

FIZZLEDICK'S FUN PALACE

A 5TH EDITION WHIMSICAL DUNGEON

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

FIZZLEDICK'S FUN PALACE

Read me:

Zany inventor Fizzledick has poured his time, his money, and his bottomless (if perverse) creativity into the creation of an amusing little dungeon that is most certainly not family friendly. Disappointed by a dismal initial turnout, he promises powerful souvenirs to the first adventuring party to reach the gift shop—and a special prize straight from his deep pockets. This has reinvigorated some in the nearby villages... and yet the prize still goes unclaimed...



GNOME'S MAD INVENTIONS AND PERVERSE mind are on show in a strange, wacky amusement park-cum-dungeon. An intrepid group will have to brave traps, battles, and tests of their focus—chances are, by the end of the dungeon, they'll have a whole new outlook and maybe even a whole new party dynamic!

AT A GLANCE

Fizzledick's Fun Palace is a humorous, erotic dungeon for parties of level 3-11. It should run no longer than 6 hours including its hook.

The dungeon is mostly linear; it contains 8 traps, 5 potential combat encounters, and treasure at its end.

The dungeon can be plumbed by your players alone, or you can play them off against a premade group of NPCs.

HOW TO USE THIS SUPPLEMENT

This dungeon is best used as a downtime activity for a party that doesn't mind some silliness and some sexiness.

As a GM, you should do your best to keep the contents of this supplement secret from your players, or risk losing the mystery and excitement! Snippets you're intended to read aloud are contained in a "scroll" box and noted "Read me," like the one at the beginning of this page.

ROLLING FOR SEDUCTION

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

If you like this content on its own, consider picking up *Rolling for Seduction* to see its full potential... and bring some eroticism to your game table!

ELEMENT DETAILS

In some rooms, there might be multiple different items worthy of your players' attention. Consider the following box:

ELEMENTS IN THE ROOM

The door

– It's wood.

🎲 Perception (12): it's hardwood!

🎲 Arcana (18): sigils are inscribed in the wood...

* **Read me:** *the sigils glow faintly as you stare at them. It's almost hypnotizing the way they draw you in...*

The floor

– It's mossy, cracked stone.

In this room, there are two items of note: the door and the floor. You're welcome to answer your players' inquiries how you choose, but when it comes to these elements, some recommended answers are prepared for you. Facts begun with a die icon, 🎲, indicate information you should keep from your players until they make an adequate roll to discover it.

Nested items, such as the bit titled "Read me," should be related only when the top-level item has been covered. And, as you might guess, when you come across the words "Read me" in an item, you should read it out loud to your players.

SPICE IT UP!

If you're using this material at an adult table, certain avenues for eroticism have been offered in the aim to provide for alternative tastes. You can find these in orange-colored boxes titled "Spice it Up!", like the one below this paragraph. The suggestions in them are, of course, up to your discretion.

SPICE IT UP!

Exhibitionism — Flash this page at a player too quick for them to read it.

HAVE FUN WITH IT!

Above all, take the opportunity to adapt, alter, and edit where you see fit. You know your table best: will something flop? Would something else be better? Follow your heart! This module will be at its best when everyone is having a relaxed, fun time. And that includes you.

HOOK

You know you want to run this dungeon—but how? Here are a few suggestions for how to organically present it to your players. You know your table best: you can adapt, alter, or combine any of these elements to make something that works.

TREASURE

Fizzledick promises to dip into his deep pockets in order to properly reward the first group to successfully complete what he considers an amusement park. You should offer an amount that’s motivating to your players, and if necessary, allude to what it could buy.

GOLD REWARDS

- Levels 1-2: about 300GP (shared)
- Levels 3-5: about 500GP (shared)
- Levels 6-8: about 2500GP (shared)
- Levels 9-11: about 5000GP (shared)

ITEM REWARDS

- Levels 1-2: a Common item (each)
- Levels 3-5: a Common item (each) and a single Uncommon item
- Levels 6-8: a Common and an Uncommon item (each)
- Levels 9-11: a Common and an Uncommon item (each) and a single Rare item

ACCLAIM

Fizzledick promises the first adventurers to brave his dungeon will be known throughout the land. You can make all sorts of promises: flyers, songs, reverse wanted posters... but be sure to drop some hints about how people will perceive them if they win! They won’t just be famous... they’ll be the heartthrobs of the town, and many towns they’ll pass through after.

COMPETITION

And, of course... the players aren’t the only ones who are racing to claim the prize! Mention how the entire town is full of people ready to delve the dungeon, and if you’re involving the **Rivals**, you’ll have a perfect set of adventurers to play off your players as a foil. They’re peppy, they’re determined... and they’re going to get it if the players don’t!

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RIVALS

The tantalizing prospect of money, trinkets and fame is enough to attract more than a couple of enterprising groups... and if the party isn't careful, one of these other groups might get there first.

RIVALS!

The following section is optional material. Throughout the supplement there'll be sections marked "optional" that offer situations in which a party of NPCs can be played off your party in order to tease, entice, and obstruct them. If your players prefer to keep their eroticism in-house, you can ignore these sections and let things develop naturally.

THE EASY BUNCH

The *Easy Bunch* are a group of adventurers hell-bent on uncovering the mysteries of Fizzledick's dungeon. Short snippets about each of the five members follow: you can click on a name to see their more complete descriptions, as well as their stat blocks, in the back of the supplement.

HARMONY DEVILDUKES

TEASING ROGUISH TIEFLING

Harmony is the self-proclaimed leader of the Easy Bunch, outspoken and careless. Her light fingers frequently get her into trouble, as surely as her wiles and swaying hips—and quick feet—get her out. She seems to constantly have a dagger between her fingers, and has a tendency to disappear, then pop back up in the thick of things.

THROBB PILLAGER

TACITURN ORCISH MUSCLE

Throbb doesn't say much; of course, he doesn't have to. Nearly 7 feet of brawny Orcish muscle, this Barbarian is usually content to stay silent and let the rest of the party blaze the way... until strength of arms becomes necessary. Then Throbb does what he does best.

LILLIAN SOFTSHEETS

CHARMING ANDROGYNOUS HALF-ELF

Lillian is often mistaken for a girl: his long golden hair and fair face likely don't help. He is rarely concerned with this misapprehension. Instead, he focuses on doing his best to channel his Goddess's light through his healing touch. He is the reason Throbb's scars are just that, and not deadly wounds.

SABLE DARKHEEL

IMPERIOUS DARK ELF

Sable seems to have a permanent sneer on her face. The oppressive air of her displeasure enters the room first, then the loud *click-clack* of her heels, and then the rest of her voluptuous form. Hailing from the deep underground, Sable is a fair hand with a whip: when she uses it, that cruel smile comes out to play.

LOTHAR EVERHARD

SUAVE HUMAN FLIRTER

It seems like everywhere Lothar goes, a gaggle of cooing admirers follow. He strings them along as if it's second nature, but when a lover seems ready to stray, he's ready with a song strummed on his golden harp. Always ready with a charming smile, he seems to consider the adventurer's life more an opportunity to meet people than find a fortune or slay evil beasts.

INTRODUCTIONS

If you have plans for how to best introduce the Easy Bunch to your players, you can follow your heart. Otherwise, you can use the following:

IN A TAVERN...

Bring your players to a tavern. Read them the following when they enter:

Read me:

A raucous group is already present in the inn: a burly, green-skinned Orc man has seven empty mugs on the table and is drinking a third. He shoves away the worried hands of a slender-looking youth, a fair-haired and fair-skinned priest or priestess, or somewhere in between. In one corner broods a tall, voluptuous dark-skinned Elf wearing what almost looks like spiderwebs. She shoots a glare at the opposite corner, from which pleasant music emanates as a black, attractive man with a ruffled shirt plucks at his lute. "Treasure beyond our wildest dreams," he croons to a fixated barmaid. "And our names known throughout the land," crows an impish Tiefling woman clad in black leather, leaning over the bar as she toys with a dagger, tail swishing.

Let your players interact with the group... but **don't let the players sleep with them!** If you plan to use these rivals throughout the dungeon, you need to keep that tension, and that desire.

Have the Easy Bunch brag about their plans to beat the dungeon, drop any information you need... then have them sneak out before the players wake the following morning.

ENTRANCE

Fizzledick's can fit into any sufficiently irreverent setting. It shouldn't be placed too far from town; after all, the creator wants people to come and visit! You can spring an encounter on your players as they traverse towards it, but only if you're not utilizing the **Rivals!** If you are, you need to preserve the feeling of being right on the competition's heels. Too much delay will frustrate your players.

Once your players reach the *Fun Palace*, the game can begin! Read them the following:

Read me:

A rounded structure juts from the rocky hills. Two giant golden doors are set right into that dome, and a barely-beaten path leads a winding way towards it from where you stand. Several wooden signs are planted alongside the trail advertising the prices each small parcel of the land is going for. So far, there don't seem to be any takers.

ELEMENTS AT THE ENTRANCE

The signs

- Each sign is painted in red with a number and signed, "ask inside!" The numbers get higher as they near the palace itself.

The doors

- The large gold doors are finely-wrought, but appear to be merely painted gold. They are in fact simply copper.
- The doors can be melted down: this produces a large amount of copper worth 50GP and (presumably) an angry Fizzledick.
- 🔍 Perception (10): the doors appear completely normal, and no traps can be found.
- 🔍 Survival or Perception (12): the doors, though closed, show evidence of scrapes along the floor. They've been opened recently.

There's nothing much for the players before they enter the dungeon. Let them delay if they want to, and push them in if necessary by hinting at the time constraint. What if someone's already in there, looting it?

MAIN FLOOR

The first floor of Fizzledick's Fun Palace is full of traps and double-crosses to introduce the players to the dungeon. The floor features three traps, a combat encounter and some treasure.

R1 (ENTRY)

This large, geometric dome is the players' first introduction to the dungeon. As such, it's completely and totally over-the-top in order to set expectations.

Read me:

The large front doors of *Fizzledick's Fun Palace* open wide to an ostentatious geodesic dome, easily fifteen feet tall. Sunlight shines down through the glass panels to illuminate two tables, one on each side of the room. On the far wall a pair of double doors lead deeper in. The centerpiece of this room, glinting in the sunlight, is a statue of a gnome rendered in copper. The statue sports wild hair in burnished curls and a crazed expression. His ass cheeks and erection have been rendered comically huge.

ELEMENTS IN THE ROOM

The statue

- Perception (11): the statue is of Fizzledick. The tip of the statue's penis has been burnished gold by rubbing.
- Perception (18): the statue's ass seems to have a locked doorway big enough to fit a person. It can't be opened from the outside.
 - If a player rubs the statue's penis, a recorded voice booms out the following: *"Ho ho! Welcome to my magical realm!"* And that player gains a d6 *Bardic Inspiration*. This effect can only benefit each player once.

The tables

- The table on the west of the room features a guestbook previous adventurers have added their names and bragging comments to.
- The table on the east of the room features a guestbook for adventurers who've successfully completed the dungeon. It is empty.

The double doors

- The double doors are made of mahogany and are very creaky. A Sleight of Hand check of 15 or higher eliminates the noise, but nothing happens if the check gets failed or isn't made.

If you're using the **Rivals** you can include the following comments in the guestbook:

- Harmony Devildukes — *"Plunder awaits!"*
- Throbb Pillager — His first name signed in shaky script.
- Lillian Softsheets — *"For all who came before, and all who'll come after."*
- Sable Darkheel — *"The dungeon shall submit."*
- Lothar Everhard — *"One more conquest..."*



Click [this link](#) to see a larger version of this annotated map.

A larger non-annotated map can be found on [page 27](#).

R2 (GIFT SHOP)

This room features the first trap of the dungeon: a relatively harmless invention of Fizzledick's (patent pending). Past it, the gift shop awaits!

Read me:

Past the double doors of the entrance, the dungeon leads forward into a long hallway that opens up near the end into what looks at first glance like an inventor's workshop. A sign engraved in stone above the workshop reads, "Fizzledick's fantastic fabrications!" On the east side of the hallway, glass windows are set in the wall; on the west opposite them, a large mural has been painted on the smooth stone.

ELEMENTS IN THE ROOM

The glass windows

- Each of the three windows are about a foot by a foot in size. They're set just below chest height. Instead of providing a view out of the dungeon, they open to small alcoves in which magical runes are inscribed.
- ⊗ Perception (14): the windows are made of something stronger than glass: they're carefully polished and nearly without blemish.
- ⊗ Arcana (12): whatever spell these runes contain, they seem to be triggered by a creature moving in front of the window they're protected by.
- ⊗ Arcana (18): these runes contain a spell that, among other things, creates a flash of light that damages armor.

The sign

- An unsteady hand has added a subtitle in dripping red paint. It reads, "two for one sale!"

The workshop

- Past two open doors, what look like cabinets and display cases line the walls and surround a central pillar.

The mural

- Across from the windows, a mural depicts three scenes: one, the front facade of the dungeon; two, a pit of tentacles; three, a couch in front of what appear to be burnished copper automatons.
- ⊗ Perception (14): the murals appear to be slightly faded in color across from the three windows.
- ⊗ Perception (18): the focal point of each of the three scenes appears to be the faded area: the tentacles reach in and the automatons are looking at the couch, but the murals are missing a figure to fill these areas.

The windows are in fact a plug for the gift shop: when a player steps past one of the windows, they'll be subjected to a magical effect similar to that of a carnival ride's camera. Commemorative "photos" are available in the gift shop, just ahead.

ARMOR DAMAGE

Some traps and effects in this dungeon deal **armor damage**. When a creature is dealt armor damage, subtract that amount from their AC. Armor that provides 10 or less AC falls apart; armor damage dealt to clothing directly tears apart the clothing and renders a character nude. Armor damage can be repaired over a Short Rest.

More information can be found in the [Rolling for Seduction core rulebook](#).

SNAPSHOT WINDOW

Simple trap (level 1-4), **Draining**

A complex circle of runes have been painted in the rudimentary shape of an open eye. Protecting these runes is a thick pane of sturdy glass, or something like it. The runes begin to glow...

Trigger

- A creature who walks past the trap triggers it.
- A creature who has already failed their save to avoid being flashed does not trigger the trap.

Effect

- When triggered, light is emitted from the window in a bright flash. Any creatures in a 30 foot cone must make a DC 14 Dexterity save.
- Creatures who fail their save, can see, and are light sensitive are Blinded for 1d6 rounds.
- Creatures who fail their save take 2 points of **armor damage**.

Countermeasures

- ⊗ *Run past or otherwise evade the trap:* make a DC 16 Athletics or Acrobatics check. If successful, the trap is bypassed. If failed, the trap is triggered. The creature who triggered it saves at Disadvantage.
- ⊗ *Cover or block the trap:* Make a DC 16 Dexterity check. If unsuccessful, the trap is triggered and the creature who triggered it automatically fails their save. This disarms the trap, so long as the obstruction remains in front of it.

Keep track of what players are caught by which window.

GIFT SHOP

What seems at first like an inventor's workshop is in fact an almost overwhelming supply of curios in display cases and locked shelves: by each item is a slot in which the players can deposit coins if they see fit. Most of the goods are of no particular use, except perhaps for the prints taken by the trap in the previous corridor.

Read me:

Fizzledick's Fantastic Fabrications is a small antechamber before another set of double doors. Cabinets and glass display cases line the walls and surround a central pillar: the displays are stuffed with small figurines, booklets, and commemorative items. Next to each item is a posted cost, and a slot in which money can be deposited. Up in the corners of the rooms are painted eyes that, unsettlingly enough, always seem to be staring no matter where you move. Painted high up on the wall are the words "Thieves shall forfeit their rewards for finishing the dungeon!!!" with three exclamation marks.

You can consult the following table for some sample items, but you should feel free to make up your own so long as they're sufficiently ridiculous, useless, and over-the-top.

EXAMPLE GIFT SHOP ITEMS

Item	Cost
Fizzledick's autobiography (edition 3)	1SP
Anatomically correct gnome statue	2SP
Edible panties	1CP
Crop top: "I went to Fizzledick's and all I got was an orgasm (and this shirt)"	1GP
Beer mug: "Give me head."	1SP
Knitted cap: floppy knitted genitalia on top	1GP
Phallic drinking cup and bendy straw	1SP
Novelty dildo shaped like Fizzledick	1GP
Novelty dildo shaped like Fizzledick's genitalia	1GP
Oversized dildo with hilt (treat as a Longsword that deals 1d4 Bludgeoning damage)	20GP

NOTE TO THE GM

If your players seem determined to steal the items, produce a booming voice from the walls that chastises and warns them. If they successfully steal something, have the voice state the cost of the stolen items will be taken from the prize pool. You don't actually have to reduce the reward: the idea should be enough to dismay them.

COMMEMORATIVE PICTURES

More likely to be of interest to the party are the "photos" that may or may not have been taken of them. The print machine is on the east side of the room.

Read me if the traps were tripped:

Mechanical gears and wires direct a quill to produce a quickly-worked sketch. The finishing touches are being put on a page: it finishes and is passed along to hang up in a display portion of the print machine. Next to it, a sign proclaims "commemorative prints, 10GP."

The players can pay 10 gold for a print, which will then be dispensed to them. The prints are exquisitely detailed sketches of the scenes captured by the traps: a "photographed" player is depicted in front of the somewhat realistic mural behind them.

An example reading of a sketch:

Black ink forms a surprisingly realistic drawing of Darien caught mid-lunge past the trap: his face is frozen in a look of dismay as his tunic is blown to tatters to reveal his chiseled chest. He's surrounded by tentacles that seem ready to reach and grab—it takes you a moment to recognize them as part of the mural on the wall.

SPICE IT UP!

If some of your players would be keen to have their pictures distributed, add a note about how Fizzledick plans to use them in promotional material! Or warn them any pictures left behind could be snatched up by others, making them choose between paying the exorbitant cost or exposing themselves to later adventurers.

OPTIONAL: EASY BUNCH

If you've chosen to involve the **Easy Bunch** in your dungeon crawl, this is another potential place you can involve them. Several photos remain in the print machine, evidence of their recent path through the dungeon. Now is an excellent time to tempt your players...

An example reading of a sketch:

This faithfully-recreated scene depicts the towering figure of Throbb stalking past a couch and a group of automatons: he stares forward impassively despite the sorry state of his hide armor, which is now little more than tatters. His hairy chest and thick collarbones peek through in several places: even the automatons in the mural seem a little intimidated by the set of his jaw, the vein in his neck.

...and to present the growing rift in the group...

An example reading of a sketch:

This print shows a frozen moment of an argument: the preening image of Lothar is slightly smeared as if by a hand across the page. A second figure is shoving him roughly aside: Sable pushes past him carelessly with a look on her face that could curdle milk. The object of her ire seems to be Harmony, the leader of the group: the little Tiefling smirks with narrowed eyes as she looks up at the dark elf. The topic of their disagreement is lost to history, but the tension is clear.

...and to set up the relationship dynamic between Lothar and Harmony...

An example reading of a sketch:

Half of this paper is pure black ink: in the other half Harmony is partially shown: she holds one hand out to block as much of the window as she can while the other arm holds her now bare torso, squishing her small breasts to her chest. Her face is out of the frame, but in the back corner stands a voyeur: Lothar is watching, open-mouthed, eyes fixed to Harmony's back while he wears the expression of a drowning man who's spotted land.

...and anything else you'd like to show!

R3 (HALLWAY)

This hallway features the first "real" trap of the dungeon, as well as doors to either side. In the middle of the hallway is a pit trap the party will have to skirt around, leap over, or get caught in.

Read me:

A long hallway stretches out in front of you, ending in another set of double doors maybe two hundred feet ahead. To your left there's a closed door, and to your right there's a door that's been left slightly ajar. In front of you is what evidently used to be a pitfall trap, but the trap has been sprung and the floor is gone to reveal a pink, squirming pit below.

ELEMENTS IN THE ROOM

The room

- 🎲 Perception (11): you can hear a muffled moaning. It seems to be coming from the pit.

The pit

- (If the party hasn't heard the moaning, mention it now.)
- **Read me:** *The pink, squirming pit has an occupant: a cleric of some sort wearing tatters of robes is held captive by the tentacles in the pit. They slide up and down her body, questing curiously, as she thrashes and squirms and moans. She waves a hand towards the edge of the pit but can't quite reach.*

- 🎲 Perception (11): describe the cleric erotically: her breasts are being fondled, she's nearly being penetrated. Stress that the party is just in the nick of time to save her.

- 🎲 Perception (18): an illusion is cast on this pit: there is no cleric! The muffled moans you can hear are a sequence, looped after several seconds to trick adventurers into approaching the pit.

The door to the west (ajar)

- You can see the edges of an oak dresser through the half-open door.

The door to the east (closed)

- 🎲 Perception (11): you can hear muttering and coarse laughter on the other side of the door from at least six gruff-sounding voices, and the sounds of coins jingling.

The group can jump over the pit by making a DC 16 Athletics check. Any who fail the check fall in the pit.

If the group attempts to save the cleric, the pit will wait for an opportune moment, then lash out to grab and ensnare those giving aid. Have the players within 5 feet of the pit make a DC 16 Dexterity save. If they fail, they're caught. If they're farther away from the pit but reaching in with some kind of a tool, and they fail the save, they may choose to drop the tool instead of becoming caught.

The pit attempts to grab and **Stimulate** any inside it. Players will be released once they escape the grappling tentacles, or when the pit is defeated.

SQUIRMING PIT

Complex trap (level 5-9), **Draining**

A pink, squirming mass of phallic tendrils writhes below the floor. The trapped cleric, now dispelled as an illusion, depicts the fate of those the pit grabs hold of: waving tentacles wait to wrap around their prey and quest inwards, groping and penetrating.

Trigger

- A creature who attempts to help the illusory cleric within the pit triggers it.
- A creature who damages the trap while it's dormant, triggers it.

Effect

- When triggered, the tentacles snatch at nearby creatures. Any within 5 feet of the trap must make a DC 16 Dexterity save or become Grappled.
- When triggered, begin combat: the trap has an Initiative bonus of +4.
- When a creature moves within 5 feet of the trap for the first time in a turn, they must make a DC 16 Dexterity save or become Grappled.
- At the beginning of the trap's turn, if a creature is Grappled by the trap, slick fluids on the tentacles **Entice** them at DC 16.
- At the end of a creature's turn, if a creature is Grappled by the trap, the groping tendrils **Stimulate** them with a +6 Sensuality check.

Countermeasures

- A creature Grappled by the trap may escape the Grapple with a DC 16 Athletics or Acrobatics check.
- The trap has 50 HP and an AC of 14.
- Ranged attackers not adjacent to the trap attack it at Disadvantage.

Once the trap is reduced to 0 HP it falls dormant and can no longer be triggered.

Searching the dormant trap reveals 🎲10d6 gold pieces.

R4 (DRESSING ROOM)

This side room features fetish clothing in wardrobes and a puzzle that doubles as a trap. It's the safer two of the side rooms—barely.

Read me:

Plush carpets line the floor of this room in bright, garish colors. On the west wall are four oak wardrobe: between them are gaudy dressing mirrors ringed by sculpted wood in the shape of cherubs and clouds. A closed door farther down the east wall appears to lead back into the hallway you've just come from. A sign is hung over a hole in the wall on the other side of the room.

ELEMENTS IN THE ROOM

The wardrobes

- There are four wardrobes in the room. Each is stuffed with clothes, but allow creatures to hide within in a pinch. Consult the [wardrobe fullness table](#) below to determine how much space is available for hiding.
- The clothes in the wardrobes are fetish wear unsuitable for combat. When a player looks in a wardrobe, roll on the [wardrobe contents table](#) below to determine what clothes within will fit them.

The closed door

- The door is locked by a mechanism the players can't see. Something else must open it.
- ⊗ Dexterity (18): The mechanism locking the door is disabled and it opens.

The sign and the wall

- **Read me:** A hole is chiseled through the wall. Above it a sign embedded in the wall reads "door lock disable". Next to the hole is a blackboard recently smudged clean and a coin purse that hangs from it.
- The coin purse contains 5x1d6 gold pieces.
- ⊗ Perception (14): You can just make out vertical chalk marks on the board, like tallies.

The hole

- **Read me:** A hole, just big enough to fit a Medium torso, is carelessly chiseled through the wall. Above it a sign embedded in the wall reads "door lock disable". By angling your head just right you can see a lever through the hole, though the small tunnel has some twists and turns.
- ⊗ Dexterity (14): A player squeezes through the hole to reach the lever, provided they're not wearing too much: Medium armor imposes disadvantage on this roll, and Heavy armor makes it impossible.
- ⊗ Investigation (18): Halfway through the tunnel, there's a hidden set of gears, part of some devious trap that looks like it will cause the tunnel to squeeze the player, and who knows what else.
- ⊗ Dexterity (18): The trap is disabled.

WARDROBE FULLNESS

Hiding players	Available space
1	None.
2	One wardrobe can fit one person.
3	One wardrobe can fit two people.
4	One wardrobe can fit three people.
5	Two wardrobes can fit two each.
6	One wardrobe with three, one with two.
7+	Always at least 2 players to a wardrobe.

WARDROBE CONTENTS

d6	Item
1-2	Costume. Roll on the costume table .
3-4	Slutty armor. Roll on the armor table .
5-6	Lingerie. Roll on the body slot table .

COSTUME

d6	Item
1	Maid/Butler
2	Dom/Dominatrix
3	Guard/Soldier
4	Pit fighter
5	Dancer
6	Nun/Priest

ARMOR

d6	Armor
1	Codpiece
2	Sculpted breastplate
3	Crotchless leg armor
4	Crop top breast plate
5	Armored Short skirt
6	Open-chest breast plate

BODY SLOT

d6	Slot
1	Feet
2	Legs
3	Thighs
4	Crotch
5	Chest
6	Arms

SQUEEZE SPACE

The lever is difficult to reach without squeezing through the hole in the wall. If the trap isn't disarmed before the victim pulls the lever, then as soon as it's pulled the player becomes stuck and is considered Restrained. On a DC 18 Dexterity check they can free themselves. If other players assist them, they can roll at Advantage.

Read me if the trap is not disarmed:

As you reach and manage to pull the lever, gears grind and what was a tight space becomes an impassable one. You feel the rock wall squeeze you and hold: the tunnel has become even smaller, too small to easily pull yourself out of.

Read me:

As the lever is pulled, the door to the hallway slowly opens with an awful grinding noise. It scrapes the floor before coming to a stop, revealing a door on the other side of the hallway. Even from across the hallway you can hear raised voices approaching the other side of the door, no doubt alerted by the noise.

At the same time, the sign embedded in the wall flips to reveal another message: still with arrow pointing at the hole, it proclaims "one use, 5 gold."

Once the trap is tripped, the victim—and the rest of their party—have a choice to make. Give your players 1 round to act in before the guards arrive. The wardrobes are obvious hiding spaces, but they'll have to abandon their friend in the hole, or squeeze extra tight if they were rescued. One more player can fit into each wardrobe than determined in the [wardrobe fullness table](#), but this imposes Disadvantage on Stealth checks made by occupants of that wardrobe.

GUARD INTRUSION

After the players have a round to react, the guards from **R5 (Barracks)** approach from the other side of the hallway, moving at Initiative step 12. They are initially non-hostile. If someone is stuck in the wall, half of the guards (rounded up) will stay with them while the other half sweep the rest of the room. Have any players who are hiding make DC 14 Stealth checks. If any players in a wardrobe fail the check, they are found by the guards.

If no players are found, the guards will look for a moment or two, then retreat.

If only the player stuck in the wall is found, the guards will merrily use the stuck player, each depositing 5 gold in the nearby pouch and making a chalk mark on the board for each use. When satisfied, they'll retreat.

If players in wardrobes are found, they'll need to find a solution to the guards, who are determined to escort the group out after they've had their fun. Consult the **Barracks room** section for potential ways the players might deal with them.

HANDLING CONSENT

The purpose of the hole is obvious: a player becomes trapped and in their restraints, used for sexual gratification by the passing guards. There's also room for the returning party, emerging from their hiding places, to make use of their party member in the very same way. However, this space should be reserved for someone you know will be interested—and aroused—by the situation. If someone ends up in the hole and they don't want their character to be used, let them slip out at the last second—just close enough to make them start sweating.

WARDROBES

The purpose of the wardrobes is twofold: on the one hand, it's to give the players a way to evade capture and notice; on the other, it's to pack the players in close proximity while something erotic is happening. With amorous pairs (and groups) be sure to mention how they have to jockey for position and press up together in the darkness of their hiding places. If there's no sexual tension in a group, you can safely skip it.

In the same vein, draw out the duration of the stealth to an appropriate length. As long as the players are enjoying themselves, you can describe the sounds of the guards using the trapped player filtering into the wardrobes, and the rising temperature in the hiding places, essentially perpetually. Choose a moment you think is comedically—and erotically—appropriate, then have the guards leave and the hiding players ousted.

OPTIONAL: EASY BUNCH

If you've chosen to involve the **Easy Bunch** in your dungeon crawl, this will be the first time your group will come face to "face" with one of them. Instead of an empty hole awaiting the party, they'll find it plugged by an exhausted **Lillian Softsheets**.

Read me:

As you approach the far wall, you discover you're not alone in the room: a person—or rather, half of one—is sticking out of the hole in the wall underneath the sign. A peachy, soft pale ass is poking out from small shorts that have been carelessly tugged down to expose a small, pink asshole and the beginnings of a bulge. Now and then the trapped person struggles, but can't seem to get themselves free, maybe because their feet are dangling just inches above the ground.

CHANGES TO ROOM ELEMENTS

The sign and the wall

- Roll $\odot 3d6$. This is the number of chalk tallies on the chalkboard. Multiply the number by 5: that's how many gold pieces are in the nearby pouch.

Lillian has been abandoned by his party after he opened the door for them. Whatever mechanism controls the door has closed it once more, meaning the players must presume on Lillian to pull the lever or they must rescue him and then do it themselves. When the party makes themselves known Lillian will ask if they can let him free, and he'll offer half the coins in the pouch as payment.

The party can convince Lillian to pull the lever for them by making a DC 12 Persuasion, Intimidation or Deception check, so long as they promise to free him after he does. These rolls are made at Disadvantage if they've taken more of the money in the pouch than he's offered.

Of course, then there's the issue of the guards, who are ready for a second round...

If freed, Lillian will retreat to a nearby tavern in order to recuperate. He'll wish the party luck, and if they've been kind to him he'll heal them each for up to $\odot 2d6$ HP.

SPICE IT UP!

Previous use — Focus on the evidence of previous sexual encounters left on Lillian or on a player after the guards are through with them. Remaining fluids, spank marks, destruction of clothing and so on.

Degrading messages — Include more inventive messages left by the guards after their time with Lillian or with a player. Mention marks made on the chalkboard—or the character!—that praise or criticize their performance, their body, and entice others to use the trapped character.

R5 (BARRACKS)

This side room is a dormitory and social area for the guards of the dungeon. It's the more difficult of the side paths to travel through, though there is the matter of its inhabitants...

Read me:

This large stone room seems to have been converted into a living space: along one side of the room cots and bunkbeds are spaced with shoddy bedding and lumpy pillows. Rickety footlockers are set before the beds. In the center of the room chairs have been set around a table atop which a card game is being played. In the corner is a fully-stocked weapon and armor rack, populated by battered and weathered tools.

Read me if the guards are present:

Six guards are sitting at the card table, griping good-naturedly back and forth. An even mix of men and women, they look rough-and-tumble, ready to sternly escort out any individuals who've overstayed their welcome. They share a couple scars, some mugs of ale, and a pile of coins they're portioning out on the rickety table. A few articles of clothing are discarded, tossed to the side, and one burly, mustached guard is decidedly more naked than the rest.

GUARDS

There are many potential solutions to the problem of the guards:

- The guards can be defeated in combat.
- The guards can be bribed with 50GP or more.
- ⊗ If the guards haven't noticed the players, the players may sneak past them with a Stealth check of 14 or above.
- ⊗ The guards can be traded sexual favors on a Persuasion or **Sexual Skill** check of 16 or above.
- The guards can be challenged to a game of strip poker. If the players win, they'll let them go.

STRIP POKER RULES

It costs 10GP to play, which is added to a 30GP pot. Every round, each player makes an Insight, Deception, or Sleight of Hand check. The guards roll 1d20+3. Characters who roll below the average check must each remove one piece of clothing: a suit of armor, a shirt, underwear, and so on. Additionally, the character who rolled the highest check chooses one other character to remove an extra piece of clothing.

If two or more characters tie for highest, they each choose another character to take off a piece of clothing.

The guards each wear four pieces of clothing: chain mail shirts, a tunic, breeches, and underwear.

A character who runs out of clothing might be able to continue playing depending on what promises they make...

If the players decide to confront the guards in battle, use the stat block on the following page:

GUARD

Medium Human, chaotic neutral

Armor Class 14 (chain shirt)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Saving Throws Str +5, Dex +4

Skills Perception +4, Athletics +5, **Sensuality** +3

Senses passive Perception 14

Challenge 2 (450 XP)

Strength in numbers. When a Guard makes an Athletics check, add +2 to their check for every other adjacent Guard.

Workplace safety training. Guards only do nonlethal damage with their attacks.

ACTIONS

Truncheon. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Arrest. When a Guard hits a creature with a Truncheon attack, if that creature is not already Grappled, any Guards adjacent to the creature may use their Reaction to attempt to Grapple them.

TACTICS

The Guards are here to pose an obstacle to the players, have a little fun if possible, and get paid. They'll avoid direct confrontation if possible, but if it comes to blows, they'll give as good as they can until it seems impossible to win. They won't chase into R6 (Stairway).

If the battle seems to be taking a turn for the worse, the Guards will try to capture one of the players for a bargaining chip. They'll Grapple them and try to bargain for the players to leave the dungeon.

If the guards are out of the picture, their belongings can be rifled through:

ELEMENTS IN THE ROOM

The armor and weapon rack

- The rack is full of blunted and rusted weapons, pitted and dented armor.

⊗ Perception (14): one fragile spear and one longsword are usable: they're +2 weapons but break apart when the wielder rolls a 1 on their attack roll and they can't be repaired.

The card table

- A few stacks of coins remain on the table. In total the winnings are worth 30 gold, plus whatever the players might have contributed.

The footlockers

- The footlockers contain a few personal items: pendants, books, and so on. Some tucked away valuables add up to 4d6 gold.

SPICE IT UP!

If you can swing it, make sure the guards grab a player who'd like to be Grappled. Then their bargain can take on a sexual tone: "surrender or we'll toy with our captive."

R6 (STAIRWAY)

This semicircular room contains a stairway down and some supplies with which the party can recuperate. The supplies appear to be spiked, but this is a deception itself.

Read me:

The double doors open to a larger, semicircular room that seems furnished like a rest area. Past a central pillar a set of stairs spiral downwards: painted on the pillar are the words "Halfway there!" in a cheery blue color. At the edges of the room are a few cots, a table laden with cheese and meat platters, and a tapped keg of beer. The room is filled by the relaxing sound of running water: a small waterfall runs over slowly turning cogs in a miniature fountain. Above the food a large sign proclaims, "eat it."

ELEMENTS IN THE ROOM

The food

- Food is arranged on the tables enticingly. There are meat and cheese platters, biscuits, small sandwiches, scones, and other tasty snacks.
- Casting *Detect Magic* or a similar spell reveals the food has been tampered with using low-level Alteration magic.
- Casting *Detect Poison* or a similar spell reveals the food is not poisoned.
- Casting *Identify* or a similar spell reveals the food has been treated with a low-level preservation spell to keep it fresh.

The sign

- A sign set into the wall above the food reads, "eat it." The e is lowercase.
- ⊗ Perception (14): the sign appears to be in two parts. Another sign, roughly twice the size of the first, is hidden above it: it appears to rotate to reveal its message. At the moment, its camouflaged back is facing out.
- ⊗ Dexterity (18): the sign can be pried to rotate outwards. Once it does, it reveals its message: "Food that makes you horny when you".

The cots

- Several plain-looking beds have been set along the wall. The pillows are fluffed and the beds are made, and some rose petals have been strewn on top of the covers.

The water feature

- A decorative fountain has been created by stacking numerous gears in a waterfall arrangement. Water pours from a pump near the top, then trickles down to fall on slowly rotating burnished copper gears. It creates a relaxing sound.
- ⊗ Perception (14): some gold pieces have been tossed into the bottom of the fountain.
- A player who takes gold from the fountain feels unlucky: they make their next roll at Disadvantage.
- A player who gives gold to the fountain, as long as it's more than 1GP, gains Inspiration.

This might be an ideal place for the players to take a Short Rest, or to gather themselves before continuing on. If they intend to take a Long Rest, or if you think their resources are still nearly full, goad them onwards.

THE FOOD

The food on the tables is perfectly harmless. However, it's been intentionally set up to seem suspicious according to Fizzledick's personal brand of humor.

If the players eat the food, after everyone has had some (or you think no one else will partake), read the following:

Read me:

A strange, lingering aftertaste that grows the more you eat begins to nag at the back of your mind. As if on cue, a second, hidden sign above the first begins to grind and rotate. When it faces out, the full message is revealed: not just "eat it," but "Food that makes you horny when you eat it!"

Call for Constitution saves. These don't actually cause any harm if they're failed, but it'll keep the party on edge. Additionally, it might entice your players to do things they wouldn't normally do, with the excuse of the food.

OPTIONAL: EASY BUNCH

If you've chosen to involve the **Easy Bunch** in your dungeon crawl, you'll find Lothar Everhard here waiting. Read the following:

Read me:

Light, pleasant music is coming from a mandolin strummed by a man with his clothes nearly blown to bits: Lothar, the bard of the party you're trying to overtake. He casually looks up, brushes some of his auburn hair out of his eyes, and smiles. "Come here often?"

Lothar is here to make a deal. Having surmised his party won't make it to the end, he wants to throw in with the winning team. He'll make a compelling speech and bemoan how all he wants to do is see the finish line...

Lothar will accompany the party if they let him.

- ⊗ Intimidation (16): Lothar is cowed and retreats.
- ⊗ Insight (12): Lothar wants to lay Harmony Devildukes, and will do anything it takes to make her see him in a fonder light.
- ⊗ Insight (16): Lothar will follow the group if they say no.
- ⊗ Any **Sexual Skill** (16): a sufficiently erotic experience makes Lothar forget all about Harmony—and the finish line.

If the players don't want Lothar along, he agrees to let them go, then follows them discreetly waiting for a moment to charge ahead—or strike—when their backs are turned. Passive Perception or a Perception roll of 18 or above reveals his deception. If discovered and confronted, he apologizes and leaves for good.

THE STAIRS

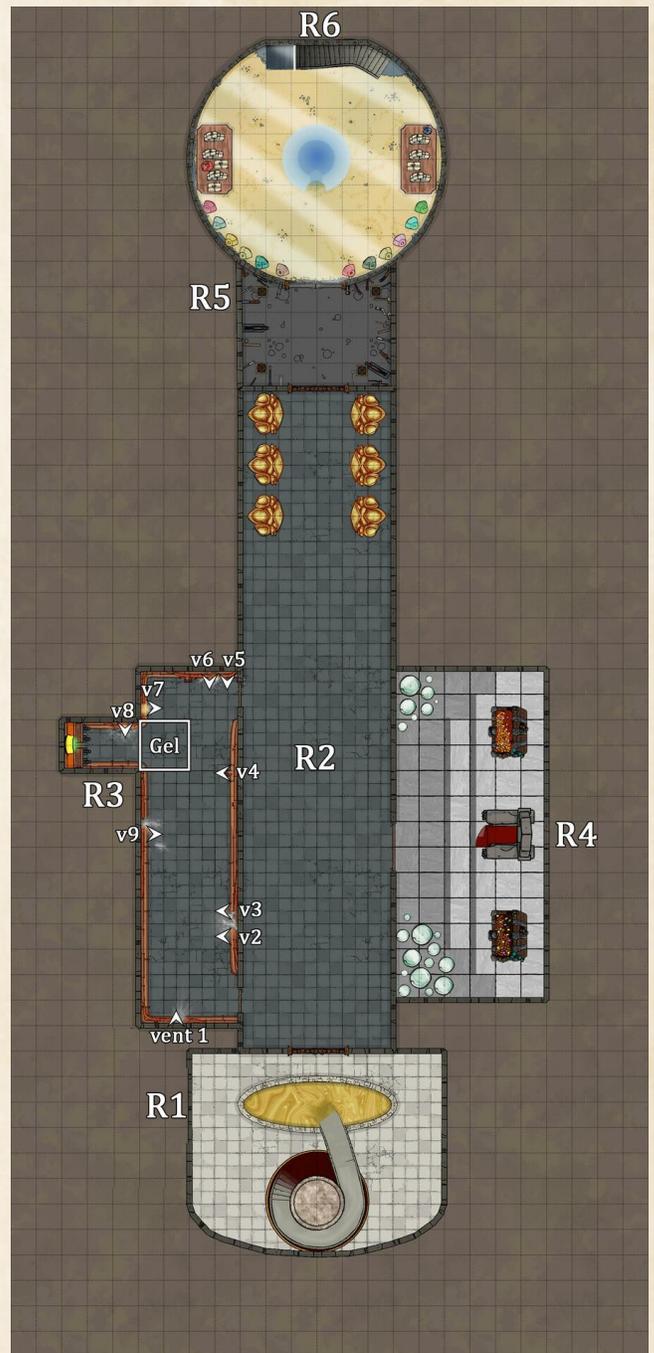
When the players begin to descend the stairs, read the following:

Read me:

As you begin to descend the stone spiral staircase, a rumbling emits from beneath your feet and the steps tilt to form a slippery ramp! Ahead of you the slide leads down, down, down...

Call for a Dexterity save. Players who get below a 14 lose their footing and go sliding down. Players who make the save manage to leap back up to the safety of the stairwell, and must decide whether they want to slide down.

The trap itself can be discovered with a DC 16 Perception check, and disabled with a DC 16 Dexterity check.



Click [this link](#) to see a larger version of this annotated map.

A larger non-annotated map can be found on **page 28**.

BASEMENT

The basement floor of Fizzledick's Fun Palace contains the final obstacles the party must face before they achieve their goal. It contains a difficult (but avoidable) fight, some hidden treasure, and a few traps for good measure.

R1 (STAIRWAY)

This semicircular room is the partner to the room above it. A set of stairs lead up to the previous floor... though they're not stairs any longer.

Read me if the players are sliding down the stairs:

As you slide down the sloping staircase, the bottom rushes up to meet you. You're traveling too fast to stop—but maybe you can control your slide.

Read me:

This room is the same semicircular shape as its twin one floor up. However, instead of a welcoming area filled with food and beds, this room is completely bare—except for a thick sheen of grease on the floor. Getting to the double doors on the far side of the room from the stairwell up will mean crossing that area, somehow.

Slippery grease coats the floor of this room. It's possible to cross it without falling and getting covered, but it's not easy. The area of the grease is considered Difficult Terrain. Every turn a player moves at least 5 feet through the grease, they must make a DC 14 Dexterity save. If successful, they travel without issue. If unsuccessful, move them to the furthest square along their path that contains grease. They slip and fall Prone on that square. Falling in the grease trap, becoming Prone or willingly covering oneself with grease grants the Greased condition, below.

Picking up a weapon while Greased is a Bonus Action.

If a player slides down the stairs, they must move at least 5 feet into the room. They can choose where they move to, so long as the distance from stairwell to destination doesn't exceed their movement speed. When they move into the grease trap this way, they make their Dexterity save at Disadvantage.

R2 (HALLWAY)

This long hallway is the last true obstruction the players will face before reaching the treasure they seek. The group of automatons at the far end are all that bar their way.

Read me:

The double doors open to reveal one long, wide hallway. It stretches on for almost two hundred feet before terminating in what you hope is the last set of double doors. Lined up along the end of the corridor are what seem at first to be armored statues... but now and then, steam puffs from a vent in an arm or a mechanical head turns jerkily to look around. A good distance before the statues are two doors: one on the east wall, one on the west. Another door on the west leads right into the waiting pack of protectors.

The automatons

– refer to the section below, [Automatons](#).

The doors on the west wall

☉ Perception (11): the sound of steam and gears can be heard from beyond the doors.

The door on the east wall

☉ Perception (11): a myriad of sounds can be heard from beyond the door, a confusing cacophony.

☉ Perception (16): some of the sounds are familiar: guards arguing, magical flashes bursting, and automatons creaking.

☉ Perception (20): the faint sound of heavy breathing can also be heard.

The double doors

– Far ahead are two more double doors in sturdy wood. A message is written above the doors, difficult to read from a distance. It's been painted in dripping red.

☉ Perception (13): the message reads, "Your most difficult trial awaits..."

– If the players are close to the sign, they don't need to make a Perception check.

The players are welcome to barge right through the waiting protectors, though they've been made to be a formidable obstacle. In the room to the west, guarded controls allow the players to alter the automatons' behavior, possibly for good... or if they're not careful, for the worse. In the room to the east, treasure waits... though they'll have to be polite to get it!

AUTOMATONS

Read me:

These mechanical suits of armor seem obviously hollow: steam pours forth between gaps in the armor where flesh would otherwise be visible. About six and a half feet tall each, they are made of what looks like burnished copper or brass. Their faces are blank with open holes for mouths and their fists are oversized, but several alterations have been made to give them personality. Crude faces have been painted on each faceplate, cheery and welcoming. They have been made crudely anatomically correct: several appear to have an appendage attached between their legs with metal ridges and a rounded end; others have a tube that runs up between their metal legs and disappears into their body; still others have both. Each automaton also has a painted message across their chestplate proclaiming their purpose.

The messages the automatons sport are meant to be potentially pleasant, if a little intimidating. Choose from the options below or tailor them to what you feel your players would like.

EXAMPLE MESSAGES

d8 "This automaton is trained to..."

- 1 "...fuck you."
- 2 "...fuck your mouth."
- 3 "...jerk you off."
- 4 "...finger you."
- 5 "...suck you dry."
- 6 "...drain your balls."
- 7 "...pleasure you."
- 8 "...hold you down."

Depending on the players' skills, they may be able to figure out solutions to the Automaton problem.

- Intelligence (e.g., Arcana, Investigation)
 - Ⓢ 12: these are mechanical constructs, partly magical in nature.
 - Ⓢ 15: lightning magic is likely to interfere with these constructs.
 - Ⓢ 18: lightning magic will overheat the constructs, but will empower them first.
- Wisdom (e.g., Perception)
 - Ⓢ 12: these are mechanical constructs, partly magical in nature.
 - Ⓢ 15: no power sources are evident besides the hissing of steam. They will eventually run out.
 - Ⓢ 18: constructs like this should possess controls, likely placed somewhere nearby.

NOTE TO THE GM

The automatons rely heavily on their Grapple attacks. Quick-thinking players may decide to make good use of the room full of grease, behind them...

AUTOMATON

Medium Construct, lawful neutral

Armor Class 16 (metal plates)

Hit Points 20 (4d8 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	4 (-3)	8 (-1)	10 (+0)

Saving Throws Str +6, Con +6

Skills Perception +2, Athletics +6, **Sensuality** +3

Senses passive Perception 12

Challenge 2 (450 XP)

Prime directive. Each Automaton has a directive painted on their chest. When performing a sexual act in accordance with this instruction, they roll **Sexual Skill** checks at Advantage.

Overheat. Automatons don't orgasm, but they do run out of steam. If an Automaton would **orgasm**, they instead overheat and shut down.

Haywire. When an Automaton is dealt Lightning damage their circuits overheat and they enter Haywire mode for the next 1d4 rounds, gaining one additional Action per turn and perceiving all creatures as enemies. If an Automaton is dealt Lightning damage while already in Haywire mode, their circuits fry and they instead shut down completely.

ACTIONS

Strip. The Automaton grabs hold of clothing and tears it free from the wearer. +6 to hit, rolled at Disadvantage: deal 1d6 **armor damage**. Roll normally if targeting a creature you are Grappling.

Stimulate. The Automaton performs its programming. Roll a **Sensuality** check against a creature you're grappling; if the check meets or exceeds the target's AC, you **Stimulate** them, bringing them closer to orgasm.

Punch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) bludgeoning damage.

TACTICS

The automatons are nearly mindless, only performing their orders to the best of their ability. They will attempt to carry out their sexual purpose on anyone who comes within 15 feet of their starting position, but won't pursue further than that. If they can't perceive any targets within their active area, they'll retreat to their places on the wall.

In combat an automaton will pick the nearest target and attempt to Grapple them. If they are already grappling someone, they'll Strip them until nude, then Stimulate them in a manner matching their Prime directive. If an automaton can't reach a valid target for their directive, including if their available targets don't possess the necessary parts, they'll skip their turn.

NOTE TO THE GM

These Automatons are intended for an erotic encounter, but if you'd like to present them in a less adult manner or just have them deal some damage instead, consider having them rely on their Punch attack.

Read me if the automatons go haywire:

Steam pours from suddenly-overheated machinery, and the automatons rush in suddenly frenetic movement. They shiver and shudder with clanking urgency—a state they surely can't occupy for long. They seem scrambled, and indeed, they turn towards each other with erotic intent...

OPTIONAL: EASY BUNCH

If you've chosen to involve the **Easy Bunch** in your dungeon crawl, the final encounter with them begins when the players decide to forge through the guards to reach the final chamber.

Read me if your players skip the side rooms:

Three figures spill from the doors closest to the automatons: a red-skinned Tiefling wearing mostly torn-up rags, a muscled Orc with scarcely more than his loincloth, and a dark elf whose fishnet is showing many holes. They pause between the hallway guards and all of you. Harmony puts her hands on her hips and defiantly declares, "You might as well give up! The treasure and the glory are as good as ours!" To her sides Throbb and Sable ready for combat, clearly expecting a fight.

Read me if your players clear both side rooms:

As you re-enter the hallway, the whereabouts of the final member of the Easy Bunch become clear: a red-skinned Tiefling wearing little more than torn-up rags is hesitating before the hallway's guards. Harmony puts her hands on her hips and defiantly declares, "You might as well give up! The treasure and the glory are as good as mine!"

Harmony doesn't think she can win in a straight-up fight. If she sees an opportunity, she'll offer to share the rewards with the players... though she'll be lying through her teeth.

Harmony wants the players to give up their pursuit of the treasure.

- ⊗ Persuasion or Deception (16): with some difficulty, the players can convince Harmony they won't impede her victory.
- Harmony is only too happy to proposition the party, promising them sexual favors for their surrender.
 - Harmony targets the player, or players, who seem most interested in her.
 - ⊗ Insight (16): Harmony will follow through on her promises.
 - ⊗ Insight (18): Harmony will use the players' sexual distraction as an opportunity to strike.

If things look like they're going to get violent, or if she thinks it's her best option, Harmony will sprint for the exit past the automatons. She might not get very far if they're still active, but she'll give it a good try.

R3 (MAINTENANCE)

This side room contains periodically erupting pipes, a Dissolving Cube laying in wait, and levers capable of manipulating the automatons one room over.

Read me:

As the door opens, the sound of hissing steam becomes almost overwhelming. A network of pipes lead down a hallway smaller and shorter than the one you've come from: erratically, built-up steam erupts from cracks or vents in the pipes on the walls, promising a painful burn. Halfway down the hallway there's a fork to the west, and a minuscule safe area from the heated vents. Past that is another door leading back into the main hallway.

ELEMENTS IN THE ROOM

The pipes

– the pipes are burnished copper, made of similar stuff to the automatons.

- ⊗ Perception (14): just before an explosion of steam erupts, a high-pitched whine can be heard at the spot.

The west fork

- ⊗ Perception (11): steam seems to be rising slowly up towards the spot devoid of pipes by the fork.
- ⊗ Perception (15): when the steam reaches the ceiling above the fork, it pools and swirls there oddly.
- ⊗ Perception (18): lying in wait, spread across the pipeless patch above the fork, a gelatinous mass waits, disguised by steam.

There are 9 spots along the hallway that vent steam. Every round, roll 3d10. Consult the table below to determine which spots are venting. Rolling the same spot more than once has no additional effect.

VENT EFFECTS

d10	Effect
1	Vent 1 fires.
2	Vent 2 fires.
3	Vent 3 fires.
4	Vent 4 fires.
5	Vent 5 fires.
6	Vent 6 fires.
7	Vent 7 fires.
8	Vent 8 fires.
9	Vent 9 fires.
10	Roll twice more.

VENTED STEAM

A burst of superheated steam plumes out from the copper pipe. Any creatures in a 20ft line who are not in full cover must make a DC 16 Dexterity save. They take 1d6 + 2 fire damage, or half this amount on a successful save.

A creature with 14 or more Passive Perception makes this save at Advantage.

CONTROL ROOM

When your players get close enough to the fork in the room they should begin to be able to see into this side alcove. Of course, it should also put them right under the waiting, gelatinous creature...

Read me:

Down past the bare patch of pipes, the pipes re-emerge to congregate at some sort of control podium. Notes and messages have been hastily scrawled on the stone next to several levers pulled to various positions. One note, larger than the rest, warns "Do not touch unless you are Fizzledick!"

As soon as a player moves into the pipeless patch at the fork, they trigger the creature clinging to the ceiling. Check the next page for the stat block for the Dissolving Cube.

ELEMENTS IN THE CONTROL ROOM

The notes

- The notes are a confusing mess of scrawl on the stone itself, as if Fizzledick was puzzling out theorems and marking the wall with a paintbrush.
- 🔍 Perception (12): a crude picture of an automaton is squeezed between diagrams on the stone: this must be a control center for the guards in the hall.
- 🔍 Arcana (14): several of the notes seem to reference an electrical overload that has "dramatic effects" on the automata.
- 🔍 Arcana (18): the diagrams seem to indicate operating this console can cause an electrical overload that makes them faster but more susceptible to Lightning damage.

The console

- There are four levers here, each of which can be pulled into a "plus" and "minus" state. Each is marked by a number, from left to right: 20, 80, 10, and 50. A button on the top of the console is marked "100."
- 🔍 Intelligence (11): the number on the button (100) seems to be the goal of the machine.
- 🔍 Intelligence (14): each lever must be switched to a "plus" or "minus" state, meaning each lever will either add or subtract from the total.

The starting state for the 4 levers is minus, plus, plus, minus. If the players set them to the correct orientation (**minus, plus, minus, plus**) and press the button, the Automata in the main hallway become permanently Haywire. Pressing the button with any other lever orientation fires all the vents at once.

Read me if the party successfully uses the console:

The button clicks and immediately the tone of the vents changes. Higher-pitched, it's matched by a sudden commotion coming from the main hallway, like loud metal clanging.

DISSOLVING CUBE

When the Dissolving Cube falls, any creatures below it must make a DC 16 Dexterity save. If successful, they move to a square adjacent to the Cube. If they fail, they are Engulfed.

Read me when the Cube falls:

As you step into the fork you look up and spot a previously-hidden gelatinous mass hanging from the ceiling! It detaches and falls, rushing towards you to swallow you whole.

DISSOLVING CUBE

Large Ooze, unaligned

Armor Class 6

Hit Points 64 (8d10 + 20)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Skills Perception -2, Athletics +5, **Sensuality** -2

Senses Blindsight 30ft., passive Perception 8

Challenge 2 (450 XP)

Engulfing. The Cube can move into occupied spaces. When it does so, or when a creature moves into a space occupied by the Cube, that creature becomes Engulfed. While Engulfed a creature can breathe, is in full cover, and is considered Grappled. The Cube's movement speed is not reduced by this effect. A creature may escape from the Cube by making a DC 14 Athletics or Acrobatics check: if successful, they emerge from the Cube at an unoccupied square of their choosing adjacent to the Cube.

Dissolving. The Cube's touch has a corrosive effect on metal and cloth, but not skin. When the Cube makes a successful attack or when a creature begins their turn Engulfed by the Cube, that creature is dealt 1d4 **armor damage**.

ACTIONS

Pseudopod. Ranged Weapon Attack: +5 to hit, range 10 ft., one target. Hit: 4 (1d8) bludgeoning damage, if the attack hits, it also **Stimulates** with a **Sensuality** check.

Charge (5-6). The Cube heaves itself forward, moving up to 15ft in a straight line. Any creatures in its path or occupying the squares it ends up in become Engulfed.

TACTICS

The Cube is mindless. If anything leaves its Blindsight, it forgets them, though it will chase after a source continuing to damage it.

The Cube eats clothing and armor; a nude creature quickly fails to interest it. At your discretion, consider making the Cube ignore nude characters or reward your players if they decide to exploit its hunger.

SPICE IT UP!

Tentacles — Make the Cube more questing and curious! Perhaps instead of automatically being subjected to its dissolving effects when Engulfed, players are attacked by a Pseudopod attack that attacks at Advantage but deals no damage.

Breathplay — Throw the Cube's breathability out the window! Once a player is Engulfed, they are unable to breathe. At the beginning of each of their turns they must make a Constitution save or become unconscious. The DC for this save begins at 8 and raises by 2 every turn they spend without oxygen.

OPTIONAL: EASY BUNCH

If you've chosen to involve the **Easy Bunch** in your dungeon crawl, the Cube will already have sprung its trap: Throbb Pillager is stuck half in and half out.

Read me:

In the fork of the room, a large, muscled Orc is struggling in midair. As you stare you begin to realize he's engulfed by a mass of nearly transparent fluid: he's managed to pull his head and one arm from the large cube, but the rest of him is stuck fast. The loincloth and hide armor he wears is melting away before your very eyes. Holes open in the material to reveal his tensing thighs as he growls wordlessly, tusks clenching. The hide wears away more and more, until it seems like he won't be leaving the cube with any clothing at all.

Throbb is not pleased with his predicament, but he's no friend of the party. If the party comes near he'll swipe at them, and if the Cube is killed he'll immediately focus on knocking them senseless. If the players want to stay on his good side, or just avoid battle, they'll have to make some good rolls.

Throbb sees the party as his enemy.

- ☉ Persuasion (16): he agrees to part without bloodshed, so long as they free him and let him into the final sanctum.
- ☉ Intimidation (20): he is shaken and agrees to avoid combat.
- ☉ Insight (12): Throbb doesn't trust easy: extraordinary measures will have to be taken to ease his mistrust of the party.
- Throbb has a strong sense of honor.
 - He will gladly face the players in single combat for the right to proceed.
 - ☉ **Submission** (12): He will give in to temptation and take the offer of the player's body.
 - ☉ **Sensuality** (16): Throbb will agree to a competition of sexual skill.

The easiest way for the group to make it past Throbb is to avoid freeing him. Without their help, he'll remain stuck. The second easiest is to meet him in one-on-one competition, whether with violence or pleasure.

R4 (THRONE ROOM)

This side room contains a throne, a set of viewing windows, and a couple of chests. Every piece of furniture is a mimic. The valuables can be taken, as long as the players are polite...

Read me:

As the door opens, the muted but perhaps familiar sounds become more audible. Their source also becomes clear: along the hallway wall are a dozen large crystal balls, each showing a different scene throughout the dungeon. In one, the guard room is visible: in another, the tentacle pit. Though currently absent, a throne sits on a dais on the other side of the room, flanked by two chests. A message is written in dripping red paint behind the throne.

ELEMENTS IN THE ROOM

The crystal balls

- the crystal balls depict scenes both current and previous; some act as security cameras trained on different parts of the dungeon, while others are recorded clips of adventurers in sticky situations.

The throne

- an opulent throne sits on a partially raised platform. It's draped in red with large white gems set in the arms. It's much larger than a Gnome would need.
- ☉ Perception (18): the throne moves slightly, rhythmically. The red drapery curls slightly: a tongue. It's alive!

The chests

- a chest sits on either side of the throne. They're both made of dark brown wood, bound together by gray metal.
- ☉ Perception (16): the chests slowly rise and fall, opening slightly as they breathe. They're alive!

The message

- the message reads, "Ask nicely," and is signed "Fizzledick."

The contents of the pre-recorded crystal balls is up to your imagination: fill them with the erotic moments shared so far by the party, by the actions of the **Rivals** if you've involved them in your dungeon crawl, or by other scenes you dream up yourself.

Treasure rests in each of the chests. It can be accessed either by defeating the mimics disguised as chests, or by asking them politely to relinquish their items, such as by saying "can I please have your treasure?" or a similar phrase.

Chest 1 contents

- 10 x ☉1d6 gold pieces
- Gems worth 10 x ☉2d4 gold
- Wand of *Lightning Bolt* with 3 charges

Chest 2 contents

- 5 x ☉1d6 platinum pieces
- Gems worth 5 x ☉2d6 gold
- Potion of **Arousal**

If a player doesn't ask nicely before they stick their hand in a chest, or if they attack a chest, the mimic comes to life and attacks. Use the following stat block for both chests and the throne.

MIMIC

Medium Monstrosity, unaligned

Armor Class 12

Hit Points 55 (9d8 + 15)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Perception +1, Athletics +3, **Sensuality** -1

Senses Blindsight 30ft., passive Perception 11

Challenge 2 (450 XP)

Disguise. The Mimic is hidden in plain sight. When the Mimic attacks a creature unaware of the Mimic's true nature, it attacks at Advantage.

Tremble. When the Mimic is dealt damage, its tongue slithers. Any creatures it is Grappling are **Stimulated** with a **Sensuality** check.

Digest. Inside the mouth of the Mimic, a creature is subjected to the rhythmic pressure of its gullet. When a creature begins its turn within the Mimic's mouth, it takes 2d6 bludgeoning damage and 1 **armor damage**. A creature can free itself from the mouth of the Mimic with a DC 16 Athletics or Acrobatics check.

ACTIONS

Tongue lash. *Ranged Weapon Attack:* +5 to hit, range 30 ft., one target. *Hit:* 7 (2d6) bludgeoning damage; if the attack hits, the target must make a DC 16 Dexterity save. If unsuccessful, they become Grappled by the Mimic. A creature deceived by the Mimic's Disguise makes their save at Disadvantage. A creature can break free of the Mimic's tongue with a DC 16 Athletics or Acrobatics check.

Slobber. When Grappling a creature, the Mimic's tongue is occupied. It instead rubs its slavering tongue all over the trapped creature, **Stimulating** them with a **Sensuality** check. It also draws the Grappled creature 10 feet towards it. A creature who enters the Mimic's square in this way is trapped in the Mimic's mouth, and its tongue is freed.

TACTICS

The Mimic is mindless. Anything that attempts to enter its mouth, such as by reaching into a chest or sitting on the throne, causes the Mimic to attack it with a Tongue lash. If it does not sense nearby enemies and has not been damaged in the last 3 rounds, it returns to dormancy and resumes its disguise.

Mimics do not come alive when a nearby Mimic is attacked; they remain disguised until themselves bothered.

OPTIONAL: EASY BUNCH

If you've chosen to involve the **Easy Bunch** in your dungeon crawl, a special someone's hubris has betrayed them: Sable Darkheel struggles on the throne, unsuccessfully attempting to free herself.

Read me:

On the throne on the far side of the room struggles a quietly swearing dark Elf: Sable thrashes, slick and shiny, licked all over by the Mimic whose mouth she's unwittingly entered. The long, red tongue of the throne coils around her body and slides between her legs, tasting her thighs as she shudders and stifles a moan. She glares across the room at you as she attempts to pull herself out of the soft throne, but her hands sink into the mouth of the creature and the fishnet stockings she wears are quickly dissolving.

Sable is caught, but she's loath to admit this fact. She'll proudly claim she has the situation under control—even as she tries to stifle her pleased groans. She won't be grateful in the least if they rescue her, though she may feign it: in truth, she'll be waiting for a chance to use the Wand of *Lightning Bolt* which she's plundered from the first chest.

Sable pretends to be neutral towards the party.

- ☉ **Persuasion (16):** with some difficulty, a player can get Sable to agree to a favor in exchange for her release. She has no intention of honoring this promise.
- ☉ **Submission (16):** if a player is sufficiently submissive toward her, Sable will accept their submission and believe she's become the de facto leader of their group.
- ☉ **Insight (14):** Sable plans to strike when the players' backs are turned.
 - She'll use the Wand of *Lightning Bolt* on the Automaton to drive them haywire when the players least expect it.
 - If called on her bluff, she'll attack the party.

The party doesn't have to free Sable; however, on her person she has the items plundered from the first chest, including the Wand of *Lightning Bolt*. When the players leave the room she'll free herself and wait for the right time to fire off a *Lightning Bolt* hitting as many Automaton as possible, and potentially the players as well. While the group is occupied she'll take off for the double doors at the end of R2 (Hallway).

R5 (WASHROOM)

This penultimate room contains what seems to be a dangerous puzzle—but is in fact another harmless practical joke from Fizzledick.

Read me:

The set of double doors open... and behind them is a boxy room with what looks like a locked vault door leading onwards. Grates are spaced in the corners of the floor as well as the ceiling, and a sign on the wall proclaims, "one last thing..."

ELEMENTS IN THE ROOM

The vault door

– the door is made of metal and appears quite thick. It has no obvious handle or keyhole.

- 🔍 Intelligence (12): some mechanism, likely in this room, should open the door.
- 🔍 Perception (20): by carefully tapping out the mechanisms hidden in the wall, you've discovered what must open the door: a glass vial hidden near the top of the ceiling. Once something fills it, a mechanism will click...

The levers

– each lever is in a different style, as if assembled from many different junk piles. They're randomly scattered around the room, some near the floor and others near the ceiling.

- 🔍 Perception (15): some of the levers capable of rusting show some water damage, all the way up near the ceiling.

The grates

– four grates are built into the floor, and four into the ceiling.

- 🔍 Perception (12): the grates are made of strong metal and carved stone.
- 🔍 Perception (15): the grates appear to have some kind of water damage on them: flakes of rust and wear.
- 🔍 Perception (18): by listening closely to the grates, you think you can hear the sound of splashing water.

Others

- 🔍 Perception (18): the entry doors to this room seem to be connected to some sort of a mechanism—something will cause them to close.
- 🔍 Dexterity (20): the mechanism that closes the doors can be disabled.
 - * (If the mechanism is disabled, then water will flow for several rounds, emptying into the hallway and swamping the automatons, until the flow stops and the door opens.)

The room itself poses no threat: the players are welcome to spend as much time in it as they would like. However, the door won't open until the water flows—and so they need to pull a lever. Any lever.

Read me when a player pulls a lever:

The lever makes a clunking noise as it's pulled... the doors you came through slam shut! Shortly after, the sound of rushing water follows. Water begins to bubble up from the grates below you and come cascading down from the grates above as well! In seconds, you're ankle deep in swirling water... and the vault door in front of you has still not opened.

Each time a player pulls a lever after the first, any number of nonsensical things might happen. Have the player roll a d20, and consult the table in the next column. Periodically, be sure to inform your players of the water level rising.

LEVERS

d20 When the lever is pulled...

1	...small model ducks fall into the room.
2-5	...frothing, colorful bubbles spurt into the water.
6-10	...a pleasant scent fills the air.
11-15	...floating flames, harmless and heatless, pop in to illuminate the room in soft flickers.
16-19	...sweet-smelling salts pour into the water and begin to fizz.
20	...soft, soothing music begins to play.

If you think of any other experiences that would be pleasant in a refreshing, relaxing bath, be sure to include them as well!

When you feel your players have been sufficiently tormented, read the following:

Read me:

Just as the water nears the ceiling, the rushing flow slows to a trickle, then stops entirely. A loud clunk echoes from below the floor, and then the water quickly drains. In the space of seconds you're again resting your feet on the safe floor... smelling decidedly cleaner and fresher. And in front of you, the vault door creaks open...

NOTE TO THE GM

This scenario is one your players won't really be able to interact with. Keep track of your players' willingness to engage in frivolity: if you feel like they'll get frustrated by being caught in the trap, cut it short.

R6 (TREASURE ROOM)

This final room contains treasure, accolades, and the exit to the dungeon.

Read me:

The whole room glimmers past the vault door. As you enter you see why: floating, glowing lamps scatter shards of light around the circular room, piercing down past the glass floor to illuminate a treasure trove beneath your feet. Huge piles of gold, gems and treasures lay there untouched, waiting to be plundered. Monogrammed bathrobes hang near the entrance of this room, and empty bags rest on tables by the sides. In the center of the room, a transparent glass tube with a person-sized hole makes a whistling sound...

ELEMENTS IN THE ROOM

The treasure beneath the floor

- piles of gold pieces, finely-cut gems, and interesting objects lay beneath the glass floor. A stairway at the other side of the room seems to offer entrance.

The bathrobes

- the bathrobes are soft, plush garments in bright colors. A large, calligraphic "F" is stitched on the pockets.

The bags

- dozens of bags are placed on tables to the sides of the room, each with a huge picture of a Gnome's smiling face. They're empty, and reinforced to carry heavy loads.

The tube

- a large tube made entirely of glass forms a central pillar. A whistling sound emits from it, through the person-sized hole in the side.
- ☉ Perception (12): the whistling sound is wind, moving quickly upwards. The tube leads up through the ceiling into the darkness.
- ☉ Intelligence (16): the air rushing through the tube seems strong enough to pull several hundred pounds up into the ceiling.

This is the final room of the dungeon, and the players are welcome to loot what they like! Roll to determine what they find:

- 1,000GP in gold pieces
 - ☉ plus an additional 1d6 x 100 gold pieces
- 800GP in cut gems
 - ☉ plus an additional large gem worth 1d4 x 50 gold pieces
- ☉ 1d6 ornate sculptures of figures involved in sex acts, worth 100GP each
- Additionally, choose, or randomly generate, one Uncommon item and one Common item for each of the players.

Once the players have plundered, they can travel back the way they came... or get sucked up the tube, which can also accommodate bags of gold.

Read me if your players use the tube:

As soon as you step fully into the glass tube, the rushing air underneath your feet picks you up and shoots you upwards. Up you go, then right, then left, then around—hurtling through the blackness with air whistling past your ears. It takes what feels like a long time to see a pinprick of light in the darkness... but that light rushes towards you at long last, and in seconds you're unceremoniously shot out onto the floor of the entrance to this dungeon, where you started long ago. Behind you, a circle between the cheeks of the giant Gnome statue irises closed, and the whooshing sound is suddenly cut off. A loud voice proclaims, laughing, "congratulations! Don't forget to sign the victor's guestbook on your way out!"

Encourage your players to sign the guestbook for posterity, putting ink to the previously-blank pages. Let them write whatever they want.

When they're done, the adventure is over!

ALTERING THIS ADVENTURE

You're encouraged to adapt this dungeon however you see fit—to match your players, to suit their interests and tastes, and to keep them having a fun time!

If you're working with a party that's more or less capable than the baseline levels (6-8), then consider the following changes:

• levels 1-2

- Reduce the number of guards from six to two.
- Reduce the number of working robots from six to two. Leave the others broken and nonfunctional.
- No effect on a roll of 10 for the steam vents.
- Only one chest is a Mimic. The other, and the throne, are normal.
- Divide the rewards by 10. No Uncommon items.

• levels 3-5

- Reduce the number of guards from six to four.
- Reduce the number of working robots from six to four. Leave the others broken and nonfunctional.
- Only one chest is a Mimic.
- Quarter the rewards. Only one Uncommon item found.

• levels 9-11

- Increase the number of guards from six to eight.
- Increase the number of robots from six to eight.
- Roll twice as often on the steam vents.
- All Mimics become hostile when one does.
- Double the rewards. One Rare item found.

RIVALS, IN DEPTH

HARMONY DEVILDUKES



Harmony wielding a knife by [@Mothaccino](#)

HARMONY DEVILDUKES

Medium Tiefling, chaotic neutral

Level 8 Rogue

Armor Class 15 (leather armor)

Hit Points 55 (7d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	14 (+2)	14 (+2)	8 (-1)	14 (+2)

Saving Throws Dexterity +7, Intelligence +5

Skills Acrobatics +7, **Sensuality** +5, Sleight of Hand +7

DESCRIPTION

Harmony is the leader of the Easy Bunch: a sticky-fingered tease.

Appearance. Red-skinned and horned, Harmony is the picture of a clever thief. She's forever fiddling with a small, thin dagger that disappears between her knuckles, in and out of the close-fitting leather armor she wears. She's about four foot ten, sprightly, and often intentionally (or unintentionally) communicates with her tail: it swishes when she's interested, excited, or hunting.

Personality. Harmony is vivacious and energetic. She's often overwhelming when she's excited, and she tends to charge ahead without thinking when she sees something she wants. Harmony doesn't really have a concept of "ownership:" if she wants something, it doesn't matter if it belongs to someone else. This careless passion often gets her into trouble... but she isn't above flaunting her charms to get out it.

COMBAT

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Grope. Harmony slides her hand right where it shouldn't be, and finds the perfect spot. Instead of making a melee attack, Harmony rolls a Sleight of Hand check. Her target must make a Wisdom save: if unsuccessful, they become **Desperate**.

TACTICS

Harmony stays back where she can, firing off with an endless stream of daggers. When someone gets in close, she tries to Grope them, then get some distance.

PLEASURES

Harmony loves to seduce, tease, and promise. She loves the look her partners make when they *really* want it.

Harmony flirts with everyone. She loves to whisper dirty things to her lovers in public so she can see them squirm. She strings her partners along, hours and days and even weeks, and might never even give them a payoff. Will she? It depends on the circumstance. Sometimes she swears she'll indulge them if they do what she wants first... and when she's satisfied, who cares about what promises she made when she was in need? When Harmony is in an indulgent mood, she's the perfect lover. But when she's not...

Preferences. Harmony likes dominant lovers, mostly so she can watch them squirm. She likes the chase, teasing, and casual flings. She doesn't like commitment, giving oral, or BDSM.

THROBB PILLAGER



Throbb Pillager by [@Mothaccino](#)

THROBB PILLAGER

Medium Orc, chaotic good

Level 8 Barbarian

Armor Class 14 (no armor)

Hit Points 81 (7d12 + 36)

Speed 40 ft.

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

Saving Throws Strength +8, Constitution +6

Skills Athletics +8, Intimidation +3, **Sensuality** +3

DESCRIPTION

Throbb is the muscle of the Easy Bunch: a brutish fighter.

Appearance. Green-skinned and tusked, Throbb is a picture of muscle-bound strength. His hair is bound in places by copper wires twisted in careful, elaborate ways. Two sharp, bone-white tusks protrude from the sides of his mouth. Thick eyebrows draw down over his squinting eyes to give him a permanent expression of thunderous rage, forever lurking under the surface.

Personality. Throbb is taciturn and quiet. He prefers to let his actions do the talking. He constantly cracks his knuckles, neck and back: he knows and appreciates the discomfort it causes in others. When he does talk, his voice is deep and quiet, almost gentle in comparison to the violence his body is capable of.

COMBAT

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Charge. Throbb carves a savage path. Once per combat, Throbb moves up to his movement speed in a straight line. Any creatures in his path must make a DC 16 Dexterity save or take 1d8 bludgeoning damage and become knocked prone.

TACTICS

Throbb gets right up in the action. He puts himself between his companions (if present) and his enemies. If an enemy bypasses his blockade, he uses Charge to reposition and disable those who snuck by him.

PLEASURES

Throbb is withdrawn with his passions: this causes them to grow, and grow, and grow—until they're too much for him to bear. An object of his desire will find his eyes lingering on them, but little more... until he appears before them at the ends of his resistance, at the last of his self-control. Unless his gestured overtures are met with unabashed refusal, he's likely to carry his quarry off to the woods, to the flattened grass of his bed.

Preferences. Throbb likes all lovers, dominant and submissive. He likes the mating press position, impact play, and choking. He doesn't like teasing, wordplay, or orgasm denial.

LILLIAN SOFTSHEETS



Lillian Softsheets by [@Mothaccino](#)

LILLIAN SOFTSHEETS

Medium Half-Elf, lawful good

Level 8 Cleric

Armor Class 10 (robes)

Hit Points 55 (7d8 + 24)

Speed 30 ft.

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

DESCRIPTION

Lillian is the tender touch in the Easy Bunch, the soothing salve.

Appearance. Lillian is fair and almost fragile-looking: his skin is pale almost to the point of translucency. His long locks might be spun gold, and his soft robes might be silk. He carries himself with a kind of delicate grace, almost floating as he walks, despite the heft and weight of his holy staff. He blushes easily, though on his fair skin it is sometimes difficult to distinguish from the natural flush of his cheeks. His one sin is a shapely rear—but this is usually hidden beneath pale robes.

Personality. Lillian is soft-spoken but outgoing. He considers himself compelled to heal the wounded and the sick, and to give himself unto the needy in whatever way they need. He's kind and thoughtful, and seems possessed of an infinite patience: reminding himself that patience is divine, he counts to ten, breathes through his nose, and meets his opposition with a beatific smile.

COMBAT

Quarterstaff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Spellcasting. Lillian is a 8th-level spellcaster.

1st level (3 slots): *guiding bolt*

Healing Caress. Lillian reaches a soft hand to a creature desiring succor. A creature no further than 30 feet from him regains $2d6 + 3$ HP. This amount is doubled if the creature is adjacent to him.

TACTICS

Lillian stays in the backline until an ally is in dire need, then rushes in to lay hands upon them. He's not much use in hand-to-hand combat: as such, he contents himself with using his *Guiding Bolt* spell where he feels it's necessary, then getting his hands dirty when he runs out of spell slots.

PLEASURES

Lillian 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. He doesn't explicitly offer such services himself, but he isn't unwilling to... provided the right person is asking. He's got a soft spot for people who are suffering, in pain, or in need—and for these people he's only too happy to give himself to be used as they see fit.

Preferences. Lillian likes all lovers, though he prefers dominant ones. He likes free use, depththroating, and spanking. He doesn't like frothing, being on top, or exhibitionism.

SABLE DARKHEEL



Sable Darkheel by [@Mothaccino](#)

SABLE DARKHEEL

Medium Dark Elf, chaotic evil

Level 8 Ranger

Armor Class 17 (leather armor)

Hit Points 64 (7d10 + 26)

Speed 30 ft.

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

DESCRIPTION

Sable is the last word when it comes to combat, and to argument.

Appearance. Her skin an exotic purple, Sable stands out amongst almost any crowd. Her bone-white hair is stark against her ruby-red lips, and the red eyeshadow she uses. A form-fitting set of leather pieces make something that could be called armor... an affectation of the underworld she's emerged from, deep beneath the terrestrial soil. It has an undeniable effectiveness at revealing her voluptuous figure.

Personality. Sable is as unpleasant as her blades are sharp. Generous descriptors include "cold," and "prickly." Most would probably offer stronger words. There are very few people she treats kindly, and it's unknown why or when—her favor is as fickle as the wind, and as unpredictable. She spends most of her time brooding, peering thunderously from a dim corner, and sharpening her swords.

COMBAT

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Blade Flurry. Sable's hands move like lightning. She carves her target into little bits—or tries to. Once per combat, Sable may make Shortsword attacks until she misses. Every attack after the first is made at Disadvantage.

TACTICS

Sable acts like a shark seeking prey. As soon as an enemy drops to low HP, she rounds on them and uses her *Blade Flurry* to drop them. She does her best to attack the lowest HP target at all times.

PLEASURES

Sable is guarded at best. She must do something with those lucky few she brings to her bed—but they invariably keep their mouths shut about it, seeming between fear and unlocked desire. In public she seems to take a perverse pleasure at making others kowtow to her: whether they are made to bow and give homage, whether they are pressed into the dirt by her boots, or whether they are simply made to apologize and acknowledge her superiority... that seems to bring a blush to her cheeks and a bite of her lip. And when those eyes smolder, they smolder.

Preferences. Sable rarely takes a lover. However, when she does, she enjoys submissive partners. She likes bondage, orgasm denial, and pussy worship, and doesn't like giving oral, spanking, or being humiliated.

LOTHAR EVERHARD



Lothar Everhard by [@Mothaccino](#)

LOTHAR EVERHARD

Medium Human, true neutral

Level 8 Bard

Armor Class 12 (cloth armor)

Hit Points 57 (7d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	13 (+1)	9 (-1)	20 (+5)

Saving Throws Dexterity +5, Charisma +8

Skills Performance +11, Persuasion +8, **Sensuality** +8

DESCRIPTION

Lothar is the songster of the Easy Bunch, and often responsible for its morale.

Appearance. Black and handsome, Lothar's curls seem perpetually styled as if he just rolled out of bed. Somehow he makes it from dungeon to marsh in the same, foppish open-chested shirt, and manages to look good doing it. His appearance as a whole is curiously well-kept and refined, and he claims the "clothes make the man." Others seem to agree... if the hordes of admirers who flock to him are any indication. His golden lute is his close companion.

Personality. Lothar is gregarious and pleasant. He seems to have a story for every occasion, a song for every mood. He loves to talk, if just to hear his own voice, but he doesn't mind listening as well. He's smooth and suave... though it must be said, he has a tendency to try to slip into everyone's bed. For those who don't mind the attention, it may be charming, but for others...?

COMBAT

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Inspiring Presence. Lothar's smooth voice makes great deeds possible. When a creature allied to Lothar begins their turn next to him, the first roll they make that same turn is made at Advantage.

TACTICS

Lothar's best served by being right up in the action... though he doesn't do well taking too many hits. He moves up right behind the front line, until focused fire pushes him back.

PLEASURES

Lothar is a lover, first and foremost. He absolutely adores the dance: everything from flirting, to gentle touch, to the trip up to the inn room. His affection isn't limited by much. So long as a potential partner is interesting, he's happy to have them under his sheets, and potentially several others at the same time as well. "Interesting" is an easy mark to achieve, however, and he's hardly discriminating.

Preferences. Throbb likes all lovers, dominant and submissive. He likes wordplay, orgies, and dancing. He doesn't like monogamy, filth, or bloodplay.

MAP: FLOOR 1



Click [this link](#) to see a larger version of this map, and [this link](#) for a version without a grid.

MAP: BASEMENT 1



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OBTAINING CONSENT

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

ENDING THOUGHTS

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

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CHANGELOG

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

- 1.0 - 9/28/22
 - Initial release
- 1.1 - 1/7/23
 - Update to match core rulebook re-release
 - Cosmetic changes only.

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 - Created by [@Mothaccino](#) using DungeonDraft
- Character portraits
 - Created by [@Mothaccino](#) using Midjourney, an AI art tool, then edited extensively.

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