



THE MESMERIST

A 5TH EDITION HYPNOTIC WARLOCK SUBCLASS

FOR EROTIC ROLEPLAY

FROM THE
ROLLING FOR SEDUCTION
SUITE

18+

THE MESMERIST: HYPNOTIZING WARLOCK

The golden coin drops: its fall is arrested at the last moment by a silver chain. There it dangles, swaying and turning slowly as if blown by a distant breeze. "Watch," the smooth voice whispers, and the woman can't help but obey. Her blue eyes fix on it, then follow as the coin begins to swing. Her companion smiles with ruby lips but that all fades into the background for the armored Paladin, her gleaming armor reflecting the firelight. "Warm, isn't it?" the smooth voice whispers. She has to say it again before the words register, and the blonde-haired knight nods. A hand reaches falteringly up to her iron chest plate, though her eyes don't—can't—leave the coin: fumbling fingers unfasten a buckle, then two. "It is getting hot," she murmurs. "I should take off my armor..."

THERE ARE MORE STARS IN THE SKY THAN grains of sand on all the world's beaches—so some astrologers claim. Should it come as any surprise that a few of those strange, twinkling, heavenly bodies stare back at us as we peer at them?

Now and then, creatures (if so they can be called) of the stars reach out to those who catch their attention. Shapeless and formless at least in the ways we understand, they make themselves felt with light brushings of the mind and questing tendrils. Some hapless fools are driven to madness. But for those willing to accept these strange outsiders, the possibilities are endless.

Mesmers are what these star-beings are named, and their practitioners are *Mesmerists*. What a Mesmer wants from its followers is a closely-kept secret, but the power gained from such a patron is obvious and compelling. Mesmerists learn to reach out in the same way as their patrons, touching and caressing the minds of others. Particularly skilled Warlocks might even learn to influence others to follow their every whim... and learn to love doing it.

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!

MESMERS

These entities, whatever they may be, seem to exist on a different level of reality than our own. Separated from us by a thin film, their ciphered words imply there might be more like them, teeming millions—most without the strength to pierce that veil. But these few have: these powerful few. Perhaps that barrier will hold a little longer. Perhaps you wouldn't mind if it broke. Perhaps to them we seem like potential allies; perhaps to them we seem like microbes under a glass.

Whatever they are, they promise power... and to some, that is enough.

HYPNOTISM

When most think of magic, they might imagine a bursting ball of flame, a hail of ice, a torrent of lightning—but there are many kinds of mysticism. Some content themselves with visual spectacle; others relish in leaving hardly a footprint behind. There are magics far more subtle and far more effective than the brutish spells most bandy about. Sometimes you don't need a sledgehammer: sometimes you just need a scalpel.

Sometimes, you just need a single word.

Hypnotism is the most subtle, most insidious of arts: where mind compulsions so often produce evidence, the best Mesmerists often leave their targets either clueless about their own actions... or deeply convinced they acted of their own volition.

CREATING A MESMERIST

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

- What is your favorite trigger word or phrase?
- Do you convince others to do what they secretly wish, or do you push their boundaries?
- Is your power a boon or a burden?
- Are the prodding thoughts of your patron a welcome hum, or an annoying buzz?

You might be noble-born, used to convincing people to get your way, or you might see this power as a means to finally level the playing field.

You might view hypnotism as the truest expression of trust, or as a convenient tool to achieve goals beyond the understanding of most.

You might feel you have a duty to the deepest desires of those you hypnotize... or you might see an opportunity to bring a little chaos to those who falsely believe the world is an orderly place.

SUBCLASS FEATURES

The path to mastery is long indeed... but the travel is a pleasure. Mesmerists layer spells upon their targets like successive blankets, lulling their targets to sleep. And oh, the things they whisper in their ears...

MESMER PATRON FEATURES

Level	Feature	Summary
1	Hypnotic Charm	Hypnotize Charmed creatures.
6	Hypnagogic Demand (1)	Hypnotized creatures Advantaged.
10	Disarming Blast	Eldritch Blast primes for Charming.
14	Subconscious Trigger	Implant a trigger phrase.
18	Hypnagogic Demand (2)	Grant Advantage twice per turn.

MESMERIZING FOCUS

As a Mesmerist you carry a unique Arcane Focus: a relaxing, calming object that helps your targets enter a trance state. This is the magical implement you channel spells through, imbued with special power by your patron. Choose from one of the following foci, or select your own:

SAMPLE ARCANE FOCI

d8	Focus	d8	Focus
1	Gold pocket watch	5	Teacup + spoon
2	Crystal on a chain	6	Small brass bell
3	Silver locket	7	Finger cymbals
4	Candle	8	Metronome

EXPANDED SPELL LIST

Your patron lets you choose from an expanded list of spells when you learn a Warlock spell. The following spells are added to the Warlock spell list for you.

MESMER EXPANDED SPELLS

Spell Level	Spells
1st	Command, Sleep
2nd	Calm Emotions, Zone of Truth
3rd	Blink, Sending
4th	Compulsion, Greater Invisibility
5th	Dream, Modify Memory

HYPNOTIC CHARM

Starting at 1st level, your patron grants you the slightest peek into their magical mysteries. When one of your spells or abilities would Charm a creature that is already Charmed, they become **Hypnotized**.

When you Hypnotize someone this way, choose one of the Hypnotic Trances for your target to enter. Some spells restrict which trances are available when they result in hypnotism.

HYPNOTIZED

Magic compels you, driving and directing your actions.

While Hypnotized, you obey your Hypnotist. As a Bonus Action, your Hypnotist may give you a command no longer than a few sentences. On your turn, you must carry out your Hypnotist's command to the best of your ability. Only one command may be active at a time.

If no command has been given, you've finished your most recent command, or portions of your turn remain after attempting to carry out the command, you may act however you wish.

Some kinds of Hypnotic Trances alter this default behavior.

Each time you complete a command or take damage, you may make a Wisdom save at the DC of the Hypnosis effect. On a success, you are no longer Hypnotized or Charmed by the effect. If other creatures are acting to break you out of your hypnotism, you make this save at Advantage.

HYPNAGOGIC DEMAND

When you reach 6th level, your instructions become driving forces your target's body seeks to obey. When a creature under your **Hypnosis** rolls a check or save as part of attempting to complete your command, they roll at Advantage.

This effect can only occur once per turn. At 18th level, this limit raises to twice per turn.

DISARMING BLAST

Beginning at 10th level, your magics set your enemies off guard and render them vulnerable to more insidious spells. Creatures damaged by your *Eldritch Blast* make rolls to resist becoming Charmed or **Hypnotized** at Disadvantage.

This effect lasts until the end of the combat.

SUBCONSCIOUS TRIGGER

At 14th level you have gained the ability to implant a powerful word or phrase deep in the unconscious mind of those you **Hypnotize**. When you Hypnotize a creature, choose a phrase or word: it becomes imbued with the magical, suggestive power to pull the creature back into their Hypnotized state. As a Bonus Action, you may intone a trigger phrase: if a creature tuned to that phrase can hear you, they must make a Wisdom save at your Spell Save DC. If they fail, they become Hypnotized.

A Subconscious Trigger remains active for one year or until removed with a *Remove Curse* spell or a similar effect.

SAMPLE TRIGGERS

1d12	Phrase	1d12	Phrase
1	"Sleep."	7	"You live to serve."
2	"Fall deep."	8	"Know your place."
3	"Freeze."	9	"You are nothing."
4	"Surrender."	10	"Be mine."
5	"Beg."	11	"Obey."
6	"Submit."	12	"Listen to me."

PATRONS - MESMERS

We know precious little about the entities that come calling from the stars. All we can say for certain is that they possess desires, or at least amusements—and they bring powers strong enough to influence the minds of mortals.

Mesmers are first known by subtle whispers one could almost pass off as internal dialogue; for many, they are only ever a brief sequence of intrusive thoughts at times disconcerting, but ultimately forgotten. Those who indulge these thoughts, on the other hand, find the voice becomes louder... and more insistent. When the Mesmer comes to them in a dream, it's time for a final choice: either way, the potential Warlock's life will never be the same.

Followers of a Mesmer find they are often tasked with odd, inquisitive and even nonsensical requests. Completing these intrusive suggestions pleases their patron, and sometimes results in small rewards such as an extra spell slot for a day, or directions to a lost trinket.

ARQAS *"Are-kus"*

THREE STARS FALL; SIX BRANCHES SNAP;
NINE RULES GUIDE US.

They are a quiet whisper, the kind that wonders, "how would people react if I wore my clothes backwards?" There are unwritten, unspoken rules the world lives by, and these are fascinations. Where could one push? Where could one prod? A follower of Arqas is endlessly teased by curiosity about what reaction going against the grain could result in.

In dreams, Arqas is a single, enormous hand of varying skin tone. At times, eyes grow on its fingertips; at times, it cautiously explores its Warlock's body.

Requests

Arqas' mental suggestions often involve putting people in situations they're unused to, stretching the credulity of average people. They reward their Warlock for sudden, spur-of-the-moment hypnotisms that produce interesting reactions or hilarity.

SAMPLE REQUESTS

- d6 Hypnotize someone into...
- 1 ...believing they're clothed when nude
 - 2 ...believing they're royalty
 - 3 ...mistaking an animal for a person
 - 4 ...thinking they can fly
 - 5 ...assuming everyone they meet finds them attractive
 - 6 ...confessing enduring love for people they've never met

UBHA *"Oo-vah"*

FIRST, THE EYES OPEN; SECOND, THE MIND OPENS;
FINALLY, THE HEART OPENS.

They are an insistent voice, bored of people restraining themselves. Why not just act? A follower of Ubha is compelled to surface those desires from the depths of the heart.

In dreams, Ubha appears as a disembodied woman's face, plump-lipped and eyes covered by hair of squirming black tentacles. Those tentacles reach; those lips open: the tongue behind it delightfully tastes.

Requests

Ubha's mental suggestions entail discovering and invoking one's closest-held secrets, delighting in bypassing the deadlock of hesitation or uncertainty. They reward their Warlock for leading others to expose their deepest desires.

SAMPLE REQUESTS

- d6 Hypnotize someone into...
- 1 ...confessing their untold love
 - 2 ...indulging a sexual vice
 - 3 ...lashing out at an enemy
 - 4 ...stealing an object they covet
 - 5 ...revealing the limits of their self-confidence
 - 6 ...engaging in a dangerous tryst

VEHMAT *"Veh-mah"*

NEVER; NEVER; NEVER—NOW.

They are the intrusive impulse to see things burn, to see how a sand castle crumbles. A follower of Vehmat loves to see the principled betray those principles—whether they know it or not.

In dreams, Vehmat is an endless world of ticking clocks, seemingly quicker by the minute, a deafening metronome. They appear as an identical copy of the dreamer's vision of the person they wish they could become—and the clone whispers sweet entreaties.

Requests

Vehmat's chaotic insinuations cause others to break promises, betray vows, and act wholly against character. They reward their Warlock for creating a cheater from a married man, a sinner from a saint... or saint from a sinner.

SAMPLE REQUESTS

- d6 Hypnotize someone into...
- 1 ...cheating on a relationship
 - 2 ...betraying a vow
 - 3 ...disgracing themselves
 - 4 ...acquiring a new vice
 - 5 ...beginning a destructive sexual pursuit
 - 6 ...allying with their enemies

HYPNOTIC SPELLS

Ensorescellment comes in many flavors. Magic can make a creature stand tall, or it can lay them low; it can be explosive... or it can be subtle. Hypnosis is subtlety itself, the kind of magic that falls over the mind like a fresh coat of snow. Hypnosis comes in many forms, but it has a singular goal: to command another creature to follow your will. Under some types of hypnosis, your target might even believe it's what they want, in their heart of hearts.

They might even be right.

HYPNOTIC SPELLS A-Z

Level	Name	Summary
0	<u>Automatic Arousal</u>	Situation triggers Arousal .
3	<u>Autonomic Trigger</u>	Phrase causes a reaction.
2	<u>Conditioned Pleasure</u>	Following orders is pleasurable.
0	<u>Hypnotic Sigil</u>	A written sigil hypnotizes.
0	<u>Illogic</u>	Improved deception.
1	<u>Illusive Transposition</u>	Illusively swap two creatures.
1	<u>Imagined Transmutation</u>	Target misidentifies object.
5	<u>Mass Delusion</u>	Implant a false memory in many.
3	<u>Numbing Charm</u>	Hypnotism pauses sensation.
5	<u>Orgasmic Trigger</u>	Orgasms re-hypnotize.
4	<u>Sealing Charm</u>	Memories are retained from previous charms.
4	<u>Sensitive Charm</u>	Hypnotism increases sensation.
1	<u>Substitute Lover</u>	Appear as a creature's lover.
3	<u>Universal Lover</u>	Appear as all creatures' lovers.

NOTE TO THE GM

None of the following spells are restricted by class in order to make them available to the widest audience possible. You may wish to enforce class restrictions at your own table; if so, consider each of these spells to be present in at least the Warlock spell list.

AUTOMATIC AROUSAL

Cantrip Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 1 hour

You encourage your target's beating heart, their quickened breath. Choose a creature you can see within 30 feet: they must make a Wisdom save. If they fail, choose a trigger like "when you make an attack" or "when someone says the word 'hello'." When the target perceives the trigger occurring, they are **Enticed** at your spell save DC.

This effect can occur no more than once per turn.

When you cast this spell on a creature who is Charmed, the duration increases to 24 hours.

AUTONOMIC TRIGGER

3rd-level Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, M (a small, golden bell)

Duration: 1 hour

You imbue a common word or phrase with magic, evoking an immediate—and powerful—reaction in the mind of a target when the phrase is heard. Choose a creature within 30 feet: they must make a Wisdom save or become attuned to a word or phrase of your choosing.

Describe a simple action such as "strip off your clothes," "moan," or "strike the person nearest you." While attuned to the word or phrase you've chosen, when your target hears the word or phrase they perform the action as a Reaction.

If this action causes the target to damage a creature, they may make a Wisdom save at your Spell Save DC. If successful, the spell ends.

A creature **Hypnotized** by this spell enters a **Conditioned** trance.

CONDITIONED PLEASURE

2nd-level Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 1 hour

You subtly tug at the nerves hooked to the most sensitive pieces of your target's anatomy, tying them to the satisfaction of a job well done. Choose a creature you can see within 30 feet: they must make a Wisdom save or become Charmed. While Charmed, when the target completes a command or order they are given, they are Stimulated.

HYPNOTIC SIGIL

Cantrip Enchantment

Casting Time: 1 Action, Ritual

Range: 5 feet

Components: V, S, M (white chalk worth 1GP)

Duration: 1 week

You carefully inscribe a mesmeric sigil upon a surface, laying a trap for a later viewer. When you create the sigil, choose a short command word or phrase. When another creature sees the sigil, it vanishes. The creature who sees it must make a DC 12 Wisdom save. If they fail, they become **Hypnotized** to the word or phrase imbued within the sigil. This hypnosis lasts 1 minute.

When cast at a higher level, for every level above 1st, the duration increases by 1 week and the DC by 1.

ILLOGIC

Cantrip Enchantment

Casting Time: 1 Action

Range: Self

Components: S

Duration: 1 hour

You gesture powerfully, pulling a cloak of magic about yourself that averts prying eyes and the logic of their owners. Choose an action or behavior, like "picking people's pockets" or "being in the woman's bathhouse." For the duration of the spell, you make Deception checks at Advantage to reassure others you should be doing this action.

ILLUSIVE TRANSPOSITION

1st-level Illusion

Casting Time: 1 Bonus Action

Range: 30 feet

Components: V, S, M (A small mirror compact)

Duration: 1 round

You warp the air, crafting an illusion that swaps your place with another's. Choose a creature you can see within 30 feet. When an enemy would attack, cast a spell, or attempt to harm you, they must make a Wisdom save. If they fail, they instead choose to direct their action at the target of this spell. Once this spell has redirected one action, or after a round has passed, the spell fades.

When cast at a higher level, for every level above 1st, the duration increases by one round and the number of actions it can redirect increases by one.

IMAGINED TRANSMUTATION

1st-level Illusion

Casting Time: 1 Action

Range: 15 feet

Components: V, S

Duration: 24 hours

Choose a creature within range: you transform the image of an object in the target's mind, altering it indelibly. The target creature makes a Wisdom save. If they fail, choose an object (e.g., an heirloom pocketwatch) or a type of object (e.g., hands). When the target sees the object or an object matching its description, they instead perceive another object of your choosing. You decide what object they see when you initially cast the spell. The object you substitute must be of relatively equal size and shape to the one it replaces.

If the object behaves, provides sensation or is interacted with in a manner inexplicable by the illusory substitute, the creature may make a Wisdom save against your Spell Save DC. If successful, the spell ends early.

MASS DELUSION

5th-level Enchantment

Casting Time: 1 Action, Ritual

Range: 90 feet

Components: V, S

Duration: 24 hours

You weave powerful, invisible threads that stretch out to tangle within the minds of those around you. All creatures within 90 feet must make a Wisdom save: you implant a memory in the minds of those who fail the save. The memory can be shocking or strange; those affected believe it occurred no matter how unlikely or impossible it seems. The memory could be simple, like "you agreed to give me money," or complex, like "a dragon landed here and proclaimed me the rightful lord of this realm."

A creature affected by this spell may repeat their Wisdom save if an event occurs that directly contradicts the events of the memory. This save is made at Disadvantage if another creature affected by the same spell is within 15 feet. The spell ends if the save is successful, if the duration ends, or at a *Remove Curse* spell or similar effect. Once the spell ends, the target can only remember the implanted memory as a cloudy, uncertain event.

If cast as a Ritual, this spell's duration increases to 1 year.

NUMBING CHARM

3rd-level Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, M (a small, golden bell)

Duration: 1 hour

You attempt to charm a creature within range, limiting the flow of sensation from their body to their mind. The target must make a Wisdom save or become Charmed; they make this save at Advantage if you or your allies are fighting them. If you or your allies damage the target, the spell ends.

While Charmed, the creature makes Constitution saves at Advantage. When the Charm ends all sensation floods back in a rush: if the target was made to save to resist orgasm while Charmed, increase their current orgasm DC by an additional 1d4 for each time they were made to save while Charmed. Then the target must save to resist orgasm.

A creature affected by this spell remembers you Charmed it.

A creature **Hypnotized** by this spell enters a **Blank** trance.

ORGASMIC TRIGGER

5th-level Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, S

Duration: 1 day

You whisper a word that sends a thrill through your target, building a burgeoning heat in their loins. Choose a creature within 30 feet who can hear you: they must make a Wisdom save or become Charmed. If they become **Hypnotized** by this effect, the creature re-enters hypnosis whenever they orgasm.

This effect lasts for one day. If the target orgasms before the spell's duration ends, the duration resets.

SEALING CHARM

4th-level Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, S, M (A 100GP hollow diamond)

Duration: 1 hour

You create a partitioned slice of memory, a small spot in a creature's brain that stores your commands—ready to recall at any time, and forget them otherwise. Choose a creature you can see within 30 feet: they must make a Wisdom save or become Charmed. While Charmed, the target remembers actions and events that occurred while previously Charmed.

A target you've previously Charmed saves against this spell at Disadvantage.

SENSITIVE CHARM

4th-level Enchantment

Casting Time: 1 Action

Range: 30 feet

Components: V, M (a 10GP crystal bell)

Duration: 1 hour

You attempt to charm a creature within range, inflaming the pathways from their nerves to their brain. The target must make a Wisdom save or become Charmed; they make this save at Advantage if you or your allies are fighting them. If you or your allies damage the target, the spell ends.

While Charmed, the creature makes Constitution saves at Disadvantage.

A creature affected by this spell remembers you Charmed it.

SUBSTITUTE LOVER

1st-level Illusion

Casting Time: 1 Action

Range: Self

Components: S, M (a heart-shaped locket)

Duration: 24 hours

You wrap threads of magic about yourself, weaving the appearance most pleasing to another. When you cast this spell, choose a creature you are acquainted with: when that target sees you, they believe you are the individual they are most enamored of. If they don't have a creature they are most enamored of, you appear in a manner sexually and aesthetically pleasing to them.

When interacting with the chosen individual while this spell is active, you make all Charisma-based and Sexual Skill Checks at Advantage. This illusion can be pierced by a Perception check equal to or higher than your Spell Save DC.

UNIVERSAL LOVER

3rd-level Illusion

Casting Time: 10 minutes

Range: Self

Components: S, M (a 100GP golden locket)

Duration: 24 hours

You gather a tangled weave of power, layering a dozen faces upon your own. While this spell is active, when a creature sees you, they are affected as if by a Substitute Lover spell.

HYPNOTISM'S HALLMARKS

When you roll Perception to inspect a *Hypnotized* creature, if your check meets or exceeds the Spell Save DC of the creature's *Hypnotist*, you become aware the creature is Hypnotized via one or more visual or audible tells.

SAMPLE HYPNOTISM TELLS

d10	Tell
1	Swirling circles faintly over the eyes.
2	Eyes glazed and glassy.
3	Mouth slightly drools.
4	Mouth moves slightly, repeating the words of their command.
5	Posture is exceptionally relaxed.
6	Cheeks flush.
7	Breathing is exceptionally slow.
8	Pupils form a shape, such as a heart or diamond.
9	Tongue lolls slightly out.
10	Expression exceptionally flat.

HYPNOTIC TRANCES

The result of hypnotism is clear: when afflicted, the victim's perception changes and they follow commands. But do they realize what they're doing? And do they believe they're doing it out of their own free will?

Plotted across these axes, six distinct states emerge:

	Aware	Unaware	Mindless
Willingly acting	Enthralled	Conditioned	Blank
Unwillingly acting	Possessed	Brainwashed	Dissociating

When you **Hypnotize** a creature, choose one of these *Hypnotic Trances*. The creature acts in a manner aligned with that trance. Some spells or effects restrict which trances you are able to choose from.

THE CHARMED STATUS

Though a creature is often *Charmed* before becoming **Hypnotized**, they don't always remain Charmed. A creature both hypnotized and charmed is friendly towards their hypnotist, and often considers them a vital ally. If a Hypnotized creature's Charmed status ends, they may become angry or even hostile towards their hypnotist or their allies. However, this does not necessarily end the hypnosis.

Similarly, a creature whose Hypnotized status ends does not necessarily lose their Charmed status.

ENTHRALLED

The huge Goliath, big as an oak tree, snarled at the guards as they trembled at the gates. Compared to him, the small Halfling woman was hardly noticeable... but when she spoke a soft word to him, his demeanor changed entirely. From angry to calm, from threatening to mild... the look of unrelenting adoration he fixed the woman with made the reason clear.

An *Enthralled* creature sees its hypnotist as the highest good, the greatest force of joy and belonging in their life. When the hypnotist speaks, its thrall listens: not because they feel they must, but because they honestly want to. They feel the desire to follow their hypnotist's commands and interpret the pull as only natural, just as you might want to follow the requests of a lover, a family member, or a colleague you respect.

BEHAVIOR

An *Enthralled* creature appears outwardly normal until the depth of their devotion is revealed. They look and act like an average individual otherwise.

IN ADDITION TO THE EFFECTS OF HYPNOTISM...

If an *Enthralled* creature successfully saves to end their Hypnotism, they remain Charmed.

If an *Enthralled* creature would become no longer Charmed, they end their Hypnotism as well.

CONDITIONED

The assassin crept close, closer, closer... until they stood within range to strike. But even as the knife flashed, the prince lashed out with his hand, grabbing fast the offending wrist. As the assassin's eyes bulged, the prince seemed just as surprised: but after a heartbeat he smiled. Even he hadn't known he was programmed to act in this deadly situation... and so there was no chance the assassin could have known it either.

A *Conditioned* creature has been hypnotized in ways even they don't fully comprehend. Instructions might linger in the back of the mind, or behavior might have been subtly altered... only to be revealed in the most vital moment.

BEHAVIOR

A *Conditioned* creature appears outwardly normal until they act in a manner too quick and too instinctual to be the result of simple practice.

IN ADDITION TO THE EFFECTS OF HYPNOTISM...

...when a *Conditioned* creature would Ready an Action, the first time they would make a roll as a result of that readied action, they roll at Advantage.

BLANK

She seemed at first some kind of golem or automaton: it was only in the slow rise and fall of her heavy chest that any kind of life at all could be detected. Even as the midday sun traced across her cheek, she merely stood: it was only when the commanding speech of her Hypnotist could be heard that she jerekd to life.

Some see no need at all for free will: by their way of thinking, a *Hypnotized* creature only has use when they're following their orders. When they're not, they might as well be a statue. Similar in some ways to automatons, *Blank* creatures move mechanically and efficiently without thoughts of their own.

BEHAVIOR

A *Blank* creature is receptive and flat, seeming almost frozen in time until commands are spoken to them. They don't respond to outside stimulus, except as explicitly directed.

IN ADDITION TO THE EFFECTS OF HYPNOTISM...

...a *Blank* creature does not act except to follow orders. They are immune to mind-compelling effects except *Hypnotize*.

POSSESSED

The Elf looked at her Hypnotist like they were crazy. "Give you this?" she asked incredulously, holding up the brilliant, gold-filigreed sword handed down to her through the ages. She looked on in horror as the hand that held it raised it up and held it forward—offering the artifact willingly. And though she clutched and pulled with her other hand and all her might, it would not budge.

The mind tends to rebel against outside demands... but the body is a different story. A skillful hypnotist can bypass the filter of higher thinking, speaking directly to the basest parts of a creature's mind. Commands meet the target's psyche and are rejected... but their unconscious proves the stronger.

BEHAVIOR

A *Possessed* creature often disagrees with their Hypnotist... at least mentally. They act as normal, though they may put up a fight when their body begins to move against their commands.

IN ADDITION TO THE EFFECTS OF HYPNOTISM...

...The first time a *Possessed* creature acts on a command, if Charmed, they become no longer Charmed. They save to end their Hypnotism at Disadvantage.

BRAINWASHED

The Cleric lifted the flagon to his lips. The younger monk grabbed his arm and stared in disbelief: "Brother Matthew! Your vows!" But instead of appearing surprised or even embarrassed, the Cleric stared in fury at the young monk, and jerked his arm free. "To even insinuate," he barked, "that I might imbibe the devil's drink..." He might have said more, but in direct opposition to his words, he lifted that flagon...

When the mind must rationalize the body's actions, sometimes the simplest answer is denial. A confused psyche chooses to disbelieve its perception.

BEHAVIOR

A *Brainwashed* creature believes they are acting normally, and no outward persuasion can convince them otherwise. They manufacture explanations for why what they're doing is normal—or they flat-out refuse to believe what their eyes see.

IN ADDITION TO THE EFFECTS OF HYPNOTISM...

...Other creatures acting to help break a *Brainwashed* creature out of their Hypnotism do not cause them to roll to save at Advantage.

DISSOCIATING

The queen stood regally, regarding the newcomer to her court with an imperious air. All at once she slumped, staring straight ahead. At the newcomer's gentle request, she removed the tiara from her head, and relinquished it without a word... yet as her hands retreated, her face took on the same look of sneering distaste it had worn before. That expression became surprise and horror when she saw her own crown atop the head of her visitor.

Some powers of hypnosis are so strong, they temporarily blot out the victim's mind. A *Dissociating* creature isn't aware of what it did while the command was active, and is often surprised when they return to awareness afterwards.

BEHAVIOR

A *Dissociating* creature acts as normal, except when compelled by a command. While commanded, they move mechanically and efficiently to answer the command... then return to their normal personality without memory of the time transpired.

IN ADDITION TO THE EFFECTS OF HYPNOTISM...

...if a *Dissociating* creature successfully saves to end their Hypnotism, if they are Charmed, they instead stop being Charmed. If they are not Charmed, they end their Hypnotism as normal.

SAMPLE MESMERISTS

THADDEUS EVENSTAR

Medium Half-Elf, neutral good Level 8 Warlock (Mesmerist)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	15 (+2)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +5, Insight +4, Persuasion +7, **Sensuality** +7

DESCRIPTION

Thaddeus is a Lord with a small holding on the crossroads.

Appearance. Thaddeus is a well-built man of medium height and width. He keeps his hair in short braids clinging tight to his scalp. Deep black skin peeks from beneath his open collar and cuffed sleeves: the clothes upon him mark him more as a nobleman than a magician. And yet the glimmer in his eyes, his bright white teeth when he sees something that tickles his fancy... these speak to his endless curiosity, and his good humor. Strong, veined arms emerge as he rolls up his sleeves, ready to work or think hard and deep.

Personality. Thaddeus likes people. He likes them in all their strange idiosyncrasies, all their contradictions and inconsistencies. He's comfortably congenial, but rarely becomes too attached to others: it's difficult for him to divorce himself from the perspective of a researcher or a historian looking at the minute lives of others. He happily supports those who want to change themselves, and even insinuates now and then what a creature's next opportunity for growth might be.

UTILITY

Thaddeus uses hypnotism as a tool for change.

Room & Board. Thaddeus' mansion is a comfortable place to stay, managed by attentive servants and groundskeepers. A party can count on his home as a safe house to rest at—or even evade the eyes of their enemies. *When you Long Rest at Thaddeus' mansion, roll your highest Hit Die. You gain that many temporary HP. This HP lasts until your next Long Rest.*

Change. Thaddeus takes a personal interest in the people who stay at his home. He asks careful questions and offers a deal when he sees an opportunity: he'll Hypnotize a character to help them change. Whether to aid in the individual's search to be their best version of themselves, or to make them a more effective machine... he's willing. *If a player agrees, their character becomes Hypnotized in a Conditioned trance. This hypnotism lasts for one month or until dispelled by Thaddeus or a Remove Curse spell.*

PLEASURES

Thaddeus is a man who loves the novel and the new. That applies to people, too.

Seduction - DC 16. Thaddeus is more than happy to tangle with his guests, especially if it's made clear it will help them in some way. *If Thaddeus believes sex will be greatly beneficial to his partners, their Seduction rolls are made at Advantage.*

Preferences. Thaddeus welcomes all approaches. He enjoys slow, tender lovemaking and is weak to having his shoulders massaged. *A massage attempt using an Athletics or Sleight of Hand roll of 14 or above makes Thaddeus Aroused.*

SIBILA

Medium Yuan-Ti, neutral evil Level 10 Warlock (Mesmerist)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	15 (+2)	12 (+1)	18 (+4)

Saving Throws Wis +4, Cha +7

Skills **Domination** +7, Deception +7, Insight +4, Persuasion +7

DESCRIPTION

Sibila is an escort with deep troves of information on her clients.

Appearance. From the waist up, Sibila is a picture of beauty: small, pert breasts and dusky yellow eyes draw attention but the rest is hidden behind fine, nearly transparent silks. As her waist slims it transforms into a snake's tail with a speckled gray pattern. She glides easily on this tail, despite her lack of legs, and only a single square of delicate silk obscures the place below her hips. She affects a peculiar, enrapturing sway to her body as she moves, as if she's locked in a timeless dance. Now and then, a long, forked tongue slips from between her lips—only to return, satisfied with what it tasted.

Personality. Sibila is a charming, intoxicating creature. A long life in her chosen profession has made her adept at seeking out what people want, and dangling it in front of them. She loves to be in control; however, this is a side she rarely shows to anyone outside of her sheets. In the streets she is demure and polite, though her sharp, intelligent wit gives her away now and then.

UTILITY

Sibila is half trap, half opportunity. Will she share her knowledge, or take yours?

Entrancing Partner. Once a guest enters Sibila's private quarters, the gloves come off. She sweetly approaches, plays the game for a couple of moments—then when she gets an opportunity, stares deep into her partner's eyes and attempts to Hypnotize them. *Her target makes a DC 16 Wisdom save. If they fail, they become Hypnotized in a Blank trance.* Once she's hypnotized her prey, she plies them for information, has her way with them, and sends them out the door with only a muddled, pleasant memory.

Information Broker. Sibila knows a great deal, even things no one should know. She convinces those she hypnotizes to unburden their minds and tell her everything they know. Those who approach her in an informational capacity can stand to learn much. *Sibila can be paid 50GP to learn one of the following about an individual in the same city: one of their kinks, their preference for sexual skills, or a fact about their sexual history that can be leveraged.*

PLEASURES

Sibila enjoys her trade, especially where it lets her exert her power over others. She coils around her lovers and holds them fast, dictating the pace.

Seduction - DC 14. Sibila will spend a night with a paying customer for the price of 100GP. Successful **Seduction** halves this price.

Preferences. Sibila revels in the power she exerts over her partners with her hypnotism: it also allows her to moderate the pleasure she experiences. A more active partner would render her quickly overwhelmed.

Kinks. Sibila enjoys dominating, being dominated, blindfolds, and grinding.

ALSEVIR ROWANROOT

Medium Tiefling, chaotic neutral Level 6 Warlock (Mesmerist)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	13 (+1)	9 (-1)	12 (+1)	19 (+4)

Saving Throws Wis +4, Cha +7

Skills Arcana +5, Insight +4, Persuasion +7, **Sensuality** +7

DESCRIPTION

Alsevir is a happy-go-lucky traveler who makes waves wherever they go.

Appearance. Alsevir cuts a strange figure, primarily because of the actor's mask that covers their face—half smiling, half frowning. Purple-skinned arms and neck reveal their Tiefling ancestry as surely as the two slim, curving horns protruding from their forehead. The rest of their outfit is as strange as the mask: discordant colors and patterns on robes and leather armor give a strange, cartoon-like picture.

Personality. Alsevir is rarely without a hum or a laugh. They seem perpetually entranced by the life they lead, and well they should be: whenever things get boring, it's off to the next place and the next group of people. Alsevir seems radically honest and open: they don't mind answering just about any question posed to them. Similarly, when Alsevir wants something, there's no hesitation—they go out and get it if the thing can be got.

UTILITY

Alsevir is as likely to be a help as a thorn in one's side.

Agent of chaos. Alsevir is entertained—and vocationally motivated—to push people to do the things they desire but refuse to indulge. An avid follower of Ubha, this purple-skinned Tiefling delights in subtly Hypnotizing people to follow their most inward desires... unconcerned about the potentially negative effects. *Alsevir draws unaccompanied people aside long enough to try to Hypnotize them at a DC 13. If successful, Alsevir instructs them to chase their deepest, most hesitant desire.*

PLEASURES

Alsevir is flighty and excitable, easy to tempt and easy to please. However, their passion is directed towards those they consider free of inhibition.

Seduction - DC 18. Alsevir is a tough nut to crack. They choose their own encounters... though an exception is made for creatures they've successfully hypnotized. *A creature who has been Hypnotized by Alsevir and carried out their secret desire, rolls to Seduce Alsevir at Advantage.*

Preferences. Alsevir likes novel, even daring sexual experiences. In particular they are ecstatic to participate or assist in the desires of the creatures they hypnotize. No kink is too strange or too involved to indulge. They are a very giving lover.

Kinks. Alsevir enjoys exhibitionism, voyeurism, and wish fulfillment. They are least interested in **submissive** partners.

HYPNOTISM AND CONSENT

Hypnotism fundamentally interferes with the free will of a creature, demanding they act in a manner you outline. When this causes a creature to act against their self-interest or against their desires, this creates an issue of consent.

Some consent can be safely ignored if a creature is sufficiently "evil," or if they have no will of their own: we seldom concern ourselves with the morality of subverting the desires of a vicious murderer or a zombie. But what if we're thinking of a friendly blacksmith? Or a love interest, or a player? And what about when eroticism enters the ring?

Hypnotism and control can touch on uncomfortable issues for some people. When you involve this module in your game, you should ask the following: **are all parties at the table comfortable engaging with this material?** If the answer isn't an emphatic "yes," then you might have to reserve this content for other tables. When you do use this material, you should know to what extent your fellow players are comfortable with the hypnosis affecting NPCs: can you compel them to do things they'd never otherwise? Can you compel them to hurt themselves or others? Can you compel sexual commands? Ask your fellow players these questions and respect their answers.

When a player is targeted, you should in addition follow this rule: **obtain player consent.** Hypnosis might compel a player character to drop a weapon in a fight, which the character might not consent to—but if the *player* themselves agrees to it, that's fine. Before a creature *Hypnotizes* a player character, the GM should ascertain what the player is comfortable with.

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 - 6/25/22
 - Initial release
- 1.1 - 1/6/23
 - Update to match core rulebook re-release
 - Some minor rules changes

CREDITS

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 - Power of Music** by Louis Gallait
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