

THE HEALSLUT

A SENSUAL HEALER DESIGNED

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

THE HEALSLUT: DOMAIN OF SUCCOR

The soothing hand strokes, tracing the jagged rips of flesh torn by the talons of the felled beast nearby. The hand is so gentle, so soft, that the wounded Knight scarcely flinches as she feels the touch beneath her rent steel plate. Instead, a slow heat begins to spread through her body, and her skin begins to seal. Traces of blood are swept away to reveal flawless flesh, unmarred. That heat begins to throb within her, coalesces above her shifting thighs, and the soft hand seems to feel it: five slender fingers slide down, over stomach, over navel, reaching and then curving to cup...

FOR EVERY STALWART HERO, FOR EVERY dauntless figure of myth, there must also be those who keep him alive. Every wound not healed, every drop of blood not refilled, every fracture not splinted, narrows the distance between the hero and his untimely demise. Those who turn their heads to the skies in supplication know the profound impact they can have on the world through tending to the hurts of a powerful warrior, or the aches of a cunning ruler. The spotlight so rarely falls on these selfless devotees... but they are no less heroes than the paragons they protect.

Just as there are warlike people of the cloth who delight in seeing their god's fury unleashed, there are also pure priests and priestesses who wish nothing more than to keep safe what is dear to them. This desire becomes a driving force in them, an insatiable need... and to some, their very reason for being.

"HEALSLUTS"

It's not wrong that it gives you a thrill when you top someone off, when it's your soothing touch that gets someone back in the action. Right? It's not wrong it gets you off when your party uses you for the only thing you're good at, and forgets about you until they wander into another fireball.

Clerics who come to think this way are sometimes derisively, sometimes lovingly, referred to as "healsluts."

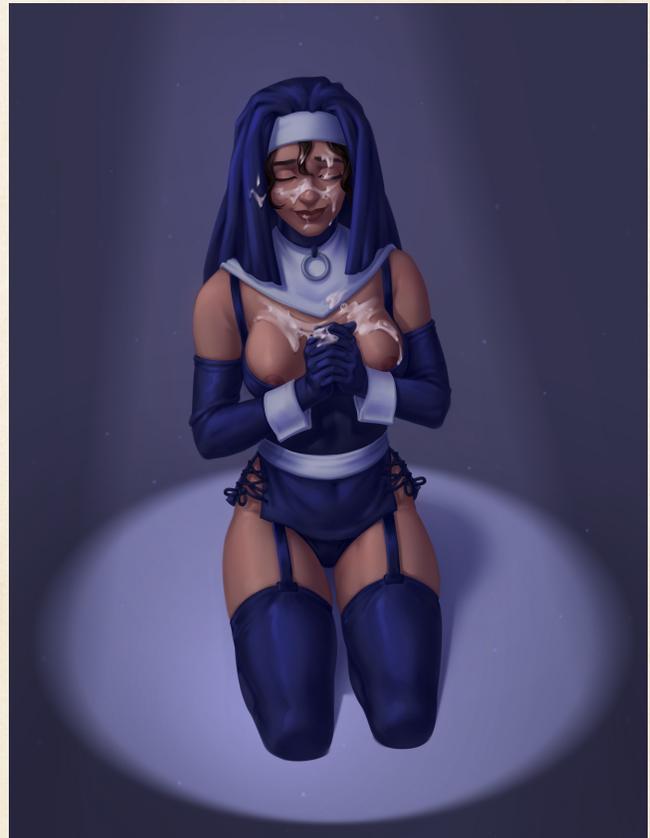
ROLLING FOR SEDUCTION

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!

DOMAIN OF SUCCOR

When a weary warrior returns from the battlefield, all they want is to be nursed back to health. This is the unique gift of the Domain of Succor, a sphere whose deities are dedicated to the answering of mortal needs. This succor can take many forms—the healing of injuries, the calming of passion, and even the fulfillment of sexual desire.



A kneeling Healslut prays, by [@esilesart](#)

CREATING A HEALSLUT

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

- Who are you delighted to serve?
- How much of yourself are you willing to give?
- What act of service is the most pleasurable?
- How did your desire to help others first awaken?

You might be a willing servant to all, or you might have a strict set of guidelines for whom you help, when you help them, and how.

You might be a cloistered worshiper, or you might have stumbled into your faith by accident.

You might find the deepest pleasure in helping others, neglecting your own needs... or you might stoke your pleasure by sating your own lusts at the same time.

SUBCLASS FEATURES

It takes skill to transform a licentious touch into a soothing, healing one: it takes a selfless heart and a pair of willingly-spread legs to accept the lusts of one's comrades. A Healslut considers the care and tending of their allies' arousal to be the highest good, the purest expression of their religious doctrine.

DOMAIN OF SUCCOR FEATURES

Level	Feature	Summary
1st	Bonus Proficiency, Carnal Blessing	Proficient with Skimpy armors. Stimulation and orgasms heal.
2nd	Channel Divinity: Rousing Cheer	Give nearby allies Advantage. Stimulate yourself.
6th	Soothing Embrace	Allies heal for more on Short Rests. Stimulate easier.
8th	Selfless Touch	You may Stimulate nearby allies as a Reaction.
13th	Carnal Blessing	Bonus Action healing spell after Stimulating.
17th	Conscious Climax	Allies you make orgasm are not stunned.

DOMAIN OF SUCCOR SPELLS

Level	Spells
1st	Cure Wounds, Ephemeral Hands*
3rd	Lesser Restoration, Warding Bond
5th	Beacon of Hope, Revivify
7th	Aura of Purity, Guardian of Faith
9th	Mass Cure Wounds, Power Word: Orgasm*

*Spells marked with an asterisk are from the Rolling for Seduction core rulebook. You can replace **Ephemeral Hands** with **Sanctuary** and **Power Word: Orgasm** with **Greater Restoration**.*

BONUS PROFICIENCY

When you choose this Domain at level 1, you gain Proficiency with **Skimpy armors**.

CARNAL BLESSING

When you choose this Domain at level 1, a subtle thrill instills itself in your body. You recognize that the highest pleasure is to be useful to others—the greatest gift your gentle touch. You use your carnal gifts to soothe, to heal, and to replenish. When you Stimulate an ally, they also heal for HP equal to half your Cleric level, rounded up.

When you cause an ally to **orgasm**, they also heal for HP equal to twice your Cleric level.

At level 13, when you take the Stimulate Action targeting an ally within 5 feet, you may use a Bonus Action to cast a healing spell with a casting time of 1 Bonus Action on that same ally.

CHANNEL DIVINITY: ROUSING CHEER

Starting at 2nd level, you can channel your divinity to congratulate your allies and spur them to greater deeds.

As an Action, you may bare your body to evoke a thrill of excitement. Until the beginning of your next turn, the first time on their turn an ally would make a weapon attack or a ranged spell attack, they roll at Advantage. On subsequent turns you can renew this effect by using a Bonus Action, which does not cost a charge of your Channel Divinity.

When you begin this effect, or renew it using a Bonus Action, you are also Stimulated at your Spell Save DC. Any Light, Medium or Heavy armor you're wearing falls at your feet.

STIMULATE

Erotically touch a creature within arms' reach. When you would make a melee attack, instead roll a Sexual Skill check. If your check beats the target's AC:

- If the creature is unaroused, they make Wisdom saves at Disadvantage until the beginning of your next turn.
- If the creature is **Aroused** or **Desperate**, add the amount your check exceeds their AC to their **orgasm DC**, which begins at 10. Then they roll to resist orgasm.

If the target is nude, or the stimulation bypasses armor, their AC is considered to be 10 for the purpose of this action.

SOOTHING EMBRACE

When you reach level 6 your allies have become accustomed to seeking you for solace. When you warm their beds, it seems like all their troubles melt away. When you take a Short Rest, your allies may add your Charisma bonus to Hit Dice they roll to replenish HP.

In addition, your allies' AC is always considered to be 10 for the purposes of Stimulation.

SELFLESS TOUCH

By level 8, you've turned your whole attention to those you care for and safeguard. When they pass by you inspect them for bruises, cuts and scars. You are quick to reach out with a soothing word and a sensuous stroke. While you are not wielding a weapon, as a Reaction you may Stimulate an ally who begins their turn adjacent to you or moves adjacent to you on their turn.

CONSCIOUS CLIMAX

When you reach level 17, the delightful press of your body has begun to bring others to their highest peaks—but not at the cost of their focus. When an ally would **orgasm** as a result of being Stimulated by you, they are not Stunned.

DOMAIN DEITIES

The deities who make up the Succor domain are those most closely identified with the spheres of comfort, love, and sexual fulfillment. In some societies the rites of these deities might be a secret, cloistered affair: a deity such as Aphrodite might have public-facing shrines where everyday worship is undertaken... and then in more secret grottoes, the more sensual aspects of her divinity might be celebrated. The sensual touch of a healer might be something that must be asked for in code... or it could be an out and open part of the society, something celebrated in its own right.

NOTE TO THE GM

Real-world deities have complex practices of worship that differ from city to city, year to year. These entries are only hypothetical examples of how their worship might be expressed in a fantasy universe.

APHRODITE

Pronounced "Aff-fruh-dai-tee"

I will sing of stately Aphrodite, gold-crowned and beautiful, whose dominion is the walled cities of all sea-set Cyprus. There the moist breath of the western wind wafted her over the waves of the loud-moaning sea in soft foam, and there the gold-filleted Hours welcomed her joyously. They clothed her with heavenly garments: on her head they put a fine, well-wrought crown of gold, and in her pierced ears they hung ornaments of orichalc and precious gold, and adorned her with golden necklaces over her soft neck and snow-white breasts...
- Homeric Hymn VI

Aphrodite was one of the most beloved gods of ancient Greece. Enchantingly beautiful, she was revered as a protector of romantic and sexual love. An adherent of Aphrodite might be called upon for advice in romantic matters, or for the fulfillment of a more carnal need.

RITUAL PROSTITUTION

Temples to Aphrodite have a dual purpose: by day, they are places of rest and recuperation where travelers and locals alike may bathe in sacred waters to cleanse themselves. Though intercourse between visitors and the faithful might secretly occur under the steam of the baths, the time for explicit sexual pleasure is under cover of dark.

THE HORAE

The gifts of Aphrodite's priests and priestesses are divine—but payment is expected in exchange. This comfortable wage draws many to participate in Her worship, but some are driven by fervor instead: in areas of Her influence, it's believed every citizen should at some point in their lives visit a temple to Aphrodite and make themselves available at least once. People fulfilling this religious purpose are called *Horae*.

KAMA AND RATI

Pronounced "Kah-mah" and "Ruh-tee"

That arrow winged with longing thought, its stem Desire, its neck, Resolve, / Let Kāma, having truly aimed, shoot forth and pierce thee in the heart... Pierced through with fiercely-burning heat, steal to me with thy parching lips, / Gentle and humble, all mine own, devoted, with sweet words of love.
- Hymns of the Atharva Veda, by Ralph T.H. Griffith, 1895

Kama and Rati are paired deities: Kama is a man who carries a bow with five mystical arrows that evoke romantic feelings in those struck. Rati is his consort and wife, responsible for the feelings of sexual attraction and pleasure. An adherent to Kama and Rati might favor one of the pair, or embrace a synthesis of both.

LOVING COMPETITION

Temples to Kama and Rati embrace the at times oppositional nature of the two gods' spheres. Partnered visitors can expect to be tempted... while singles might just find themselves paired off with a priest or priestess!

FLOWER POWERS

Kama's flowered arrows are said to come in five types: pleasure; temptation; infatuation; love sickness; and death from a broken heart. Some vengeful adherents attempt to destroy the wicked over these same stages.

EILANA

Pronounced "Aye-lah-nah"

Choral hymns float to the highest reaches of the pointed steeples... Adventurers, peasants and nobles alike recline on beds, soothed by song and games and soft embraces. Here a priestess slowly rocks on the hips of a patient, his strength returning to him in waves...
- *Rolling for Seduction* core rulebook

Eilana is a healing deity who champions the replenishment of earthly energies—physical, mental, emotional, sexual. She is depicted as a soft, loving woman who gathers up her penitents and nurses them gently back to health.

PLACES OF RESPITE

Temples to Eilana are in equal parts healing houses and confessionals. The faithful await visitors to hear their most closely-guarded needs, and to answer them if they can.

HEAVENLY INCARNATION

Eilana's faithful believe She descends at times to enter a priestess, or priest, of her close faith, but only in a tremendously sensual, passionate embrace.

HEALSLUT NPCs

Adventuring parties can often find themselves without adequate healing for particularly fraught adventures. Health potions and magical items can be a good fallback—but they can't hold a candle to a capable healer. Temples and churches on the frontier are well aware of the need for skilled personnel, and many keep a coterie of trained clerics ready in waiting.

Of course, the church requests a reasonable payment for the services of their clerics: the more fraught the adventure, and the more skilled the healer, the more compensation requested.

RENTAL COST

Level	Cost per day
1-3	2GP
4-6	25GP
7-9	60GP
10-12	120GP
13-15	200GP
16+	Up to the GM.*

PERSUASION CHECK

Level	DC
1-3	12
4-6	13
7-9	14
10-12	15
13-15	16
16+	Up to the GM.*

*High-level NPCs are rare in most settings. You may wish to restrict access to Healsluts of this level.

Before hiring a Healslut, the party must convince the church their cause is just. Have the party roll a Persuasion check: if they beat the DC from the Persuasion check table above, they can rent a Healslut of that level range for the necessary duration. If they fail, the church demands double the normal payment.

If the church is aware the adventure will involve Evil acts or a great deal of danger, have the players roll at Disadvantage. If the church believes the mission advances their own goals (sacred or secular), have the players roll at Advantage.

PLAYING AN NPC HEALSLUT

Rented Healsluts should be quick to help out with healing, but rarely involve themselves in combat. Give them no weapons, an AC of 14, and 5 HP per level. The first round of combat, they should use their **Channel Divinity: Rousing Cheer**, but not renew it on subsequent turns. Each turn they should Stimulate an ally, healing them with **Carnal Blessing**. If at or above level 8, they should also Stimulate once per round as a Reaction using **Selfless Touch**.

Remember to take advantage of a Healslut's **Soothing Embrace** when the party takes a Short Rest!

SAMPLE HEALSLUTS

When you rent a Healslut, or involve one in your game, you can use one of these sample NPCs for your purposes.

CEIRNO SILVERFLETCH

Medium male Elf, chaotic good

Cleric 3 (Healslut)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	10 (+0)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Skills Insight +5, Nature +2, Religion +2, **Sensuality** +3

DESCRIPTION

Ceirno (pronounced "care-noh") is an ex-criminal seeking to right his wrongs.

Appearance. Ceirno has golden skin and soft brown eyes. His dark hair is long: he usually ties it back in a ponytail while adventuring but lets it out when relaxing. He wears leather armor adorned in places by intricately-carved bark. He has a sharp jawline and long eyelashes, full lips and a slender face. His golden cheeks often flush when he's excited, aroused, or happy. A vertical cut in his armor and shirts reveals a toned chest and surprisingly defined abdominals.

Personality. Ceirno is polite and kind. He speaks in a slightly archaic way. He's quick to act when someone is in danger, and tut-tuts chidingly when he bandages someone up. Despite how he chastises the carelessness of the people he heals, it's always clear he simply worries for their safety and this is how he expresses his concern. When people pry into his business and especially his history, he deflects and changes the subject. Only to those he deeply trusts—and there aren't many—does he come clean about his criminal youth and the priest who saved him. It's with his guidance that he seeks now to live for others, and to always do what he can.

UTILITY

Ceirno is a capable Healslut, and an obvious addition to any party traveling through the woods.

Arrowcatcher. Ceirno knows the sound an arrow makes when it whistles through the air. *When an enemy makes a ranged attack against Ceirno using a bow, crossbow or sling, they roll to hit at Disadvantage. Allies within 5 feet of Ceirno also gain this benefit.*

Sylvan Stalker. Ceirno has spent his life between the trees. He knows how to travel through them—and how to move unseen. *While within a forest, allies of Ceirno make Survival checks to track and Stealth checks to hide at Advantage.*

PLEASURES

Ceirno generally treats the erotic as a matter of fact. People have needs, and needs should be met.

Seduction - DC 10 (DC 18). Ceirno will treat his allies tenderly. If they ask for more, he's easy to persuade... but to get at his heart the paramour will have to roll at least an 18. They'll have to prove they want more than just recuperation. *If Ceirno is propositioned by someone he's currently healing, their Seduction rolls are made at Disadvantage.*

Preferences. Ceirno welcomes all approaches. He prefers slow, mechanical lovemaking with a big finish. He's weak to being tended himself. *Someone healing Ceirno can make a DC 16 Medicine check to make him Aroused.*

Kinks. Ceirno likes comfort, loud partners, mutual masturbation, and grinding. He doesn't like choking or scarification.

TAMORA SWIFTMOUSE

Medium female Halfling, chaotic neutral Cleric 8 (Healslut)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	14 (+2)	12 (+1)	19 (+4)	13 (+1)

Saving Throws Wis +7, Cha +4

Skills Domination +3, Insight +7, Intimidation +4, Perception +7

DESCRIPTION

Tamora is a go-getter Healslut with high-society ties.

Appearance. Short and brown-skinned, Tamora's toothy smile is often hidden behind an expansive sphere of frizzy hair. Dark freckles are almost hidden by her skin color. Dimples appear when she smiles, which is often, especially when she has the opportunity to set off on a new adventure. Of stocky build, Tamora's chest isn't much to speak about, but she's been blessed with a thin waist and enormously wide hips. Her rear, she says, helps her carry adventuring gear—and it draws appreciating glances just as well.

Personality. Tamora likes to say she has a "motivated attitude." Indeed, she knows what she wants and doesn't hesitate to drive towards it. Her chirping voice often intrudes on talks of planning or strategy, offering her own two cents—and doesn't take being dismissed very well. She's more than just a Healslut, she argues, and if this group of adventurers doesn't respect her contributions, they can delve the dangerous ruins without her!

UTILITY

Tamora is a useful addition to a party that doesn't mind her guidance.

Grudgeholder. Tamora doesn't forget when she's chastised or dismissed. She doesn't like being ignored, and she certainly doesn't like being talked down to. *Allies who earn her ire are her last priorities for healing: she'll heal an ally missing 1HP over an ally she's annoyed at, no matter how badly they're in need. Her favor can be restored with a DC 16 Persuasion or Submission check.*

Royal Persuasion. Tamora may not look it, but with her hair unkindly straightened and her royal raiments restored, she's every bit the princess Tamora Goldburrow. She's cast away her royal beginnings for a more exciting life of service... but she hasn't forgotten the respect she was paid, and she hasn't forgotten the secrets she knows. *If an ally attempts to roll a social check to influence a member of the city guard, a merchant or a noble, and Tamora doesn't hold a grudge against the ally, they may roll at Advantage.*

PLEASURES

Tamora is exploring her sexuality, so long as she can dictate the dance. She has a surprising grip with those thighs.

Seduction - DC 14. Tamora is easy to coax into bed. She often propositions those she finds exotic or attractive. People she holds a grudge against she'll happily sleep with if they make their roll—but she'll tease them cruelly until they beg for a finish.

Preferences. Tamora likes to dictate how things go. She likes Submissive and Sensual approaches, and doesn't like Dominant approaches. She takes disbelief over her role as a challenge, and exults in riding her partners until they cry for mercy.

Kinks. Tamora enjoys being on top, teasing, ruined orgasms, and anal. She doesn't like being humiliated, or being in a submissive role.

HAFZAH

Medium female Tiefling, neutral evil Cleric 6 (Healslut)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	8 (-1)	11 (+0)	17 (+3)	14 (+2)

Saving Throws Wis +6, Cha +5

Skills Deception +5, Sleight of Hand +1, Submission +5

DESCRIPTION

Hafzah is a docile healer with a secret agenda she quietly advances.

Appearance. Hafzah is a uniquely colored Tiefling: somewhere between white and sky blue, she's sometimes called "opalescent" but would never be so openly vain as to claim it herself. Two slender horns protrude from her forehead, tapering into gentle points. Her eyes are a cool shade of light blue. Her body is slim and slender, neither particularly large of chest or rear, but supple and delicate to the point she evokes a sense of fragility. Slender, dainty hands with perfect fingernails lace in her lap as she demurely stands.

Personality. Hafzah is quiet, calm, and respectful. She has a soft smile she uses when she wants to make people weak at the knees or to fill stomachs with butterflies. She seems loath to shout, and so whispers when she can, standing up on her tiptoes to reach ears when she needs to. Observant viewers might note how her whispers praise and encourage the right people to do what she wants, and how she merely appears to stumble or fall, how she carefully endears herself to a group until they can't live without her.

UTILITY

Hafzah is a powerful ally—provided you're aware of her true nature.

Sweet Whisperer. Hafzah plies her soft voice to devastating effect, especially when paired with her clever fingers. *Hafzah rolls Deception at Advantage if she's Stimulated her target in the last hour.*

No One's as Good. Hafzah is excellent at what she does. Soon all they can think about is her—all they need is her. *After receiving an orgasm from Hafzah, a creature attempting to resist arousal from another source rolls at Advantage. This effect lasts until they unsuccessfully save against arousal.*

PLEASURES

Hafzah is delightful when she wants to be—when there's something she gets from it.

Seduction - DC 10 (DC 18). Hafzah appears easy to seduce... but unless she sees something in it for her, she will happily lead her partner on with promises and requests: she would love to... if her lover just did something for her, first. A roll of 18 or higher is enough to make her throw away her plans to have a moment of fun. *A creature who's just completed one of her requests rolls to seduce at Advantage.*

Preferences. Hafzah plays the part of the doe-eyed maiden, curious and inexperienced. She prefers Dominant partners, since she feels she can control them most easily. With them she eggs on their fear, their excitement they might break her—though of course she sets the tempo.

Kinks. Hafzah likes missionary, giving handjobs, and receiving oral. She doesn't like being on top or submissive partners.

THE HEALSLUT GAME — DOMAIN OF SUCCOR EDITION

Follow along as you roleplay! When you reach a situation below, follow your instructions. Do be good. You want to be good, don't you?

WHAT YOU'LL NEED:

- A dildo (preferably one with a suction cup)
- A vibrator
- A can of whipped cream

SESSION START

Plant the dildo on your table. Use its suction cup if it has one. Put your vibrator between your thighs.

Thank your teammates, and thank your GM for the game. Tell them you'll do your best to tend to their needs, and not to hesitate to ask if they want anything at all.

Send your teammates a picture of your character to help them visualize you. You know better than to send one that's fully clothed.

- When your character is referred to sexually:
 - Give your party a moan and a thank you.
- When you do something wrong or have to be reminded of a rule:
 - Slap your cheek with the dildo. You're just a dumb slut, aren't you?
- When your character is penetrated:
 - Slide the vibrator inside. Don't turn it on yet.
- Every time you **Stimulate** another person:
 - Suck on your dildo until you or that person take a different action.
- Every time your character is **Stimulated**:
 - Turn on your vibrator. Turn it off when you or your stimulator take a different action.
- When you cause another creature to orgasm:
 - Spray whipped cream over your open mouth! Whatever you can't catch or swallow has to stay on your body until the end of the session.
- When your character orgasms:
 - Turn on the vibrator. You have 30 seconds to cum: after 30 seconds, switch it off even if you haven't finished.
- When you orgasm:
 - If you didn't orgasm in time with your character, apologize to your party for being such a slut. Take out the vibrator if it's inside you: keep it out until your character is penetrated again.

SOCIALIZING

- Every time you Help an ally with a roll:
 - Grant your allies some luck! Slide your tongue around the head of the dildo until they roll.
- Every time your allies succeed on a roll:
 - Give your dildo a wet, sloppy kiss on its head. Congratulate them!
- Every time your allies fail a roll:
 - Slap your cheek with the dildo. They would have made it if you'd been more helpful.

FIGHTING ENEMIES

- Every time you take damage:
 - Ouch! Give yourself one spank for every 10 points of damage.
- Every time you heal an ally to their max HP:
 - Turn the vibrator on for 5 seconds.
- Every time an ally goes down:
 - Force your head down on the dildo. Deepthroat it for a few seconds, then pull off.
- Every time you go down:
 - Force your head down on the dildo. Keep deepthroating it until you're picked up.

DUNGEONEERING

- Every time you trip a trap:
 - Ouch! Apologize to your team. Spank yourself until they say you can stop.
- Every time you discover something hidden or figure out a riddle:
 - Turn on your vibrator for 30 seconds.

DIVIDING UP LOOT

Don't ask for any magical items or gold. What good would they be on you, anyway?

- When you're given an item:
 - Ask if they're sure you'd know what to do with it. If they insist, spray some whipped cream over your open mouth. Accept their gift.

ENDING THE SESSION

Congratulate your party, and thank your GM! Ask if you were helpful. If they agree you were, you can make yourself cum however you like. If they don't agree, then no orgasm for you! You'll have to be a better help next time.

THE HEALSLUT GAME — HEALER EDITION

Follow along as you roleplay! When you reach a situation below, follow your instructions. Do be good. You want to be good, don't you?

WHAT YOU'LL NEED:

- A dildo (preferably one with a suction cup)
- A vibrator
- Several wooden clothespins

SESSION START

Plant the dildo on your table. Use its suction cup if it has one. Put your vibrator between your thighs.

Thank your teammates, and thank your GM for the game. Tell them you'll do your best to keep their big, throbbing HP bars full.

Send your teammates a picture of your character to help them visualize you. You know better than to send one that's fully clothed.

SOCIALIZING

- Every time you Help an ally with a roll:
 - Grant your allies some luck! Slide your tongue around the head of the dildo until they roll.
- Every time your allies succeed on a roll:
 - Give your dildo a wet, sloppy kiss on its head. Congratulate them!
- Every time your allies fail a roll:
 - Slap your cheek with the dildo. They would have made it if you'd been more helpful.

HEALING IN COMBAT

- Each round at the end of your turn:
 - If all your allies are at max HP, insert the vibrator.
 - If any aren't at max HP, take the vibrator out.
- Every time you heal an ally (but not to max HP):
 - Suck on the dildo and give them some sexual healing!
 - Turn the vibrator on for 1 second per hit point you replenished.
 - * If you healed multiple allies, add the HP replenished together.
- Every time you heal an ally to max HP:
 - Deepthroat your dildo. You can keep the vibrator on as long as you can hold your breath on the dildo.
- Every time an ally heals you or targets you with a helpful spell or ability:
 - Turn on the vibrator until your next turn begins.

DAMAGE IN COMBAT

- Every time you take damage:
 - Ouch! Give yourself one spank per 10 damage.
- Every time you become prone:
 - Back where you belong! Lay your head next to the base of your dildo.
- Every time you become Grappled:
 - Keep your hands behind your back and turn on the vibrator. Keep it on while you're Grappled.
- Every time an ally goes down:
 - Force your head down on the dildo. Deepthroat it for a few seconds, then pull off.
- Every time you go down:
 - Force your head down on the dildo. Keep deepthroating it until you're picked up.
- Every time you deal damage:
 - If any of your teammates aren't at full HP, you're forgetting your duty! Put one of the clothespins on one of your nipples. If you run out of nipples, start on your thighs. Keep the clothespins on until the end of combat.

DUNGEONEERING

- Every time you trip a trap:
 - Ouch! Apologize to your team. Spank yourself until they forgive you.
- Every time you discover something hidden or figure out a riddle:
 - Turn on your vibrator for 30 seconds.

ORGASMING

- Every time you're about to orgasm:
 - Ask your teammates if you're doing a good job. If they say you are, you can cum!
 - Otherwise, take the vibrator out. Orgasms are for good healers only!
- Every time you orgasm:
 - If your teammates didn't say you're doing a good job, or if you didn't ask them, then take the vibrator out and put a clothespin on the most sensitive part of you that you can find. Keep it there for the rest of the session.

ENDING THE SESSION

Congratulate your party, and thank your GM! Ask if you were helpful. If they agree you were, make yourself cum however you like. Otherwise, no orgasm for you! You'll be better next session.

OBTAINING CONSENT

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

ENDING THOUGHTS

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CHANGELOG

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- 1.0 - 1/11/23
 - Initial release

CREDITS

- Cover

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OGL

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