.** Alecto likes hidden play, sex as transaction, edging, and financial domination. She doesn't like quickshots, partners who are too serious or too demanding, or sex without foreplay.

# GLORIA CELES

Cheating – Mothering – Lactation – Weight



Gloria Celes by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...she smiles brightly, the edges of her eyes crinkling above those rosy cheeks. She tosses her purple hair with a shake of her head and wrinkles her button nose...
Body	...the light-colored flesh nearly spills from the tight-fitting clothes she wears, surely too wide of hip and too large of chest to fit just about anything...
Clothing	...she brushes her hands on the white apron disappearing into her cleavage, that pink outfit surely too tight for the current size and weight of its owner...
Cheating	...she bites her lip and works at the bronze band on her ring finger: "When he's away so often, a woman can't help but get lonely..."
Mothering	...she pulls you into her warm, gentle embrace. The press would be a strain if she wasn't so soft: it feels like you're floating. "There there," she sympathizes: "it must have been hard..."
Lactation	...the apron slips between her cleavage: right near the bottom middle of her covered breasts, two dark spots growing wetter..."
Weight	...she blushes, looking down and to the side. "I'm just lucky I fit into my old things still..."

# GLORIA CELES

Medium Female Half-Elf, chaotic neutral

Baker

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	12 (+1)	10 (+0)	18 (+4)	16 (+3)

**Saving Throws** Wisdom +7, Charisma +6

**Skills** Insight +7, Medicine +3, Persuasion +6, **Sensuality** +6

**Potential meetings.** Working in her bakery. Gossiping with other women in the market. Bemoaning her husband's absence. Eager to give the players a moment to sit down.

## DESCRIPTION

**Face.** Soft, slightly chubby blushing cheeks. Warm blue eyes and a broad smile. Flowing purple mess of hair that goes down to her hips. Pointed ears with cheap earrings.

**Body.** Plump and well-proportioned. Light-colored, soft skin with a few stretch marks and some love handles. Wide hips and a large, heavy chest.

**Clothing.** A pink, comfortable collared top that ends at her stomach, and soft pink bottoms. A small white apron often swallowed between her cleavage, hiding her slightly pudgy stomach.

**Items.** A faded bronze band on her left ring finger that, when twisted, vanishes. Always carrying some form of pastry.

**Personality.** Kind and motherly, if a little overprotective. Willing to do just about anything to help those she thinks need comfort.

**Habits.** Fiddles with the wedding band on her hand. Dusts off floury hands on her apron and twirls her finger in her purple locks when she listens to a story.

## UTILITY

**Recuperating snacks.** Gloria's baked goods are peerless—she says there's no magic in them, just love, but they certainly seem to have a magical effect. *Gloria will bundle a bunch of baked goods and give them to her favorite adventurers when they next set off. When they're completely consumed during a Short Rest, anyone who eats them takes the maximum number on a Hit Die instead of rolling to regain HP.*

## PLEASURES

Gloria knows she's a married woman—but a married woman has needs, and she's always found it so hard not to help those in need.

**Seduction — DC 14 (Domination at Disadvantage).** The wedding band on her finger should end any kind of romantic proposition, but Gloria has been known to make exceptions, under certain circumstances: when a saddened person seems in great need of comfort, or when she's promised her husband won't find out, or when the proposition just seems particularly enticing. *A player who beats a DC 16 Insight check can produce a sob story—true or false—to soften Gloria's heart, and roll to Seduce her at Advantage.*

**Preferences.** Gloria has a motherly temperament: her favorite position involves her partner laying on her lap, suckling at her breasts, with Gloria's hand attending them. *Gloria rolls to resist Arousal and orgasm at Disadvantage while her milk is being drunk.*

**Kinks.** Gloria likes talking sweetly to her partner, cuddling, having her milk drunk, and coddling her partner. She doesn't like aggressive or dominant partners, moralizing partners, or violent sex.

# JUSTUS LAMONTE

Rough – Drinking – Humiliation – Ownership



Justus Lamonte by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...his eyes flash with something dangerous: he bares his teeth in vicious excitement as the ocean wind whips at his thin dreadlocks...
Body	...he stands firm in the ocean spray, the seawater glistening on his bare stomach, beginning to slowly trickle down his abs towards the dipping V of his hips...
Clothing	...as he hangs from the rigging, his large, dark admiral's cloak flaps in the wind: he keeps a hand on his captain's hat, the red feather fluttering wildly...
Items	...He gazes imperiously through his burnished metal spyglass, staring straight at an empty patch of the horizon: he grins fiercely, like he can see unprotected treasure there...
Humiliation	...he sneers, and the rest of his crew, bloodthirsty murderers all, laugh and jeer. "We could spare your lives," he offers, "if you bark like a dog..."
Ownership	..."I keep my family very well," he utters huskily. "Provided we share an... understanding." His hand caresses your neck, but it feels like a collar. "All you have to do... is say you're mine..."

# JUSTUS LAMONTE

Medium Male Human, chaotic evil

Rogue

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	12 (+1)	10 (+0)	8 (-1)	14 (+2)

**Saving Throws** Dexterity +8, Intelligence +3

**Skills** Acrobatics +8, Deception +5, **Domination** +5, Sleight of Hand +8

**Potential meetings.** Sailing on the high seas. Running down a merchant ship, or chasing a navy boat. Boarding the players' watercraft. Drinking and recruiting pirates in a dock tavern.

## DESCRIPTION

**Face.** Sharp, defined cheekbones. Smoky eyes and long, hanging black dreads. Amused, brown eyes and several golden teeth.

**Body.** Slightly short, heavily muscled. Stomach and arms are on display and tightly cut: veins stand out, muscles bulge. Scars light against dark brown skin, dozens of ropy slashes healed on his chest, but a flawless back.

**Clothing.** Admiral's coat opened in the front to reveal his body. Tall, leather boots worn and salt-bleached. A large, red pirate's hat with a feather sticking from it.

**Items.** A jagged, barnacle-encrusted knife that rarely leaves his hip sheath. A brass spyglass.

**Personality.** Eager, almost manic, careless as he heads into danger. Fiery and domineering, with a cruel wit he turns on others. Reserves his true ire for those who hurt those he considers his family.

**Habits.** Gazes long through the spyglass at the empty horizon, using its *Scrying* magics. Squeezes his hand on the hilt of his knife, then releases, but never lets it go for long.

## UTILITY

**Terror of the seas.** Justus' Jolly Rogers flag strikes fear into sailors' hearts. And for good reason: his bloody band of pirates are ruthless. If the party finds themselves on the seas, they might well encounter him. Win or lose, he's accepting new crew who are brave and skilled enough... and even if he loses, there's danger tucked in his belt. *A player dealt damage by Justus' dagger develops the **Black Spot**, which attracts terrible sea creatures and pirates until removed by the Remove Curse spell or similar.*

## PLEASURES

Justus lives with a furious passion—his romantic encounters are no different.

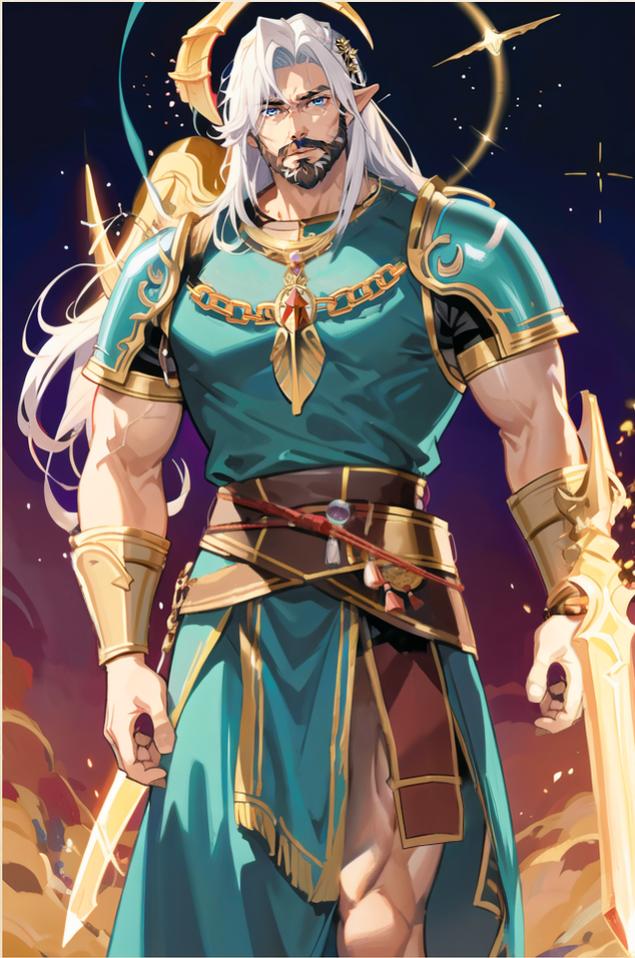
**Seduction — DC 18 (all but **Submission** at Disadvantage).** Justus treats his found family with respect and love... so long as they are willing to respect his authority. He tests his potential partners by leading them on a chain leash. *A player who withstands this treatment for a day rolls to **Seduce** Justus at Advantage.*

**Preferences.** A good night to Justus is a couple bottles of grog, some dancing and revelry, and a rough, violent session of lovemaking. He has powerful self-control, though he relaxes on the reins when he's a few bottles in. *Justus rolls to resist **orgasm** at Advantage unless drunk.*

**Kinks.** Justus likes sexually humiliating his partners, ownership, positions where he's on top, hair pulling and impact play. He doesn't like sex without commitment, tender lovemaking, being denied orgasm or giving oral.

# GABRIEL GOLDWING

Protective - Praise - DDLG - Softdom



Gabriel Goldwing by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...the glowing ring above his head lends a glow to his brow: he smiles beatifically, his eyes warm like that of a father watching his child take their first steps...
Body	...he stands broad and large of chest, resting easily. He uses one of his thick, veined arms to push back a long lock of his soft, white hair...
Clothing	...his pauldrons clank as they settle on his broad shoulders, above that teal tunic that hangs on his body. Where it drapes over his pecs and the small curve of his stomach it reveals little muscle, but a strong bulk...
Protective	...he puts himself between you and the rest of them, standing firmly. His broad back seems wide as anything, strong and firm but relaxed as if this is no great danger...
Praise	..."excellent," he beams, and there's not a trace of falseness in his voice. "I knew you had it in you from the moment we met. You just had to reach a little deeper..."
DDLG	...he clicks his tongue: "you know your armor never sits right when you put it on without me. Here, let your old man fix you up right..."

# GABRIEL GOLDWING

Medium Male Aasimar, lawful good

Paladin

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	14 (+2)	10 (+0)	12 (+1)	20 (+5)

**Saving Throws** Wisdom +4, Charisma +8

**Skills** Domination +8, Insight +4, Persuasion +8

**Potential meetings.** Teaching local children a life skill. Instructing a protege in swordsmanship. Protecting an adventurer from their own mistakes. Interceding to save the party.

## DESCRIPTION

**Face.** Chiseled jaw with a 5-o'clock shadow. Soft, warm blue eyes. White hair falling down onto his shoulders. Thick, dark eyebrows but a pleasant expression.

**Body.** Tall and broad-chested. Arms large and veined. Frame is large and bulky with some muscle definition. Hands rough and scarred but gentle.

**Clothing.** Teal tunic without sleeves, drops to his legs. Armored pauldrons. Golden bracers, golden greaves, and an assortment of gold chains, necklaces, and tokens.

**Items.** Golden bracers from wrist to forearm conjure swords of light. A golden ring above his head in a halo position that conveys Protection against Evil.

**Personality.** Soft but firm, sometimes a little slow on the uptake. Kind and caring, saddened when he sees people hurt or heartbroken. Unyielding when it comes to the defense of others. He views others as his wards, and keeps himself gently separate.

**Habits.** Watches the sky with a thoughtful expression on his face. Smiles fondly when he meets someone's gaze. Encourages and praises others he knows are trying their best.

## UTILITY

**Purifying essence.** Gabriel's very being is suffused by a purifying light. His touch relaxes burdens; his blood breaks curses. A player that takes into them some of Gabriel's blood, saliva or bodily fluids is affected by the Remove Curse spell.

## PLEASURES

Gabriel only rarely partakes—and then, only with people he truly respects.

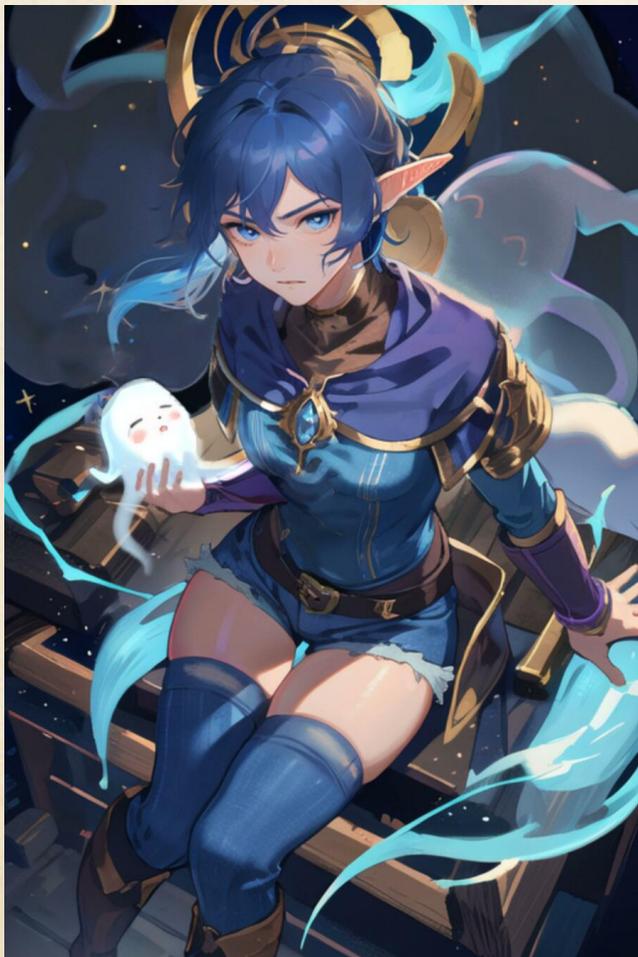
**Seduction — DC 18 (all but Submission at Disadvantage).** Gabriel separates himself from others, except for those he takes under his wing: this means that these are the people who have the highest chance of appealing to him, though he's terrified of doing anything his wards wouldn't want. A player receiving instruction or help from Gabriel rolls to Seduce him at Advantage.

**Preferences.** Even in his lovemaking, Gabriel slips into his fatherly tendencies. He coddles his partners and praises them, teaching them how best to please him. An attentive lover can learn a few tricks to unmake him. A player can make a Performance check instead of using a sexual skill when they Stimulate Gabriel.

**Kinks.** Gabriel likes giving oral and using his hands, giving praise. Big/Little relationships, and soft domination. He doesn't like rough or violent sex, coercion, reluctance or receiving without giving.

# LEN SPIRITCALLER

Emotionless – Distracted – Free use – Casual



Len Spiritcaller by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...their slender face stares impassively up and to the side—looking just past you. The crystal-blue eyes gaze curiously at nothing at all you can see...
Body	...they sway slightly where they stand, like a reed stirred by a passing breeze. Slight arms squeeze their soft chest as a sudden chill slips across them...
Clothing	...their stockings lay sheer against their slender legs, purplish against that pale skin. Their blue tunic is rumpled but they don't even seem to notice, so distracted they are...
Items	...they cup the rodent's skull in their palm and watch it with obvious awe as the jaw rattles. It moves up and down in a facsimile of flapping gums: a sighing, sepulchral voice slips out from the bleached bone...
Emotionless	..."all around us," they agree. "the spirits of those who've long ago departed... a shade lingers." Despite the harrowing words, they hardly seem concerned...
Casual	...the crystal blue eyes stare evenly: the expression unreadable. "It's natural," they say in a vague tone of surprise: "there's nothing wrong about having needs, or sating them..."

# LEN SPIRITCALLER

Medium NB Elf, neutral evil

Warlock

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	18 (+4)	12 (+1)

**Saving Throws** Wisdom +7, Charisma +4

**Skills** Arcana +6, Perception +7, Religion +6

**Potential meetings.** Excavating a burial ground for corpses and skulls. Helping someone through grief. Interviewing the players about someone they killed.

## DESCRIPTION

**Face.** Slender face with an arresting blue gaze. Lips small and pursed. Long, pointed ears, messy blue hair tied up in a loose ponytail.

**Body.** Lithe and small. Small-shouldered and chest soft. Light skin, plump thighs and long legs. Wide hips with a gap.

**Clothing.** Blue and purple tunic with a small hood. Small shorts with a torn hem. Blue stockings and tall, leather boots. Belt cinches around their waist.

**Items.** A small rodent's skull about the size of a hand. The jaws flap when a spirit is speaking through it.

**Personality.** Cold and distant but not cruel. Seemingly emotionless: speaks in a cool, even voice. Doesn't rise to provocation, though sometimes the blunt words they say are unintentionally inflammatory. Careless when it comes to self-preservation, and ghoulishly focused on death.

**Habits.** Stares at things in the air that can't be seen: mumbles under their breath as if consulting the spirits of the dead around them. Sometimes fails to respond to something as if their attention was involved in another conversation.

## UTILITY

**Speaker to the dead.** Len's otherworldly pact has given them the ability to peer between the veil separating the living from the dead. They can consult the spirits (who they claim are "everywhere") for the answers to some simple questions. *Len can cast Augury and Speak with Dead once per day to assist the party.*

## PLEASURES

Len rarely seeks out pleasure themselves. When they do, it's for another's benefit.

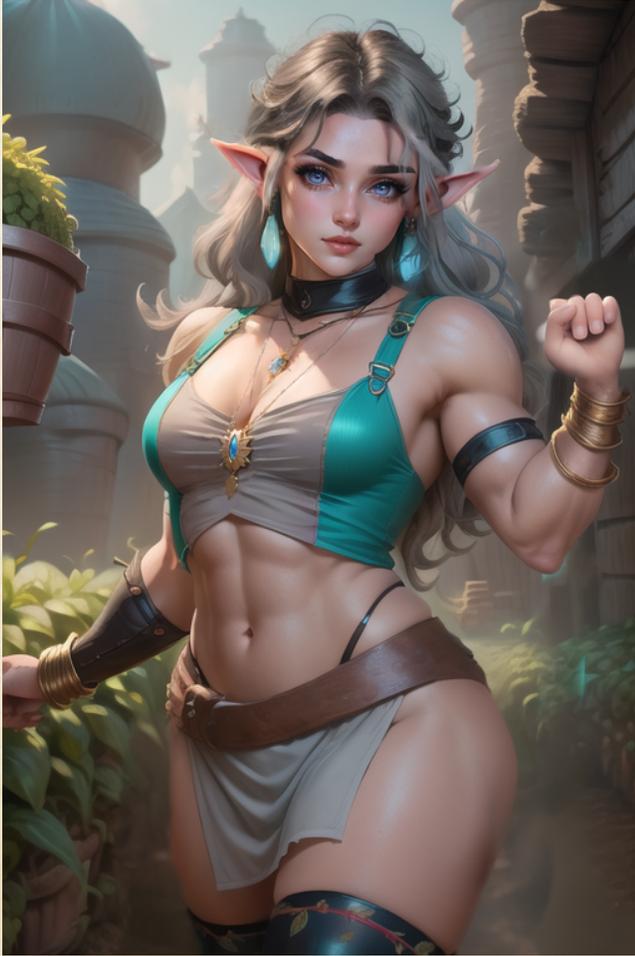
**Seduction — DC 8 (Submission at Disadvantage).** Len doesn't put much stock in sexual matters, which almost seem beneath their notice. They never proposition others, though this doesn't mean they're abstinent—if someone is bold enough to ask, the answer is almost always a yes.

**Preferences.** Len barely pays attention to sex even when they're involved. Even as their partner or partners are in throes of ecstasy they seem unfazed: blank-stared, relaxed, nonplussed. *Len's Orgasm DC can only raise by 1 each time they're Stimulated.* Only when Len reaches orgasm do they come unfrozen, though this is a rare occurrence.

**Kinks.** Len likes free use, noisy partners, casual sex, and internal finishes. They don't like submissive partners, giving handjobs, romance or relationships.

# MOIRA STEELSHIELD

Muscles – Wrestling – Competition – Exhaustion



Moira Steelshield by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...her lips spread in a smile as she strokes her chiseled jaw, and the spark in her eyes is undeniable while she watches the argument heat up...
Body	...she groans and stretches, ligaments popping as she flexes her big, thick arms and her top rides up far enough to reveal a row of rock-hard stomach muscles...
Clothing	...she hooks two fingers under the black strip of cloth that disappears beneath her belt, beneath her loincloth: she pulls it and lets go with a SNAP, then grins at you...
Items	...she cinches the belt around her waist, running a thumb over the many silver studs, and her arms seem to bulge, like the muscles themselves are growing...
Wrestling	...the tumble of limbs coalesces in a quick-breathing, flush-faced Moira, grinning as she straddles her opponent. "Easy win," she brags...
Competition	...in the ring a trickle of blood runs from her lip and one of her eyes is thoroughly blackened. Still her fists are clenched, and she spits contemptuously on the ground...

# MOIRA STEELSHIELD

Medium Female Half-Elf, chaotic good

Monk

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	14 (+2)	11 (+0)	15 (+2)	9 (-1)

**Saving Throws** Strength +9, Dexterity +8

**Skills** Acrobatics +8, Athletics +9, **Domination** +2, Perception +5

**Potential meetings.** Arguments or arm wrestling match in the tavern. A knock-out brawl that spills out onto the streets. Kicking out a bruised partner for not being up for roughness.

## DESCRIPTION

**Face.** Pretty face with a rugged set of cheekbones and careless grin. Smokey, intense blue eyes, plush lips. Messy silver hair to her mid back.

**Body.** Bulky, strong torso. Thickly muscled arms and legs, especially her thighs. Small to medium chest. Visible stomach muscles and tight, taut stomach.

**Clothing.** Teal and gray cropped halter-top. Small teal-green jewelry. Black strap of underwear disappearing underneath a thick, silver-studded leather belt and loincloth. No shoes.

**Items.** A *Belt of Giant's Strength* worn around her waist that provides her incredible strength, raising her Strength ability score from 13 to 21.

**Personality.** Calm and pleasant, but her eyes flash with excited fervor when a fight approaches. She's loud and boisterous, outgoing and tough. She takes a fierce joy in trading blows and speaking with fists, but fumbles when it comes to speaking her heart otherwise.

**Habits.** Cracks her knuckles loudly. Rolls her shoulders and shifts her weight from one foot to the other, especially when she feels a fight is brewing.

## UTILITY

**Tavern brawler.** If there's a fight erupting in a bar, it's likely Moira is a part of it—maybe she even threw the first fist! The party might find themselves drawn into a knockout brawl with Moira at the center, and if they stay up for long enough, win a pretty penny from opportunistic gamblers.

## PLEASURES

Moira loves as hard as she fights: her partners in both are equally likely to come away with bruises.

**Seduction — DC 18 (*Domination or Disadvantage*).** Someone who wants to tangle their limbs with Moira should be well-prepared to throw blows as well: she only accepts into her bed those who have bested her in a brawl, or at least come close. A player who has at least fought Moira to a standstill rolls to **Seduce** her at Advantage.

**Preferences.** Moira plays as rough in the bedroom as she does at the bar. She loves it best when it's a constant back-and-forth struggle with her partner over who's in control, who's on top. *Moira Grapples for control while having sex. She rolls to resist **orgasm** at Advantage while she's winning the Grapple.*

**Kinks.** Moira likes wrestling, hatefucking, rough or violent sex, multiple orgasms, impact play and marathon sex. She doesn't like **submissive** partners, romance, slow sex, vulnerability or weakness.

# DIEGO THE PIOUS

Religion - BDSM - Wax - Small Dom



Diego the Pious by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...he stares like a naturalist eyes a butterfly he wants to spear upon a pin, his piercing red eyes flicking up and down...
Body	...he stands firm, shorter than most but no less strong for it: his hands clench as light glints over thin, ropy scars on his wrists, terrible burns and cuts...
Clothing	...he pulls his cleric's vestments closer around himself, the red robes cinching around his body, the tight black undershirt revealed in small parts, highlighting lean muscle beneath...
Religion	..."the kingdom of the Gods is eternal," he intones like a prayer. "Only we are responsible for the acts we take in this world—and the punishment we atone with..."
BDSM	...he squeezes the rope in his scarred hands. His eyes shine with a kind of maddened fervor as he stares. "It is only right to take away the use of your body, so you might free your mind..."
Smalldom	...he glares up, staring from below, seemingly unconcerned by his small stature. Indeed, the powerful light in his eyes doesn't dim for a second...

# DIEGO THE PIOUS

Medium Male Human, lawful evil

Cleric

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	14 (+2)	8 (-1)	20 (+5)	12 (+1)

**Saving Throws** Wisdom +8, Charisma +4

**Skills** Insight +8, Intimidation +4, **Domination** +2, Religion +2

**Potential meetings.** Interrogating a suspect. Smugly displaying a victim "turned to the light." Attempting to jail and convert some of the players. Paying the players to apprehend a sinner.

## DESCRIPTION

**Face.** Sharp, angular cheekbones. Cool, pale skin. Angry, thick eyebrows over red eyes. Short crimson hair middle-parted. Bags beneath his eyes.

**Body.** Small but strong, stands a head shorter than average. Hands and back marked by a hundred small scars, burn marks, and cuts. Medium muscle, wiry and veined arms and stomach.

**Clothing.** Reddish-purple robes over a clerical garment with a white collar. Black cloth wraps around arms to hide scars. Robes cut open at the sides from below the armpits to the waist.

**Items.** A flaming brazier harmless to hold or even stick a hand inside. However, at a command the flames become painful and extort the truth from a creature touching them at a DC 12 Wisdom save.

**Personality.** Sharp and commanding, fierce and judgmental. Treats others coldly and cruelly, especially when he perceives them as "sinners," a broadly-applied term.

**Habits.** Idly plays with the coals in his brazier, and otherwise squeezes a clenched fist then releases it, digging his nails into his palm deep enough to draw blood.

## UTILITY

**Inquisitor.** The players might easily fall afoul of Diego's church for any number of supposed crimes: drinking in public, under-paying a shopkeeper, and so on. *Unless they can talk their way out one or more might be personally investigated by Diego, and subjected to his brazier until he is convinced of their innocence and paid 100GP hush money.*

## PLEASURES

Diego denies himself even the pleasures of flesh, believing them sinful.

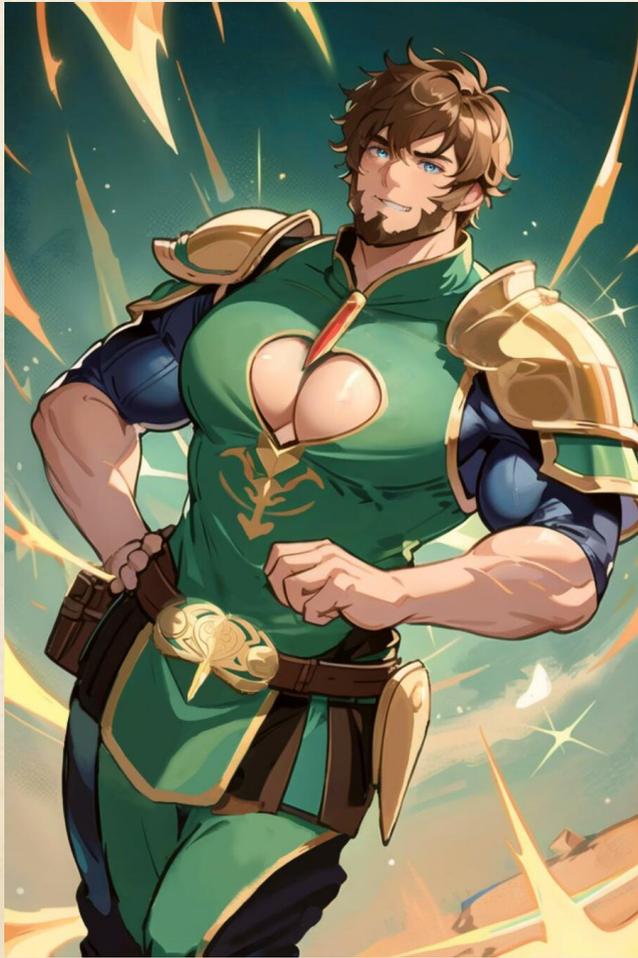
**Seduction** — **DC 20.** A player interested in ending Diego's chastity has a difficult time of it: they'll need to convince him doing so won't doom his eternal soul. That, or they'll need to make him so **Desperate** he forgets his vows. *A creature who passes a DC 20 Religion check to convince Diego sex isn't sinful rolls to **Seduce** him at Advantage.*

**Preferences.** Diego's behavior when chaste gives an insight into how he might act between the sheets. He relishes being in a position of power over his partner, either through blackmail or extortion or through forms of extreme bondage and domination. He takes pleasure in pain, both inflicting and suffering it. *Diego rolls to resist **orgasm** and **Arousal** when he has taken damage since his last turn, or inflicted it.*

**Kinks.** Diego likes bondage, sadomasochism, wax play, and making partners **submissive**. He doesn't like romance, gentle sex, equal power dynamics, or exhibitionism.

# MARCO DE LEÓN

Switch – Wrestling – Muscles – Groping



Marco de León by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...he grins broadly with his chiseled, wide face, nearly winking his eyes squint so far. His teal-blue gaze is warm and friendly, but he seems to be measuring you up...
Body	...he's thick and he's wide, broad of shoulder and everything else, like two people stuffed into one body, tall and meaty, brown-haired and beaming...
Clothing	...the tunic visibly strains against his muscled bulk: it would surely burst wide open if it wasn't for the window cut in the chest of it, a heart-shaped hole through which his pecs bulge...
Items	...he grips his belt with both hands, framing the locked arms design on the buckle. "When it comes to competition," he rumbles, "I can be pretty persuasive..."
Muscles	...he stretches and reaches, and as a result every muscle on his body clenches and bulges. It could be by accident, but more likely he knows his thick biceps will strain, his chest will bulge, those thighs will flex...
Groping	...he yelps, surprisingly red in the cheeks as he presses his thighs together. "No fair," he complains, as an involuntary shiver goes through him: it's soon replaced by a smile. "Two can play at that game..."

# MARCO DE LEÓN

Medium Male Human, chaotic good

Barbarian

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	10 (+0)	12 (+1)	8 (-1)

**Saving Throws** Strength +8, Constitution +6

**Skills** Athletics +8, Acrobatics +4, **Domination** +2, Persuasion +2, **Submission** +2

**Potential meetings.** Blocking a path to demand payment or sport. Accepting his winnings as the area's greatest wrestler.

## DESCRIPTION

**Face.** Short, messy brown hair into a rugged chinstrap beard. Broad, blocky face. Kind blue eyes and a strong, wide jaw.

**Body.** Big, broad, and beefy. Arms and thighs bulge with muscle. Tight, firm bubble-shaped ass. Huge, rounded chest muscles. Thick neck and wrists.

**Clothing.** A green tunic with a heart-shaped hole cut in the chest. A brown belt with a golden buckle. Green pants and a blue undershirt that clings to his body and ends at the elbows. Tight leather boots.

**Items.** The magical belt he wears has a powerful enchantment: when he grips the golden buckle and challenges someone to a contest of skill, they must make a DC 14 Wisdom save or are compelled to agree.

**Personality.** Loud and boisterous, outgoing and friendly. Outspoken about his beliefs, and eager to get into friendly arguments—or better yet, friendly fights. Soft and tender-hearted at his core.

**Habits.** Stretches and twists to pop ligaments and exercise muscles. Cracks his knuckles. Finds opportunities to use everyday objects, like a chair, to perform some workout moves on.

## UTILITY

**Wrestler.** Marco is a famed wrestler in whatever city the players might find him. He offers a 100GP prize to anyone who can best him in a wrestling match over three opposed Athletics checks—if the players lose, they owe him 100GP.

## PLEASURES

Marco loves to get sweaty, and all the better if it's with someone else.

**Seduction — DC 14 (Sensuality at Disadvantage).** Marco is relatively easy to begin a dalliance with. He likes it best when there's some clash and some conflict: either a struggle for dominance or some kind of give-and-take. Marco adapts to his partner: if they use **Domination** he'll use the **Submission** skill and vice versa.

**Preferences.** He never has a bigger grin on his face than when he's tussling with a skilled opponent. He plays fair, but it's during these moments he's particularly susceptible to an enemy who plays below the belt. Marco rolls to resist **Arousal** or **orgasm** at **Disadvantage** while **Grappling** or being **Grappled**.

**Kinks.** Marco likes physical struggles, power transference, groping, surreptitious touch, and strong partners. He doesn't like humiliation, passive partners, impact play, or cheating.

# PIPPA SWIFTWIND

Stealth sex – Magic – Innuendo – Pranks



Pippa Swiftwind by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...she grins brightly, green eyes roving up and down your body. Her laugh lines deepen and she scrunches up her button nose...
Body	...she's small and stocky: her hips more than make up for the slim curves of her chest. She bounces with a barely-contained energy, like a pint-sized firework...
Items	...she toys with the bracelet in her hand: it shows an odd view, like the center of the bracelet is a different dimension, like it leads somewhere else. She winks and bites her lip as she pushes a finger through the bracelet, whereupon it disappears...
Stealth	..."Just think," she says brightly, "in a tavern this large, this loud, I can't imagine anyone would notice a little bit of below-the-table fun..."
Innuendo	..."Milkmaid and the stable boy left at the same time," she remarks nonchalantly. "Could be a coincidence, sure. Or she could be out in the stable, milking him..."
Pranks	...she whistles and produces in her hand a frilly undergarment: a nervous yipe erupts from the crowd, but she just pretends it has nothing to do with her...

# PIPPA SWIFTWIND

Medium Female Halfling, chaotic neutral

Sorcerer

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	14 (+2)	10 (+0)	12 (+1)	20 (+5)

**Saving Throws** Constitution +5, Charisma +8

**Skills** Deception +8, Performance +8, **Sensuality +8**, Stealth +5

**Potential meetings.** Sneaking out of a supposedly locked vault. Slipping something into the party's pockets. Sharing her dirty imagination with others.

## DESCRIPTION

**Face.** Purplish, curly natural hair. Glittering green eyes. Pointed ears, thick eyebrows. Black skin with laugh lines around large, wet lips.

**Body.** Petite and a little stocky. Small breasts but a wide, curving set of hips with a soft, plump rear. Trim stomach and thin neck, pronounced collarbones.

**Clothing.** Yellow and blue crop-top with a large hood. Pink bra underneath. Dark blue slacks with rips and tears, yellow socks, fashionable leather shoes.

**Items.** A glowing yellow crystal wand capable of opening mundanely locked doors. A set of gold bracelets that can open portals between them.

**Personality.** Quirky and fun, quick to laugh and quicker to scheme. Loves to play silly little pranks, especially when she thinks it'll cheer someone up or excite them. Not concerned with legality or ownership, really: she just does whatever she finds fun at the time, rules be damned.

**Habits.** Fidgets when sitting still for too long. Looks for opportunities to drag someone else into this or that, or suggests raunchy events happening behind the scenes or around the corner—born completely of her own imagination.

## UTILITY

**Thief.** Pippa says valuables just "end up" in her pockets. She doesn't know how it happens, honest! She's a master at getting into places she shouldn't. If the players pay her a percentage of an item's worth, she'll gladly steal it from a locked room. If a player is willing to accompany her, she might even do it for free...

## PLEASURES

Pippa is a pleasure-loving woman. Fun things are fun!

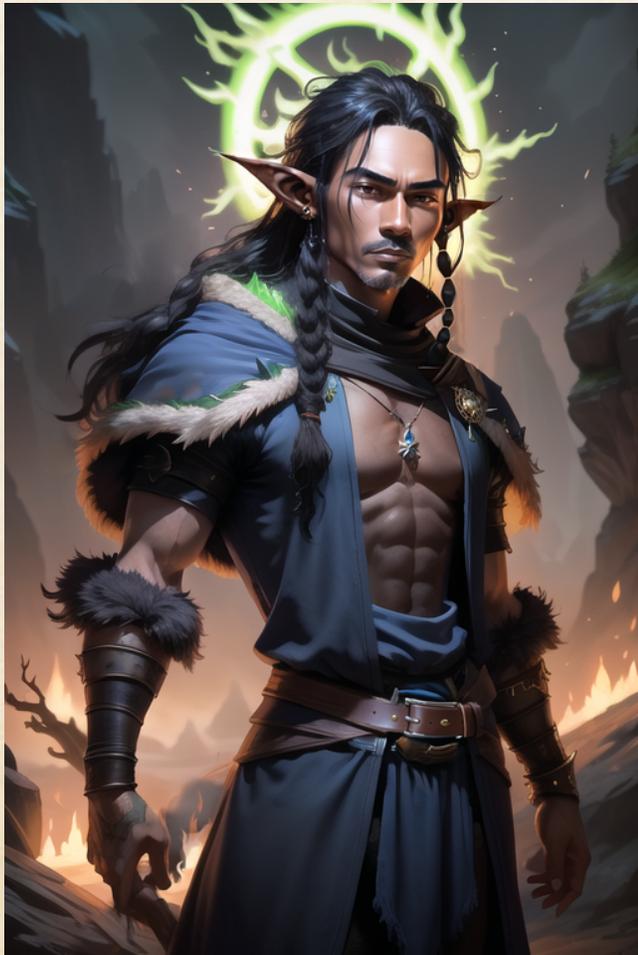
**Seduction — DC 14.** Pippa is happy to be propositioned—and likely to initiate if no one else does! She scoffs at the idea of keeping these sorts of things quiet; instead, she prefers to ask right at the table, in the middle of dinner with everyone else listening. *A player who suggests a sexual encounter while being overheard by at least three other people, rolls to Seduce Pippa at Advantage.*

**Preferences.** She gets off on the idea of slipping off to a secret dalliance, or having some under-the-table fun: sometimes Pippa might sneak one of her bracelets to a potential lover, with the other end stuck inside her bottoms. *Pippa rolls to resist Arousal or orgasm at Disadvantage while rolling Stealth checks to avoid detection.*

**Kinks.** Pippa likes stealthy or secret sex, flirting in the open, hiding arousal, and fun-loving partners. She doesn't like boring, chaste or secretive partners, vanilla sex or monogamy.

# LUCIUS NIGHTSHADE

Orgasm denial – Magic – Mindlessness – Desperation



Lucius Nightshade by @Mothaccino

## DESCRIPTIVE SNIPPETS

Focus	Snippet
Face	...he turns that even stare on you and you can't help but shiver: his pale eyes seem to gaze right through you, right to something at your core, and you can't tell by his expression if he likes what he sees...
Body	...the blue robes flap against his body, caressing his toned physique. He has a small amount of muscle, but the way his skin shrinks tight, you can see every vein and every bulge of his wiry strength...
Tattoo	...the green tattoo glows: it comes alive on his right arm and slithers forth to coil on his wrist, then slip onto his palm. As he raises it you can see the strange, jagged symbol it's formed. Just looking at it makes your stomach churn, your mind fuzz...
Desperation	..."There is no reason," he says quietly in your ear, "that you should expect any of your desires to be fulfilled until you give yourself wholly up to them..."

# LUCIUS NIGHTSHADE

Medium Male Elf, chaotic evil

Warlock

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	13 (+1)	9 (-1)	12 (+1)	19 (+4)

**Saving Throws** Wisdom +4, Charisma +7

**Skills** Arcana +4, **Domination** +7, Perception +4, Persuasion +7

**Potential meetings.** Close in the wake of someone driven to madness. Speaking quietly to a lonely person. A person of interest for recent crimes.

## DESCRIPTION

**Face.** Thin, sharp cheekbones and jaw. Hollow cheeks, almond eyes. Dark brows and black, messy hair in braids down to his chest. Light-colored eyes, a hint of stubble on his chin.

**Body.** Thin and wiry, tanned skin shrunken over muscle. Veins standing out on his skin. Tall and carries himself firmly.

**Clothing.** Dark blue cloak hanging loose over his shoulders, draping to his ankles. A hood edged with white fur and green crystal. Leather bracers and boots, and a blue sash tied with a brown belt. No shirt.

**Items.** A green tattoo on his right arm, wrist and hand that seems to move under the light. A lion's-head pendant on a chain around his neck.

**Personality.** Calm and quiet, possessed of a self-confident air that seems almost careless. Rarely smiles. Intense stare that feels like it pierces right through people to peer at something inside them.

**Habits.** Stares into nothingness, or eyes a person for an uncomfortably long time. Now and then he cocks his head as if listening to someone, or moves his mouth slowly to form inaudible words.

## UTILITY

**Sigil inscriber.** The writhing green tattoo on Lucius' arm comes alive to render a glowing imprint on the person's flesh he presses it to: the mark has a strange, otherworldly power. *Until dispelled by a Remove Curse spell or similar, the victim remains Desperate.* A careless or unfortunate player might find this mark inscribed on them, or find an unlucky someone in the same circumstance.

## PLEASURES

Lucius engages with complete abandon, as his master wishes.

**Seduction — DC 16.** It's rare for Lucius to indulge his own desires, as rare as it is for him to actually feel them. He is motivated instead by driving others to a state of mindless need, all for the glory of the otherworldly entity he serves. A *Desperate* creature rolls to *Seduce* Lucius at Advantage.

**Preferences.** Lucius enjoys driving people to their limits... then leaving them there to see what they do. He knows just how to tell when the thread of sanity frays, and how to make it snap. When Lucius *Stimulates* a creature and they successfully save against *orgasming*, they become *Desperate*.

**Kinks.** Lucius likes desperation, grinding and frotting, needy partners, edging, and partners who beg. He doesn't like slow sex, romance, finishing his partner, or being finished himself.

# MAKING EROTIC NPCs

Maybe the previous NPCs don't quite tickle your fancy—maybe you have some ideas of your own, if you could only coalesce them into something coherent. Maybe you've used all the ones you like and now you need some more! So, where do you start?

## START WITH A SINGLE HIGHLIGHT

Think about what you want your players to remember about this character, what single thing stands out most. It could be a physical feature, a type of behavior, or even a single phrase. Do you know something that will captivate your players? Start with that!

### SAMPLE HIGHLIGHTS

d10	Type	Example
1	Physical (primary)	Well-outlined, bulging manhood through cloth
2	Physical (secondary)	Oversized, heavily hanging breasts in blouse
3	Physical (tertiary)	Broad, muscled, scarred bare back
4	Clothing	Tight shorts and a crop top exposing belly
5	Expression	Fiery, smoldering gaze, teasing smile
6	Mannerisms	Fidgeting hands, stumbling footsteps
7	Mood	Icy, disdainful disregard for others
8	Belief	Fervent desire to be useful to others
9	Role	Healer's garb and caring nature (Nurse)
10	Kink	Exposed bits, open clothing (Exhibitionism)

For example, if you know your players are big fans of dominatrices, then you can be sure a female character with domineering tendencies, leather garb, and high heels will be popular with them. If you want to be right on the nose then you're finished! Make a dominatrix and throw her at your party.

Of course, it's going to get a little stale if every character you make is their ideal. Why not take something from that persona and focus on it instead? You could take her expression—a cool, calculating disdainful look. You could take her belief—others are lesser, fit to be ruled by her. You could take a role you think fits a dominatrix, or the body type you imagine for one, and so on.

Pick something simple. We can go from there.

## BUILD FROM THE HIGHLIGHT

Now that you've got your foundation, it's time to mold that into something more. Pick two or three things you think build on the highlight you've chosen. You can roll on the table above for inspiration, but don't allow any duplicates! These should be less prominent features that nonetheless enhance the effect of the highlight.

Things that feed into it, like small clothing on big assets, or a soft smile with a loving personality.

## CHOOSE A GOAL

Every character should have some sort of motivation, whether it's to storm a castle or open a pretty little bakery. Do they want something for themselves? For someone else? It's even better if you can come up with something that fits into their highlight: a dour mood might have dour ambitions, and a guard might want to be a knight.

### NOTE TO THE GM

If you want to create an NPC that sticks around, give them a goal that can be achieved with help from the party!

Of course, since this character is going to be available for sexual ends, they should have a sexual goal as well. Who do they want to sleep with? What kinds of people do they prefer? Can your players easily seduce them, or is it going to be a little difficult?

## ...AND MORE!

We've only scratched the surface of one potential process you could take in making an erotic NPC. Don't feel like you have to follow this guide exactly or in precise order: if you get hit by some inspiration, you should follow that!

I find some of my common sources of inspiration include:

- Character pictures and art
- Characters from films, books, and animation
- Songs and music
- Written and illustrated pornography
- Ideas fielded by players
- NPCs the players have previously enjoyed
- And so much more!

Make a habit of noticing the characters that compel you, whether mundanely or erotically. Note them down and, if it's appropriate to sexualize them, throw them into your games!

### EXAMPLE

*Edgar is looking to populate a tavern with some erotic NPCs, and he wants to drum up a new one. He thinks to himself about what he and his players like, and decides their favorite thing is when **good men go bad**. That gives him a vague picture in his mind that he fleshes out with three supporting details: a paladin's armor, a furious mood, and straining muscles. His goal? To right wrongs too long unjustified and to break free of his previously pious bonds. He used to observe a vow of chastity—but now that too is gone. In the end, Edgar creates Rykard, a fallen Paladin with nothing left to lose, burly and angry and newly without restraint. Will his players try to soothe his hurts—or will they encourage his newfound abandon? Either way, they're wondering what a Paladin with a broken vow of chastity might be like...*

## OBTAINING 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.

If you want to hear about more of this content as it's developed, consider following the conversation on [twitter](#).

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And once again, thank you!

## CHANGELOG

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

- 1.0 - 6/1/23
  - Initial release

## CREDITS

- Cover
  - An Idyll (Daphnis and Chloe)** by Jean-Léon Gérôme
  - A public domain artwork.
- Mid-page illustration (woman spanked)
  - Illustration from **Monsieur Paulette et ses épouses** by Louis Malteste
  - A public domain artwork.
- Character illustrations
  - Commissioned from [@Mothaccino](#).
  - Created using Stable Diffusion, an AI art tool, then edited extensively.

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